

PER2-08



# DARK WAVES

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

Version 1

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Strange cargo is arriving in Traft City. A respected cleric has been charged with murder, and will be put to death. Now, the characters have until sundown to uncover the terrible truth! An adventure for characters levels 1 – 8.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

## SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

After voting, give the Scoring Packet to your event coordinator.

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
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	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Perrenland. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

## ADVENTURE SUMMARY AND BACKGROUND

### THE DARK WAVE

This criminal organization is, at present, limited to operating in and around Traft Canton and, to some degree, Clatspurgen. The Dark Wave specializes in acquiring and shipping contraband goods (mostly of a rare and evil variety) to the four corners of the Flanaess. During the last twenty years they have profited by dealing with illicit traders in the lands of the Tiger and Wolf Nomads, stealing valuable heritage artifacts from local tribes, and ensuring that the goods reach fat, greedy collectors in the Great Kingdom and the Scarlet Brotherhood. More recently, the Dark Wave has established black market trade routes as far away as Blackmoor and, quite ominously, as close as The Land Of Iuz.

This is where our story starts.

As early as 589 CY, the Dark Wave's "Glorious Master", Schlobbervick Hunterbarren took a perilous

journey from Traft, across the Sepia and Nomad lands, and into the Empire of Iuz. Over the border, Hunterbarren met with Panshazek, a handsome but wicked Priest Of Iuz and a Lesser Boneheart. Panshazek relayed to Hunterbarren a plan that would make him rich beyond imagining, a plan that would use Perrenland's neutral stance towards Iuz as the perfect cover.

At the request of his master, Panshazek has recently scoured the Iuzian wasteland in search of any non-magical relics that were linked to religious organizations of good intent, and used by clerics in the days before Iuz took control some 400 years ago. Although simply looking at these twisted icons of a goodly nature made him violently ill, Panshazek set about studying the items and learning all he could about the priests who might have used them, as well as the items' usefulness and original purpose. He then set to valuing the items, and considering how each item, of which he found a few hundred of various kinds, might be considered as valuable as non-magical artifacts to clerics of a particular faith.

Panshazek thought about how much such clerics might pay for "long lost treasures" of their faith; and then how his master, Iuz, might then use these relics, once in the hands of the piously righteous, to scry upon them and commit sacrilegious atrocities from deep within a church's organization. In this way, Iuz would weaken every church's faith from within and, eventually, decimate the followers of such faiths so that the goodly gods themselves might be, for the first time in Oerth's history, faced with a paucity of followers and the possibility of ultimate extinction.

However, Panshazek knew that nobody trusted Iuz, or his Boneheart. The Churches Of Good (Pelor, Rao, Heironeous) had sent spies for years into his lands, and they had lists and descriptions of most of his cronies and black market racketeers. As soon as any Iuzian tried to move the goods they would be caught, and then the entire plot would be unveiled.

So Panshazek turned to his master's neutral neighbor Perrenland. He searched the wastelands for Perronese traders, looking for that extra "something", and not caring where that something came from. Panshazek found his stooges in the form of the Dark Wave Crime Syndicate. For three years, Iuzian traders gained the trust of the Perrender thieves and, before too long, introduced them to the idea that an alliance with Iuz meant fortune beyond their belief.

It was then that Hunterbarren was ready to meet with Panshazek, and agree to run an illegal trade route from Iuz, through the Wolf Nomads, the Sepia, and into Traft City. Hunterbarren and his organization built a small, but effective, timber town on the edge of the Vesve Forest (60 miles NE of Waterwall) in the SE corner of the Wolf Nomads, and only 13 miles west of the Dulsi River and the Iuzian border. The town was dubbed "Riverview." It was too far from Nomad grazing lands to make any difference, and too far from any major Vesve settlement, to cause anybody any concern. The amount of forest logging being done by Hunterbarren's "townsfolk" was

minimal, so even local druids and elves turned their eyes to more important events.

Riverview's timber mill specialized in making ornate cabinets, writing desks, and chests of drawers. For twelve months, cartloads of these items arrived in Traft from Riverview, passed inspection without a hitch, and went on to adorn the rooms of Traft's wealthiest families. Before too long, it became very fashionable to have "Riverview Wood" in the "best" room of any mansion or government office.

Then, six months ago, Iuz put his plot into motion. Hunterbarren's goons would cross the Iuzian border at night, collect ten "clerical artifacts", and smuggle them back across the border and into Riverview. The items were then placed inside the furniture that was on its way to Traft.

Once the furniture was safely inside the Dark Wave's warehouse in Traft, members of the organization set about making contact with clerics of various goodly faiths in Traft City, letting them know that they had "miraculously" come upon some ancient artifacts of their faith, but that possessing such an artifact must remain a secret so that more might be acquired in good time for others.

Now the clerics of Traft are hooked. The items genuinely *are* non-magical artifacts, but within them, hidden by magic, are the eyes of Iuz, watching, waiting, and influencing from behind the scenes. Excited clerics have now been in contact with brethren of their faith from all over the Flanaess. "Hey! Want an icon to impress your flock and get you a promotion?" The Dark Wave has started taking orders from Furyondy, Veluna, Dyvers, and even Greyhawk City herself.

The Dark Wave is about to sweep the Flanaess.

### **Encounter 1: Doomed to Die**

After spending the night at The Junction, the characters arrive in Traft City. They arrive in time to hear that Pater Ogilvie Gussmann is to be hanged by sundown. When the characters speak with him he tells them that an evil spirit possessed through an item of clerical interest, and made him murder a young girl. He pleads with the characters to help him prove his innocence. Snatchly Burkersnout and his son, a local pickpocket and assassin in the employ of the Dark Wave organization overhear the characters if they accept. (40 minutes)

### **Encounter 2: Black Marks**

On the trail of Burkersnout, or his accomplices, the DM should let the characters explore a couple of the seedier areas of town, never finding Burkersnout of course, but when the DM thinks the time is right he/she should spring on them the next attempt by the Dark Wave to stop them from prying. This comes in the form of one or more Black Marketeers. They attack the party at a time the DM thinks is appropriate. One of the Black Marketeers has a key on them. It is the key to open the Warehouse door in Encounter 5. (40 minutes)

### Encounter 3: Nomads at Church

The characters go to Gussmann's church, the Shool Temple, dedicated to Rao in Staathoff (Map 4, #8). Durchen, Gussmann's assistant, tells the characters about the wonderful furniture coming out of Riverview. Whilst the characters are talking to Durchen, the windows of the church (from above) are smashed in and they are attacked by Tiger Nomads who have poison-tipped tomahawks. These guys work for the Dark Wave organisation. (40 minutes)

### Encounter 4: Birkie Blabbermouth

Durchen tells the characters to visit the Bottomless Haversack (a sales outlet for The Dark Wave) in Mittelstaat. Here, the party is trapped from behind (inside) by some Tiger Nomads who also work for The Dark Wave. When the characters interrogate Birkie Jurgen he reveals that the cabinets, clerical items, and other "nice furniture" come from a Warehouse in Uberstaat. (30 minutes)

### Encounter 5: Guards and Wards

At the Dark Wave warehouse there is a note on the door, "Gone to the pub. Back soon." This is the way characters can go to the nearest pub and find *Encounter 2*, if they haven't already. Otherwise, nothing more happens outside the warehouse. Inside, the warehouse is guarded by some rasts. The characters then discover a shaft going down into the earth. (20 minutes)

### Encounter 6: The Cost of Prying

Downstairs, in the warehouse, is where the Dark Wave keeps their furniture. It is guarded by Glacialismagnificus, a white dragon who has been sent to do the job by Panshazek himself. (30 minutes)

### Encounter 7: To Believe or Not

Finally, the characters return to Traftstaat with evidence (a dragon's head, furniture, clerical items, rast's heads, Tiger-Nomad heads) that something strange is going on in Traft City, and all things point to a clandestine organisation called The Dark Wave, which appears to be in league with Iuz. It appears that, somehow, one of Gussmann's items, under the control of Iuz, caused Gussman to commit murder. How well the characters influence the Watch Detective, determines the fate of poor old Pater Gussmann. (20 minutes)

## INTRODUCTION

Before starting play, the DM should ensure that the characters have paid their Upkeep. The DM should also roll to see what day of the week it is. This will affect what events are taking place in Traft at this time (see Map 8, #C). Read-aloud text descriptions can be rounded out with filler descriptions of places, people and events where needed.

*Your journey from Niederschlauss through the North Wood was uneventful, and rather than sleep in the more expensive inns of Traft City, you stay at the popular wayside tavern called "The Junction," just 10 miles east of the city. Here, Bertie Bundesbrow, the proprietor makes you feel welcome and you hear some interesting rumors about the surrounding countryside.*

- In Traft City, a high cleric of Rao has been arrested on charges of murdering an aristocrat. The Hintervoormann is likely to have him executed.
- Patrols of private mercenary groups have increased in and around the Sepia Uplands due to rumors that agents of Iuz are operating there.
- Factions fighting amongst clans and election candidates have spread to Traft Canton. Up until now, it has mostly concerned the Weispeers and the Hussens, but now the Roodbergs, the Vossers (from Clatspurgen) and Oostmeers (from Traft City) have become involved.

Give the characters a chance to gather the rumors with a successful Gather Information check (DC 15).

The cleric is called Ogilvie Gussmann, and he is a priest of the Shool (Rao). He is known around local parts as a bit of an old gossipmonger and a "kiss-arse" of the aristocracy. Nobody at The Junction knows what he did, but they know he is to be hanged tomorrow afternoon (see Map 4, #8).

The patrols are mostly privately funded mercenaries who have come to be known locally as "Bildgear's Rangers." Orgus Bildgear can't get the 1<sup>st</sup> Auszugen to patrol yet, at least not until he's elected Voormann, so he's got some local aristocrats, including the Hintervoorman, His Honoured Grace, Llart Urwiggen (see Map 7, #A), to fund private patrols in the Sepia Uplands. Bildgear is convinced that Perrenland is under some threat; though many peaceful Perrenders are scared that offending Iuz might be bad for business.

The election process is turning into a mess. Karl Hussen has kidnapped the Voormann's daughter, Hanne Weisspear. She has not yet been found, and there is no doubt that Karl plans to use her at some point to leverage control of the Concatenated Council to benefit the Hussen clan. With the election now only weeks away, everyone is expecting Karl to play his hand, very soon.

Meanwhile, agents of Iuz have killed the Voormann's beloved but outspoken uncle, Ingolt Weisspear, who feared that Ingolt would convince Karenin to break the pact of neutrality and attack before The Old One is ready. The nation has been in mourning.

Ingolt's death led his niece, Tamarind, to convince her husband Guthrie Roodberg, to once and for all secure the Clatspur Ranges by seizing the territory of the Vossers and the Kershane elves. So far, things haven't gone quite as planned; but the Roodbergs are proud and haughty, and they have another Ace in their deck.

## AFTER LEAVING THE JUNCTION

The characters spend the night at The Junction and set out for Traft City in the morning. Read or paraphrase the following.

*You leave for Traft City early in the morning. Most of you have business of one kind or other in the city, and such visits are rare.*

[Each character should consider here what business he/she might actually have in Traft]

*It is not long before you arrive outside the huge iron gates of Traft. They are approximately 12 feet high, and are buffeted on either side by a 50-foot rock wall, which encompasses the entire boundary of the city. The wall has parapets every 30 feet, and several militia-folk can be seen, at intervals, guarding each one. The militia-folk on the gates are dressed in the recognisable red and white uniform of the 1<sup>st</sup> Auszugen. Here, they double as city militia, as well as having the usual infantry duties. They allow you to enter without much fuss, and you go inside.*

At this point, the DM should describe to the characters what they see as they enter Traffstaat (Map 8), depending on what day of the week it is. The DM may describe the various shop signs and obvious buildings, as well as lay out a copy of the Map for them to see. When the DM describes the centre of the town square (ie. The Hanging Tree), move on to *Encounter 1*.

## ENCOUNTER 1: DOOMED TO DIE

*In the centre of the square stands a stockade of sorts, and behind it a huge, gnarled oak. Attached to the oak is a hangman's noose, which dangles ominously above a small stage, used in the business of executions. Manacled to the stocks is a middle-age man with silver, messed-up hair and a scruffy beard. His clothes, whilst expensive, are covered in muck of all kinds, including animal excrement. He wails and howls so loudly that his voice echoes all over the marketplace, and passersby either ignore him, or chide him with comments like, "Murderer!" "Childslayer!" and "Church Defiler!" A number of locals throw garbage at him and spit, whilst several pick up horse manure and play "hit the target" with the shackled criminal.*

*Then, above and behind the tree, four figures appear on the balcony of the Cantonal Council Chambers. A crowd is gathering. It appears the citizens of Traft are awaiting a proclamation. One of the four men steps forward. He is dressed in a plain gray suit, denoting no affiliation with any clan or branch of the church or military. He speaks, "Good citizens of Traft. One week ago this man, Pater Ogilvie Gussmann of the Shool, and a representative of Rao on this Oerth, was found guilty of murdering the lovely daughter of one of our most respected aristocrats, Meister Morgun Cheigrich. There were three witnesses, and Lord Boone here has verified the murder weapon as belonging to Pater Gussmann. Scrying has also proven that the weapon belongs to Pater Gussmann and was in his hands at the time of the murder."*

*Lord Boone, a heavy-set but tall man with strikingly dark and brooding features steps forward, nods his head in agreeance and says straightforwardly, "This is correct, Watch Detective."*

*Then, the man referred to as the Watch Detective continues, "I now call upon His Honoured Grace, Llart Urwigen, Hintervoormann of Traft Canton, to read the proclamation of the Cantonal Council."*

*Then, the most regally dressed man steps forward, unwinds a scroll and reads, "As the duly elected Hintervoorman of Traft Canton, I hereby proclaim that you, Ogilvie Gussmann, have been found guilty of murder and the slaughtering of an innocent; and unless evidence to the contrary is presented by sundown this day, you shall be taken up and hung by your neck until you are dead. I also proclaim that your body be left hanging for a further 14 days so that others may observe that the maggots and the flies do nature's final vengeance on such a wicked, and once trusted, member of our city."*

*With this, the crowd cheers loudly and joins in a rousing chorus, which agrees quite clearly with the Hintervoorman's proclamation. However, then, the final figure steps forward. The crowd hushes, coos, and gasps in awe. It is Councillor Orgus Bildgear, Traft's candidate in the upcoming election for Voormann of all Perrenland. He speaks, "Citizens of Perrenland. Members of the Shool, such as Pater Gussmann, have been regrettably weakened by our years of complacency dressed up as peace. Years of grovelling, pandering, and licking the belt-buckle of Iuz have made them mad. Rao, our beloved god of knowledge must hang his head in shame at the dismal. Nay, the murderous performance of his Oerthly ministers! If Pater Gussmann had taken up his weapon against the Old One, his passion to vent his anger may have never been spent on poor little Jenni Cheigrich, but no. Idle passions breed misplaced deeds. Pater Gussmann is only one of thousands who need to take their fight to The Old One before he leads us astray, and comes for us like a shadow in the night. To do that, you know which candidate you must cast your vote for in our glorious election. A vote for Karenin is a vote to allow people like Gussmann go on killing innocents! A vote for me will put weapons back in the hands of Perrenders united to, at last, do something more than murder little children!"*

*A rousing cheer engulfs the pungent marketplace, now thronging with hundreds more, lured into the square by the sound of their Councillor's voice. Bildgear waves to the crowd, and then gives the official salute of Traft's 1<sup>st</sup> Auszugen. Almost automatically, and quite without force or prejudice, the entire populace return the salute and wait for Bildgear to smile a little smile, wave again, then disappear with the other three men inside the Cantonal Council. Only Lord Boone looks back, frowns distastefully, then vanishes inside himself.*

Much of the gathered crowd continues to stand around discussing the proclamation, or placing bets on whether or not the priest hangs by sundown. Little attention is now being paid to Gussmann, who still cries "I am innocent! Innocent I tell you! Help me! Someone please help me!" from his pathetic stockade beneath The Hanging Tree.

If the characters go over and speak with Gussmann, go to "SPEAKING WITH GUSSMANN". If they go someplace else, and don't seem to want to speak with Gussmann, go to "OVERHEARING WHISPERS."

## **SPEAKING WITH GUSSMANN**

Ogilvie Gussmann has been locked in the stocks for the last seven days. He has lost a goodly portion of his sanity (and dignity) during this time. Quite a few local people have started by questioning him, but then end up laughing at him, or mocking him. He has grown wary of peoples' abuse and ignorance. Unless the person is wearing Oostmeer colours, every person who tries to engage with Gussmann must make a successful Diplomacy check (DC 10). If they fail, Gussmann says, "*I don't like the look of you! You'll have me hanged!*"

If a character succeeds, Gussmann slowly unveils the following information as answers to pertinent questions. The DM should paraphrase most of this in the role of a frightened, paranoid, and ultimately doomed Ogilvie Gussmann.

- Seven days ago Gussmann's assistant, Ranolf Durchen, was given a very old Aspergillum, a device used by priests to sprinkle holy water on their congregation. Gussmann doesn't know who gave it to Durchen.
- Gussmann was convinced that this item was, quite possibly, one of the Blessed Items of Rao which were lost when Iuz took control of the lands east of the Burneal Forest, some 300 years ago and had all the church property scattered, and all the good clerics of the land beheaded so he could begin his Road Of Skulls.
- Gussmann, ever seeking knowledge, took the item to his friend, and aristocratic parishioner, Morgun Cheigrich. Cheigrich has some knowledge of rare items, as his father made his money out of looting dungeons in the Yatils before settling in Traft City.
- When Gussmann arrived at the Cheigrich residence, Cheigrich's 12-year-old daughter, Jenni ushered him inside. When Jenni told Gussmann that her father was not at home, Gussmann says he lost control of his senses. He began frothing at the mouth and mumbling blasphemous words, many of which he later knew were Common words, but spoken backwards. Jenni tried to soothe and calm him, but his rage would not be sated. Two maids and Cheigrich's butler came to lend a hand, but as they arrived, Gussmann unscrewed the handle of the Aspergillum to reveal a hidden dagger, dripped in the poison of a thousand vipers!
- With ten terrible strokes, Gussmann lunged at the defenseless little Jenni, maiming her beautiful face, her features, and eventually stabbing her to death! Then he methodically put back the handle of the Aspergillum to conceal the blade, threatened the screaming servants not to follow him, and returned to his church in Staathoff where he bathed, changed his clothes, and smiled at the wickedness of his act. Then it dawned on him, why did he do this? What drove him? What insatiable force had caused him to commit murder?

- Gussmann is convinced that it was not he, but someone or something else, which possessed him that day and made him slay little Jenni.
- The aspergillum was taken as evidence by the Council and used as part of his trial, which he was not allowed to attend by law. Now that he has been convicted, it has been returned to his church, as it is a priceless item of great value and prestige, even though it is not magical in any way, shape or form.
- Gussmann is convinced that some entity did not want him to find any more information about the item, so it possessed him, framed him for murder, knowing that he would be silenced forever via an execution.
- Gussmann asks the characters to help him to find out more about the item, and the entity guarding its identification. He has no idea where they should begin, but maybe Durchen, his assistant, might be a start, as he now has the Aspergillum under his care. Gussmann reminds the characters to hurry, as they only have until sundown to save his life.

## **OVERHEARING WHISPERS**

As the characters travel about town, going to markets, taverns, Das Arena, or shops, they hear whispers around them concerning recent events. Have the characters make Listen checks (DC 12) to hear the hushed voices of the common-folk.

- Maybe Gussmann didn't do it. He's always been such a knowledgeable, pious man. Pity he's gonna be hung.
- My friend Laural said that her friend Martina knows the cousin of the maid who witnessed Jenni's murder. She said that Gussmann acted like a man possessed, and that the holy water thing he used to murder the girl was some kind of poisonous dagger!
- Lord Boone apparently had to retract a statement he made and he was very embarrassed. He originally said that only somebody more familiar with the dagger could have wielded this weapon. Gussmann, he said, didn't have such finesse. Lord Boone had doubts about Gussmann's ability to commit the crime, but there were too many witnesses, and even Gussmann didn't deny that he actually did it, so Lord Boone retracted his theory and backed the findings of the Watch Detective, Gurner Trocklespit.

These rumors should lead the characters back to speak with Gussmann, or starting to investigate the murder case by default, even without speaking to Gussmann.

If the characters do nothing about investigating the crime, then they still might have fun visiting Traft City, though they do not get any experience points or treasure.

## **AN ASSASSIN STRIKES!**

If the characters speak to Gussmann in the city square and accept helping him, or they talk amongst themselves

at some point and decide to investigate Gussmann's case, they are overheard by Snatchly Burkersnout, a local pickpocket and assassin in the employ of the Dark Wave organisation. His job is to shadow new arrivals in the city, and prevent anyone from meddling in the organisation's plans. He is shadowing with his son, and apprentice, Jacksy, although Jacksy keeps his distance and hides when Snatchly "goes to work" on a "customer".

At an opportune and realistic moment (DM's choice), Burkersnout sneaks up and attempts to backstab (and kill) the strongest-looking member of the character party. He then tries to escape the following round by running at full speed away from the characters in the direction of Das Arena. If caught, he bites down on a mouth pouch containing Dark Reaver Powder and kills himself, but not before screaming (in ecstasy), "*The wave washes over me ...yes! Yes! The dark wave!*" Then he dies. Burkersnout's son, Jacksy, gets away unseen and informs the Dark Wave that the characters are investigating Gussmann's case and could be dangerous.

## APL 2 (EL 3)

➤ **Snatchly Burkersnout:** Male human Rog3; hp 11; see Appendix 1: NPCs.

**Tactics:** At APL 2, Burkersnout attempts to hide. If he is successful, he moves in for a sneak attack. If he is seen skulking the party menacingly, he runs away, drinks his *potion of hiding*, and returns at an opportune moment. Burkersnout uses his Dodge feat versus the character most likely to retaliate against him in close melee. When escaping, he takes advantage of his Mobility feat to give him +4 to his AC versus attacks of opportunity as he passes through threatened areas. Remember that the potion of hiding might still be in effect, and he uses this to evade the characters at the first opportunity.

## APL 4 (EL 5)

➤ **Snatchly Burkersnout:** Male human Rog5; hp 17; see Appendix 1: NPCs.

**Tactics:** At APL 4, Burkersnout attempts to hide. If he is successful, he moves in for a sneak attack. If he is seen skulking the party menacingly, he runs away, drinks his *potion of hiding*, and returns at an opportune moment. Burkersnout uses his Dodge feat versus the character most likely to retaliate against him in close melee. When escaping, he takes advantage of his Mobility feat to give him +4 to his AC versus attacks of opportunity as he passes through threatened areas. Remember that the potion of hiding might still be in effect, and he uses this to evade the characters at the first opportunity.

## APL 6 (EL 7)

➤ **Snatchly Burkersnout:** Male human Rog6/Asn1; hp 23; see Appendix 1: NPCs.

**Tactics:** At APL 6, Burkersnout attempts to hide. If he is successful, he moves in for a death attack. If he is seen skulking the party menacingly, he runs away, drinks his *potion of hiding*, and returns at an opportune moment. Burkersnout uses his Dodge feat versus the character most likely to retaliate against him in close melee. When escaping, he takes advantage of his Mobility feat to give him +4 to his AC versus attacks of opportunity as he passes through threatened areas. Remember that the potion of hiding might still be in effect, and he uses this to evade the characters at the first opportunity.

## APL 8 (EL 9)

➤ **Snatchly Burkersnout:** Male human Rog6/Asn3; hp 29; see Appendix 1: NPCs.

**Tactics:** At APL 8, Burkersnout attempts to hide. If he is successful, he moves in for a death attack. If he is seen skulking the party menacingly, he runs away, drinks his *potion of hiding*, and returns at an opportune moment. Burkersnout uses his Dodge feat versus the character most likely to retaliate against him in close melee. When escaping, he uses his Spring Attack feat to strike then move away, he takes advantage of his Mobility feat to give him +4 to his AC versus attacks of opportunity as he passes through threatened areas. Remember that the potion of hiding might still be in effect, and he uses this to evade the characters at the first opportunity.

**Development:** If the characters try to speak with any of the Traftian dignitaries, such as Bildgear or Lord Boone, unless the characters have new evidence to present, they are not available.

If the characters try to enlist the aid of the 1<sup>st</sup> Auszugen, the 1<sup>st</sup> Auszugen are charged with defending the citizens of Traft City. They do not help outsiders, nor do they follow instructions from outsiders.

The City Militia investigates the death of Snatchly Burkersnout, arriving in 1d4 rounds. They immediately recognise Burkersnout as a local thief, and thank the characters for ridding the city of this menace. They know nothing more about Burkersnout or where he lives or even whom he works for. If Burkersnout succeeds in killing one of the characters, the City Militia expresses sorrow and suggest the services of The Grande Kerk OF The Shool (Map 8, #6).

If the characters follow the leads on the scrap of paper, go to *Encounter 2*.

If the characters wish to interview Dürchen in Staathoff, go to *Encounter 3*.

# ENCOUNTER 2: BLACK MARKS

The characters might take a walk around the seedier reaches of Traft City, but eventually all their roads lead to Das Arena, and the tavern known as The Joint (Map 6, #3). Inside, the characters might ask some questions



about either Burkersnout, “the warehouse”, “the shop”, “the furniture”, or even “the item” which was used by Gussmann to commit the murder. All enquiries are met with either stony silence, or “looks that could kill”. A successful Spot check (DC 12) reveals seedy patrons leaning close and clearly whispering about the characters. A successful Listen check (DC 15) reveals snippets of talk as follows.

*“...on to us ...get word to the Black Marks...warn the warehouse...send for the Suel-boyz...arm the pygmies...tell Schlobbervick...get advice from Dorakka...”*

It may be that the characters have already encountered the pygmies (Encounter 3) or the Suel-boyz (Encounter 4), so their names are not mentioned here.

If any characters use *physical or magical force* to get information from any patron(s), then double the number of Black Marketeers (see below) will actually arrive through the doors of the tavern and attack the characters without mercy. The barroom clears and all hell breaks loose. The ruckus draws the City Militia in 3d4 rounds instead of 2d4 rounds, and only then do the Black Marketeers break off melee and escape through a back room of the tavern, and down a hidden trap door that requires a successful Search check (DC 40) to find.

If the characters try to poke around The Joint, or force their way through to back rooms, then the regular contingent of Black Marketeers arrive in the tavern and confront the characters.

## THE BLACK MARKETEERS AKA “THE BLACK MARKS”

These NPCs are the “elite” guards of the Dark Wave organisation. They come when outsiders threaten trouble, and are experts in “cleaning up” after their “work” is done. They arrive in waves of rogue and wizard combinations, and are usually armed with magic items to aid them in their “work”.

Unless the characters cause trouble at The Joint (see above), the Black Marketeers ambush the party in one of the alleyways near the tavern as they go to leave the district (DM’s choice of place and timing).

They never attack front on, and always split up to ambush from different positions and angles with at least one of them attempting a sneak attack on the nearest victim. They are, however, cowardly, and flee if (or when) the City Militia arrives within 2d4 rounds of the start of combat. When they flee, they go in different directions and climb up over buildings and rooftops if they are able. If any of them are caught, they take poison as in Encounter 1, and repeat the same silly mantra. *“The wave washes over me ...yes! Yes! The dark wave!”*

### APL 2 (EL 2)

🗡️ **Rogue:** Male/Female human Rog1; hp 10; see Appendix 1: NPCs.

🧙 **Wizard:** Male/Female human Wiz1; hp 8; see Appendix 1: NPCs.

### APL 4 (EL 4)

🗡️ **Rogue Leader:** Male human Rog1; hp 10; see Appendix 1: NPCs.

🗡️ **Rogues (2):** Male/Female human Rog1; hp 10, 10; see Appendix 1: NPCs.

🧙 **Wizard 1:** Male/Female human Wiz1; hp 8; see Appendix 1: NPCs.

🧙 **Wizard 2:** Male/Female human Wiz1; hp 8; see Appendix 1: NPCs.

### APL 6 (EL 6)

🗡️ **Rogue Leader:** Male human Rog1; hp 10; see Appendix 1: NPCs.

🗡️ **Rogues (3):** Male/Female human Rog1; hp 10, 10, 10; see Appendix 1: NPCs.

🧙 **Wizard 1:** Male/Female human Wiz1; hp 8; see Appendix 1: NPCs.

🧙 **Wizard 2:** Male/Female human Wiz1; hp 8; see Appendix 1: NPCs.

🧙 **Wizard 3:** Male/Female human Wiz1; hp 8; see Appendix 1: NPCs.

### APL 8 (EL 8)

🗡️ **Rogue Leader:** Male human Rog3; hp 20; see Appendix 1: NPCs.

🗡️ **Rogues (2):** Male human Rog3; hp 20, 20; see Appendix 1: NPCs.

🧙 **Wizard 1:** Male/Female human Wiz3; hp 16; see Appendix 1: NPCs.

🧙 **Wizard 2:** Male/Female human Wiz3; hp 16; see Appendix 1: NPCs.

🧙 **Wizard 3:** Male/Female human Wiz3; hp 16; see Appendix 1: NPCs.

**Tactics:** The rogue(s) attempt to Hide. If successful, they move in for a sneak attack. The wizards already have *magic weapon* cast on their quarterstaves, and cast *charm person* on the strongest party member(s) from a rooftop as their first spell of combat. At APL 8 the wizards each summon a fiendish dire rat to assist in combat.

**Note:** The “brass key” is a key to “The Warehouse” in Unterstaat, where the Dark Wave is storing the furniture and items shipped in by Iuz. There is no way any character knows this until they find the warehouse later on.

After this combat, the characters should now seek out Durchein in Staathoff. Proceed to Encounter 3.

## ENCOUNTER 3: NOMADS AT CHURCH

As soon as the Dark Wave organisation are aware that the characters have spoken to Gussmann, or are likely to visit his church, they communicate with the Tiger Nomads (from Nomad City) who have been doing some of their “dirty work” for them. The Tiger Nomads strike in two waves: 1) fighter-nomads (with poison-tipped tomahawks) and if that fails; 2) barbarians (who are very tough). The nomads are simply told that these pesky adventurers are trying to get a piece of the organisation’s action. As the nomads are often keen for a fight, this is all the information these thugs need, to help protect their master’s interests.

As the characters walk through Staathoff, the DM might like to describe some of the buildings and businesses, which can be reckoned from the outside. This town square and the Church Of Rao, is where some of the action of “Festival Knight” took place, and it may be familiar to characters that have played that adventure in Perrenland.

The characters now go off to the Shool Temple dedicated to Rao in Staathoff (Map 4, #8). Ranolf Durchen, Gussmann’s assistant, tells the characters about the aspergillum, a blessed item of Rao dated 292 CY, and a non-magical artifact, which was once thought to be lost.

With a successful Diplomacy check (DC 12), Durchen tells the characters a dwarven shopkeeper, Birkie Jurgen, who runs the upmarket Bottomless Haversack store in Mittelstaat (Map 5, #2) gave him the aspergillum. Birkie said that he had recently acquired the item from the same people bringing in the Riverview Furniture. Durchen doesn’t know much about the furniture except that it’s of high quality, and has become popular amongst aristocrats and academics. Riverview, he says, is somewhere east of Perrenland in the lands of the Wolf Nomads. Durchen does not show the characters the item, or hint at where it is kept.

Durchen says that Gussmann was intrigued by the aspergillum. He wanted it immediately appraised, and so he took it to Cheigrich, one of his parishioners. Next thing, Gussmann had gone crazy and killed the little girl.

Then Durchen remembers something that Birkie Jurgen said to him, something about a warehouse.

However, just as the characters are talking to Durchen, the windows of the church (from above) are smashed in, and the Tiger Nomads appear with poison-tipped tomahawks. They certainly get a surprise round on Durchen, whom they all shoot and kill outright. Then they go on to attack the party as well. There is a ledge around the church (30 ft. up), so the nomads attack from above and fight to the death using poison-tipped tomahawks. There are as many windows around the church as there are Tiger Nomads (as per the APL).

If the characters climb up, the nomads use their tomahawks in melee. If the characters go outside the church, the nomads jump and tumble down and charge into melee with the characters. While the characters are

in the church and the nomads are outside on the ledge, they get +4 to their AC due to the cover provided by the windows.

If a party member has Knowledge (cultures or similar) and makes a successful check (DC 10) then they recognise these natives as being from the Tiger Nomads.

As the nomads attack, they scream out high-pitched battle chants (like North-American Indians). They are bare-chested, wearing flannel pants, headresses, and have brightly smeared striped warpaint, which (tiger-like) covers their entire upper bodies and faces. They have Flan skin tones and dark hair.

### APL 2 (EL 3)

🗡️ **Fighter Nomads (2):** Male human Ftr2; hp 20, 20; see Appendix 1: NPCs.

### APL 4 (EL 5)

🗡️ **Fighter Nomads (4):** Male human Ftr2; hp 20, 20, 20, 20; see Appendix 1: NPCs.

### APL 6 (EL 7)

🗡️ **Fighter Nomads (6):** Male human Ftr2; hp 20, 20, 20, 20, 20, 20; see Appendix 1: NPCs.

### APL 8 (EL 9)

🗡️ **Fighter Nomads (8):** Male human Ftr3; hp 28, 28, 28, 28, 28, 28, 28, 28; see Appendix 1: NPCs.

### **Development:**

- If any Tiger Nomad is captured he bites down and swallows poison just like Burkersnout in Encounter 1.
- If the characters wish to help Durchen, he is in need of a *raise dead* spell or better. They may heal him themselves, if they can, or take him to the Grande Kirk Of The Shool. Either way, it takes 24 hours of complete rest and recovery before he is ready to be conversed with any further.
- A successful Search check (DC 20) of the Church Of Rao uncovers the dreaded aspergillum. Characters examining the artifact that make a successful Knowledge (religion) check (DC 12) definitely recognise the item from lorebooks. On a DC 15 they remember that the item was last seen in a Church Of Rao, which was destroyed in the Land Of Iuz when he took control several centuries ago.
- The handle can be unscrewed to reveal the blade, but only the faintest aura of Divination magic can be detected on the item. The item is actually not magical, but has been cursed by the demi-god, Iuz, to act as a portal through which he can cast spells as if he were actually present. Iuz can, at all times, see whoever is holding the item, or where it is. There is no doubt that he is watching the characters at this very moment. As he is only interested in affecting

targeted clerics of goodly faiths, he loses interest in the item if it proves that it is lost to the Dark Wave organisation. A character with the ability to Scry might have, if he examines the item, a chance (DC 20) of noticing that “someone” is “watching” the party through the item. All that can be seen is the “terrible, skull-like face of a white-haired Old Man!” Any character seeing this must make a Will Save (DC 26) or be affected as by a *cause fear* spell, regardless of their level or hit dice.

After this, the characters most likely go and pay a visit to The Bottomless Haversack. But if they haven’t yet checked out The Joint, they may go there first and complete *Encounter 2*. Otherwise, move on to *Encounter 4*.

## ENCOUNTER 4: BIRKIE BLABBERMOUTH

As the characters enter and walk through Mittelstaat, the DM might like to describe some of the buildings and businesses, which can be seen from the outside. As the characters enter The Bottomless Haversack, read or paraphrase the following.

*Although this general store might once have simply been just that, it is clear that it is now doing much better business and specialising, particularly, in “new furniture” of very high quality. On the wall opposite the door is a desk at which sits an elderly well-dressed dwarf. Around the walls are shelves of general goods, interspersed with wooden cabinets, chests of drawers, and writing tables, all for sale, and all of impeccable quality. Each item bears a tag with the brand name, Riverview, on the label.*

If spoken to, Birkie Jurgen appears a little nervous. His eyes dart from side to side, and he doesn’t seem to know any more information about the furniture or clerical items than Durchen. In fact he seems to know less and denies even knowing Durchen. Of course, he’s lying, and this can be revealed with a successful Sense Motive check (DC 12).

If the characters simply believe him, then nothing further happens in *this* encounter. If the characters start snooping around elsewhere, the Tiger Nomads still catch up with them at an appropriate time.

As *soon* as any character starts to threaten Birkie, or try to influence him in any way, Birkie says very loudly, “I’m never going to talk!”

With this, wooden panels in the roof open up, and down jumps a group of Tiger Nomads. Have the characters make Spot checks (DC 15 at APL 2, DC 18 at APL 4, DC 22 at APL 6, and DC 25 at APL 8) and if they Spot the attackers, they can act in the round the nomads jump down. Otherwise, the nomads surprise the characters and get surprise attacks on them.

These nomads are dressed in the same way as the previous nomads, except they appear to have vests and trousers made of hide, as opposed to flannel. They still

scream out the same battle chants heard in the previous encounter.

### APL 2 (EL 3)

🗡️ **Barbarian Nomads (2):** Male human Bbn2; hp 23, 23; see Appendix 1: NPCs.

### APL 4 (EL 5)

🗡️ **Barbarian Nomads (4):** Male human Bbn2; hp 23, 23, 23, 23; see Appendix 1: NPCs.

### APL 6 (EL 7)

🗡️ **Barbarian Nomads (6):** Male human Bbn2; hp 23, 23, 23, 23, 23, 23; see Appendix 1: NPCs.

### APL 8 (EL 9)

🗡️ **Barbarian Nomads (8):** Male human Bbn3; hp 32, 32, 32, 32, 32, 32, 32, 32; see Appendix 1: NPCs.

**Tactics:** As soon as a Tiger Nomad gets hit for the first time, he immediately flies into rage at the start of his next attack. If any nomad is captured, he chews poison and dies before being questioned.

### BIRKIE TALKS!

Birkie hides under the counter during the battle with the barbarian nomads. After they are defeated, Birkie is in awe of the power of the characters, and be a little frightened. Getting information out of Birkie requires either a successful Diplomacy check (DC 16) or a successful Intimidate check (DC 12).

If either of these succeed, Birkie spills the beans with the following information. The DM should ad-lib depending on the questions asked.

- The Tiger-Nomads work for an organisation in the city called “The Dark Wave”. The nomads are mostly outcasts who have fled their homeland and now reside as refugees in Unterstaat, in a corner of town called “Nomad City.”
- The Dark Wave is a secret merchant’s guild that specialises in obtaining “difficult to find” items for those who can afford them. They ship items all over Perrenland, and even outside. They acquire goods from places few sane people would ever want (or hope) to go.
- The Dark Wave has been bringing in beautiful new furniture from a factory they have set up in the southeast corner of the Wolf Nomad territories. The furniture has been very successful with the aristocracy of Traft. Recently, the Dark Wave acquired some very old relics, which were once thought lost. They were clerical items of a mundane nature, and they needed a way to ship the items past the Traft militia. To do this, they hid the items in the furniture.

- The leader of the Tiger Nomads instructed Birkie to pass on one of the items, an aspergillum, to Pater Gussmann as a gift for buying so much furniture from Birkie's store.
- Birkie doesn't know why Gussmann used the relic to kill the little girl. He only knows that when the characters started snooping around on Gussmann's request, the Tiger Nomads were instructed, by somebody unknown, to stop the characters from investigating any more.
- The furniture enters town and is stored in Warehouse 32B in Unterstaat, just near The Cut Snake tavern in Nomad City. Birkie supposes that the clerical items might be stored there as well.

Birkie pleads that the characters tell no one of his "helpfulness". How the characters react depend on their collective alignments. If they agree to keep his confidence, Birkie thanks them. If they refuse, Birkie cries in horror as they leave. If the characters call the militia, then Birkie is arrested. He is put on trial and gets 30 days hard labor, after which he returns to his shop. Birkie will not go with the characters to the warehouse.

## ENCOUNTER 5: GUARDS AND WARDS

Although it is not marked on the map, Warehouse 32B is two houses east of The Cut Snake tavern in Nomad City, Unterstaat. There is a note on the warehouse door, "*Gone to the pub. Back soon.*" This way, characters can go to the nearest pub, *The Cut Snake*, and find Encounter 2, if they haven't already. Otherwise, nothing more happens outside the warehouse.

The warehouse appears small on the outside, and the entrance can be reached by going up some wide steps to a set of double doors, which are locked. The "brass key" found during *Encounter 2* lets the characters open these doors quite easily. Otherwise, a good rogue is needed to make an Open Lock check as follows. (DC 15 at APL 2; DC 18 at APL 4; DC 21 at APL 6; DC 24 at APL 8)

Inside the warehouse, the characters see a large rectangular room with what appears to be a square loading dock with a downward pulley system in the middle of the room. The dock is "up top" at present. The warehouse has no windows and characters need to light torches. Scattered around the rest of the room are numerous large crates (6 ft. by 6 ft. in diameter). If any character pries open a crate, which requires a successful Strength check (DC 20), they find that the crate is empty, but there are wooden file shavings inside. A successful Spot check (DC 12) reveals clues that might suggest that furniture used to be inside.

Once most of the party is inside the warehouse, they notice that it is particularly cold in this room, and that the cold seems to be emanating up through the floorboards.

The characters may work out with or without and Intelligence check (DC 10) that the way to get below is to

stand on the 10-ft. by 10-ft. loading dock and utilize the winch to lower themselves. Four characters of medium-size can do this at any one time. This process takes 3 rounds to get down (with weight on) and another 2 rounds to retrieve the winch back up to the top.

As soon as anyone touches the winch, it squeaks. When the winch squeaks, it wakes up the rast(s) sleeping on guard duty in a dark corner of the warehouse. If the characters search the entire warehouse room earlier, then they wake up the rasts anyway. The rast(s) attack the characters until they are dead. They use all of their special attacks when (and if) they get the opportunity. Remember that the rast(s) can fly, so going down the loading dock causes them to follow and attack as best they can.

### APL 2 (EL 5)

🐉 **Rast:** hp 22; see *Monster Manual*.

### APL 4 (EL 7)

🐉 **Rasts (2):** hp 22, 22; see *Monster Manual*.

### APL 6 (EL 9)

🐉 **Rasts (4):** hp 22, 22, 22, 22; see *Monster Manual*.

### APL 8 (EL 11)

🐉 **Rasts, Advanced (6):** hp 30; see Appendix 1: NPCs.

**Treasure:** A successful Search Check (DC 15) reveals the rast's cocoon-like lair in the darkened corner(s) of the warehouse. Inside the cocoon, the characters find the following.

**APL 2:** amethyst (Value 100 gp), silver chalice (Value 105 gp), 2 flasks of alchemist's fire, warehouse inventory (Value 25 gp per character).

**APL 4:** amethyst (Value 100 gp), silver chalice (Value 105 gp), 2 flasks of alchemist's fire, 3 flasks of acid, 2 antitoxin, warehouse inventory (Value 38 gp per character).

**APL 6:** amethyst (Value 100 gp), silver chalice (Value 105 gp), 2 tourmalines (Value 100 gp each), 2 flasks of alchemist's fire, 3 flasks of acid, 2 antitoxin, warehouse inventory (Value 58 gp per character).

**APL 8:** amethyst (Value 100 gp), silver chalice (Value 105 gp), 2 tourmalines (Value 100 gp each), 2 flasks of alchemist's fire, 3 flasks of acid, 2 antitoxin, +1 *chainmail* (Value 195 gp per character), warehouse inventory (Value 115 gp per character).

## ENCOUNTER 6: THE COST OF PRYING

The characters are about to discover the cost of prying into the affairs of the Dark Wave organization, and ultimately the affairs of Iuz.

Once they lower themselves 500 feet down the loading dock shaft, the characters find themselves in a large, freezing, cavern (X on the DM's map). The cavern is 60 feet wide and 100 feet long (with a 40 feet high ceiling). In the middle of the cavern is a hole with icy mist rising upward. On the far side of the cavern are stacks of wooden furniture (cabinets, desks, chests of drawers), about 40 pieces all up, stacked on top of each other. The characters can see nothing more from where they arrive down the bottom of the loading shaft.

As soon as a character steps towards the hole (and the furniture) get them to make a Listen check (DC 15 at APL 2; DC 18 at APL 4; DC 21 at APL 6; and DC 24 at APL 8). This check is to hear the white dragon, Glacialismagnificus casting the spell, *wall of ice* from the pit below the hole in the cavern floor. Next, a *wall of ice* appears on the far side of the hole between the characters and the furniture. It is 5 inches thick and goes from floor to ceiling.

Then, if any character walks within 5 feet of the edge of the hole, read or paraphrase the following.

*Suddenly, a swift, stinging burst of icy mist shoots directly out of the hole in the cavern floor! Then, rising upward through the hole and into the cavern, you see a ... white dragon! It's terrible, almost translucent wings outstretched, icy mist shoots from its nostrils, and its deep, evil, blue eyes stare ominously at you as it opens its toothy maw to grin and speak what may be the last words any of you will ever hear, "I am Glacialismagnificus! Hear my voice and weep! For you have come where no one is welcome that has not been invited! My master, Panshazek of the Boneheart, has bid me watch over these long lost clerical treasures! Polymorphed me he did! Then the Dark Wave Syndicate, here in Traft, smuggled me in; hidden like a deadly dove inside yonder cabinet, just like the relics I protect. So precious these trickets will be to those good clerics from across the Flanaess ... who receive them gladly ... then feel the hand of The Old One reach into their minds ... to make them do his bidding! This will, at last, allow the outstretched talons of the old one to touch all those he could never reach before The Crook brought him low! Ha! It is a pity you now know too much to be allowed to live. Prepare for your deaths! Start praying!*

Perrenland is still quite cold for most of the year, and a white dragon, hidden in an artificially constructed icy lair, is the perfect guardian for the treasures Iuz is planning on shipping across the Flanaess, through the Dark Wave organisation.

### APL 2 (EL 3)

➤ **Glacialismagnificus:** young white dragon; hp 76; see Appendix 1: NPCs.

### APL 4 (EL 5)

➤ **Glacialismagnificus:** juvenile white dragon; hp 102; see Appendix 1: NPCs.

### APL 6 (EL 7)

➤ **Glacialismagnificus:** young adult white dragon; hp 142; see Appendix 1: NPCs.

### APL 8 (EL 9)

**Glacialismagnificus:** adult white dragon; hp 189; see Appendix 1: NPCs.

It is a further 100-ft. drop to the bottom of an icy-cold chamber if the characters climb over the edge of the hole and down into the dragon's lair. Anybody reaching the bottom must make a successful Fort save (DC 15) every round they are down there searching around. A failed save means the searcher(s) take 1d4 points of cold damage per APL. Those who save still take half damage.

A Search of the lair (DC 12 at APL 2; DC 15 at APL 4; DC 18 at APL 6; DC 21 at APL 8) takes 3 rounds and uncovers the following treasure.

**APL 2:** silver pearl (Value 100 gp).

**APL 4:** 4 silver pearls (Value 100 gp each).

**APL 6:** silver pearl (Value 100 gp); black pearl (Value 500 gp).

**APL 8:** 2 silver pearls (Value 100 gp each); blue sapphire (Value 1000 gp).

Clever characters might think to carve off a piece of the dragon (its head) as proof of evil treachery in Traft City. Such proof would certainly make the Hintervoormann stave off Gussmann's death penalty, and reduce his sentence, until more proof of a conspiracy is unveiled.

On the far side of the cavern are stacks of wooden furniture (cabinets, desks, chests of drawers) – about 40 pieces all up, stacked on top of each other. When the dragon is slain, it falls down into its lair – the “thud” causing the *Wall Of Ice* in front of the furniture to crack and fall away. If any character is within 20 feet of this wall when it crumbles, the character suffers 4d4 damage from crashing ice, and can make a Ref save (DC 15) for half damage.

If the characters start opening cupboards, drawers, and desks, they find, smuggled inside, a number of mundane, but old-looking clerical items. They include the following.

- Several aspergillums
- Several altar cases
- Several censers
- Several snuffing bells
- Various incense holders
- Several candelabras

Any character with ranks in Appraise can make a skill check (DC 15) to know that these items are priceless, though non-magical.

Any character with Knowledge (religion) or Knowledge (history) can make skill checks (DC 15) to know that these items are of religious significance to many good-aligned faiths around the Flanaess. The items are over 300 years old, and most went missing in the region now controlled by Iuz.

A character with the ability to Scry might have, if he examines any item, a chance (DC 20) of noticing that “someone” is “watching” the party through the item! All that can be seen is the “terrible, skull-like face of a white-haired Old Man!” Any character seeing this must make a Will Save (DC 26) or be affected as by a *cause fear* spell.

The characters are able to take with them clerical items and furniture with clerical items inside. They might want to do this to add proof to what might be going on in Traft, and help save Gussmann's life.

Characters simply do not have any more time to get more furniture or items. They need to get back to Traftstaat and visit the Watch Detective's Office in order to stop Gussmann's hanging before it is too late.

Characters who do not gather any evidence from the lair or the warehouse (ie. a dragon's head, some furniture, clerical items, rast's heads) have a much harder time convincing the Watch Detective of their story.

## ENCOUNTER 7: TO BELIEVE OR NOT

Now, the characters should return to Traftstaat with evidence that something strange is going on in Traft City, and all things point to a clandestine organisation called the Dark Wave Syndicate, which it appears, is in league with Iuz. It seems that the aspergillum given to Gussmann was somehow in the control of Iuz. It was this item, which allowed Iuz to possess the cleric and cause Gussman to commit murder.

How well the characters influence the Watch Detective determines the fate of poor old Pater Gussmann. They need to visit his office in Traftstaat, and they arrive just in time because the crowd is gathering getting ready for Gussmann's execution.

If the characters only have good information (ie. no evidence); or only evidence (and no logical information) then it takes a Diplomacy check (DC 15 at APL 2; 18 at APL 4; 21 at APL 6; and 24 at APL 8) to convince the Watch Detective to rethink Gussmann's execution.

If the characters have only poorly pieced together information (or illogical ramblings – DM's decision), then it takes a Diplomacy check (DC 18 at APL 2; 21 at APL 4; 24 at APL 6; and 27 at APL 8) to convince the Watch Detective to rethink Gussmann's execution.

If the characters have both good information and good evidence, then it takes a Diplomacy check (DC 10 at APL 2; 13 at APL 4; 16 at APL 6; and 19 at APL 8) to

convince the Watch Detective to rethink Gussmann's execution.

The Watch Detective gravitates toward, and speaks with the character with the highest Diplomacy skill total. Only this character can negotiate and, finally, make the check. If this check fails, no retries can be made, and Gussmann dies regardless. Other characters may speak on Gussman's behalf, and assist with the overall check however. If this character is also a member of the Oostmeer clan, then he/she automatically gets a +2 bonus on his/her Diplomacy check for this encounter.

### If the characters are successful

If the characters are successful in convincing the Watch Detective of Gussmann's innocence, then he goes and sees the Hintervoormann in the Council Chambers. After about 1 hour (the execution time is delayed), torches are lit and the Hintervoormann appears on the balcony above the Hanging Tree and speaks to the crowd.

*“Citizens of Traft. It has come to my surprise and horror that our beautiful city was, this week, invaded by a dragon of malicious intent, and aided by a secret organisation operating out of this very city ... an organisation funded by the old one ... the dreaded Iuz! It appears this organisation was smuggling in clerical relics, which were being used to, in turn, to corrupt our goodly priests of the Shool and force them to commit acts of atrocity. It seems that Pater Gussmann was a victim of this ruse, and our city owes him our deepest and most shameful apologies. He will be released immediately, and he will join us in our fight to track down those criminals now living and operating in our midst. May the gods protect us.”*

### If the characters are not successful

If the characters are not successful in convincing the Watch Detective of Gussmann's innocence, the Watch Detective still delivers the characters' information to the Hintervoormann; then after about 30 minutes, torches are lit and the Hintervoormann appears on the balcony above the Hanging Tree and speaks to the crowd.

*“Citizens of Traft. Pater Gussmann has been convicted of murder. However, some small evidence has come to light that proves Pater Gussmann may not be alone in his murderous activities. Many of us in the Council suspect that a criminal organisation may be at work in Traft City. A few of us strongly suspect that this organisation may be underwritten by none other than the old one himself ... dread Iuz! And now ... citizens ... witness this man's execution as a warning to any of you who would seek to undermine the law and order of our beautiful city! Let the hangman do his duty. May the gods protect us.”*

Pater Gussmann is then hung by his neck and dies. The crowd applauds wildly.

After the Hintervoorman speaks, regardless of the characters' success or not, read or paraphrase the following to the characters.

After the Hintervoormann speaks, Councillor Orgus Bildgear steps out from the shadows of the balcony. He is grave-faced, and he is determined and resolute. He speaks, "Good citizens! Intelligent voters! It seems that we cannot ignore the threat of Iuz any longer. Even as I speak, his insidious Boneheart is working with the underworld to bring low our city and the life we have built for ourselves. For too long, we have allowed our border to the east to go unchecked, remain ill explored, and unfortified. This is because it is still an untamed wilderness inhabited either by little folk who do not understand the threat of war, or creatures that would rather work against us, than with us, and so it is time to do what we should have done long ago. Tonight I promise that if I am elected Voormann, I will order that the 1<sup>st</sup> Auszugen march on the Sepia Uplands and claim it in the rightful name of Perrenland! It is only then that we will be able to protect the little folk, and drive the murderous creatures that lurk there back to whence they came once and for all. Then, will we fortify and wait. We will wait until Iuz, himself, faces us across our border! We will wait until this useless pact of neutrality runs its course. Then we will retaliate, and Iuz will know at last that Perrenders may be good at fighting other people's wars, but at home, they will defend themselves with even more tenacity, bloodspirit, and hardened battlestrength! Soon, Vesbergen will be ours. Soon, Iuz will know that WE are watching HIM! For Perrenland!"

With a mighty roar the gathered crowd cheers and salutes Councillor Orgus Bildgear; then they turn and cheer the 1<sup>st</sup> Auszugen, who are gathered fists raised upon the parapets of their barracks. Soon, after the election, they will march out the gates of Traft City ...on toward the Sepia ...on toward victory ... on ...toward Iuz!

## CONCLUSION

Most characters end the adventure at the end of Bildgear's oratory. However, the DM may wish to add one final thing ... for those parties who left characters back at the warehouse in order to guard it or watch for Dark Wave forces to return.

It seems that after an hour or two, the characters on guard do not return or make contact. When the other characters go to investigate, they find that their friends have been secretly attacked and drugged, causing them to fall into a deep sleep, which would have eventually caused them to lose Constitution and die. With their friends' arrival, they are saved; but whilst they were drugged, it seems that The Warehouse has been completely emptied, and all evidence destroyed. It seems that the Dark Wave has stepped in to cover its tracks; and has survived to continue its wicked work on another occasion.

## The End

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

### Encounter 1: Doomed to Die

Defeat Snatchly Burkersnout.

APL 2	60 XP
APL 4	90 XP
APL 6	150 XP
APL 8	180 XP

### Encounter 2: Black Marks

Defeat the Black Marks.

APL 2	30 XP
APL 4	60 XP
APL 6	120 XP
APL 8	180 XP

### Encounter 3: Nomads at Church

Defeat the Tiger Nomads.

APL 2	30 XP
APL 4	90 XP
APL 6	120 XP
APL 8	180 XP

### Encounter 4: Birkie Blabbermouth

Defeat the Tiger Nomads.

APL 2	30 XP
APL 4	90 XP
APL 6	120 XP
APL 8	180 XP

### Encounter 5: Guards and Wards

Defeat the rast(s).

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	240 XP

### Encounter 6: The Cost of Prying

Defeat Glacialismagnificus.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

### Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 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 treasurer.

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 (that is., 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 treasures from each encounter add it up and that is 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.

### TREASURE KEY:

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

#### Encounter 1: Doomed to Die

Defeat Snatchly Burkersnout and strip his gear.

APL 2: L: 3 gp; C: 35 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of hiding* (Value 23 gp per character).

APL 4: L: 18 gp; C: 39 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of hiding* (Value 23 gp per character).

APL 6: L: 18 gp; C: 39 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of hiding* (Value 23 gp per character); *potion of cure moderate wounds* (Value 45 gp per character).

APL 8: L: 48 gp; C: 85 gp; M: *potion of cure light wounds* (Value 8 gp per character); *potion of hiding* (Value 23 gp per character); *potion of cure moderate wounds* (Value 45 gp per character).

#### Encounter 2: Black Marks

Defeat the Black Marks and strip their gear.

APL 2: L: 7 gp; C: 22 gp; M: *scroll of lesser fire orb*, *scroll of lesser sonic orb* (Value 4 gp per scroll per character).

APL 4: L: 16 gp; C: 22 gp; M: *scroll of lesser fire orb*, *scroll of lesser sonic orb* (Value 4 gp per scroll per character).

APL 6: L: 23 gp; C: 22 gp; M: *scroll of lesser fire orb*, *scroll of lesser sonic orb* (Value 4 gp per scroll per character); *scroll of choke* (Value 23 gp per character).

APL 8: L: 70 gp; C: 22 gp; M: *scroll of indifference*, *scroll of ice knife*, *scroll of false life* (Value 23 gp per scroll per character).

#### Encounter 3: Nomads at Church

Defeat the Tiger Nomads and strip their gear.

APL 2: L: 9 gp; C: 40 gp; M: 0

APL 4: L: 18 gp; C: 80 gp; M: 0

APL 6: L: 28 gp; C: 120 gp; M: 0

APL 8: L: 37 gp; C: 160 gp; M: 0

#### Encounter 4: Birkie Blabbermouth

Defeat the Tiger Nomads and strip their gear.

APL 2: L: 7 gp; C: 40 gp; M: 0

APL 4: L: 14 gp; C: 80 gp; M: *potion of sneaking* (Value 23 gp per character).

APL 6: L: 21 gp; C: 120 gp; M: *potion of sneaking* (Value 23 gp per character).

APL 8: L: 28 gp; C: 160 gp; M: *potion of sneaking* (Value 23 gp per character).

#### Encounter 5: Guards and Wards

Defeat the rast(s), search and find their treasure.

APL 2: L: 29 gp; C: 41 gp; M: 0

APL 4: L: 55 gp; C: 41 gp; M: 0

APL 6: L: 75 gp; C: 81 gp; M: 0

APL 8: L: 132 gp; C: 81 gp; M: +1 *chainmail* (Value 195 gp per character).

#### Encounter 6: The Cost of Prying

Defeat Glacialismagnificus, and take his treasure.

APL 2: L: 0 gp; C: 20 gp; M: 0

APL 4: L: 0 gp; C: 80 gp; M: 0

APL 6: L: 0 gp; C: 120 gp; M: 0

APL 8: L: 0 gp; C: 220 gp; M: 0

#### Total Possible Treasure

APL 2: 292 gp

APL 4: 525 gp

APL 6: 797 gp

APL 8: 1406 gp



## APPENDIX I: NPCS

### ENCOUNTER 1: DOOMED TO DIE

#### APL 2 (EL 3)

➤ **Snatchly Burkersnout:** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6-3; hp 11; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d4+2/19-20, dagger) or +6 ranged (1d4+2/19-20, thrown dagger); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +0, Ref +6, Will +1; Str 14, Dex 16, Con 9, Int 11, Wis 11, Cha 10.

*Skills and Feats:* Balance +8, Bluff +6, Disguise +6, Hide +8, Innuendo +6, Intimidate +6, Move Silently +8, Pick Pocket +8, Sense Motive +3, Spot +3; Dodge, Mobility, Weapon Focus (dagger).

*Possessions:* dagger, studded leather armor, *potion of cure light wounds*, *potion of hiding*, pouch, 175 gp, scrap of paper (Player's Handout 1)

#### APL 4 (EL 5)

➤ **Snatchly Burkersnout:** Male human Rog5; CR 5; Medium-size humanoid (human); HD 5d6-5; hp 17; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d4+2/19-20, dagger) or +7 ranged (1d4+2/19-20, thrown dagger); SA Sneak attack (+3d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +0, Ref +7, Will +1; Str 15, Dex 16, Con 9, Int 11, Wis 11, Cha 10.

*Skills and Feats:* Balance +11, Bluff +8, Disguise +8, Hide +11, Innuendo +8, Intimidate +8, Move Silently +11, Pick Pocket +11, Sense Motive +4, Spot +4; Dodge, Mobility, Weapon Focus (dagger).

*Possessions:* dagger, masterwork studded leather armor, *potion of cure light wounds*, *potion of hiding*, pouch, 175 gp, 2 pearls (Value 10 gp each), scrap of paper (Player's Handout 1)

#### APL 6 (EL 7)

➤ **Snatchly Burkersnout:** Male human Rog6/Asn1; CR 7; Medium-size humanoid (human); HD 7d6-7; hp 23; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d4+2/19-20, dagger) or +8 ranged (1d4+2/19-20, thrown dagger); SA Sneak attack (+4d6), death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +3, Ref +10, Will +2; Str 15, Dex 16, Con 9, Int 11, Wis 11, Cha 10.

*Skills and Feats:* Balance +12, Bluff +9, Disable Device +5, Disguise +9, Hide +12, Innuendo +9, Intimidate +9, Move Silently +12, Pick Pocket +12, Sense Motive +5, Spot +4; Dodge, Great Fortitude, Mobility, Weapon Focus (dagger).

*Possessions:* dagger, masterwork studded leather armor, *potion of cure light wounds*, *potion of hiding*, *potion of cure moderate wounds*, pouch, 175 gp, 2 pearls (Value 10 gp each), scrap of paper (Player's Handout 1)

#### APL 8 (EL 9)

➤ **Snatchly Burkersnout:** Male human Rog6/Asn3; CR 9; Medium-size humanoid (human); HD 9d6-9; hp 29; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +11/+6 melee (1d4+3/19-20, dagger) or +11/+6 ranged (1d4+3/19-20, thrown dagger); SA Sneak attack (+5d6), death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), +1 save vs. poison; AL LE; SV Fort +4, Ref +11, Will +3; Str 16, Dex 16, Con 9, Int 11, Wis 11, Cha 10.

*Skills and Feats:* Balance +12, Bluff +9, Climb +9, Disable Device +5, Disguise +11, Hide +12, Innuendo +9, Intimidate +9, Move Silently +12, Pick Pocket +12, Sense Motive +5, Spot +4; Dodge, Great Fortitude, Mobility, Spring Attack, Weapon Focus (dagger).

*Possessions:* masterwork dagger, masterwork studded leather armor, *potion of cure light wounds*, *potion of hiding*, *potion of cure moderate wounds*, pouch, 405 gp, 2 pearls (Value 10 gp each), scrap of paper (Player's Handout 1)

*Spells Prepared* (1; base DC = 10 + spell level): 1<sup>st</sup> – spider climb.

### ENCOUNTER 2: BLACK MARKS

#### APL 2 (EL 2)

➤ **Rogue:** Male/Female human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+4; hp 10; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6+1/19-20, short sword) or +2 ranged (1d4+1/19-20, dagger); SA Sneak attack (+1d6); AL NE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Appraise +6, Disable Device +6, Hide +6, Listen +4, Move Silently +6, Open Lock +6, Search +6, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6; Improved Initiative, Toughness.

*Possessions:* short sword, dagger, leather armor, small bone statuette (Value 55 gp), brass key.

➤ **Wizard:** Male/Female human Wiz1; CR 1; Medium-size humanoid (human); HD 1d4+4; hp 8; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +0 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

*Skills and Feats:* Alchemy +6, Concentration +5, Knowledge (arcane) +6, Knowledge (war) +6, Spellcraft +6; Combat Casting, Scribe Scroll, Toughness.

*Possessions:* quarterstaff, light crossbow, 10 crossbow bolts, leather armor, gold bracelet (Value 55 gp), scroll case, *scroll of lesser fire orb\**, *scroll of lesser sonic orb\**.

*Spells Prepared* (3/2; base DC = 12 + spell level): 0 – dancing lights, detect magic, flare; 1<sup>st</sup> – charm person, magic weapon.

\*See Appendix 2: New Rules for additional information.

#### APL 4 (EL 4)

🗡️ **Rogue Leader:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+4; hp 10; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6+1/19-20, short sword) or +2 ranged (1d4+1/19-20, dagger); SA Sneak attack (+1d6); AL NE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Appraise +6, Disable Device +6, Hide +6, Listen +4, Move Silently +6, Open Lock +6, Search +6, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6; Improved Initiative, Toughness.

*Possessions:* short sword, dagger, leather armor, small bone statuette (Value 55 gp), brass key.

🗡️ **Rogues (2):** Male/Female human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+4; hp 10; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6+1/19-20, short sword) or +2 ranged (1d4+1/19-20, dagger); SA Sneak attack (+1d6); AL NE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Appraise +6, Disable Device +6, Hide +6, Listen +4, Move Silently +6, Open Lock +6, Search +6, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6; Improved Initiative, Toughness.

*Possessions:* short sword, dagger, leather armor.

🧙 **Wizard 1:** Male/Female human Wiz1; CR 1; Medium-size humanoid (human); HD 1d4+4; hp 8; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +0 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

*Skills and Feats:* Alchemy +6, Concentration +5, Knowledge (arcane) +6, Knowledge (war) +6, Spellcraft +6; Combat Casting, Scribe Scroll, Toughness.

*Possessions:* quarterstaff, light crossbow, 10 crossbow bolts, leather armor, gold bracelet (Value 55 gp), scroll case, scroll of lesser fire orb\*, scroll of lesser sonic orb\*.

*Spells Prepared* (3/2; base DC = 12 + spell level): 0 – dancing lights, detect magic, flare; 1<sup>st</sup> – charm person, magic weapon.

\*See Appendix 2: New Rules for additional information.

🧙 **Wizard 2:** Male/Female human Wiz1; CR 1; Medium-size humanoid (human); HD 1d4+4; hp 8; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +0 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

*Skills and Feats:* Alchemy +6, Concentration +5, Knowledge (arcane) +6, Knowledge (war) +6, Spellcraft +6; Combat Casting, Scribe Scroll, Toughness.

*Possessions:* quarterstaff, light crossbow, 10 crossbow bolts, leather armor.

*Spells Prepared* (3/2; base DC = 12 + spell level): 0 – dancing lights, detect magic, flare; 1<sup>st</sup> – charm person, magic weapon.

#### APL 6 (EL 6)

🗡️ **Rogue Leader:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+4; hp 10; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6+1/19-20, short sword) or +2 ranged (1d4+1/19-20, dagger); SA Sneak attack (+1d6); AL NE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Appraise +6, Disable Device +6, Hide +6, Listen +4, Move Silently +6, Open Lock +6, Search +6, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6; Improved Initiative, Toughness.

*Possessions:* short sword, dagger, leather armor, small bone statuette (Value 55 gp), brass key.

🗡️ **Rogues (3):** Male/Female human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+4; hp 10; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6+1/19-20, short sword) or +2 ranged (1d4+1/19-20, dagger); SA Sneak attack (+1d6); AL NE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Appraise +6, Disable Device +6, Hide +6, Listen +4, Move Silently +6, Open Lock +6, Search +6, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6; Improved Initiative, Toughness.

*Possessions:* short sword, dagger, leather armor.

🧙 **Wizard 1:** Male/Female human Wiz1; CR 1; Medium-size humanoid (human); HD 1d4+4; hp 8; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +0 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

*Skills and Feats:* Alchemy +6, Concentration +5, Knowledge (arcane) +6, Knowledge (war) +6, Spellcraft +6; Combat Casting, Scribe Scroll, Toughness.

*Possessions:* quarterstaff, light crossbow, 10 crossbow bolts, leather armor, gold bracelet (Value 55 gp), scroll case, scroll of lesser fire orb\*, scroll of lesser sonic orb\*.

*Spells Prepared* (3/2; base DC = 12 + spell level): 0 – dancing lights, detect magic, flare; 1<sup>st</sup> – charm person, magic weapon.

\*See Appendix 2: New Rules for additional information.

🧙 **Wizard 2:** Male/Female human Wiz1; CR 1; Medium-size humanoid (human); HD 1d4+4; hp 8; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +0 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

*Skills and Feats:* Alchemy +6, Concentration +5, Knowledge (arcane) +6, Knowledge (war) +6, Spellcraft +6; Combat Casting, Scribe Scroll, Toughness.

Possessions: quarterstaff, light crossbow, 10 crossbow bolts, leather armor.

Spells Prepared (3/2; base DC = 12 + spell level): 0 – *dancing lights, detect magic, flare*; 1<sup>st</sup> – *charm person, magic weapon*.

☛ **Wizard 3:** Male/Female human Wiz1; CR 1; Medium-size humanoid (human); HD 1d4+4; hp 8; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +0 melee (1d6, quarterstaff) or +2 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +1, Ref +2, Will +3; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Alchemy +6, Concentration +5, Knowledge (arcane) +6, Knowledge (war) +6, Spellcraft +6; Combat Casting, Scribe Scroll, Toughness.

Possessions: quarterstaff, light crossbow, 10 crossbow bolts, leather armor, gold bracelet (Value 55 gp), scroll case, *scroll of choke*\*.

Spells Prepared (3/2; base DC = 12 + spell level): 0 – *dancing lights, detect magic, flare*; 1<sup>st</sup> – *charm person, magic weapon*.

\*See Appendix 2: New Rules for additional information.

## APL 8 (EL 8)

☛ **Rogue Leader:** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+6; hp 20; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (1d6+1/19-20, short sword) or +4 ranged (1d4+1/19-20, dagger); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Disable Device +8, Hide +8, Listen +6, Move Silently +8, Open Lock +8, Search +8, Spot +6, Tumble +8, Use Magic Device +5, Use Rope +8; Improved Initiative, Toughness, Weapon Focus (short sword).

Possessions: short sword, dagger, masterwork studded leather armor, small bone statuette (Value 55 gp), brass key.

☛ **Rogues (2):** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+6; hp 20; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +4 melee (1d6+1/19-20, short sword) or +4 ranged (1d4+1/19-20, dagger); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Disable Device +8, Hide +8, Listen +6, Move Silently +8, Open Lock +8, Search +8, Spot +6, Tumble +8, Use Magic Device +5, Use Rope +8; Improved Initiative, Toughness, Weapon Focus (short sword).

Possessions: short sword, dagger, masterwork studded leather armor.

☛ **Wizard 1:** Male/Female human Wiz3; CR 3; Medium-size humanoid (human); HD 3d4+6; hp 16; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6, quarterstaff) or +3 ranged (1d8/19-20,

light crossbow); SA Spells; AL NE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Alchemy +8, Concentration +9, Knowledge (arcane) +8, Knowledge (war) +8, Spellcraft +8; Combat Casting, Scribe Scroll, Skill Focus (Concentration), Toughness.

Possessions: quarterstaff, light crossbow, 10 crossbow bolts, leather armor, pearl (Value 50 gp), scroll case, *scroll of indifference*\*.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0 – *dancing lights, daze, detect magic, light*; 1<sup>st</sup> – *charm person, magic weapon, summon monster I*; 2<sup>nd</sup> – *flaming sphere, invisibility*.

\*See Appendix 2: New Rules for additional information.

☛ **Wizard 2:** Male/Female human Wiz3; CR 3; Medium-size humanoid (human); HD 3d4+6; hp 16; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Alchemy +8, Concentration +9, Knowledge (arcane) +8, Knowledge (war) +8, Spellcraft +8; Combat Casting, Scribe Scroll, Skill Focus (Concentration), Toughness.

Possessions: quarterstaff, light crossbow, 10 crossbow bolts, leather armor, pearl (Value 50 gp), scroll case, *scroll of ice knife*\*.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0 – *dancing lights, daze, detect magic, light*; 1<sup>st</sup> – *charm person, magic weapon, summon monster I*; 2<sup>nd</sup> – *flaming sphere, invisibility*.

\*See Appendix 2: New Rules for additional information.

☛ **Wizard 3:** Male/Female human Wiz3; CR 3; Medium-size humanoid (human); HD 3d4+6; hp 16; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6, quarterstaff) or +3 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Alchemy +8, Concentration +9, Knowledge (arcane) +8, Knowledge (war) +8, Spellcraft +8; Combat Casting, Scribe Scroll, Skill Focus (Concentration), Toughness.

Possessions: quarterstaff, light crossbow, 10 crossbow bolts, leather armor, pearl (Value 50 gp), scroll case, *scroll of false life*\*.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0 – *dancing lights, daze, detect magic, light*; 1<sup>st</sup> – *charm person, magic weapon, summon monster I*; 2<sup>nd</sup> – *flaming sphere, invisibility*.

\*See Appendix 2: New Rules for additional information.

## ENCOUNTER 3: NOMADS AT CHURCH

### APL 2 (EL 3)

➤ **Fighter Nomads (2):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +6 ranged (1d6+3 plus poison, throwing axe) or +5 melee (1d6+3 plus poison/x3, handaxe); AL NE; SV Fort +5, Ref +3, Will +0; Str 16, Dex 16, Con 15, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Balance +5, Climb +8, Escape Artist +5; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (throwing axe).

*Possessions:* 5 throwing axes (poisoned), handaxe (poisoned), pearl (Value 100 gp).

*Poison (Medium-size Spider Venom):* Injury, Fort save (DC 14) negates; Initial/Secondary damage (1d4 Str/1d6 Str).

### APL 4 (EL 5)

➤ **Fighter Nomads (4):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +6 ranged (1d6+3 plus poison, throwing axe) or +5 melee (1d6+3 plus poison/x3, handaxe); AL NE; SV Fort +5, Ref +3, Will +0; Str 16, Dex 16, Con 15, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Balance +5, Climb +8, Escape Artist +5; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (throwing axe).

*Possessions:* 5 throwing axes (poisoned), handaxe (poisoned), pearl (Value 100 gp).

*Poison (Wyvern Poison):* Injury, Fort save (DC 17) negates; Initial/Secondary damage (2d6 Con/2d6 Con).

### APL 6 (EL 7)

➤ **Fighter Nomads (6):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +6 ranged (1d6+3 plus poison, throwing axe) or +5 melee (1d6+3 plus poison/x3, handaxe); AL NE; SV Fort +5, Ref +3, Will +0; Str 16, Dex 16, Con 15, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Balance +5, Climb +8, Escape Artist +5; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (throwing axe).

*Possessions:* 5 throwing axes (poisoned), handaxe (poisoned), pearl (Value 100 gp).

*Poison (Deathblade Poison):* Injury, Fort save (DC 20) negates; Initial/Secondary damage (1d6 Con/2d6 Con).

### APL 8 (EL 9)

➤ **Fighter Nomads (8):** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +7 ranged (1d6+3 plus poison, throwing axe) or +6 melee (1d6+3 plus poison/x3, handaxe); AL NE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 16, Con 15, Int 10, Wis 10, Cha 10.

*Skills and Feats:* Balance +6, Climb +9, Escape Artist +6; Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (throwing axe).

*Possessions:* 5 throwing axes (poisoned), handaxe (poisoned), pearl (Value 100 gp).

*Poison (Purple Worm Poison):* Injury, Fort save (DC 24) negates; Initial/Secondary damage (1d6 Str/1d6 Str).

## ENCOUNTER 4: BIRKIE

### BLABBERMOUTH

### APL 2 (EL 3)

➤ **Barbarian Nomads (2):** Male human Bbn2; CR 2; Medium-size humanoid (human); HD 2d12+4; hp 23; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +7 melee (1d12+6/x3, greataxe); SA Rage (1/day); SQ Fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 13, Con 14, Int 8, Wis 8, Cha 9.

*Skills and Feats:* Hide +0, Jump +6, Sense Motive +1, Tumble +0; Power Attack, Weapon Focus (greataxe).

*Possessions:* greataxe, hide armor, red garnet (Value 100 gp).

### APL 4 (EL 5)

➤ **Barbarian Nomads (4):** Male human Bbn2; CR 2; Medium-size humanoid (human); HD 2d12+4; hp 23; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +7 melee (1d12+6/x3, greataxe); SA Rage (1/day); SQ Fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 13, Con 14, Int 8, Wis 8, Cha 9.

*Skills and Feats:* Hide +0, Jump +6, Sense Motive +1, Tumble +0; Power Attack, Weapon Focus (greataxe).

*Possessions:* greataxe, hide armor, red garnet (Value 100 gp).

*Note:* One of the Tiger Nomads has a *potion of sneaking*.

### APL 6 (EL 7)

➤ **Barbarian Nomads (6):** Male human Bbn2; CR 2; Medium-size humanoid (human); HD 2d12+4; hp 23; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +7 melee (1d12+6/x3, greataxe); SA Rage (1/day); SQ Fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 13, Con 14, Int 8, Wis 8, Cha 9.

*Skills and Feats:* Hide +0, Jump +6, Sense Motive +1, Tumble +0; Power Attack, Weapon Focus (greataxe).

*Possessions:* greataxe, hide armor, red garnet (Value 100 gp).

*Note:* One of the Tiger Nomads has a *potion of sneaking*.

### APL 8 (EL 9)

➤ **Barbarian Nomads (8):** Male human Bbn3; CR 3; Medium-size humanoid (human); HD 3d12+6; hp 32; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk

+8 melee (1d12+6/x3, greataxe); SA Rage (1/day); SQ Fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +2, Will +0; Str 18, Dex 13, Con 14, Int 8, Wis 8, Cha 9.

*Skills and Feats:* Hide +1, Jump +7, Sense Motive +2, Tumble +1; Power Attack, Sunder, Weapon Focus (greataxe).

*Possessions:* greataxe, hide armor, red garnet (Value 100 gp).

*Note:* One of the Tiger Nomads has a *potion of sneaking*.

## ENCOUNTER 5: GUARDS AND WARDS

### APL 8 (EL 11)

➤ **Rasts, Advanced (6):** CR 6; Medium-size outsider (fire); HD 6d8+6; hp 30; Init +5; Spd Fly 50 ft. (good); AC 15 (touch 11, flat-footed 14); Atk +8 melee (1d4+2, 4 claws) or +8 melee (1d8+3, bite); SA Paralyzing gaze, improved grab, blood drain; SQ Fire subtype, flight; AL N; SV Fort +6, Ref +6, Will +6; Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12.

*Skills and Feats:* Hide +7, Listen +8, Move Silently +8; Dodge, Improved Initiative.

## ENCOUNTER 6: THE COST OF PRYING

### APL 2 (EL 3)

➤ **Glacialismagnificus:** young white dragon; CR 3; Medium-size dragon (cold); HD 9d12+18; hp 76; Init +0; Spd 60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.; AC 18 (touch 10, flat-footed 18); Atk +11 melee (1d8+2, bite) and +9 melee (1d6+1, 2 claws) and +9 melee (1d4+1, 2 wings); SA Breath weapon; SQ Immune to sleep, paralysis, and cold effects, blindsight 90 ft., low-light vision (x4), darkvision 300 ft., cold subtype, icewalking; SV Fort +8, Ref +6, Will +6; Str 15, Dex 10, Con 15, Int 6, Wis 11, Cha 6.

*Skills and Feats:* Climb +4, Concentration +11, Escape Artist +3, Listen +9, Search +7, Spellcraft +7, Spot +9, Wilderness Lore +4; Flyby Attack, Hover, Multiattack.

*Breath Weapon (Cone of Cold):* 30 ft. range (3d6); Reflex save (DC 16) for half damage.

### APL 4 (EL 5)

➤ **Glacialismagnificus:** juvenile white dragon; CR 5; Medium-size dragon (cold); HD 12d12+24; hp 102; Init +0; Spd 60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.; AC 21 (touch 10, flat-footed 21); Atk +15 melee (1d8+3, bite) and +13 melee (1d6+1, 2 claws) and +13 melee (1d4+1, 2 wings); SA Breath weapon, spell-like abilities; SQ Immune to sleep, paralysis, and cold effects, blindsight 120 ft., low-light vision (x4), darkvision 400 ft., cold subtype, icewalking; SV Fort +10, Ref +8, Will +8; Str 17, Dex 10, Con 15, Int 8, Wis 11, Cha 8.

*Skills and Feats:* Climb +6, Concentration +12, Escape Artist +6, Listen +12, Search +11, Spellcraft +8,

Spot +12, Wilderness Lore +6; Dodge, Flyby Attack, Hover, Multiattack.

*Breath Weapon (Cone of Cold):* 30 ft. range (4d6); Reflex save (DC 18) for half damage.

*Spell-Like Abilities* (base DC = 9 + spell level): 3/day – *fog cloud*. Casts as a 4<sup>th</sup> level sorcerer.

### APL 6 (EL 7)

➤ **Glacialismagnificus:** young adult white dragon; CR 7; Large dragon (cold); HD 15d12+45; hp 142; Init +0; Spd 60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.; AC 23 (touch 9, flat-footed 23); Atk +18 melee (2d6+4, bite) and +16 melee (1d8+2, 2 claws) and +16 melee (1d6+2, 2 wings) and +16 melee (1d8+6, tail slap); SA Breath weapon, spell-like abilities, frightful presence; SQ Immune to sleep, paralysis, and cold effects, blindsight 150 ft., low-light vision (x4), darkvision 500 ft., cold subtype, icewalking, DR 5/+1; SR 16; SV Fort +12, Ref +9, Will +9; Str 19, Dex 10, Con 17, Int 8, Wis 11, Cha 8.

*Skills and Feats:* Climb +8, Concentration +13, Escape Artist +8, Listen +15, Search +14, Spellcraft +10, Spot +15, Wilderness Lore +8; Dodge, Flyby Attack, Hover, Multiattack.

*Breath Weapon (Cone of Cold):* 40 ft. range (5d6); Reflex save (DC 20) for half damage.

*Spell-Like Abilities* (base DC = 9 + spell level): 3/day – *fog cloud*. Casts as a 5<sup>th</sup> level sorcerer.

*Frightful Presence:* 150-ft. radius; Will save (DC 16) resists.

### APL 8 (EL 9)

➤ **Glacialismagnificus:** adult white dragon; CR 9; Large dragon (cold); HD 18d12+72; hp 189; Init +4; Spd 60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.; AC 26 (touch 9, flat-footed 26); Atk +23 melee (2d6+6, bite) and +21 melee (1d8+3, 2 claws) and +21 melee (1d6+3, 2 wings) and +21 melee (1d8+9, tail slap); SA Breath weapon, spells, spell-like abilities, frightful presence; SQ Immune to sleep, paralysis, and cold effects, blindsight 180 ft., low-light vision (x4), darkvision 600 ft., cold subtype, icewalking, DR 5/+1; SR 18; SV Fort +15, Ref +11, Will +11; Str 23, Dex 10, Con 19, Int 10, Wis 11, Cha 10.

*Skills and Feats:* Climb +10, Concentration +14, Escape Artist +10, Listen +18, Search +18, Spellcraft +12, Spot +18, Wilderness Lore +10; Dodge, Flyby Attack, Hover, Improved Initiative, Multiattack.

*Breath Weapon (Cone of Cold):* 40 ft. range (6d6); Reflex save (DC 23) for half damage.

*Spell-Like Abilities* (base DC = 9 + spell level): 3/day – *fog cloud*, *gust of wind*. Casts as a 6<sup>th</sup> level sorcerer.

*Frightful Presence:* 180-ft. radius; Will save (DC 19) resists.

*Sorcerer Spells Known* (5/3; base DC = 10 + spell level): 0 – *daze*, *flare*, *ray of frost*, *resistance*; 1<sup>st</sup> – *charm person*, *ray of enfeeblement*.

## APPENDIX 2: NEW RULES

### **CHOKE AS PRESENTED IN *TOME AND BLOOD***

Conjuration (Creation) [Force]

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature up to size Large (see text)

**Duration:** 1 round/level

**Saving Throw:** Reflex half (see text)

**Spell Resistance:** Yes

A pair of invisible hands made of pure force spring into existence around the target's throat and begin to strangle it. Only aberrations, animals, beasts, fey, giants, humanoids, magical beasts, monstrous humanoids, outsiders, and shapechangers can be affected. Creatures without necks, such as beholders, cannot be affected. The hands cannot be attacked or damaged.

The target takes 1d4 points of damage per round but can make a Reflex save each round for half damage. All attack rolls and checks the target makes while being choked suffer a –2 circumstance penalty; if the check involves speaking, the circumstance penalty is –4. Spellcasting is possible, but the target must make a successful Concentration check (DC 10 + spell level + 1/2 the last damage dealt) or lose the spell. The –2 circumstance penalty also applies to the check, or –4 if the spell has a verbal component.

*Material Component:* A handkerchief or similar-sized piece of cloth that has been tied in a knot.

### **FALSE LIFE AS PRESENTED IN *TOME AND BLOOD***

Necromancy

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 hour/level or until discharged (see text)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

You grant yourself limited power to avoid death.

While this spell is in effect, you gain 1d10 temporary hit points, +1 point per level (maximum 1d10+10).

*Material Component:* A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

### **ICE KNIFE AS PRESENTED IN *TOME AND BLOOD***

Conjuration (Creation) [Cold]

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** One icy missile

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

A magical shard of ice springs from your hand and speeds to its target. You must succeed at a normal ranged attack to hit. For every two caster levels, you gain a +2 modifier on the ranged attack roll. The shard deals 1d8 points of piercing damage, plus 1d8 points of cold damage and 2 points of cold Dexterity damage. Creatures that are immune to cold damage take no Dexterity damage. A successful Fortitude save reduces the cold damage by half and negates the Dexterity damage.

A miss creates a shower of ice crystals in a 10-foot-radius burst centered where the shard lands (see the rules for grenadelike weapons on page 138 of the *Player's Handbook*). The icy burst deals 1d8 points of splash damage. A creature within the burst area can make a Reflex save to take only half damage.

*Material Component:* A drop of water or piece of ice.

## **INDIFFERENCE AS PRESENTED IN *TOME AND BLOOD***

Enchantment [Mind-Affecting]

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

This spell drains emotion from the creature touched. The subject becomes immune to fear and compulsion effects of 2nd level or lower and gains a +4 circumstance modifier on saving throws against fear or compulsion effects of 3rd level or higher. Furthermore, morale bonuses or penalties do not affect the subject while the spell lasts. However, the subject's lack of emotion imposes a -4 circumstance penalty on Charisma checks.

If the subject already is under a fear or compulsion effect when receiving this spell, a failed saving throw ends that effect and leaves the subject dazed for 1 round.

*Material Component:* A small stone.

## **LESSER FIRE ORB AS PRESENTED IN *TOME AND BLOOD***

Evocation [Fire]

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** Up to five creatures or objects, no two of which can be more than 15 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed at a ranged touch attack to hit your target.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

## **LESSER SONIC ORB AS PRESENTED IN *TOME AND BLOOD***

Evocation [Sonic]

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** Up to five creatures or objects, no two of which can be more than 15 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

An orb of sonic about 2 inches across shoots from your palm at its target, dealing 1d8 points of sonic damage. You must succeed at a ranged touch attack to hit your target.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If

you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.



## CITY OF TRRAFT: MAPS AND INFORMATION

The DM may need to have a second set of maps for the characters on hand before the adventure starts, in case they choose to purchase maps while in the city (1 gp). The characters do not know automatically what the numbers stand for, and asking locals requires a Diplomacy check (DC 20) in order to get a fairly accurate response. Traftians do not readily trust outsiders, but are extremely loyal if their confidence can be gained in some way.

**👑Traft City (large city):** Conventional (Cantonal Council); AL LN; 15,000 gp limit; Assets 8,748,750 gp; Population 13,998.

*Authority Figures:* Constable (Ftr8/Rog8)

*Militia:* 1<sup>st</sup> Auszugen City Militia (200 on patrol throughout city).

*Highest Level Active Cleric:* Pelor (Clr12).

*Highest Level Active Wizard:* Wiz8 (Map 8).

Traft City is situated on the edge of a vast and ever-dangerous frontier. To the west lies the unknown depths of Lake Quag, an expanse of water second only in size to the great Nyr Dyv. Directly north is the homeland of the now, more friendly, Wolf Nomads, though their more aggressive cousins, the western Tigers, are migrating due to food shortages and poor trade decisions. Ultimately, these refugees end up in Traft as their first “civilised” port of call.

To the east lies the Sepia Uplands, a desolate expanse fit only for burrowing demi-humans, and creatures that fear the light and the warmth of the sun. It is through the Sepia that Iuz would come should he ever break his word and march on Perrenland. Wise voices are calling for the Perronese annexation and fortification of the Sepia, perhaps the only way of keeping Iuz at bay.

The Domain Of Niederschlauss and, eventually, the mighty Clatspur Ranges lay southeast of Traft. Towering over everything and forever smouldering, is Mount Helspaar, a volcano. Directly south lay the deserted ruins of Dagovach, and the thin coast-road that winds along Lake Quag, through the canton of Clatspurgen, then on to the Perronese capital of Schwartzbruin.

The characters in this adventure, and others to be set in Traft, should imagine Traft City to be similar to those large towns (or small cities), which grew up on the edges of frontiers. At the top of the town, literally, were the aristocracy and the churches. They helped to encourage and influence a growing, yet sometime lawless merchant trade, keen to make fast cash out of an expanding frontier.

In the middle were the hard-working commoners and local experts who helped make the

city a thriving place with a viable future. At the lower ends of the city are the poor, the destitute, the migrants, and the displaced natives whose land was taken from them when the city was settled by stronger forces. Some are happy to blend in, whilst some are jealous of others' newfound wealth. Many are angry that they have no future in a world that seems to pass them by.

Holding all this together is The Law. Into this frontier come men and women with hard morals and thin ideals. They believe in using the rod, and punishing those who transgress too far. Wrapped up in this is the old honor system of the founding clans, a system that is being tested, as cities become melting pots of culture; and old loyalties are forgotten in the search for the ever-elusive gold piece. Be on your guard.

Most of the time, travelers arriving by land enter Traft through the Main Gates (Map 8); or through one of the Docks Gates (Maps 1 and 3) if they come by sea. Information about entry taxes and guards may be found in the appropriate sections of the Map Key.

This adventure begins with the characters arriving in Traft via the Main Gates. It is important that the DM become familiar with the maps and district information before running this adventure. Although the adventure is fairly linear and can be played comfortably in 3 1/2 hours, there are suggestions for roleplaying in and about Traft, which might be useful in extending longer time slots.

The City Of Traft is divided into 9 distinct (though not divided) “districts”. The City Militia carefully scrutinises who goes where and for what purpose. They suspect that a major criminal organisation is currently operating out of the city, but have yet been able to pin the syndicate down, or prove any allegations. Note: The Dark Wave group is often referred to as being a “Crime Syndicate” or an “Organisation”. Both tags fit.

It should also be noted that Perrenders pronounce “Traft” as “Traff” (silent “t”).

### MAP 1: QUAGSIJDT

#### **Pronounced “Kwag-Side”**

Population: Approx. 1,827 (includes those in rumored underground tunnels and hideyholes).

Conditions: Extreme Poverty and Filth

This district of the city is a place many in the upper echelons would like to forget about. Since the Greyhawk Wars, Traft has been inundated with refugees and, in order to house them, the Traftians have set aside the Quagsijdt District (and parts of Unterstaat) as living space until other arrangements can be made. Unfortunately, it is seven years after the Wars, and the situation has been allowed to fester and get worse, rather than better.

That is why things have become so lucrative for the Dark Wave Crime Syndicate. The streets are covered in offal and excrement; wherein lie beggars and poor-folk trying to eke a meagre living out of a city that has begun to forget about them.

### **Traff Docks Area (Goods Only)**

Many legal and illegal goods pass through this dock area. The traffic is occasionally so huge, that it is impossible for the City Militia to keep guard. Four to sixteen militia folk are always on watch here, and at any one time there are always 2d4 Rhennee barges tied up to one or two docks. In winter, this drops to 1d2 barges.

### **Warehouses**

Most of these contain goods being stored ready to be shipped into or out of Traft City. Rumor has it that there are secret underground tunnels leading from some of these warehouses, and that they pass under the Gate and into buildings in Quagsijdt owned by the Dark Wave.

### **The Quag's Gate Watch House**

This watch house has a ground floor through which goods and people pass, and a first floor where the company of the City Militia attached to Quagsijdt reside. 30 soldiers bunk here, and 5d6 of them are always either on duty at the gate checking identifications and goods; or roaming around Quagsijdt in teams of 4 or 6. They are fairly vigilant, and know when to step into a dispute, or when to let the locals settle things for themselves. Any public disturbance in Quagsijdt sees the City Militia arrive in 4d4 rounds.

☛ **Traft City Militia:** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d6+2/19-20, short sword) or +5 melee (1d6+2 subdual, sap) or +3 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 12.

*Skills and Feats:* Climb +3, Intimidate +6, Ride +3, Spot +3, Swim +0; Improved Initiative, Weapon Focus (sap).

*Possessions:* studded leather armor, short sword, sap, light crossbow, 10 bolts, bullseye lantern (night patrols)

### **Streets and Alleyways**

Most of the ordinary houses in this quarter are 2 story "townhouse" types, which are dilapidated and unsanitary. There are usually 1d4 families of up to 2d4 people (each) living in these disgusting tenements.

### **Quagsijdt Alley**

The most notorious street in the quarter, as this is where folks can enter "Gromberg's Antiques" (see

below). There are always 1d4 Alley Gangs (see below) on watch somewhere in this street, and there is always an assassin on hand to dispatch any troublemaker who comes "sniffing around". The assassin's NPC level should be one level higher than the APL at which the adventure is being played.

### **Sturmstaadt Alley**

Possibly the poorest street in the city, there are always 2d4 Alley Gangs present here at any one time.

### **Bluthand Alley**

The Beggermeister (see below) controls this street. There are always 1d4 Alley Gangs in this street at any one time. There is also a heightened 35% chance of seeing the Beggermeister himself if the characters spend more than 2 hours in this street.

### **Neslin Street**

This street contains poor, yet better kept houses/shops. There are only 1d3 Alley Gangs in this street at any one time.

### **The Scherz Geschlecht**

This street filled with brothels and illegal gaming houses. 1d4 Alley Gangs operate here and in surrounding back alleys.

## **NOTABLE PLACES**

**1. Gromberg's Antiquities.** This is a large store owned and run by Zed Gromberg (Male human Rog5/Exp4). Gromberg is a huge, fat, slobbering, bearded toad that talks loudly and annoys people by answering their questions about items in painful detail. This is not a shop you go to just to "browse around". Gromberg sells only rare and unusual items here (items worth between 5,000 and 15,000ggs), many of which are not magical. These include weapons, armor, professional items, and assorted preserved heads of historical villains from Traft's past.

Zed has a wizard called Stephan Graumantel (Male human Wiz7) working for him as well, in the shop. Stephan can cast *identify* on any items for the usual price. The shop counter is attended by Gromberg's "lady-love", Fruda (Female human Mnk6/Rog3) who is extremely unattractive to say the least.

**2. Temple Of Ralishaz.** This temple exists to primarily give hope to the poor so that they might wish, want, and steal to get better things in life when their luck runs out. Diddier Glucksfall (Male human Clr6 [Ralishaz]) runs this ramshackle temple. He often preaches outside the temple and persuades simple minds to "throw a gold piece in the well" nearby so that "Lady Luck" might shine upon them. Glucksfall only does services for characters if they throw money in his well and publicly (ie. loudly) call upon Ralishaz to bless them in their time of need. He

is a meddler, gossip and definitely unlucky to be around, though he thinks otherwise.

**3. The Geheim Gasthaus.** This guesthouse/tavern is the largest, and definitely seediest, in the quarter. The building has 3 levels – ground, first, and second. The ground floor houses the tavern. It is large enough to seat around 120 people at 16 tables – with about 25 extra seats around the bar (and 12 around the fireplace). The tavern patron is Blufeld Ubertankards (Male human Exp6). He holds the drinking competition record in this quarter and has done so for 5 years. He won this tavern as a bet from the previous patron, a bald, grumpy dwarf called Stint (Male dwarf Ftr5) who left town years ago, but who has now just returned, presumably to reclaim his lost tavern ... at any cost.

The tavern also holds regular arm-wrestling competitions as well as tavern competitions of various sorts. Card playing is also popular, but the clientele is a mixture of neutral and evil types who don't mind calling consistent winners "cheats" and starting duels or barroom brawls. Many visiting Rhenee traders enjoy drinking at this tavern.

This is not a pleasant place to stay, although there are 12 rooms upstairs if a character wants one, at 1gp per night. Whoremongers, prostitutes, or criminals seeking shelter from the law occupy most of the rooms. That aside, neutral-aligned characters that strike up conversations with anyone in this bar might garner some current rumours, and if they don't, they'll probably offend someone and end up in a fight or dead. In this tavern, everybody knows a secret or has a secret. That's how the tavern got its name. It is not uncommon to see underworld figures here at any given time.

**4. Madame Zera's.** This is probably the most popular and "reputable" of all the pimp-joints on The Scherz Geschlecht ("street of sexy fun"). This street is lined with seedy cathouses, each with a balcony where the workers stand and shout offers to passers by who stroll below. Most folks who come here are "looking", and Madame Zera's provides. Downstairs is a barroom where hopefuls wait their turn. There is a center stage where exotic dancers entertain inebriated audiences. Nobody is attractive here, and everybody is desolate, poor, and pox-ridden. Madame Zera (Female half-orc Rog3/Exp3) is a creature of opportunity. She is guarded by what she calls her "Clever Boys" 10 Half-Orc Bouncers/Thugs (Male half-orc War1/Rog1). If anyone looks like they're causing trouble, and they're good aligned or adventuring innocents, then the "Clever Boys" grapple them, throw them out in the alley and rough 'em up (subdual damage). If the character's look like they're fighting back, then the bouncers call on a number of Alley Gangs (see later) who lurk nearby to help subdue the party. It is not uncommon to find underworld figures here at any one time. Chaotic

neutral aligned characters that strike up conversations with anyone in this place might garner a few current rumours.

**5. Beggermeister's Guildhall.** The city's Beggar's Guild operation has its base in this guildhall. Nobody gets past the front room unless they're a bona fide rogue of neutral or evil alignment, and then usually only if they have some business considered worth discussing. The current Beggermeister is Julius Krieg (Male human Rog9), a gentleman of dubious morality who gathers up the city's poorer disenfranchised youth and organises them into Alley Gangs (see later) under the leadership of several apprentice assassins. He also has a monopoly on the City Refuse Dump, which can be reached by going through the Quag's Gate then turning south down past the city walls. If characters are wandering in and around the Quagsijdt quarter of the city, they have a 20% chance each day of coming across Krieg giving orders to one of his gangs or whipping them into line. He calls on a number of Alley Gangs to subdue the attackers whilst he makes his escape if attacked or provoked. Yes, he's a coward.

**6. Boarding House.** An elderly Hussen female called Hetti Niedertrop (Female human Com5) runs the boarding house. Rumor has it that Hetti is involved in something way over her head.

## NOTABLE PEOPLE

**The Alley Gangs.** Even if characters don't go anywhere else in this quarter they are badgered by the street urchins known as "The Alley Gangs" while ever they walk the streets. The Alley Gangs are groups of youthful (7-13 yrs old) pickpockets who individually badger strangers for small amounts of money (ie. 1gp per character level). If the character pays up, then the pickpocket goes away (for now); but if the character does not pay up, then the urchin tries to Pick Pocket and steal the character's best item (or money pouch). Usually, if caught, the pickpocket runs away (and gets away). If the offended character attacks the urchin, then the urchin's friends (the Alley Gang) come out from hiding positions and attack the offensive character with no fear at all. One of the newer members then try to Pick Pocket again, whilst the old offender gets away. As the victim is now more pre-occupied, the victim gets his/her Spot check at -4. If the new urchin succeeds, then he yells "Kaszinki!" and the urchins all run away in different directions next round. If caught, the urchin yells "Sharg!" and the urchins all give up next round and disperse anyway.

➤ **Alley Gang Pickpockets:** Male/Female human Rog1; CR 1; Medium-size humanoid; HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +0 melee (1d4/19-20, dagger) or +3 ranged

(1d4/19-20, thrown dagger); SA Sneak attack (+1d6); AL CN; SV Fort +1, Ref +5, Will +0; Str 10, Dex 16, Con 12, Int 11, Wis 10, Cha 13.

**Skills and Feats:** Appraise +4, Bluff +5, Disguise +5, Escape Artist +7, Gather Information +5, Innuendo +4, Perform +5, Pick Pocket +9, Tumble +7; Alertness, Skill Focus (Pick Pocket).

**Possessions:** leather armor, 3 daggers (hidden)

Whenever the character's walk down a street/alley there is always a 20% chance an urchin harasses that one of the party. There is also a further 20% chance that they are led by one of the wicked Apprentice Assassins (Male/Female human Rog7/Asn1) who command them on the street. The apprentices act as foils for the urchins on some occasions; whilst on others they move it for strategic strikes. There is also a further 20% chance (as mentioned earlier) that the Beggermeister, Krieg, are also present to whip the urchins into action.

TABLE 1: Alley Gang Numbers by APL

APL 2: 6	APL 12: 16
APL 4: 8	APL 14: 18
APL 6: 10	APL 16: 20
APL 8: 12	APL 18: 22
APL 10: 14	APL 20: 25

## MAP 2: UNTERQUAGSHOFF

### Pronounced "Oonta – Kwags – Hoff"

Population: Approx. 800 (includes those housed at the Wizard, Bard, and Shool Colleges)

Conditions: Fairly clean and well-to-do

This quarter of Traft City is primarily dedicated to the Wizards and Bard's Colleges, whose lands form the western side of The Forest Walk, and The Shool College, whose land forms the east side of The Forest Walk. The Common Green is a shared area with a beautiful, almost tropical forest where budding wizards and clerics often stroll and practice their skills, whilst still relatively close to healing and restorative opportunities. The City Militia patrols this area regularly, primarily to keep out strays that wander across Poor Man's Bridge from Quagsijdt. There is 2d6 militia on duty at any one time in this quarter. Whilst not off-limits to the general populace, unknown faces entering from Quagsijdt are regularly questioned by the Militia as to their reasons for being in this district, and they chaperone legitimate visitors to their desired destinations. Any public disturbance sees the City Militia arrive in 2d4 rounds.

### The Forest Walk

The Forest Walk begins in Staathoff, meanders down through Quagshoff, and ends here in Unterquagshoff. It is one of Traft City's major tourist attractions, and shows off some of Perrenland's most impressive architecture, owned by some of the

wealthiest Perrenders. Of course, Schwartzenbruiniens have the opinion that Traftian architecture is far too avant-garde and impractical, and the rivalry between "constructing the new" (Traft) and "restoring the old" (Schwartzenbruin) is an ongoing source of competition between the two cities.

## NOTABLE PLACES

**1. Poor Man's Bridge.** This bridge is the most direct route from Quagsijdt into Unterquagshoff, and definitely safest if you don't want to get hit by a stray *flaming sphere* launched on the Common Green. The bridge has City Militia on guard at either end. If one group of Militia fails to hold back an unsavory intruder, then the other Militia sets off a trap which effectively turns the bridge into a teleportation device, which sends the intruder/s directly to a large prison cell in the dungeons of the Traftstaat Prison (Map 8). Half-orcs and sorcerers find entrance into this district particularly difficult, and in certain circumstances impossible.

**2. The Common Green and Bunkhouses.** The Common Green is a forest, and series of copses, which is maintained under the joint control of the Colleges of Wizards, Bards, and The Shool. "The Green" can only be entered from the Unterquagshoff side of the forest, and is off limits to anyone not associated with the local academies. The Bunkhouses to the north of the Common Green belong to the Wizard's College, and it is where students bunk whilst they are attending this institution. Each bunkhouse is two-story, houses up to 30 students, and contains its own kitchen, common lounge area and latrine.

**3. Mansions Of Notable Personages.** These mansions belong to retired dignitaries who are past graduates of the three colleges. There are three mansions, and it is considered an honor to be asked to reside here. This person usually becomes the Patron of the particular college he/she represents.

**Sternbursten Haus** (Starburst House) is owned by the Wizard's College. The current resident is Patron Father Alrin Meider (Male human Wiz 8).

**Das Theater Haus** (The Theatre House) is owned by the Bard's College. The current resident is Patron Mother Irta Basonja (Female half-elf Brd 7).

**Heligs Haus** (House Of The Holiest) is owned by the Shool College. The current resident is Patron Mother Higda Frodenz (Female human Clr 10 [Pelor]).

All three mansions have complex guards and wards which attempt to prevent intruders from entering, though *nothing* is completely ever failsafe.

**4. Unterquagshoff Well.** Exactly what it is – a place from which to draw cool, fresh water. Rumor has it that if you dive down far enough into the well you can find long forgotten grottoes, which have not been seen since Traft City was founded over 1,000 years ago. Exactly what, or who, resides here is even a mystery to the mages who live directly above it. The strange thing is that this well never freezes over during winter.

**5. Shool College Boarding Houses.** Each boarding house holds 30 students. Four of the boarding houses hold young students (aged 6-14). The other two hold aspirants attending theology classes. These are not the only students who attend Shool College. Double this number is day students who live in Traft City and surrounding environs.

**6. The Shool College.** This large, three-storey college is completely sponsored by The Old Kerk (The Old Church) of Perrenland. Head of the college is Shoolmaster Gillius Reinger (Male human Clr 9 [Rao]). He himself was taught and mentored by Patron Mother Higda Frodenz, and they have a deep friendship based on trust, knowledge, and loyalty. The Shool College serves two functions. One is to train aspirants in the theology of The Old Kerk, with a focus on the doctrine of the student's choice. Second, is to provide boarding and day service in the education of young people in Traft City.

**7. The Bardic College.** This small, but colourful two-story building is home to Traft City's school for bards. Many of the bards in this college are theatrical aspirants (as opposed to musical or poetic). The bards here specialise in producing ensemble (and individual) acts aimed particularly at social satire and/or parody. They are brilliant wits, and thrive on developing complex repartee both between themselves, and by fostering it in others. They have been particularly influential in promoting the use of clever repartee within the aristocracy of Traftian society. Here, the word is mightier than the sword; and reputations can be smashed through clever riposte and witty innuendo.

The bards of the college aim to produce one original satirical play every 2 months; the other month being devoted to producing traditional works popular in lower society (but which do well at the box office). The satirical plays generally ridicule the latest unpopular political venture (or lampoon individuals in particular). The viewpoint favours the wealthy (who understand the more literate analogies than the poorer masses). Donations (from the rich) are graciously, and regularly, accepted. Those who donate more money, find themselves (and their causes) less lampooned than others.

Aspirants study loosely for 2-3 years under the direction of the "Hettartiste", who is currently a big, bawdy man named Sassimus Tatz (Male human

Brd6). Next to the college is a small boarding house (30 students), which doubles as a shrine to Olidammara on godsdays.

**8. The Wizard's College.** This building is one of the most imposing buildings in Traft City. It is five storeys high and has over 120 rooms (not including those beneath the ground or secreted in other dimensions). It is lorded over by Wizardmaster, Anton Wigner (Male human Wiz7). Sorcerers are generally discouraged entry, as this order of wizards views sorcerers as being little more than "shamanistic charlatans".

## NOTABLE PEOPLE

**Patron Father Alrin Meider.** This gentleman, aged 79 years, is very popular amongst the students of the Wizard's College as he is one of the few people in Traft City who travel regularly to Greyhawk City (on business which he usually keeps a secret). Alrin Meider is usually a character's best source of any current information concerning Greyhawk and her environs.

**Patron Mother Irta Basonja.** This revered bard, aged 57 years, is both a great actress *and* a canny adventurer. She is currently the only person *ever* to take a travelling theatre troupe into the Land Of Iuz and *survive*. Apparently, she performed before Iuz at the *Rotunda Of Skulls* in Dorakka and (rumor has it) brought the evil demi-god to tears with her rendition of Steppenhowl's monologue from "The Stage Of Death".

**Patron Mother Higda Frodenz.** This radiant lady, aged 82 years, is one of Traft's most generous healers. For the last 30 years she has never denied free healing to anybody who comes to her for special aid. Of course, recently she is confined to her mansion due to old age and only requests those will pressing needs be brought before her. She is a particular favorite amongst the troops of the 1<sup>st</sup> Auszugen, who respectfully refer to her as their "Patron-Lady."

## MAP 3: QUAGSHOFF

### Pronounced "Kwags-Hoff"

Population: Approx. 800

Conditions: Fairly clean and well-to-do

This quarter of Traft City is primarily dedicated to the nouveau-riche. It is situated on a higher plateau of ground, and overlooks most of the city below it. Its notable features are its up-market boutiques, palatious houses, and the famous Oostmeer Cruising Yacht Squadron complex situated just outside the city walls on the shores of Lake Quag. The sector also houses the headquarters of the Traft contingent of the Zee-Auszugen (Navy), as well as passenger ships designed

to take travellers to all parts of Perrenland and the lower reaches of the Velverdyva.

The quarter is patrolled by 3d4 members of the City Militia at all times, who have their offices in the blockhouse, which guards the city gates (AREA A). Any public disturbance sees the Militia arrive in 1d4 rounds.

## NOTABLE PLACES

**1. Quagshoff Well.** This reputable Well supposedly supplies the city's cleanest and clearest spring water. It is probably just that there's nobody in this quarter who uses it as a toilet (unlike other sectors of the city).

**2. The Resting Anchor Tavern.** A well appointed bar whose owner, Rolf Heiniker (Male human Exp9), brews his own ale known locally as "Majestic Lager". Folks with business in the port often stop here for a drink just to partake in some up-market gossip and savoir-fare. Heiniker's main rival is Dieter Uttmann, owner of The Argolf Inn (Mittelstadt). Rolf beat Dieter at the Traft Festival Brewer's Competition in 591 CY. Dieter took the defeat badly, and Rolf has been worried that Dieter might do something silly in order to win at the next Festival.

**3. The Mermaid's Touch.** Fraulein Jesner Menegard (Female human Com8) runs this inn. Jesner is a (still) beautiful 50 year old spinster who has dedicated her life to giving rest to visiting sailors of good standing (mostly officers) who have nowhere to stay whilst on leave in Traft City. The ruffians of Traft have tried to bring Jesner's inn into disrepute (suggesting it is little more than an expensive cathouse); but Jesner is an upstanding citizen who is (rightfully) protected by her officer patrons whenever her reputation is called into dispute. Jesner and her guests are often good sources for rumors on what is happening at sea, as well as updates on quarrels between the Vestmeers and the Oostmeers.

**4. The Sack o' the Sea.** This general store mostly specialises in goods associated with shipping and adventures at sea. Ermund Cogitz (Male human Com6) runs the Sack o' the Sea.

**5. The Shimmering Seagull.** A grocery store, which doubles as a fish-mart, this store specialises in selling all kinds of aquatic foods associated with Lake Quag. The Burgen Family (Oostmeers who have a long and rich history of aquatic mercantile businesses in the region) run the Shimmering Seagull. Recently, however, their eldest son, Draken Burgen (Male human Ftr7), led a fishing expedition to the northern reaches of Lake Quag and never returned. Rumor has it that the expedition met with a creature of monstrous proportions, which is in league with shamans and sorcerers allied with members of the

Tiger Nomads. The Burgens are currently weighing their options, and seeking political support to mount a search and rescue mission.

**6. The Oostmeer Cruising Yacht Squadron.** This large, multi-story building is fortress-like in its appearance. It doubles as the headquarters for the Zee-Auszuken unit of Traft, as well as being the playground of the rich and famous of Traft Canton in general. The manager of the clubhouse is the flamboyant Hetmeister Jegrald Rickentropf (Male human Ftr8/Nob7), a retired navy captain of the Zee-Auszuken. He mainly services the "downstairs" facilities enjoyed by the wealthy elite who run yacht races in Summer, and ice skimmer races during late-Autumn, Winter, and early-Spring. Captain Damin Attkirg (Male human Ftr8) head of the Traftian Zee-Auszuken, oversees the "upstairs" facilities. Attkirg rarely goes to sea anymore, but still maintains iron vigilance from the western tower, which is high enough to see Lake Quag as far as 60 miles on a clear day. Generally, the yacht squadron uses the northern docks, whilst the navy uses the southern docks.

There is a heavy, though unobtrusive, number of City Militia on patrol in this area at all times. They work well with the Zee-Auszuken sailors who also frequent these docks, and the two groups are apt to play friendly jokes on each other to pass the boredom of long winters.

The Yacht Squadron has a downstairs bar and eatery, which is open to the general public, but as prices are high for non-military personell, the club is sparsely patronised by the majority of Traftians. There is no doubt, however, that this club is the frequent abode of many an old "sea-dog" who always knows more than he lets on; and might know more should the opportunity to gain recognition in his "twilight years" present itself. The bar and eatery is run by the Hotelmeister, Alfrid Kutas (Male human Com6),

**7. Barnacle Broul's Fishing Stop And Tacklery.** This shop is pretty self-explanatory. It is a store, which sells fishing equipment, some of which looks like it's designed to net monstrous creatures of the unknown depths. Barnacle (Bresson) Broul (Male human Exp8), a peglegged fisherman who was a black market pirate in his younger days, but who went straight after he served a harrowing term doing hard labor in Traft's prison runs the fishing shop. His prices are reasonable, and he knows a lot about Lake Quag (whom he refers to as "His Mistress").

**8. The Loch n' Larger Tavern.** This tavern plays host to the fisherfolk who earn a living off their mistress, The Quag. It is too rough n' tumble for the wealthy gentry who cohabit the Yacht Squadron, and so these people are left to themselves, their sea shanties, and their rum. It is not, however, a den of iniquity, for the fisherfolk have high moral standards in these climes.

The fisherfolk have their own “protectors” (known locally as the “Zee-Protectors”). This group is made up of passing adventurers looking for work, helping the fisherfolk keep their long-haul expeditions safe (mostly from creatures who live in the murky depths of the Quag). Characters looking for steady work should apply within, and seek out the tavern owner, Erbert Codder (Male human Exp7).

**9. Desnier's-By-The-Sea.** This is, without a doubt, Traft's most exquisite and luxurious seafood restaurant. Meals cost 15gps a piece, but those who eat here feel the goodness of the food long after it has digested. The restaurant is owned and run by Desnier Fronz-Frillnius (Female human Exp8/Nob6). The restaurant is booked out during the summer a week in advance, wherein patrons can dine out on the docks overlooking the Bay Of Traft, swallowing oysters while watching the sunset (a most prized aphrodisiac effect!).

**10. The Nereid's Shawl.** This is Traft's most expensive and exclusive designer boutique. Many of the city's wealthy elite purchases their clothes from this shop, along with performers and artisans of the Bard's College. It is owned and run by Fraulein Nanalia Thilfritt (Female human Exp7). Nanalia can also often be found at many of the upper society's “functions”. She is very popular, open minded, and pleasant. She is also one of the most sought after “ladies” by the Traftian aristocracy. Many a young buck has dueled for her hand in marriage, but she has yet to accept any offers.

**11. The Sea-Hawk's Gable.** This is a well-to-do boarding house for young gentlemen of aristocratic birth. It is regularly full to the brim, but has recently gained some notoriety as being a gathering-place for fops and dandies looking to dabble in the seedier aspects of Traftian society. Rumor has it that there is a tunnel complex beneath the house which runs under the walls of Traft City. This tunnel is used to smuggle whores into the bedrooms of young men with too much money and too little personality. It is run by Mistress Nalanetta Siff (Female human Nob6), who herself is involved in several seedy gossip plots to undermine women in Traftian society whom she despises. Somehow, the young menfolk always get her invited to society functions, where she uses her Bluff, Sense Motive, and Innuendo techniques to divide and conquer those on whom she sets her sights.

**12. Boathouse** owned and guarded by the Zee-Auszugen.

**13. Boathouse** owned and guarded by the Zee-Auszugen.

**Aristocratic Mansions:** All aristocratic mansions are fully fenced and have private patrols of (usually) 3d4 Militia (with attack dogs). Most mansions have 6d8 bedrooms (to give you some idea of size). They also employ 4d6 servants and grounds-staff. All mansions have their own stables, as well as a private family chapel and a crypt. The families that own all mansions are of human stock.

**14. Aristocratic Mansion: Family Nurwolf**

**15. Aristocratic Mansion: Family Kuurssen**

**16. Aristocratic Mansion: Family Kordanis**

**17. Aristocratic Mansion: Family Roodgardt**

**18. Aristocratic Mansion: Family Bruegellian**

**19. Aristocratic Mansion: Family Malachian**

**20. Aristocratic Mansion: Family Oostmeeren.** The Oostmeeren family is one of the most prominent families in Traft City. At least one member of the Oostmeerens sits on the City Council at all times. Kavorkis Oostmeeren (now long deceased) was one of Traft City's founding fathers. It was Kavorkis who built the Traft Cruising Yacht Squadron, and there is a permanent table in the club restaurant (as well as a stool at the bar) permanently reserved for members of this family (some of whom take advantage of the perks).

**21. Aristocratic Mansion: Family Vienerhauss**

**22. Aristocratic Mansion: Family Fredrikkson**

## MAP 4 : STAATHOFF

### Pronounced “Shtart – Hoff”

Population: Approx. 400

Conditions: Extremely clean and well-to-do

This well-to-do district is notable for its “Village Square” which regularly holds market festivals during each of the major 4 festival periods of the calendar year. Mostly, though, the district consists of many aristocratic houses and the Botanic Gardens. Whilst life may seem quieter here, there is always something afoot with Traft's aristocracy. The continuous bickering and backstabbing is forever getting *someone* into trouble! 3d4 members of the City Militia patrol the quarter. Any public disturbance sees the militia arrive in 1d3 rounds.

### NOTABLE PLACES

**1. The Village Square.** Sometimes referred to as “Festival Square”. This open market place becomes extra busy during the major festivals of The Flanaess. The City Militia keeps a vigilant eye out for pickpockets and black market operators.

**2. Fincher's Books.** This bookshop sells quality books on topics such as history and politics. Several

out of print copies of older works of fiction may also be found in this shop. Amelia Fincher (Female human Exp6) runs the bookshop. Many of the city's "intelligensia" meet here. Talk is always about politics – local, national, international. Those who gather are decidedly "right wing" (pro annexation of Uplands, no rights for Utlanders, limited rights for demi-humans, mandatory detention of refugees, etc) on the political spectrum.

**3. The Alchemetic Touch.** This is a general merchandise store specialising in gardening wares and cookware. Items are expensive and of not much interest to adventurers, usually. It is owned and run by Fairwyn Kirkner (Female human Exp5). The shop is often the focus of some controversy. Druids and rangers from Northwood regularly picket the shop, as they think that Fairwyn's belief in using alchemy (chemicals) to help things grow will do more damage to nature than good. The local Militia is getting worried. Rumors have it that the druids are desperate to have their voice heard.

**4. Hetty's Hats.** Hetty Hillaway (Female human Exp7) runs this very nice hat shop. But Hetty Hillaway has a terrible secret, which she will go to great lengths to *keep* a secret ...

**5. Sequins And Seams.** This is, without a doubt, Traft's most *expensive* fashion outlet. The quality, however, is not as good as The Neried's Shawl (Map 3, #10). The owner, Frau Vollshite (Female human Exp8), is an aging spinster who (wrongly) believes that society has turned its back on her in favor of the youthful (and very beautiful) Nanalia Thillfritt. Rumor has it that Frau Vollshite has been making plans to get her revenge on the lovely Nanalia, revenge that might return the old seamstress to the very top of the society ladder!

**6. Freddy's Fancy Dress.** Masquerades and balls are very popular amongst the Traftian aristocracy, so Freddy has quite a bit of business all year round. Freddy Frugilschmidt (Male human Exp4) runs this shop. Freddy just *loves* dressing up, and is more than happy to give anybody a helping hand. Freddy, however, is secretly in love with Hetty Hillaway and, although she doesn't know it, he has been spying on her in her boudoir at night.

**7. Jessika's General Store.** Owned and run by the flamboyant Mrs Jessika Weathertop (Female human Com8) and her ever patient husband Reginald (Male human Com8). Jessika is the gossip of gossipers. Apart from running the store, she also prints a column on the notice boards outside her shop each week, which details who is with whom in aristocratic society. She also sees herself as the local "matchmaker" and, much to her husband's chagrin, "events organiser". Jessika has a heart of gold, but is a

bit naïve. Reginald is always getting her out of strife, or apologising for her over-eagerness.

**8. The Church Of Rao.** More of a hive of gossip, innuendo, adultery, blackmail and bluff - than a church (which is only loosely linked to the main Old Kerk Temple in Traftstaat). Pater Ogilvie Gussmann (Male human Clr9 [Rao]) oversees this church, and his church never fails to get a full house on godsdays. Gussmann *loves* to hear the gossip as much as anyone else, and has no problem visiting his parishoners, hearing tales, then telling others for the simple sake of imparting knowledge. He is also interested in collecting non-magical artefacts associated with his church's history. He has an assistant, Durchen (Male human Clr2 [Rao]) who generally gets the job of running around trying to find things Gussmann might be interested in, or driving hard bargains in the city marketplace.

**9. The Botanic Gardens.** Several clear, beautiful ponds dot the landscape of the Botanic Gardens. This is a favorite place for new lovers by day, but more recently there have been strange noises and high-pitched, otherworldly squeals, heard from within the gardens at night. It is as if the trees themselves have learned how to gossip.

**10. Aristocratic Mansion: Family Stoger**

**11. Aristocratic Mansion: Family Cheigrich**

**12. Aristocratic Mansion: Family Girnhimuus**

**13. Aristocratic Mansion: Family Lolveig**

**14. Aristocratic Mansion: Family Ayedder.** This family is known for having had several family members accepted into the highest teaching ranks at the Shool College.

**15 – 19. Aristocratic Mansions.** The details of these have been left blank at present. Their names may become known in future adventures.

## MAP 5: MITTELSTADT

### Pronounced "Mittel – shtart"

Population: Approx. 1000

Conditions: Fairly clean and business-like (cobble streets)

This quarter is patrolled by 4d6 members of the City Militia at all times. Any public disturbance sees the militia arrive in 1d6 rounds. This district is the central "business-hub" of Traft City. Many of the main shops here are open from 6am to 10pm at night. Readers should note that on the map the shops look very close together. They are, however, all separated by thin alleyways, which run back into the tennant houses beyond. The alleyways are wide enough for small horses and carts to get through. The alleyways here (as well as the streets between the tennant houses)



are ripe with cutthroats and pickpockets just waiting for an easy mark.

## NOTABLE PLACES

**1. The Golden Pfennig.** This tavern of repute is a common resting place and meeting place for merchants and other businessfolk of Traft. The ale is not fantastic, but the tavern proprietor, Harrub Rangolf (Male human Com6) stakes his reputation on ensuring that all business-folk get the privacy they require to discuss “deals”. There is no doubt that black market “deals” are arranged from here as well, including middle business, which may, clandestinely, involve the Dark Wave Organisation.

**2. The Bottomless Haversack.** This is possibly the best “all-round” trading post in Traft City. The proprietor, Birkie Jurgen (Male gnome Com4) stocks just about every “general” item in the *Player’s Handbook*, *Tome and Blood*, *Sword and Fist*, *Song and Silence*, *Defenders of the Faith*, and *Masters of the Wild* at standard prices. He enjoys haggling, and lucky buyers can make Diplomacy checks (APL 2 – DC 15; APL 4 – DC 18; APL 6 – DC 22; APL 8 – DC 26) in order to get Birkie to take 5% off the asking price per successful attempt. He does not, however, barter below 25% off the standard price. To access the cheaper prices, the characters must roleplay a visit with Birkie “in game”.

**3. The Hammer And Anvil.** This shop sells Traft City’s best weapons and armor. The head weaponsmith is Arkel Felsaar (Male human Ftr6/Exp5). He is a jovial man who enjoys hearing tales of adventure from those for whom he makes weapons. If a very good tale is told, he often takes 10% off the standard price for a made-to-order weapon. His offside is Karyn Hender (Female human Ftr4/Exp5). She is the head armorsmith. She is particularly interested in helping “local heroes” keep law and order in and around Perrenland; her father was an adventuring paladin, now deceased. If any one in the party proves to her that they have performed a heroic deed in the name of good, she takes 10% off the standard price for armor. To access the cheaper prices from Arkel and Karyn, the characters must roleplay a visit with each of them “in game”.

**4. The Weed And The Brew.** This is Traft Canton’s most famous Herb and Alchemetics shop. The proprietor, Egmond Uder (Male half-elf Clr4 [Wee Jas]) is renowned for his stocks of potions, salves, ointments, mind-altering drugs, and herbal remedies. He also has healthy stocks of components needed by mages to cast spells, including (rumor has it) several strange and illegal goods. Egmond is very cool, shy, and business-like towards those he does not know. He has, however, recently begun to use his wealth to frequent society parties; perhaps as a way to expand his business and make new contacts. He is tolerated, and greeted with deference.

**5. Mitchener’s Woodworking.** Fine tables, chairs, lamps all made to order and for sale.

**6. The Tick O’ The Tock.** Clockmaker. If you’ve got the time, you can find interesting clocks from all over the Flanaess in this shop.

**7. The Argolf Inn.** For near on three decades, this Inn was known to serve the best ale in Traft City. However, recently, The Resting Anchor (in Quagshoff) has overshadowed her. The proprietor, Dieter Uttmann (Male human Exp7), has slowly been growing into a rage, hell bent on revenging his loss at the Brew Festival in 591 CY. At first, those who knew Uttmann thought his rage was in jest, but lately, they have seen Uttmann dealing with seedier types of people, and it is feared that Uttmann might soon do something he might regret.

**8. The Bun In The Oven.** This is a favorite bread and bun shop.

**9. Top Of The Hops.** This is the brewery that supplies most of the taverns and inns in Traft City (and The Junction), except for The Resting Anchor and The Argolf Inn. The ale is passable, and is infinitely better than the imports from Ket.

**10. Gabemar’s Grocery Store.** Fresh fruit, vegetables, salted meats, sweets.

**11. Steblen’s Blacksmiths.** This is an open-style shop front that specialises in making tools of different sorts (including shoes for horses and ponies).

**12. Cobbler And Boot.** Nice shoes made at reasonable prices.

**13. The Skin And Bridal.** Leatherworking. Specialising in leather clothing, which has, recently, become popular with the male aristocracy.

**14. Troll Stone Masons.** These are the premises of the finest stonemasons in Traft Canton. They are responsible for building many of Traft’s most prestigious public buildings over the last 200 years. Alin Jull (Male human Exp10) and his sons own it.

**15. The Kiln And The Pot.** It has pottery for every occasion.

**16. Devis Jones: Fashion And Fragrances.** Men and women’s fashions and perfumes at reasonable prices. The proprietor, Devis Jones (Male human Bard3/Exp4) is said to be an enamored “fan” of the great iconic bard, Devis, who roams the Flanaess as an adventurer. Devis Jones even studied as a bard for a time in the hope of becoming like his idol, but sadly failed to make the grade. Given the chance, however,

and Devis Jones would gladly join an adventuring party in the hopes of once again meeting his childhood hero.

**17. The Family Jewels.** This jewellery shop is owned and run by Baggis Grit (Male human Exp4). He buys and sells most standard jewelry, as well as magic rings and miscellaneous magic associated with jewellery at standard DUNGEON MASTER'S Guide prices.

**18. Church Of Zilchus.** Attended every godsdays by most of the major business-folk of this quarter, the church is presided over by The Holy Reverend, Ichel Inzel (Male human Clr8 [Zilchus]). Inzel is an eccentric character that at times, appears quite mad. He has a fixation on money "Oooo! Lovely money! Money money money!" and "pretty things," which he likes to touch, even if they are still attached to somebody. He is a flagrant capitalist and his sermons often admonish Orgus Bildgear for his militarism, a stance which could very well affect the nice "trade routes" Perrenland has acquired since her neutrality. In reality, Inzel is a cunning diplomat who uses his eccentricity to fool others into doing deals they may not otherwise endure.

## **MAP 6: DAS ARENA**

Population: Approx. 1,700 permanent residents.  
Conditions: Poor and dirty (but not quite as much as the Quagsijdt Quarter next door).

This quarter is patrolled by 4d10 members of the City Militia at all times. Any public disturbance sees the militia arrive in 2d4 rounds.

## **THE ARENA**

The Arena is a very popular (and culturally symbolic) attraction of Traft City. Even before the city herself had walls, The Arena existed. Before the first public buildings had cornerstones, The Arena existed. Before the aristocracy, and before the militia and the law, The Arena existed.

For centuries, The Arena was the place where feuds between clan members (and between clans) were settled. It is the reason why there have been so few civil wars in Perrenland. The populace would gather at the site. Commoners fought hand to hand – with the winners taking the heads of the losers as trophies of their righteousness. Those convicted of crimes fought to prove their innocence against champions of The Land.

However, over the last 200 years, The Arena has been used less and less for its original intent. During 592 CY, on Stardays, The Arena is used to stage Rodeo competitions and spectacles (usually co-ordinated by Rosrijers). On Sundays, The Arena is attended (mostly) by the aristocracy to view, and participate in, show jumping and a variety of dressage events. During the weekdays, The Arena is used as a

racetrack, an event attended eagerly by the commoner populace at one time or another. Gambling is not permitted on Stardays or Sundays; but high stakes rule at the races every other day. Entrance into the arena (as audience) is 1gp/day.

## **RODEO RULES**

Anybody with the entrance fee of 10gp/event and a Ride rank of +8 or higher can enter a Rodeo competition. There are 9 events of 3 types held every Starday. Talk to Steppen Holstaag, (Male human Exp4, 11hp) the events organiser, whose office can be found just inside the eastern entrance.

**Type 1 Event:** Horse riding (most popular) In this event the contestant must stay on a (bucking) horse for a minimum of 25 seconds. The DC is 25 vs. a Ride check. If a contestant makes the DC, then he/she receives a cash prize of 20gps. The contestant also has a chance to come first in the event (25% chance), which pays the winner an extra 20gp. A failed Ride check means that the contestant falls off his/her horse and must make a Reflex Save (DC 20) to avoid taking 3d4 damage.

**Type 2 Event:** In this event the contestant must stay on a (bucking) bull for a minimum of 28 seconds. The DC is 28 vs. a Ride check. If a contestant makes the DC, then he/she receives a cash prize of 25gps. The contestant also has a chance to come first in the event (25% chance), which will pay the winner an extra 25gp. A failed Ride check means that the contestant falls off his/her horse and must make a Reflex Save (DC 23) to avoid taking 5d4 damage.

**Type 3 Event:** In this event the contestant must stay on a (bucking) large bison for a minimum of 30 seconds. The DC is 30 vs. a Ride check. If a contestant makes the DC, then he/she receives a cash prize of 30gps. The contestant also has a chance to come first in the event (25% chance), which will pay the winner an extra 30gp. A failed Ride check means that the contestant falls off his/her horse and must make a Reflex Save (DC 25) to avoid taking 7d4 damage.

A single character may only enter one event per scenario played within the walls of Traft City. Contestants who come first in a Rodeo event gain +1 to any Diplomacy or Gather Info check (per win) with any Rosridjer met within the boundaries of Traft Canton, Vesterberg (Sepia), or Clatspurgen.

## **DRESSAGE RULES**

Anybody with the entrance fee of 20gp, a Charisma of 12+, a Ride rank of 6+, a Train Animal rank of 6+, and his own horse, can enter a Dressage competition. There are several combined events held every Sunday. Talk to Marika Lolweig, (Female human Nob5/Exp4) the events organiser, whose office can be found just inside the northern entrance. Marika is

the daughter of Councillor Strebby Lolweig, an aristocrat, whose home can be found on Map 4, #13..

Dressage events involve the contestant putting her horse through a series of difficult and rigorous trials. These trials include jumping, weaving and synchronous prancing. Points are also awarded for good animal grooming; as well as the composure of the contestant during the trials.

Characters must calculate the following:

Dressage Skill check = 1d20 + Cha bonus + (Ride total + Train Animal total divided by 2).

The DC to come First in the competition is 30+.

The DC to come Second is 28 or 29.

The DC to come Third is 26 or 27.

First Prize = 40 gps and +3 influence.

Second Prize = 35 gps and +2 influence.

Third Prize = 30 gps and +1 influence.

The influence is with any Traft canton aristocrat whenever making Diplomacy or Gather Info checks. Anybody who fails their dressage check by 10 or more causes the noble audience to burst into peels of laughter and jeer the contestant. Such a contestant will always, now, have -3 influence on checks made with Traftian aristocracy.

A single character may only enter one dressage event per scenario played within the walls of Traft City.

## **RACING RULES**

On each race day (every day except Starday or Sunday), there are 9 horse races held in The Arena. There are 12 horses in each race. Before each race, the DM will roll percentile dice (d100) 12 times in order to get the odds for each horse in the race. Consult the table below:

01 – 30	Odds 3:1 (with 5% scratch chance)
31 – 50	Odds 5:1 (with 10% scratch chance)
51 – 65	Odds 7:1 (with 15% scratch chance)
66 – 80	Odds 10:1 (with 20% scratch chance)
81 – 85	Odds 20:1 (with 25% scratch chance)
86 – 90	Odds 50:1 (with 30% scratch chance)
91 – 96	Odds 75:1 (with 35% scratch chance)
97 – 00	Odds 100:1 (with 40% scratch chance)

The characters place their bets. Bets can be for a WIN (Odds Returned); a PLACE (Half-Odds Returned); or for a TRIFECTA (name 3 winners in a row for 3x Odds Returned). The DM makes a note of all bets and all monies are crossed off character sheets.

Then the DM rolls to see if any of the 12 horses get scratched. Characters who bet on scratched horses lose their money. Then the DM runs the race. DMs good at roleplaying and calling races might like to make up the names of horses (otherwise calling numbers is just as exciting). Before the race the DM

should also roll for a 5% chance that the race is fixed. No character can win a fixed race.

At the halfway point, if the race is not fixed, the DM rolls 3 separate d12 dice. The FIRST dice indicates the WINNING horse. The SECOND dice indicates 2<sup>nd</sup> Place; and the THIRD dice, 3<sup>rd</sup> Place. Numbers are noted.

The rest of the race is then called with the winning horses announced. Winning characters are paid any monies owed to them by the DM.

A single character may only enter one horse race per scenario played within the walls of Traft City.

## **DAS ARENA: HOUSES, STREETS, AND ALLEYWAYS**

The houses in this quarter are mostly of the poorer variety. Those who live within are often somehow associated with working in and around The Arena (except for the aristocracy, of course). There are a few notable places, however:

**1. The Jolly Tavern.** Perseus Hoffenheim (Male human Com8) runs this better than average establishment. This pub is popular with the aristocracy before and after main events. Several expensive but good-natured bets can be placed here on dressage contestants before competitions.

**2. The Original.** This was the very first tavern *ever* built in Traft canton! It is at least 1000 years old and is currently owned and run by Estelle Merribee (Female human Com9). The pub is a favorite with adventuring types who visit Traft to partake in the activities of The Arena.

**3. The Joint.** This is possibly *the* most notorious pub in all of Traft City. Several mob bosses hover around this filthy drinking hole; organising illegal bets, fixing races, and taking out hits on any known swindlers or tricksters. The local militia comes by The Joint every few hours, but they are often paid off to “look the other way”. Exposing such illegalities in such a lawful city might be the subject of future scenarios. There is no permanent “owner” of this pub, and no permanent bartenders. Any past owners who interfered with business can now be found as skeletons shackled to anchors at the bottom of Lake Quag. Any characters that cause trouble in The Joint can expect whatever they did to be revisited upon them 5 fold at a time they least expect it (DM’s call). The Joint is, by its nature, Traft’s best source of underworld information. The current bartender is Klaus “Nasty” Nastasi (Male half-orc Com4/Rog7). Rumor has it that he squeals for The Dark Wave, so any character asking him about them may be, in turn, spied upon (or simply eliminated).

Street assassinations are quite common in this quarter of the city, as is pick pocketing. It is, probably,

the only part of Traft City where the very poor regularly rub shoulders with the filthy rich.

## **MAP 7: OBERSTAAT**

### **Pronounced “Ober – shtart”**

Population: Approx. 1,000

Conditions: Clean. Well appointed.

This quarter is patrolled by 4d6 members of the City Militia at all times. Any public disturbance sees the militia arrive in 2d4 rounds. The quarter is devoted, mainly, to housing the residence of Das Hintervoormann (Premier Of State), His Honoured Grace, Llart Urwigen (see below) as well as a number of city guilds and offices. The rest of the guilds and offices can be found in Unterstaat (Map 9).

### **The Forest Walk**

This pleasant stroll, having begun in Unterquagshoff, now comes to a gentle end as the path gives way to beautiful forests dotted with little ponds surrounded by pretty wildlife. These are the well-patrolled grounds of Das Hintervoormann.

**A. The Residence Of Das Hintervoormann.** This is the private the residence of the current Hintervoormann (or Premier Of State/Canton). The esteemed gentleman is referred to as His Honoured Grace, Llart Urwigen (Male human Nob14).

The residence is patrolled constantly by the City Militia as well as those militia privately seconded by the Hintervoormann (40 more militia). Inside the residence lives the Hintervoorman and his large family – including most of his direct relatives associated with his clan (about 120 in total).

A further 100 people live and work in the grounds of the residence; and there is a large stable with many fine horses.

Of note, is the Grande Ballroom on the second floor of the residence; as here, local Traftian aristocrats (and honoured guests) are regularly invited to wonderful dinners, dances, and parties. The latest trends include a series of masked balls and costume parties.

Llart Urwigen is a vocal supporter of Hetmann Orgus Bildgear for next Voormann. He believes clan differences should be pushed aside so that all of Perrenland can focus on the “threat of the Old One” (Iuz) to the east. He is married to lovely Infried (Roodberg, Bildgear’s sister); has 2 daughters, Priscilla and Utmaji; and has one son, Dettweir who currently serves as a Lieutenant in Bildgear’s Border Rangers (privately formed to prevent incursions in the Sepia Uplands). Such a dangerous assignment already means that Dettweir has the respect of most Traftians, including that of Hetmann Orgus Bildgear, himself.

Urwigen’s achilles heel is that he tends to see the world through narrow eyes. He has little idea of the plots and counter-plots hatching in the dark

alleyways of Traft, or of the deep influence the Dark Wave organisation already has on his city and his canton.

**B. Das Promenade.** This is the main thoroughfare, which dignitaries take when visiting Traft (and the Hintervoormann). It is lined with huge Oak trees that are each over 800 years old.

**1. The Cartographer’s Guildhall.** The guild specialises in detailed (legal) maps/information on: The Nomad Lands (Tiger and Wolf), The Sepia Uplands, The Motley Wood, The Northern Clatspurs, and of course, Traft Canton. Legal maps can be purchased for 10gp each. Diplomatic persons (DC 25) may also purchase (illegal) maps/information on The Land Of Iuz and The Vesve Forest for 50gp each. The guild is currently beginning a detailed study of Lake Quag (whose entire depths or width has not yet been charted). This could be a dangerous, yet rewarding, quest for somebody.

**2. The Guild Of Jewelers And Gemcutters** This guild has a particularly special relationship with the few dwarven mines remaining in operation in the Northern Clatspurs. Membership of the guild is not open to player characters.

**3. The Guild Of Lawyers And Scribes.** This is a very influential guild in Traft City. The Guildmaster, Judge Equis Wendt (Male human Exp9), is a munister on the Traft Cantonal Council. Characters looking for legal aid need to come here first. Just for a lawyer to consider or investigate your case costs a minimum of 30gp upwards. If your cause is good (ie. winnable), then the overall fee might be smaller than if “strings” need to be “pulled”. Also, if you need to get books (non-magical) scribed, then this is also the place.

**4. The Church Of Pelor.** The priest here, Father Mirram Caucasus (Male human Clr9 [Pelor]) is a good man who is close to the Hintervoormann. On the other hand, he is also saddened by the future prospect of war with Iuz. He is afraid that Pelor’s healing hand will be overworked in the months and years to come. He is frantically scouring old records for the whereabouts of hidden artifacts associated with Pelor, which might help in Perrenland’s battle against The Old One. The church is aligned strongly with the Old Kerk in Traffstaat, and mostly serves as a hospice for those wounded in fights or battles.

**5. The Merchants And Traders Guildhall** The wily dwarf, Tessaris Burgenblade (Female dwarf Exp11) administers this guildhall. Tessaris has her finger on most legal (and illegal) goods entering the city.

**6. The Treasury Guard** Led by the dwarf, Finnegan Rustinbeard (Male dwarf, Bbn9/Exp7), the guild is responsible for overseeing the security of the Traft

Treasury (across the road). Finnegan is irascible and completely uncorruptable. He has no hesitation in killing anyone who attempts to steal the money he's in charge of guarding.

**7. The Traft City Treasury.** This building appears small on the outside, but it actually goes down several stories below ground (and opens out wider). A permanent guard of City Militia (known as The Treasury Guard) is stationed here, and consists of at least 10d4 guards at all times. The guards are handpicked and are extremely lawful and loyal to the Hintervoormann, who also employs a secret code system of identification, which changes daily.

**8. The Guildhouse Of Moneychangers and Pawnbrokers.** Permanent residents of Traft City may obtain loans (or pawn goods) from this guildhouse. Loans must be fully repaid within 12 months, and the interest charged is 10% x 1d4% in interest. Non-residents must show two letters of repute from known Traftian aristocrats or businessfolk before a loan is arranged. The interest charged to non-residents is 20% x 1d6%. Characters involved in Living Greyhawk campaign may not use this facility.

**9. The Adventurers' Guildhall** This is, usually, the best place in Traft to register if you are looking to hire yourself (and your party) out for adventuring work (in and around Traft, the Sepia, The Nomad Lands, and The Clatspurs). Registration costs only 10gp per year, and it ensures that you get "the pick" of high paying (though possibly dangerous) work. Most adventurers stay at The Raggletail Tavern in Traftstaat whilst ferreting out rumors and awaiting employment.

**10. The Builders And Stonemason's Guildhall** This is pretty much what it says. The president is Alin Jull (see Map 5, #14).

**11. The Apothecaries' Guildhall** This guildhall is known for purchasing interesting items of, often, distasteful origins from adventurers who have collected them on their journeys. Items include the body parts of animals and humans; rare flowers/herbs; blood samples from interesting beasts; and other icky things. The most they will pay is, say, 1sp for an animal's eye, 1gp for a human eye, 10gp for a minotaur's eye, and 50gp for a cyclop's eye. The DM should use the scaled example to give appropriate rewards to players who collect such items and "trade them in". Remember, also, that trading such goods is not a "good" act, and to do so may shift the alignment of the scalper. Characters involved in Living Greyhawk campaign may not use this facility.

**12. The Sagehall.** This is the guildhall of the city sages and academics. Most sages work out of the

Public Library in Traftstaat. The guildhall is just their "clubhouse" and is not open to the general public.

**13. The Jocular's Roost** This is the guildhall of Traft's performing artistes, or at least those not affiliated with the Bard's College. "The Roost" (as it is often colloquially called), doubles as a tavern, which is known to give new acts a break into show business. It is also famous for inspiring many people to take up careers as travelling Joclars (or Jesters). These Joclars are, basically, the best stand-up comedians in The Land, and they are as commonly employed at court, as are Perrenland mercenaries.

**14. Die Lampeleuchter Guildhall** A very private guild, Die Lampeleuchters are men and women whose responsibility it is to ensure that every Traft street and alleyway is well lit by night. The guildmembers know a great deal about what *really* goes on in Traft – but their lips are sealed, as they know that should they breathe a word they would be cut down by an assassin in the dead of the night.

**14. and 15. Clubhouses and/or Guildhalls** of no immediate importance. These halls may be used in future scenario releases. They do not, as yet, have designated names or facilities.

## MAP 8: TRRAFTSTAAT

### Pronounced "Traff – shtart"

Population: 2,000

Conditions: Clean. Well appointed.

This quarter is patrolled by 4d4 members of the City Militia at all times. Any public disturbance sees the militia arrive in 1d4 rounds. The quarter is devoted, mainly, to housing the Traftian government, prime establishments, the Mayor's Chambers, and several businesses of reknown. This is the district of Traft most often visited by passing travellers and adventurers. Most never see any of Traft other than this district. Many of the people who work in this district live in apartments above (or below) their place of work.

**A. The Main Gates And Watchhouse.** This watch house has a ground floor (through which goods and people pass), and a first floor (where the barracks of the City Militia and Traftstaat Militia reside). 50 militia bunk here, and 6d6 of them are always either on duty at the gate checking id's and goods coming into Traft City, or roaming around Traftstaat in teams of 4 or 6. Gate Tax for visitors (non-residents of Traft City) is 1gp. This fee must be paid every time a visitor enters through these gates. In Living Greyhawk, this tax is taken care of through the character's Upkeep. Recently, the guards on this gate have become a bit relaxed. They are bored, and nothing much exciting has happened in or around Traft for many years. They

do not always check every wagon, and they tend to let pretty girls go through with nothing more than a wink and a nod. Unfortunately, demons can Alter Self, along with many others who can disguise themselves very well (such as the rogues of the Dark Wave organisation).

**B. The Hanging Tree And Holding Stockades.** Major criminals tried and found guilty of treason, murder, or despoiling the head of an ancestor; are brought here and held in the stocks for 7 days. After that (at sunset on the the 7<sup>th</sup> day) they are publically executed by hanging. The Hintervoormann stands with the Watch Detective, the City Constable, and a respected member of the Cantonal Council on the balcony of the Council Chambers (#7) and gives the order for the execution. Every criminal may be pardoned at the last minute through new evidence, or through the pity of the Hintervoormann's wife, Infried. Those whom *she* pardons are exiled from Traft Canton forever. Most past exiles go and live in the villages of The Sepia. If Perrenland annexes the Sepia in the future ...will these past-criminals resurface? Will there be trouble? Are there, already, evil forces at work using these exiles to gain specific insider information about Traft, the Auszug, or even of the families of the Hintervoormann himself?

**C. Traft City Open Markets.** These markets operate only on Stardays and Sundays. They sell standard items from the PHB, as well as low-level magic items. Stallkeepers are prepared to haggle the price versus either a Diplomacy or Bluff check (but not both). There is, however, a 10% chance (rolled secretly by the DM) that the goods bought are inferior and break within 2d6 hours after purchase.

5% off standard price	DC 15
10% off standard price	DC 20
15% off standard price	DC 25
20% off standard price	DC 30

If you are playing in an adventure and you are unsure what day of the week it is, roll percentile dice:

01 – 14	Starday (Work)
15 – 28	Sunday (Work)
29 – 43	Moonday (Work)
44 – 57	Godsday (Worship – no work)
58 – 71	Waterday (Work)
72 – 85	Earthday (Work)
86 – 00	Freeday (Rest – no work)

This table is also good for determining what is happening in the Arena, as well as the Theatre.

**D. Das Promenade.** Detailed in Map 7.

**E. The Undercastle Entryway.** The Council Chambers are on the first and second storeys of building #7. The ground floor is a

carriageway/walkway for people to get through to Mittelstaat or other areas of the city. Iron gates can also be dragged down should the Main Gates be besieged. Iron Gates also spring up from between buildings #4 and #5; as well as between building #13 and the city walls. This effectively turns Traftstaat into an easily defendable keep of sorts. There are also secret parapets on top of all the buildings in this district.

**F. Crossroads Entry Into Mittelstaat.** No further explanation really necessary. See Map 5.

**1. The Raggletail Tavern.** This tavern is probably the most visited tavern in all of Traft Canton (outside of The Junction just 5 miles West of Traft City). It is certainly well known as “The Adventurer’s Watering Hole”, and doubles as a place to hire on parties of varying levels; as well as henchmen and hirelings. The tavern is owned and run by a Lawful Neutral half-orc called Balthoc (Male half-orc Ftr7/Exp4). The tavern is large, has a bar area and a dining area, as well as 2 stories above ground for sleeping quarters. There is an effective sewer system in the building, along with stables to the side. An overnight stay with evening meal and breakfast costs 4 gp single room per night; 3 gp for a 2 beds; 2 gp for 3 beds; and 1 gp for 4 beds to a room. There are also a few suites for couples (double beds) as well priced at 3gp per night. Balthoc, whilst having no taste or decorating inclination, is served well by his 10 human staff members who enjoy working at the tavern so they can pick up on gossip.

Two notable tavernfolk include a barmaid called Priss (Female human Rog8) and a frequent drinker, Rex Rillander (Male human Bard4/Rog4). Rex is a “ladies’ man” who can also often be found at The Playhouse.

**2. The Cage.** The Cage is basically a large open room with tiered seating around the walls over-looking a square-ringed pit, which is used for various forms of fighting. In the daytime, there are cockfights, dogfights and bear baiting; whilst at night there are duels between different adventuring classes. These are not just duels between fighter-types, but also involve magic duels, rogues’ challenges, and bardic contests. None of these are sanctioned by local or national guilds – in fact, those who participate are often sneered at or frowned upon by the upper etchelons. The organiser of The Cage is Werner Trout (Male human Rog4/Ftr5).

**3. The Peacock’s Plumage** This establishment is, more or less, an up-market house of ill repute. It is owned and run by Drago Haruund (Male human Com5).

## TRADE'S END

**4. Melpick's Abundant Inventory.** This shop is open Moondays to Freedays from Cockcrow to Twilight. The shop sells standard items from the *Player's Handbook*. No haggling is allowed, and all items are of good quality (no DM check required). The proprietor is Alfess Melpick (Male human Exp8).

**5. The Magick Hand** This shop is open Moondays to Freedays from Cockcrow to Twilight. It sells low to medium level arcane magic items (including scrolls, spellbooks, and other tomes of note). The shop also buys items of any level from adventurers at half price. The proprietor is Miss Heidi Fetchler (Female human Wiz8/Exp4). Heidi is a comely young lady of only 28. She has beautiful golden wavy blonde hair and porcelain skin. She is the most eligible young lady in this district and is constantly being "wooded" by one adventurer of another. She is kind hearted and is polite – rather enjoying the attention lavished upon her.

**6. The Grande Kerk Of The Shool.** This imposing building is one of the oldest and most respected in not only Traft but all of Perrenland. Within this church can be found shrines dedicated to every Shool god, along with a cleric of between 7<sup>th</sup> and 12<sup>th</sup> level representing each denomination. A Common Service is held every Godsday morning at half-past cockcrow (half way between dawn and midday); whilst the rest of Godsday is dedicated to services, which encompass singular aspects of a particular deity. Upstairs on the second and third storeys are the offices and living quarters of the various Shool clergy (along with their leaders) who operate the church. It is from these offices that quests pertaining to the One Church or Singular Deities are given to prospective oattakers. It is here that characters can purchase potions and scrolls of a clerical nature (up to Level 12 enchantment); along with a few other divine items such as holy crosses, mistletoe, blessed water/wine, and other things. The current patrician of The Grande Kerk (as it is usually called) is Hetshoolmann Niles Bucholt (Male human Clr12). Bucholt is a strong supporter of Orgus Bildgear, and has made regular funds available to the Pelor hospice in Oberstaat (Map 7) in preparation for (possible) activity in the Sepia Uplands.

**7. The Cantonal Council Chambers Of Traft** This building houses the Traft Council and is used for meetings and deal-making at all levels of politics. As Perrenders enjoy politics, these meetings are usually extremely lively and include jibes and fruit throwing from the public galleries (which are often full to brimming over depending on what is being discussed). The council is presided over by the Hintervoorman (see Map 7) who is capable of being elected by any permanent resident living in Traft

Canton. The Hintervoorman does not vote except to break ties.

The other members of the council (30 of them) are mostly Hettmanns (Mayors) from other Traftian towns. Orgus Bildgear is also still the Hettmann of Niederschlauss, 30 miles SE of Traft City. There is also a balcony overlooking The Hanging Tree and the Stockades. It is from this balcony that the Staat Munistre always gives a speech proclaiming the wisdom of any sentence announced by the Hintervoormann. The current Staat Munistre (Head Minister) is also Councillor Orgus Bildgear (Male human Ftr7/Nob5), of Niederschlauss. If Bildgear is to be elected Voormann in the upcoming election, this position would go to Councillor Ceseraea Aaronfar (Female human Pal5/Nob4) of Traft City.

**8. The Hallowed Halls.** These are the law chambers of Traft. This is where you will be tried if you break the law. The court is presided over by Justice T. T. Branwyn (Female human Exp12).

### BREAKING THE LAW IN TRRAFT

- Arson: Major Public Building (Death); Aristocratic House (Hard Labor 2d6 years); Slum House or Business (6d100gp fine).
- Assault: Of an aristocrat (Branding of forehead); of a merchant (Hard Labor 1d8 years).
- Bribery of Government Official (Hard Labor 1d4 years); of Militia (1d100gp fine).
- Burglary: from an aristocrat (Branding of forehead); general (1d3 years hard labor).
- Damage to public property – not fire (1d3 years hard labor).
- Fraud (Aristocrats are exiled from Traft Canton; Ootlanders get 2d10 years hard labor).
- Impersonation of official or aristocrat (2d100gp fine).
- Manslaughter (including revenge killing): Aristocrats (Exile from Traft Canton); others 2d10 years hard labor.
- Murder of innocents (Public Hanging)
- Treason (Public Hanging)

**9/10. Prison Fortress.** Traftians are proud of their excellent record regarding law and order. The criminals housed here are (mostly) petty thieves, cutthroat pirates, and perjurers. Traitors to the State and murderers of aristocracy or business-folk are displayed publicly in the stocks, and then executed via the Hanging Tree. Every day, prisoners are marched through the town square and out the City Gates to do hard labor in a variety of ways: constructing roads, building public shrines, cleaning up after monster skirmishes, and burning the bodies of plague victims (which occurs every 20 years or so).

**11. Offices Of The Watch Detective and the City Constable.** These are the offices of the Watch Detective, Gurner Trocklespit (Male human Rgr8) and the City Constable, Boone (Male human Ftr8/Rog8).

Trocklespit is a cunning detective, and he is highly skilled in the work he thoroughly enjoys doing. It is through him that many of Traft's most notorious criminals have been brought to justice. It is, however, unfortunate that just recently Trocklespit has not been as sharp as usual (mostly due to resting on his laurels a bit), and Trocklespit has failed to make links between the current slew of crimes in the city and the Dark Wave organisation.

Boone (or Lord Boone) is not from Traft, or Perrenland. He is a traveller from another land beyond The Flanaess called The Khartoumian Spheros. Many doubt that this land even exists on Oerth, but nobody is prepared to upset Boone to ask him. Boone lives wholly to uphold the law, any way he sees fit. He is solidly built and speaks (mostly) via grunts, slurs, and witty quips. Even the locals step aside when Boone shows up; and he is rarely invited to aristocratic parties unless a point of law and order wishes to be made. Boone is not married, and has no time for petty affairs. He and Trocklespit work well together and this has kept Boone constable of Traft for nearly two years - the longest he has ever stayed in one single place.

**12. Rumbledoom's Jewels, Gems And Pretty Things.** Owned by **August Rumbledoom** (Male dwarf Exp9), this is the place most adventurers will "cash in" any made or fashioned items of a non-magical variety. Rumbledoom is a hard bargainer, so be warned! Snuggled in between the Constabulary and the Militia, Rumbledoom feels very secure in his place of business.

**13. First Auszugen Cantonal Headquarters** This is the logistical "home" of the 1<sup>st</sup> Auszugen, possibly Perrenland's most prestigious ground force fighting troops. Every member knows that he or she will be on the front-line in the upcoming (inevitable) war against Iuz.

The Supreme Commander of the 1<sup>st</sup> Auszugen is Merissa Hortesburg (Female human Ftr14). Merissa is not only beautiful, but knows it as well. She spends a full 3 hours every morning ensuring that her hair, her cloak, her armor and her sword appear immaculate. Her brilliant shining causes every head to turn as she leads her troops mostly, of late, into swareys into the Sepia Uplands, looking for the Iuzian threat (which is, ironically, working underhandedly back in Traft City). Merissa took over the 1<sup>st</sup> Auszugen when Orgus Bildgear was injured five years ago. Both as egotistical as each other, Merissa was his preferred successor. Merissa enjoys flirting with her male officers, but never has sexual

relations with them. Ironically, she has had her eye on Lord Boone, the City Constable, but he probably doesn't know she even exists. Her bravery in battle is never a question, and she knows as many dangerous feats as those of any nation's army. Many an evil adversary has crossed her, seen her beauty, been fooled, then died by her sword which she named Argonass (+3 flaming bastard sword).

Characters dealing with important people in the 1<sup>st</sup> Auszugen and more likely to come across Merissa's first officer, Haus Karpathian (Male human Ftr12). Karpathian is a brave, but good-natured man who is secretly (and desperately) in love with his superior, Merissa Hortesburg. Recently, he fought alongside of her during a skirmish with a bugbear brigand in the Sepia Uplands. At one point, a poisoned crossbow bolt lodged in his upper thigh. Merissa surgically removed the bolt and sucked the poison clean from the wound – thus saving her officer's life. Since then, Karpathian has sworn to protect Hortesburg, though he truly believes that Merissa might secretly love him as well. Marriages and partnerships between military officers is encouraged in Perrenland, and military weddings are the seen as prestigious events attended by many government ministers and local aristocracy.

The barracks here in Traft City holds about 583 troops in total, but most are out on patrol nearly all the time. If an assault on Traft came from within the city herself, the city would be hard pressed to defend herself.

## **MAP 9: UNTERSTAAT**

### **Pronounced "Oonter – shtart"**

**1. The Playhouse.** This well-worn edifice is one of the oldest buildings in Traft City. Graduates of the bardic college run the playhouse (Map 2, #7), and the entertainment focuses mainly on producing plays, which satire local issues and opinions. The serious works are generally historical epics, which detail the formation of the concatenated cantons, the founding of Traft City, and the overcoming of northern "savages" (ie. the Nomads) to secure Perrenland's borders. Drenniger Stoumpf (Male human Brd7) manages the playhouse. Stoumpf has regular arguments with the writers, directors and actors of the theatre over the validity of artistic merit. It costs 1gp to gain a seat at The Playhouse, and 5sp to stand in the stalls. The local aristocracy actually sits on the stage during a play (and pay 5gp for the privilege). The most prolific tragedian in Traft is the half-elf Erodar Eannen (Male half-elf Brd9). Erodar is haughty and proud, and is a bit of a "prima-donna". He can often be found in local taverns talking about himself (his favorite topic) and/or shamelessly plugging his latest performance.

**2. The Baker's Guildhall** This bakery is involved in friendly competition with Schwartzbruin. Every Needfest, the guildmembers meet in either Traft or



Schwartzenbruin (rotated annually) to have “The Great Bake-Off”. Judges come from as far as Greyhawk City, Onwahl, Keoland and Tusmit to taste the beautiful breads, cakes, and pastries served up during this renowned competition. The winner of the competition has the merchant rites to supplying all outbound shipping vessels going down the Volverdyva for one whole year. At present, Schwartzenbruin in green with envy because Traft has won this competition three years in a row.

**3. The League Of Barbers And Dentists.** About 50 males and females (of differing races) belong to this guild, and doing so gives them the right to set up streetside stalls from which they ply their trade. There are no actual Barber Shops in Traft since a man from the Village Of Ironbark (just north of Traft City) was “accidentally” cut with a razor – leading to the man slaying the barber, his six assistants, and ten customers waiting in line for a trim. The “Barberside Stalls” now offer the same service – along with multiple escape routes and patrolling militia! Barbers are excellent sources from whom to gather information; but people should be warned that a few of them (10% actually) are stooges for criminal organisations.

**4. The Butcher’s Guildhouse** Traftians love their meat. Yep. They really LOVE their MEAT. To belong to the Butcher’s Guildhouse you’ve got to be invited, and you have to know how to cut, prepare, and present pork, lamb, beef, veal, venison and poultry in 101 different mouth-watering ways. Of particular note is the production of 173 different kinds of sausages (called “wursters”), and aristocrats pride themselves on having “personal” butchers who spend days and weeks designing “Commemorative Wursters” which say something about the aristocrat who commissioned it. One year, a master butcher called Stiffy Spitz (Male human Exp6) thought he was catering for a child’s birthday party, so he made many delicious, but small, “winzigwursts” – only to discover, too late, that he was actually catering for Ritter Ausucht’s 50<sup>th</sup> Birthday Celebration. When the wursts were revealed, the humiliation was so intense that the Ritter leapt forward and cut off the butcher’s “manly tackle” with his ceremonial sword! Ouch.

**5. The Shippers And Boxers Guildhall** This guildhall is responsible for ensuring that goods in containers get shipped safely from Traft to the four corners of the Flanaess. As well they ensure safe arrival of goods in Traft (and stored securely until needed). They appear extremely efficient, and this pleases the Cantonal Council, as such efficiency has led to some lucrative merchant contracts coming to Traft and bypassing other centres. This business, in turn, gives the shippers and boxers more avenues through which to dabble in less than legal activities. Guildhall organisers dress immaculately, though present themselves in a style more bordering on “shabby

genteel”. The leader is Igor Horst (Male human Exp4/Rog5). He has, at all times, a bodyguard contingent of 4d6 rogues and 4d6 fighters (of 3d3 levels each) around him at all times. The bodyguards “double” as clerks and shipping consultants – but have names like “Blade”, “Spewbucket”, “Gluespleen” and “Drool”. Horst and his boys can be found at the guildhall only 30% of the time. The rest of the time they are visiting various warehouses around the city (1-2), at The Quagsijdt Docks (3-4) or at their homes (5-6).

**6. The Refuse Worker’s Guildhall** Traftians pride themselves on the sort of “cleanliness” so often seen in smaller “tidy towns”. Within the guild there is a group of 40-50 “anal retentives” known as the “Kleen-Polizei” (the Clean Police) – who divide into small groups to patrol the districts to ensure that people are not littering or damaging public property.

**7. Traft Cemetery And Mausoleum** Traftians do not place much emphasis on burying their dead. Commoner’s corpses are taken either out to sea, or to the High Forest, to be laid to rest. This cemetery and mausoleum is for aristocrats and elected government officers only. It is a “who’s who” of Traftian society and politics over the last 300 years. Also buried here are a number of Traft Canton’s most notorious nemeses.

**8. Nomad City.** This large area of the district is populated mostly by nomads (Tiger and Wolf) who have either fled their homelands, or who are visiting those who have. It is a very dangerous district where even the City Militia fear to patrol. As the nomads rarely venture anywhere else in the city, nobody really cares if they kill themselves in there or not. There is, however, no doubt that the Dark Wave organisation recruits some of its most brutal lackeys from the darkest alleyways of Nomad City. The self-professed “leaders” of the Nomads are Swiftclaw Whitetiger (Male human Bbn8) and Silvermane Gnashjaw (Male human Bbn8). The Tigers are more aggressive than the Wolves – but both are more aggressive than most Perrenders. They are true “barbarians”, and are extremely superstitious and engage in bizarre ceremonies, which garner strange looks from the local Traftians. The one good thing is that both camps trust Iuz less than anyone else. Recently, the Wolf Nomads have signed peace agreements with Traft Canton (and Perrenland in general). In the future, this will lead to greater co-operation between the two nations, and an allied pact that suggests an attack (by Iuz) on the Wolf Nomads will be considered a direct attack on Perrenland.

**9. The Gnome Garden.** This little corner of Traft is a sheer delight (particularly as it shares the same district as the Nomads). About 400 gnomes and halflings make their permanent home here, and their

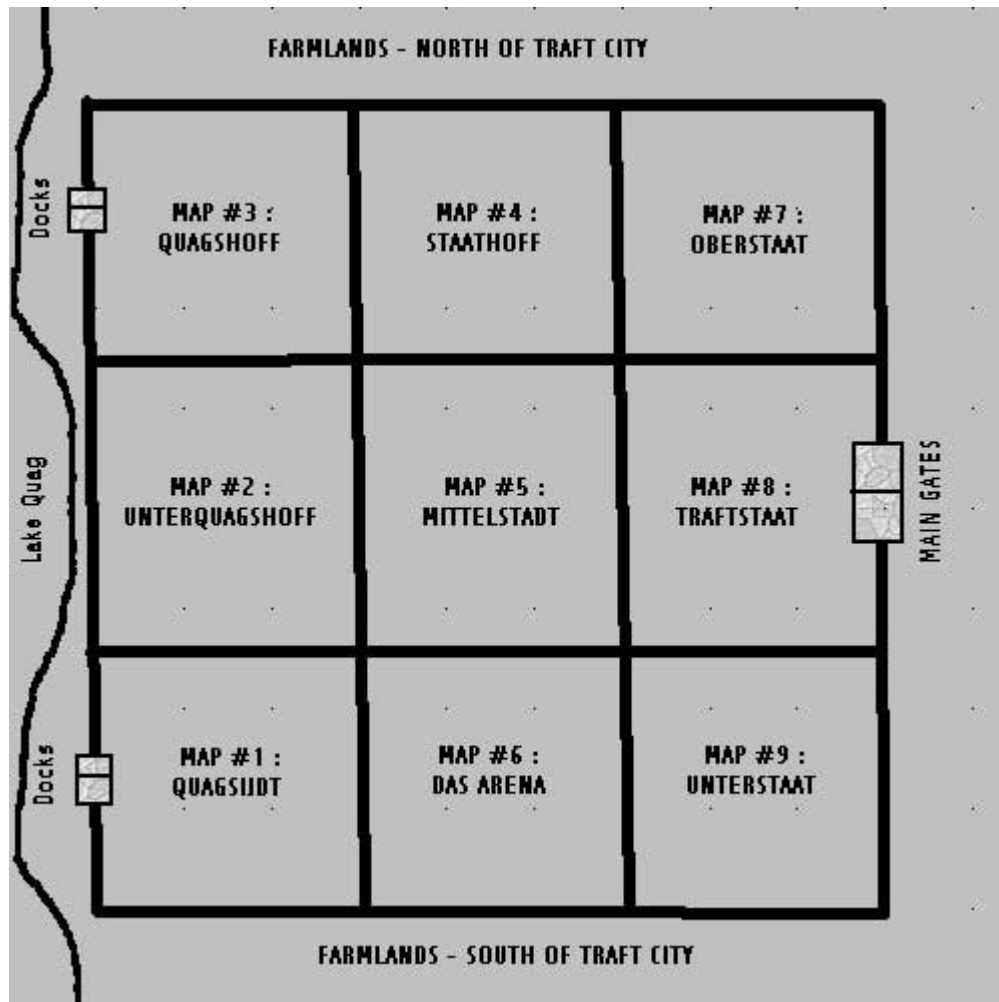
buildings are typical of those found in Kottsmort and other gnome-friendly towns of the Sepia Uplands. The elected “mayor” of The Garden is Bobbinsbod Bigginsbooth (Male gnome Nob6). The gnomes pretty much live here without harassment, and they enjoy lively participation in the political affairs of wider Traftian society. It is not uncommon to find small groups of gnomes heckling from the gods during sessions of the Cantonal Council. Many gnomes and halflings share close relationships with friends and relatives in the Uplands. Future events may or may not lead The Garden gnomes to have an uneasy relationship with Traftian authorities.

**10. The Cut Snake.** This large tavern (and its surrounding houses) is the place where you can find most “foreigners” who have arrived in Traft City. There are people from all over Oerth in this place, and all of them are trying to get their piece of the growing Perrenland economy and the future possible conflict with Iuz. To say that this tavern is worse than sleezy is an understatement, and it is the only tavern in the entire city that will serve visiting humanoids that have been passed for entry at the City Gates. Unless you’re stout of heart and good with a blade, prepare to defend yourself here, as “fight picking” is just one of the many “nice pastimes” tavern goers participate in. The tavern owner here is a male lizardfolk called Grutius Spumeflow (Male lizardfolk). He speaks Common along with 7 other languages. Tiger Nomads come regularly to this tavern on what they refer to as “bug hunts”. Use your imagination.

## TRAFT CITY MAPS

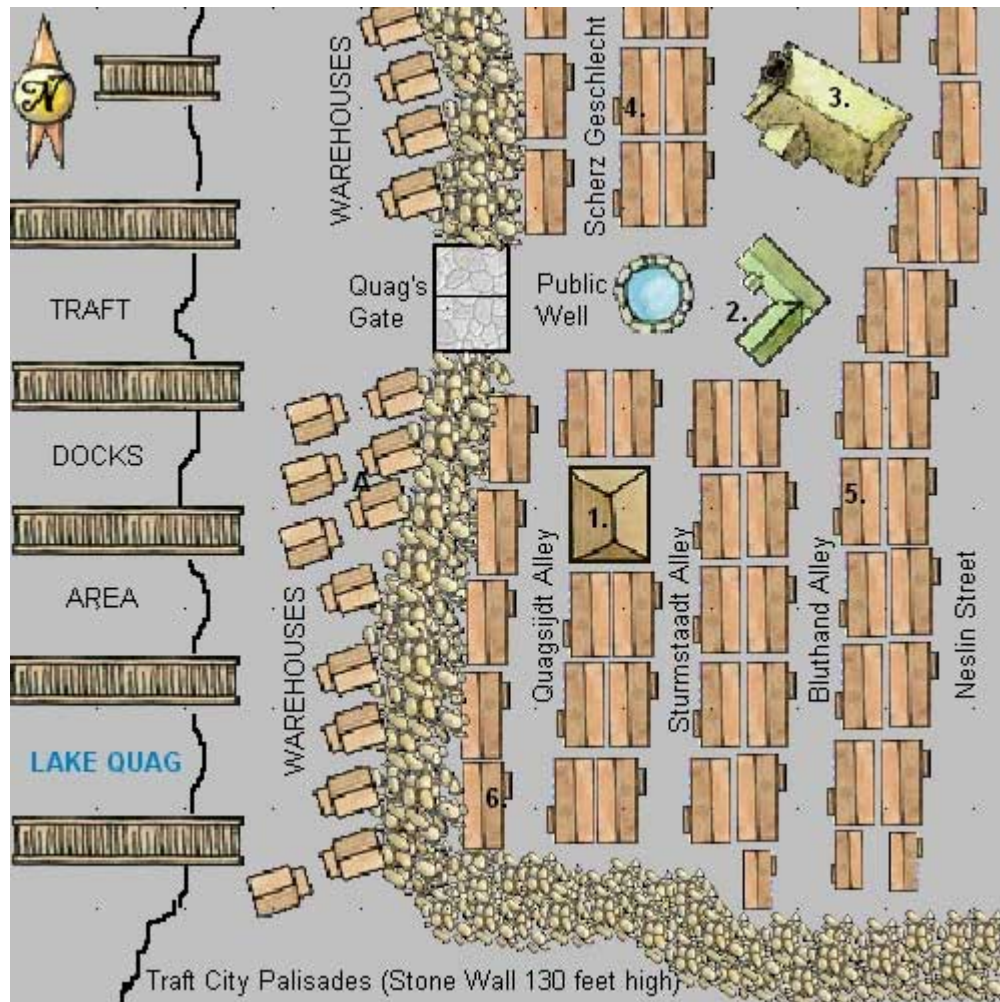


TRAFT CITY: WIDER REGION VIEWPOINT (INCLUDING THE JUNCTION)



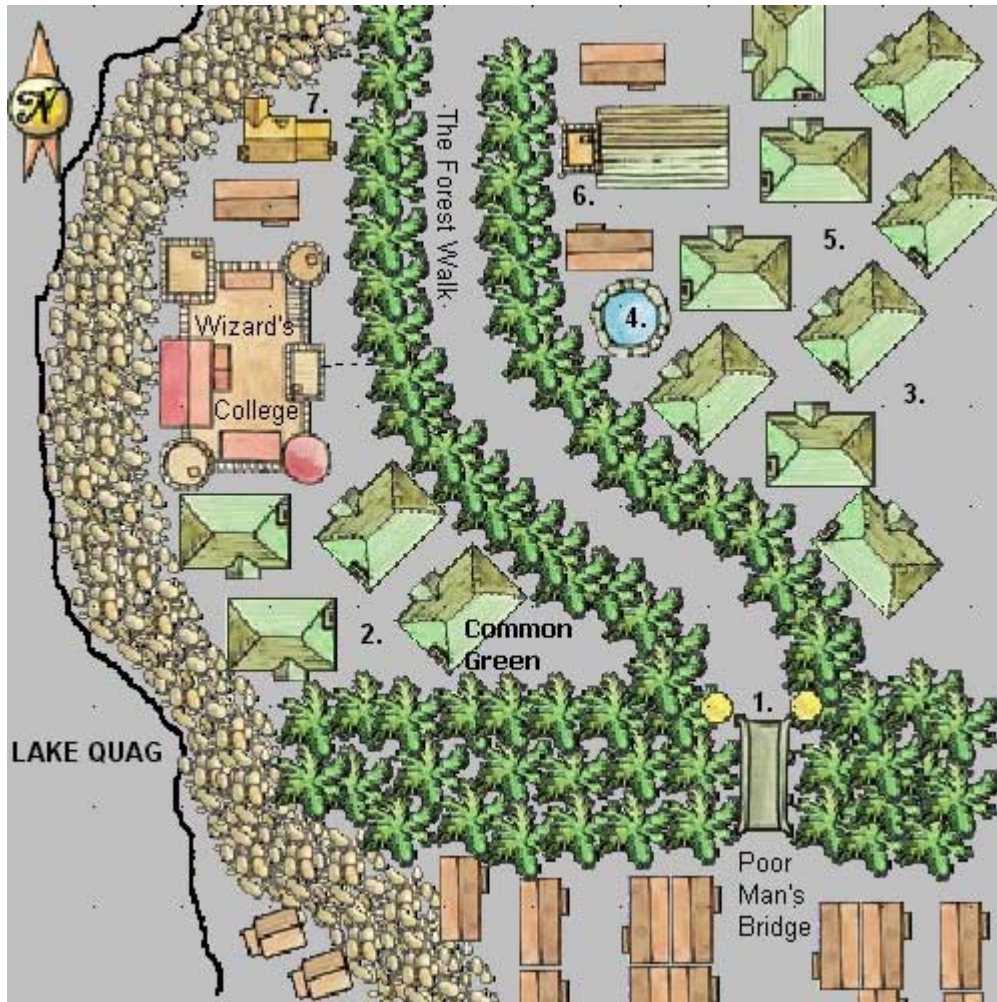
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### TRAFT CITY: DISTRICT OVERVIEW AND GUIDE TO THE MAPS

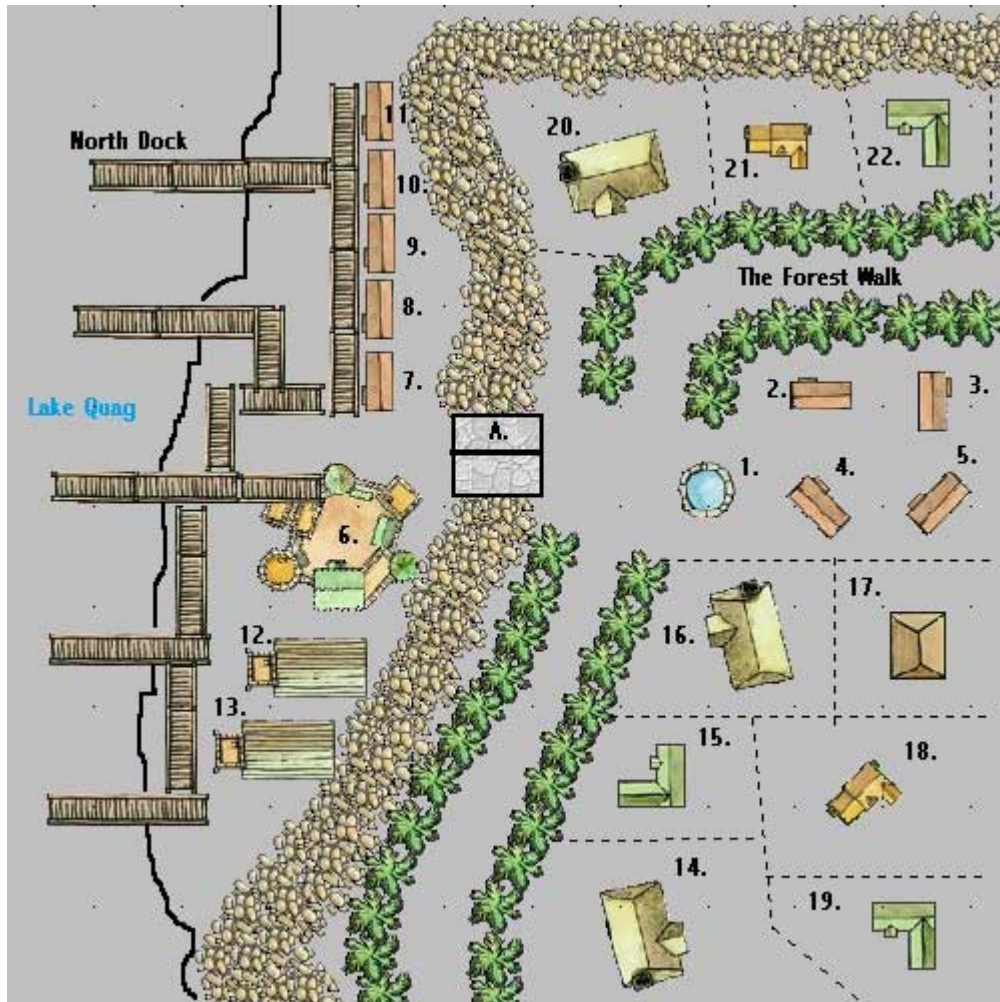


**TRAFT CITY: MAP 1: QUAGSIJDT DISTRICT**

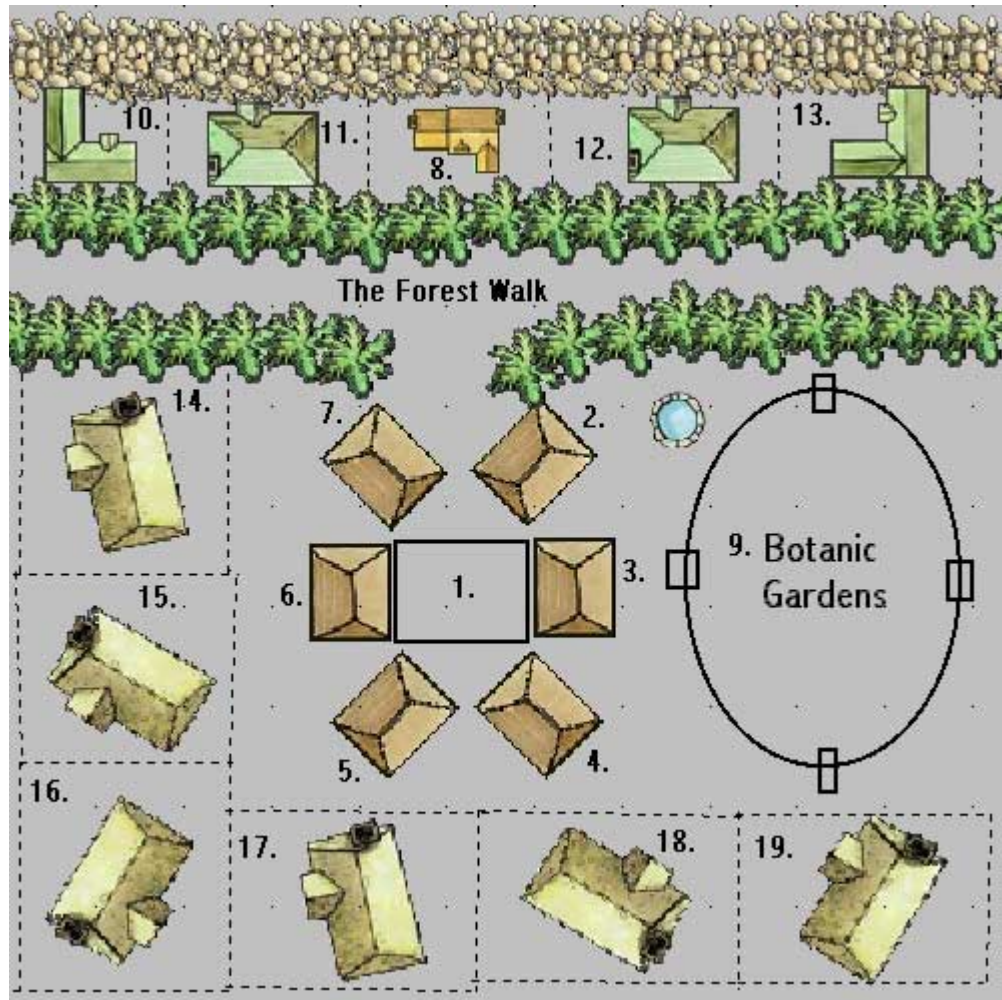




**TRAFT CITY: MAP 2: UNTERQUAGSHOFF DISTRICT**



**TRAFT CITY: MAP 3: QUAGSHOFF DISTRICT**

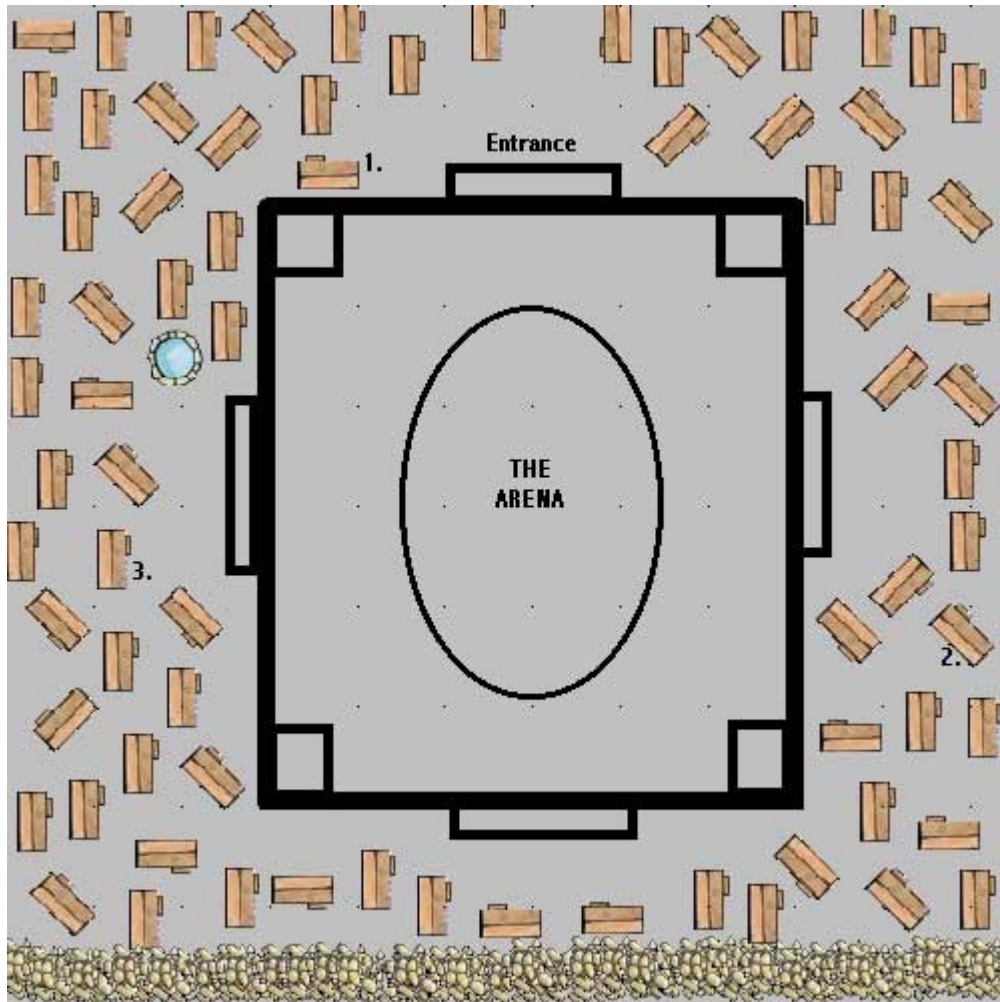


TRAFT CITY: MAP 4: STAATHOFF DISTRICT





TRAFT CITY: MAP 5: MITTELSTADT DISTRICT



TRAFT CITY: MAP 6: DAS ARENA

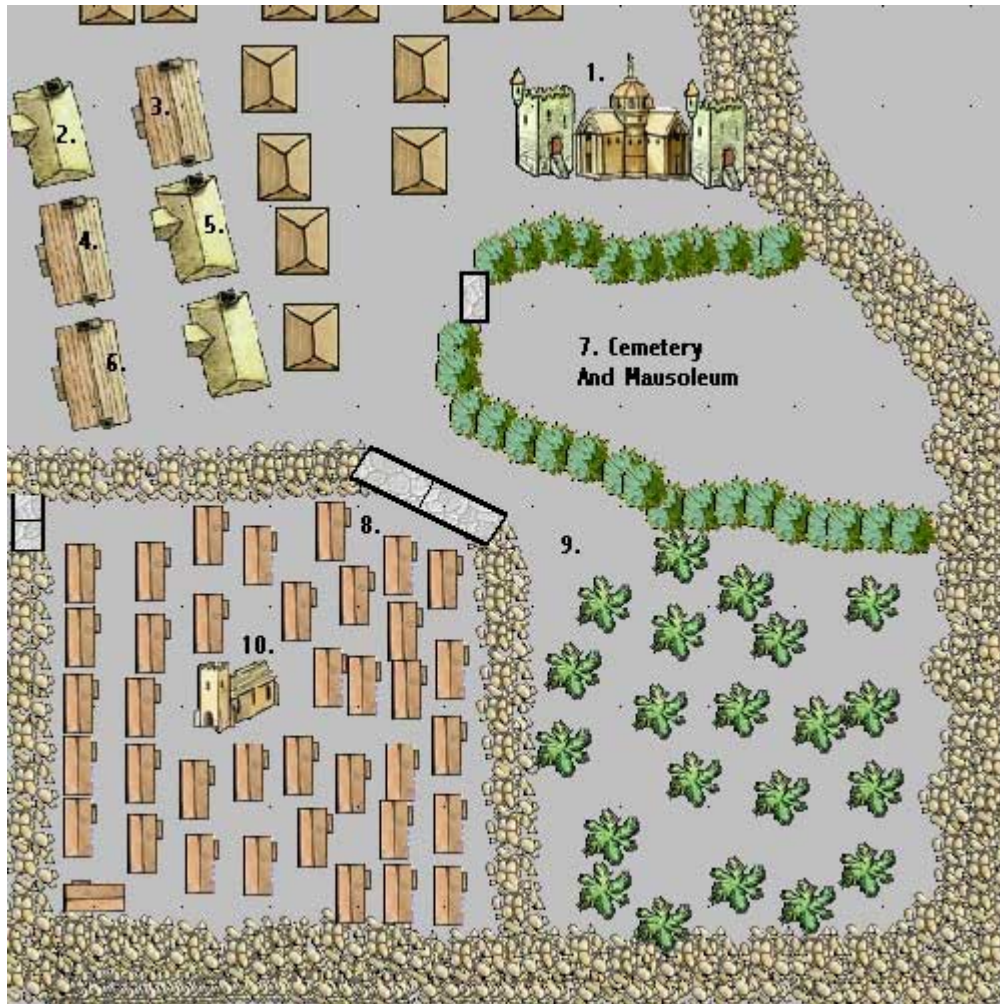


TRAFT CITY: MAP 7: OBERSTAAT DISTRICT





TRAFT CITY: MAP 8: TRAFSTAAT DISTRICT

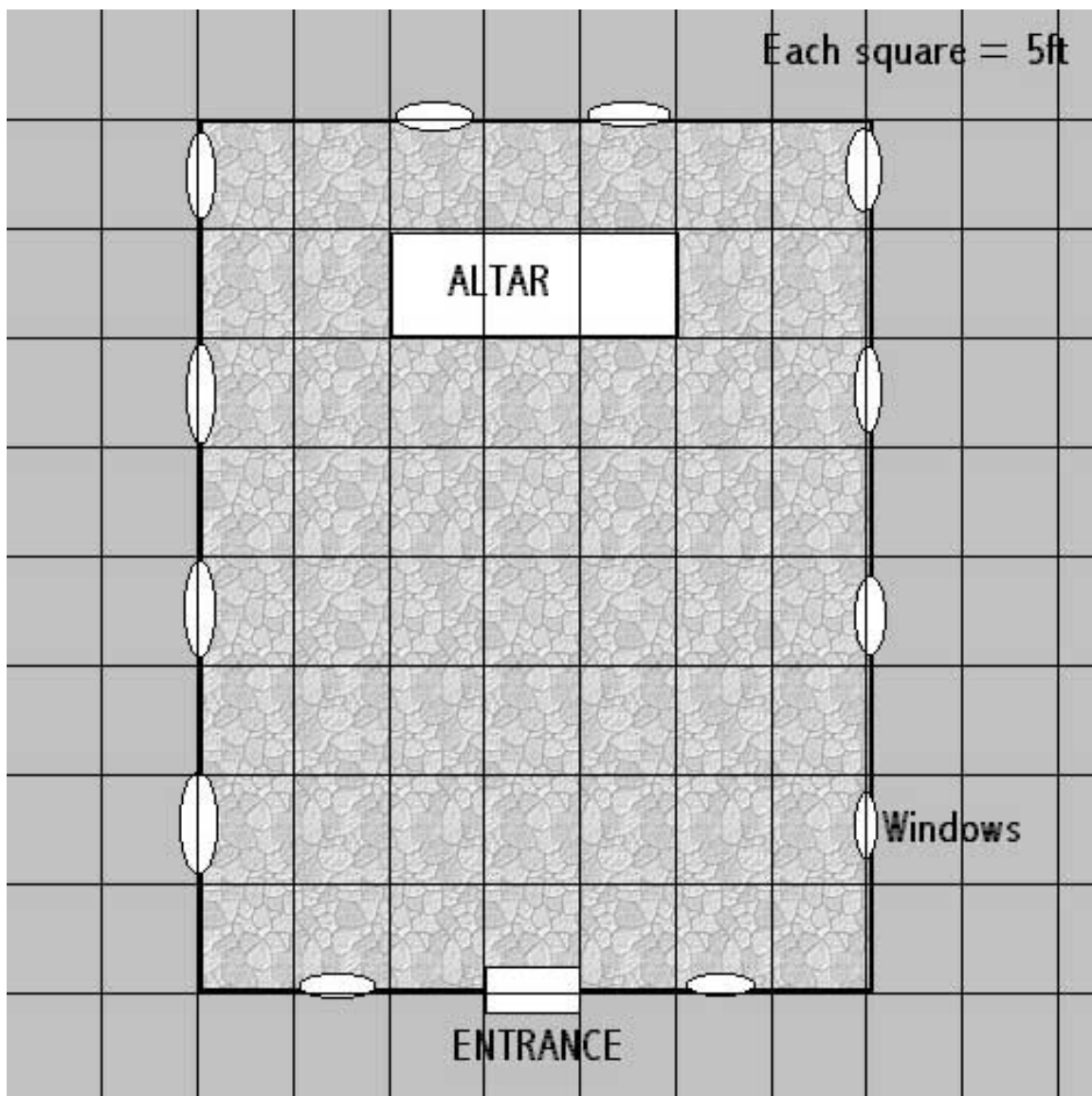


TRAFT CITY: MAP 9: UNTERSTAAT DISTRICT

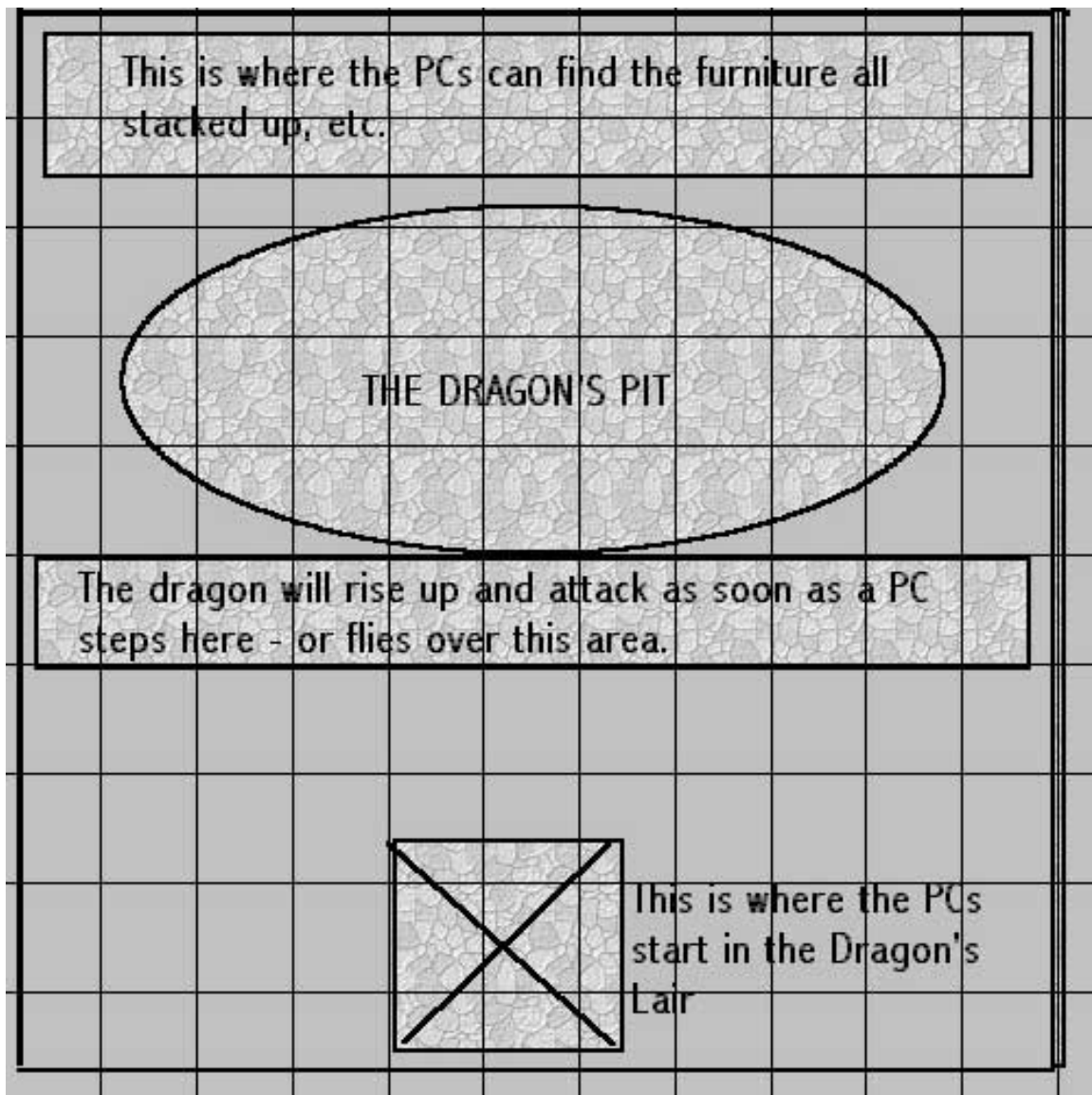
## **PLAYER'S HANDOUT 1**

*Found on the person of Snatchly Burkersnout.*

1. Take garbage to refuse dump out back of city.
2. Give Jacksy his morning lesson in knot tying and lock picking. Practise on home doors, then random business in Unterstaat.
3. Take Jacksy and go over to Das Arena. Visit the lads at The Joint. Score some business.
4. Stake out hanging proc and watch for meddling ootlanders.
5. Drop Jacksy back at home. Lunch. Go polish newly arrived furniture at the warehouse.
6. Drop off ready furniture and relics at the shop.



### ENCOUNTER 3: THE CHURCH OF RAO



### ENCOUNTER 6: THE DRAGON'S LAIR



## ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

*Possessions:* Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

*Skills and Feats:* Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

*Spells Prepared* (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1<sup>st</sup>—*mage armor, sleep*.

*Spellbook:* 0—all of them; 1<sup>st</sup>—*charm person, mage armor, magic missile, sleep, summon monster I*.

*Possessions:* Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

*Possessions:* Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

*Skills and Feats:* Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

*Spells Prepared* (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1<sup>st</sup>—*bless, protection from evil\**, *shield of faith*.

\* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

*Possessions:* Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.