

PER5-02

Hell's Gloom

Part Two of the "Nation Mocked" Series

A One-Round D&D LIVING GREYHAWK[®]

Perrenland Regional Adventure

Version 1.0

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Reviewed by Chris Tulach

A late night meeting on a Rhennee barge, in the midst of Clatsberg City, leads to a trip into unknown and hostile territory – where a good disguise, quick wits, and a thick fake accent may offer the best, and only, chance of survival. It is a requirement that players of this adventure have played the Perrenland regional adventure PER4-07 "A Nation Mocked" before they attempt this adventure. This adventure is designed for APLs 2-12.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at paris@hn.ozemail.com.au; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

Note: This can be presented as a player handout or summarised depending on your likes (and whether or not your players were a part of the Spring Revel 2004 Special Interactive).

Iuz has mocked the nation of Perrenland a second time. Now his mother, the Witch Queen Iggwilv, has returned with an army of undead to plague Perrenland once more.

However, the first attack of Iuz and Iggwilv (an attack designed to link their forces) was foiled. In the Kershane Pass the remnants of the 1st Armie and a rag tag collection

of some of Perrenland's finest hero's, (who just happened to be at the right place at the wrong time according to the pitiful excuses being screamed by Iuz's disgraced general), made an unexpected stand. These heroes combined their skills and efforts to foil the plot to capture the vital strategic fortress of St Cuthbert (from the inside) by the betrayer Guthrie Roodberg.

As it turned out, Guthrie was not really Guthrie any more, but a soul-corrupted minion of Iuz (or the Witch Queen) who had helped betray the 1st Armie and caused their defeat at the bridge of Nestor. Guthrie's betrayal was discovered at the eleventh hour by one of his own Grafts who rallied loyal Roodbergs and attacked Guthrie and his underlings in an attempt to stop his horrid plot, thus drawing the heroes into the fray. The heroes, through trials and tribulations on the elemental plains, managed to reach Guthrie before he could complete a foul ritual. It is well known that his head has been presented by the grateful Roodberg Grafts to the one who struck the fatal blow that killed Guthrie.

Just as these heroes were taking care of Iuz, another group had to face a surprise attack by an undead swarm of Iggwilv; which with the combined strength of their magical arm was easily melted into a pitiful nothingness. With the combined arrival of the Guurhok hobgoblin army (now allied to Perrenland and 2nd Armie led by Madriga) the army of Iuz with its elite "White Eye" Bugbear brigade was routed and driven back out of the Kershane valley. Later that day, Prince Naughrim Genhene and the army of Kershane also showed up and lent commendable aid in the pursuit of the remnant groups of the enemy.

The following is a brief summary of the critical events (and their outcomes) as a result of the heroes' actions at the Battle of St Cuthbert's Monastery.

- The defeat of 1st Armie was not as great as originally feared. Many groups of soldiers, with the assistance of woodland scouts from the 8th Kershane Auszug, managed to reach the shelter of the mountain forests of the Lower Clatspurs.
- Madriga, the Voormann's Aide de Camp, has survived and, furthermore, managed to bring the 2nd Armie to the siege of St Cuthbert's Monastery in time to route the army of Iuz. As a reward, the Voormann has appointed her to the head of the 2nd Armie.
- A significant portion of the Roodberg clan is disgraced. Their affiliation with the church of Hextor has been revealed. Tamarind Roodberg, the wife of the dead Roodberg Pfalzgraf Guthrie Roodberg, has called for the Old Kerk to investigate how deep the evil goes. She has assumed the duties of the Pfalzgraf (as is her right), but many of the

Roodberg Grafts are unhappy with this turn of events.

- VanOotsl has been ordered by the Voormann to consolidate the military position in the Kershane Pass and is regrouping the 1st Armie. Moreover, he now finds himself the nominal replacement as the Great Father of the Guurhok hobgoblin nation. The Great Chief of the Guurhok has assigned Kayjak and a brigade of Guurhok regulars to VanOotsl as protection. It is said VanOotsl is demanding that the Voormann honour the treaty that brought about the timely intervention of the Guurhok at the siege. This treaty gives the Guurhok formally recognised status as a Canton of Perrenland beholden to the Great Father. Furthermore, the Great Chief is demanding that VanOotsl be placed into the House of Grafts as the Guurhok Pfalzgraf. It appears that the Great Chief is a consummate politician.
- Prince Naughrim Genhene of Kershane is tight lipped over the arrival of the Guurhok hobgoblins, Kershane's traditional enemy, as a joint ally on the field of battle. The Kershani and Guurhok troops have been stationed well apart from their commanders.
- The towns of Illanoff, Sedhane and Shinglers Dell are said to have survived the sacking of the Kershane Valley by the army of Iuz. Illanoff and Sedhane in particular have apparently activated ancient and magical fey guardians: "better than any fortifications" according to reports. It is rumoured that the valley is coming alive with magicks from its past, now that the Kershani are walking the valleys once more ...

So, for now, the situation in the east of Perrenland is under control. The Vesve, however, remains dark: infested with the enemy, and unliberated.

Whilst events unfolded in the East, however, Igghwylv launched a successful attack into the Canton of Nederboden, from her fortress of Kir Russ, using another undead army. Now there is talk that Iuz's campaign in the Kershane pass may have been nothing more than an elaborate distraction; but this is defeatist talk, and the Voormann has ordered its prohibition.

So, as the mauled 1st Armie of Perrenland licks its wounds and regroups, the 2nd Armie (flushed with victory) is being redeployed to launch a counter offensive in the west. The Voormann has called for all Perrenders to defend their nation. Young and old, the folk of Perrenland are preparing for a long and desperate campaign.

With resistance to Igghwylv apparently waning in Nederboden, the roads out of that canton have become swollen with refugees. Their story is one of horror – of ghost armies that no wall or weapon can turn away. The

2nd Armie, under Madriga, has been ordered to contain the situation. Madriga has called for the Old Kerk to provide the means of doing this, and has refused to do anything other than cordon off Nederboden until this can be guaranteed.

Adventure Summary

Introduction: The PCs have been taken to a meeting with the head of the Quag Rhennee, who is the mysterious Himilda Hara "The wife of ships". At this meeting they learn quite a few things and are asked if they will escort the Himilda Hara to the city of Molvar in Ket for a meeting.

Encounter One: The PCs travel by barge down the Velderdyva in disguise, with either the Himilda Hara or her *simulacrum*. On the way, a shape-changed Quasit spies on them. The PCs need to maintain their disguise, or else they suffer a much stronger fight in Encounter 3 than they gain XP for.

Encounter Two: The PCs head up into the Yatils, in a wagon, to the frontier town of Kloetzenburg. Here, they must again keep their disguise or suffer the consequences. They also get a chance to find out some information and discover some items.

Encounter Three: Leaving Kloetzenburg, the PCs head along the Witch's Trail to Ket. On the way they are attacked by demons that are watching for them.

Encounter Four: On the approach to Molvar, the PCs ability to remain hidden is tested, as a hidden crossbowman picks off a patrol of Ket horsemen who seem to be intent on up-holding the law.

Encounter Five: Avoiding Molvar proper, the PCs arrive at a burned-down manor. Here, they have to find a trapdoor to a secure cellar so that the meeting can take place. They find that the trap door is exactly that, and get attacked by a swarm(s).

Encounter Six: The PCs find they have to clear the cellar of Vampire(s) and/or Vampire Spawn.

Conclusion: The PCs may learn some information and get some additional awards.

Preparation for Play

The following effects are in place in this regional adventure and for the aspects of it that occur within Perrenland. These effects are divinely inspired by Iuz.

At some stage the PCs may decide to cast some form of divination magic. The Nation Mocked series introduced the following effect into Perrenland regional adventures. The following divination spells no longer function

correctly in a Perrenland regional adventure. They can still be cast but the following effects occur instead.

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

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

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

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

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

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

Scrying and scrying, greater: The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

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

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

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

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

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

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

APL 10: *Summon monster VIII*(vrock)

APL 12: *Summon monster IX*(hezrou)

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

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

Whispering wind: The spell causes a loud popping sound when it reaches its destination, and the air is filled

with quite a horrid stench in a 20ft radius. Its message is lost.

The Eruption Of Mount Hellspaar

In PER4-06 The Hollows Unveiled, the dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

Hells Gloom: This effect means the daylight hours in Perrenland have been shortened.

In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt dawn has all but been blocked out, and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm.

Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.

Altitudes greater than 6000ft (St Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tielmannschlauss) are above this low laying layer of smoke and ash and are not subject to this effect.

During these Gloom hours, creatures that are negatively affected by sunlight can walk openly under the skies without penalty!

Identifying The PCs

It will be important to know who (and what) the individual PCs are, as this may have bearing on the way sections of this adventure are run by you - in particular NPC reactions to the PCs. It would be best to identify the following things in any Perrenland regional adventure:

- ☛ The PC's race, and if they belong to any Perrender clans or meta-organisations.
- ☛ If the PCs have any favours or reputations that may impact upon the play of the adventure.
- ☛ If any of the PCs have curses or afflictions.
- ☛ If any of the PCs radiate an evil aura.

ANM Sequential Play (how it will work)

This is the second official regional adventure of the new major Perrenland plot arc. It is important that all the PCs have played **PER4-07 A Nation Mocked (Part 1: “Tonder Flosh”)** before they play this adventure. Some PCs may also have played **A Nation Mocked (“Silence of the Damned”)**. This was an interactive event held at Spring Revel Down Under 2004. The results of this event are assumed to be common knowledge and are included in the adventure background of this adventure. It is not compulsory for PCs to have been at this event to continue in the plot sequence.

The next adventure in this series will be **PER5-03 A Nation Mocked (Part 3: “Fear of the Heart”)** and

PER5-04 A Nation Mocked (Part 4: “A Pit too Far.”) It is the intention of the adventure designers that PER5-02, PER5-03 and PER5-04 “can be” played in any sequence, the only precursor being that PER4-07 has been played *before* any of these adventures. It is hoped this will give some needed flexibility to the playing circumstances of many Perrenland LG players.

Introduction

How To Run This Encounter: The purpose of this encounter is to get the PCs to agree to escort the leader of the Quag Rhennee, the Himilda Hara, to Molvar (a city in Northern Ket). The Himilda Hara is, in turn, honour-bound to assist the Voormann of Perrenland in this instance.

The scene is one of late-night secrecy. PCs should be made to feel out of their comfort zone initially. Rhennee do have a bad (gipsy like) reputation, and this should be exploited if raised in table talk. This can then be somewhat dispelled once the PCs begin interaction with the Himilda Hara and realise her good (celestial) nature.

In your representation of the Quag Rhennee it would be best to simulate an eastern European accent. This will help in making the different culture stand out. It is important that you are familiar with Appendix One, “The Quag Rhennee”, as this will help you address player perceptions - especially those that may be attributed to the Living Greyhawk journal of November 2000 on the Rhennee of the Nyr Dyv. It is the firm intention of this adventure to begin the process of classifying the Rhennee of the Quag as a separate cultural group from the Nyr Dyv Rhennee. For this reason, in the adventure, they refer to themselves as the Kar-Hoosh (North Folk) and this reference will be in common usage throughout the adventure.

In order to allow the maximum time for action, this adventure deliberately throws the PCs into the “decision-deep-end” with little background information. Please exploit this deliberate device. In a home game, if you are uncomfortable with this and time permits, you could modify how the PCs come to be in Rhennee town in the pre-dawn hours. Having a letter or set of encounters in which the PCs are first sounded out and then approached by their Rhennee guide would be a good set of options. The name of The Kar-Hoosh guide is J-quan (pron: Zhe-Quann).

The important thing in the introductory encounter is to get the PCs to Encounter One.

Rhennee PCs

If any PCs are, in fact, Rhennee then please give them Players Handout Number 2 “What Clan are you?” The

decision taken by the PC will impact upon the run of this adventure somewhat.

Any Rhennee PC has knowledge of the Kar-Hoosh. please allow them to read to themselves Appendix One “The Quag Rhennee”, and they can from that point onwards use this knowledge in game.

Regardless of the decision taken, a Rhennee PC automatically passes any disguise checks in this adventure to act as a Kar-Hoosh Rhennee. In addition they automatically get the “**Favour of the Himilda Hara**” if they go on the mission.

As the Kar-Hoosh are not fully developed yet, if any new Kar-Hoosh player perform any formal acts in honour of the Himilda Hara, these can be reported with the “What Clan am I” material. For example in one of the playtests a Rhenne “Kar-Hoosh” PC preformed an impromptu tea ceremony for the Himilda Hara and this worked really well. The “tea ceremony” will now be included as part of the Kar-Hoosh cultural tapestry.

Meerijder PCs

Any Meerijder PC has guest rights (even though they may not know it). If the PC has 4 or more ranks in Knowledge (local – Iuz’s Border States) then please allow them to read to themselves Appendix One “The Quag Rhennee” and they can from that point onwards claim use this knowledge in game.

APL Dependant Facts:

APL 8+ PCs

At APL 8 or higher, the PCs have the reputation of being true heroes. The Kar-Hoosh will show a higher level of respect towards these PCs. In interactions with the Kar-Hoosh, please use the PCs’ names with the honorific “J” as in J-Quan (Zhe-Quaan). “J” when placed in front of a name means basically “Most Honoured” and is not given lightly to non-Kar-Hoosh.

APL 2-6 PCs

At APLs 2-6 the PCs will actually be decoys for the real Himilda Hara. This is an alternate adventure path of sorts, although the adventure remains much the same. The PCs will instead be escorting her *simulacrum*. They are simply not worthy at such a low level to escort anything greater than her *simulacrum*. Of course, the Kar-Hoosh see nothing dishonourable about this state of affairs.

This is one of the primary reasons why the Himilda Hara insists on (at all APLs) remaining out of sight. As she has to exercise command over her *simulacrum* from a distance at the high APLs, or does not want the *simulacrum* doing too much to assist in the ruse at lower APLs.

In order to exercise the long distance command necessary over the *simulacrum*, a permanent *rary's telepathic bond* has been forged between the real Himilda Hara and her *simulacrum*. The real Himilda Hara will also make good use of her scrying abilities once out of Perrenland if needs be. Rule that she can see into her own *mordenkainen's private sanctum* if necessary. The Himilda Hara is a member of the Old Kerk. Assume that she has in her possession an item that sanctifies any area she designates as a shrine of the Old Kerk. Thus, whilst in the barge or in the wagon, both her and the PCs can conduct divination activities free of the interference of Iuz. Furthermore, Cleric's, Druids or Bard of the Old Kerk, Voice or Grove will mysteriously find that all their spells are cast at +1 caster level whilst in this area. The Himilda Hara will explain this as an effect generated by her celestial blood, this is a little white lie.

It would be best if, as the DM, you familiarise yourself with the *simulacrum* spell. At APLs 2-6 the PCs may have a small chance of working it out for themselves that they are escorting a *simulacrum*. They are not, in reality, overly familiar with the Himilda Hara and the *simulacrum* has quite a few abilities to boot so the ruse should work quite well. The DC 20 Sense Motive check that could be made, would need to be justified in role-playing terms and circumstances and please note that the Himilda Hara the PCs meet at APL2-6 is at all times the *simulacrum*, and that these PCs never get to meet the real Himilda Hara.

In all cases in the low APL adventure where high-level spells have been cast to obfuscate the *simulacrum's* trip with the PCs and to hide the contents of the wagon, these are cast off scrolls in the possession of the *simulacrum*.

Finally, if relevant, the Kar-Hoosh bargemen have no idea that the *simulacrum* is not the real Himilda Hara.

Motivations Of The Himilda Hara

The Himilda Hara is good (NG), and she has no particular leaning towards chaos or law; but she feels that good needs a balance of both. She has led her people out of the darkness that could have sucked them into evil ways, and they remain one of her primary concerns. She does, however, place great importance upon the preservation of all lives in the service of good. If she had a nominal patron it would be Pelor, and if observed at dawn she can be seen to make benediction to him. At all times it is therefore important to consider the following motivations.

- That the greater good must take precedent and that sometimes regretfully some good needs to be sacrificed to reach larger goals.

- That her motivations and concerns are very much private matters and she will be blunt if PCs dig too deep.
- That the mission is currently very important but is only one piece of a larger set of operations she is involved with.
- That the fate of Perrenland is in some way linked to the fate of the PCs and that she will if possible try and preserve the lives of the PCs. Thus, she will give some useful advice if PCs go left of field.

Other Considerations

The Himilda Hara cannot be subjected to coercion or coercive magic of any type available to the PCs. PCs who attempt to cast this type of magic upon her are subject to the following rule.

"Your magic fails, in you minds eye you can see all your magical energy is being pulled into a maelstrom of the purest light and you begin to weaken. A voice booms in your head, "fool you delve into matters that are not your own, I should allow you to be absorbed by the goodness you behold but you are not worthy to partake of such purity...GO." With a mental pop you are cast out of the place you where in and find yourself sprawled on the deck. One spell of every level you are able to cast has been removed from the spells you are able to cast this day, you will need to rest to regain them.

If the Himilda Hara is present and in view:

The Himilda Hara smiles at you, but does not say a word ... not a single word.

The Himilda Hara is not subject to any divinations other than 1st level spells or spells that detect her location.

Once you are ready to start, read aloud.

If you had to pick a location to potentially avoid, a barge in the middle of Rhennee Town, in the city of Clatsberg, at four bells (4am), may have been on your list. The thick, local, pre-dawn fog known as "Procan's Breath" has obscured your arrival – but also left you slightly disoriented as to where the small boat you arrived upon is now moored. Apparently, it is somewhere behind you ...

For the last ten minutes you have been moving from barge to barge, heading deeper into the clustered fleet of Rhennee barges that makes up Rhennee Town. You suspect that you are now somewhere in the middle of this floating maritime maze. Several times, broad shouldered Rhennee men have emerged from the shadows in quite a menacing challenge to you stealthy presence. Each time, your Rhennee guide J-quan has, with whispered words,

gained you passage past them; but you could feel that their eyes lingered long upon your backs. No wonder the local authorities let the Rhennee keep to their own ways in here.

Constantly hushing you to silence on the journey, it is with some relief when J-quan finally hustles you down a hatch into the large and dimly lit interior cabin of a plain looking Rhennee barge. If what you have been led to believe is true, then waiting below is the Rhennee leader on the Quag: the Himilda Hara – the Wife of Ships. Apparently, she has a message for you that will not wait for more congenial hours nor stand a better explanation.

Your senses are immediately pounded by the strong spicy odours of Rhennee life as you enter the cabin. Seated on a number of plush cushions towards the rear of the cabin is a small Rhennee woman of many years. Strangely, a pair of sharp eyes watch you all as you descend into the cabin, and a tingle of magic washes over you.

Indeed, the Wife Of Ships *does* have a message for the PCs. She has also just cast *detect evil* and is scanning the PCs. A PC may attempt to discern this with a successful Spellcraft check (DC 25). PCs who react strongly to this action can do so, but the Himilda Hara simply smiles and shakes her head. There is no evil aboard this barge other than what the PCs bring with them.

☞ **Himilda Hara:** Female Human, LG, (Rhennee and Celestial Plane touched) Diviner 14.

Or

☞ **Simulacrum of the Himilda Hara:** Tangible illusion, LG (appears female Human Rhennee and Celestial Plane touched) Diviner 7.

Note: Observant PCs who make DC 10 Spot check can also see the following details:

- 1) The old woman's eyes are actually of a pale "golden" colour. A DC 10 Knowledge (planes or religion) lets PCs understand that this is sometimes a sign of having a celestial bloodline.
- 2) Lurking on either side (towards the rear of the cabin) two other Rhennee women who watch from well-shadowed alcoves. They do not appear to be armed, but both wear many items of ornate jewellery and have slender wands tucked into the sash of their ornate, deeply purple robes with gold thread. PCs who make a DC 12 Knowledge (religion) check recognise that these are clerical vestments of Boccob, the god of magic.

- 3) The head of a small pale dragon creature is resting on the old woman's knee. It's body seems to be covered in silken blankets, and it appears to be asleep. A DC 12 Knowledge (nature) check will reveal that this is possibly an albino pseudodragon.
- 4) The cabin has two doors, one to either side of the alcove that are partly hidden behind wall hangings. A DC 20 Listen check will reveal that several male voices can be heard in conversation from a cabin nearby.

Once the PCs have made their observations, or if they pre-empt greetings read the following:

"Welcome! I am the Wife of Ships: the Himilda Hara, and I extend the greetings of my people, the Kar-Hoosh, to you. Please sit before me so that, as equals, we can converse." She gestures to some pillows near to her.

PCs who accept her offer (and approach and sit down) can be told that she is in fact blind. Otherwise they may not find out until later.

PC enquires (or lack of) draw the following response from the old woman:

"I have had many visions during the long years of my life, some of them clear and others [she smiles regretfully] not so clear. Sometimes I have been able to interpret correctly the path my people need to take, sometimes not." You sense her words are tinged with sadness. "This has made me cautious. Now one of those paths has led me to you and I suppose now is the time to see if I am correct in bringing you into this place. I apologise for the hour of our meeting. It was necessary to avoid certain eyes that could have fallen upon us. The minions of the Old One are in these lands and they are ever watchful."

"The doom of our time hangs in the balance and it is touching all the peoples of the Flanaess. We Rhennee have once already in our history had to face the doom of our world and flee to another. I, for one, wish to help avoid that happening to us again. In fact, some of us feel that perhaps that doom followed us here, or perhaps evil is simply as universal as good." She pauses dramatically for a moment before continuing.

"Yet I digress. I feel that you are strongly tied to the doom that faces this world, even if you do not. I have seen that in you rests a chance to turn back the tide of evil that is set to wash across this world. There are many tests I could perform on you to probe your deeper motives, but I feel they are unnecessary. So I will simply trust my vision and ask: have you ever been to Molvar?"

At this stage the PCs can begin interacting properly and you (as DM) get to ad-lib some responses. If they answer *yes* to the question, well and good – but the majority will either say *no* or scratch their head and say Molvar, where is that? Play out the following as you see fit. The most critical point here is to obtain the PCs agreement to come with the Himilda Hara to Molvar as her escort and protection. She needs to get to Molvar without attracting attention and needs the cover the PCs can provide to do so. Information that the PCs will most likely seek or require is listed below.

- ☛ Where is Molvar?
- ☛ *“Molvar is one of the major cities (16,000) of the nation of Ket. It guards the northern border of Ket and one end of the highway (Krestingtrek) from Perrenland to Ket.”*
- ☛ Why do you want to go to Molvar?
- ☛ *“I have been asked by a friend of Perrenland to personally deliver a message [she will not elaborate further than this], and I need to do so in secret. My vision has shown me that I must rely upon you, strangers to me, in order to achieve this.”*
- ☛ What is in it for us?
- ☛ *“There will be both rewards and risks aplenty, but much honour will you gain if your hearts are true.”*
- ☛ **DM’s Note:** If any PCs are currently cursed or need atonement she will speak to such PCs and ask if they would like help in the matter. Something along the lines of *“I can see you are burdened with a darkness, may I be of assistance.”* PCs who indicate that they would like such help can receive either an *atonement* or the removal of any one curse or affliction that her abilities allow her to remove with a *remove curse* spell. One of the women in the alcove will step forward and deliver this. She has comparable abilities to the Himilda Hara. A DC 15 Knowledge (religion) check will reveal her as a Priestess of Boccob. She will answer no questions, but will smile shyly at any PC who asks one before withdrawing.
- ☛ How will we get there?
- ☛ *“Initially, we will take a barge down the Volverdyva to the town of Strassvalde in the Canton of Quagfludt, you will assume the guise of Kar-Hoosh barge folk for this part of*

the journey. From there, we will head into the mountains, with a wagon, disguised as traders from Highfolk – and pass through the border-town of Kloetzenburg and thence into Ket proper. This is a dangerous and seldom-used back door to Ket called the Witch’s Trail, and will take us into territory once the dominion of Igglwilv. It will, however, allow us to avoid Ket authorities as I wish to avoid all notice in this matter, friend and foe alike.”

- ☛ Look lady, this all sounds very suspicious, why should we trust you?
- ☛ She presents the PCs with Player Handout Number 1. If this fails to convince the PCs, then do your best to get them to agree.
- ☛ When do we leave?
- ☛ *“Before sun up.”*
- ☛ Who are the women in the alcove?
- ☛ *“They are my daughters”*
- ☛ Any other questions the PCs ask can be answered as you see fit, using the information contained in this adventure.
- ☛ *What do you see in our/my future(s)?*
- ☛ Darkness with a hope of light washed over with blood, suffering and if you are lucky a little joy.

Encounter One

Gloom over Volverdyva

The smoke and ash from the eruption of Mount Hellspaar in the Clatspurs all but obscured the advent of dawn. The barge and, in fact, almost everything, is covered in a fine layer of ash most of the time these days. Midmorning finds you well upon your way, yet a gloom still hangs over the sky and the sun remains hidden. The barge you are upon is a modest affair, being one of the smaller Rhennee barges. The Himilda Hara is below and apart from two Rhennee bargemen who are piloting the barge. On the deck, in chests, is a wide array of Rhennee clothes: bits and pieces of armour, wigs and an assortment of weapons. The intention is for you to become as “Rhennee” as possible. It may be for this reason that the two Rhennee bargemen keep grinning at you all.

Let the PCs do whatever they wish to change their normal appearance. Give them between +5 and +10 to any Disguise check they have to make depending on how

inventive they get. Looking like a non-Rhennee is to be avoided. Dressing to look less than savoury is very possible with this kit. Cross-dressing is possible but will require a much higher Disguise or Bluff check later on. Let the PCs have some fun with this if time allows.

Rhennee Dress Habits

Kar-Hoosh clothing is generally quite baggy and very colourful. Due to the colder climate, the Kar-Hoosh adopted thick padded jerkins or vests often augmented with bits of armour (leather or metal), giving them the equivalent of studded leather armour. All male Kar-Hoosh wear bandannas and broad sashes instead of belts.

Females wear long skirts and lots of jewellery and have their hair platted in a variety of styles. Both males and females often have ear piercing, and the two bargemen will happily arrange for this and some nice golden hoops (value 10gp) for any PCs who decide this is the way to go.

Most of the Kar-Hoosh have black or brown hair although the occasional redhead or blonde also exists. The Kar-Hoosh do not hold to the stereotypical short and stocky body type associated with Rhennee, many of them are in fact quite slight or quite tall. The reason for this is that the Kar-Hoosh quickly saw the advantages of interracial marriage when they first arrived in The Flanaess. The mixing of bloodlines has been managed without comprising the Kar-Hoosh culture.

Non-Human Party Members

It is suggested that any non-human party members adopt the guise of traders from Highfolk who are paying passage back down the river. This will give them a plausible story for the encounter with Ip-Shek. Suitable clothing and accessories are available for this as well.

Perrender Cultural Oddity

The Kar-Hoosh claim to be members of the Meerijder clan. A claim both the Vestmeer and Oostmeer clans are strangely silent upon. Yet it has been observed that the Kar-Hoosh are not denied guest rights upon either sub-clans' ships. Nor are the Rhennee prone to the occasional inter-clan piracy that occurs between the two conflicting sub-clans of the Meerijder where their trade routes cross in the Meerstadt. As a result, many of the Kar-Hoosh wear colours favoured by the Meerijder clan (blue, red and orange).

Accent

PCs who adopt the eastern-European "gypsy" (think Romanian mixed with Italian) Rhennee accent in table talk get a +5 bonus to their disguise or bluff checks.

Once they have assumed their disguises move to the night-time part of the encounter.

During The Night

For a few brief hours, as the sun was beginning to go down, the river was lit for the first time that day, and from 2pm to nearly dusk, you enjoyed the tranquil journey down the swiftly flowing Velderdyva. For most of the day, you learned the ways of life upon the Kar-Hoosh barge. With night descending, you have pulled out of the river into a canal (with some deft manoeuvring). The bargemen tell you that this is the start of the upper canal system constructed by the Ur-Flannae. The canal allows river traffic to avoid the rapids of the upper cataract of the Velderdyva. This is a cunningly constructed series of locks and weir gates that allow the river traffic to get out of the fast flowing river. The canal system runs some fifteen miles inland, before cutting back towards the river. This bypasses the twenty-five miles of bad water that marks the drop of the river into the midlands. Three Kanalburgen (Canal towns), Strassvalde, Danelg and Moetburgen control the weirs of the canal system.

With the barge safely moored to the shore, and after a well-earned meal of hot and spicy Kar-Hoosh stew, you now rest upon the deck in quiet contemplation of the remains of the day. The last rays of the descending sun are playing upon the river. One of the Kar-Hoosh bargemen has produced a stringed instrument, and is playing a quiet tune; whilst his companion is heading around the ship offering you a second round of the strong Kar-Hoosh brandy called Vegt. Then, suddenly, a voice from the shore breaks your reprieve:

"Hello!"

Standing on the shore is a young boy, maybe eight years of age. He is dressed in good clothes, but is quite grubby.

This is Ip-Szek a quasit spy and agent of Iuz. He has been tasked with watching the river traffic and reporting anything out of the ordinary to the Head Agent in the area. He has assumed the shape of a small hungry boy, as he has found that this tends to gain him sympathy with folk, thus allowing him to work his evil at close range!

Notes: This encounter is a golden opportunity for you to test the PCs. They have been given ample warning that they must go in disguise; now let's test their ability! Ip-Szek is himself in disguise, and will be busy trying to maintain this. Thus, the PCs have a real chance of pulling the wool over his eyes. He only has a +1 to his Sense Motive checks. The intent of this encounter is to allow for good role-playing to avoid future trouble. As the DM, you will have to ad-lib PCs responses and choices if they stray from what is predictable.

Encounter Notes

There are only two ways to gain the XP for this encounter. The first, is for the PCs to play up their disguise and not reveal anything deeper than being Rhennee traders working the river. Second, is for them to capture and detain Ip-Szek. The PCs may feel that they need to show charity. Ip-Szek would consider this normal, with a lack of charity as being abnormal. If Ip-Szek is invited inside the barge, and the Himilda Hara is revealed to him, or if the PCs show themselves to be other than Rhennee, then unless they capture and detain Ip-Szek they *lose the XP for this encounter*. Killing Ip-Szek will trigger a *Contingency* spell and cause Ip-Szek body to be *Teleport* to his controller. This controller will investigate via diabolical means the nature of Ip-Szek's demise and thus learn of the PCs, a *Dimensional Anchor* cast on Ip-Szek will of course bypass this problem and the PCs will gain full XP.

If the PCs play this out well, then they have done justice to the intent of the Himilda Hara and they will gain the "**Favour of the Himilda Hara**" at the end of the adventure!

If the PCs take the boy to see the Himilda Hara then she instantly recognises Ip-Szek and he instantly recognises her and she kills him with a *magic missile* spell. This will cause him to revert to his normal form so that the PCs to see their error. The Himilda Hara will then look at the PCs with disappointment but say nothing other than.

"Now things will go harder for us ..."

All APLs

☛ **Ip-Szek:** tiny demon, Quasit, Chaotic, Extraplanar, Evil; hp13 (see Monster Manual p46).

Tactics: Ip-Szek is not going to willingly reveal himself. He will play the "lost boy" for all it is worth. A *detect evil* will reveal that he is evil, a *true seeing* will reveal him for what he is. If he senses that he has been found out, and the intentions of the PCs may be hostile, he will flee. If the PCs attack him, he will flee. If he is captured, he will try and escape. Ip-Szek is disguised as a lost boy and will provide the following answers as his cover story.

- ☛ What is your name? What is wrong? etc
- ☛ *"My name is Hrengest Albarsen and I am lost, [starts crying], do you know where my mummy and daddy are? [incoherent babbling]."*
- ☛ Where are you from? How did you get lost?
- ☛ *"I live on our Stadt (farm). I went exploring and now I can't find my way back home!"*

☛ How long have you been lost?

☛ *"Since yesterday!"*

Apart from that, what else would a lost, cold, frightened and exhausted eight year old know or be able to reply to?

Make up parent names, etc., if the PCs delve deeper. He will act starved and accept any food they offer. He will basically "play" to any sympathy, resorting to staring at the ground and shaking or nodding his head at more difficult questions. He will simper and cry a lot if necessary. He will hesitate to go on board the barge, sitting that the PCs are strangers; but he will buckle under pressure. Eventually, he will begin to show signs of wanting to sleep and will to all appearances fall asleep if the PCs let him. Whilst asleep he will listen to their conversation if possible.

In the early hours of the morning he will try and slip away using his Quasit form and *invisibility*. He will either be armed with information that this is more than just a Rhennee barge or he will be disarmed and satisfied that the barge is harmless to his masters plans.

If the PCs go looking for the boys home or for tracks

Ip-Szek will lead the PCs some way from the barge towards what he claims is the way home. PCs who do tracking will not be able to find any tracks of the boy more than 120ft from the barge. It is as if he simply appeared in that location and started forward from there.

If the PCs allow Ip-Szek to lead them for more than a mile away from the barge then spring the equivalent of **encounter 3** on them as a penalty as the Himilda Hara is now less well protected on the barge (she will not go with the PCs). The may be surprised and the encounter distance starts at 60ft. The PCs will still face **encounter 3** later on. Messing up by leaving the barge is an XP free penalty for them in this instance.

If The PCs Reveal Themselves

If the PC mess this up, then they will have to face a more dangerous threat in Encounter Three, as the demons arrive with the benefit of an *aid* spell cast at 10th level (+1 morale bonus to attacks and 1d8+10 temporary hitpoints).

Capturing Ip-Szek

It is quite possible to capture Ip-Szek. He will, however, reveal nothing, not even if tortured, as he knows full well the fate that will await him back in The Abyss if he did. If mind control is successfully used, he will reveal that Iuz is his lord and master, but that locally his reports find their way to a being called the "Gaunt Overlord", through a variety of patrol leaders who roam the mountains. He is not sure what kind of creature the Gaunt Overlord is, but

knows that he is the right hand of Iggwily, and that even the Boneheart of Iuz are said to be respectful of him. The Gaunt Overlord is said to control the gates to the underdark under Iggwily's Spire. That is all he knows, and that is based upon third hand information at best.

Ip-Szek's own mission is to spy upon all river traffic to see if any threats to the conquest of the Yatils and Quaglands are moving via the river.

Ip-Szek will, if given the opportunity, attempt to escape. Failing that, he will taunt the PCs in the hope that they will kill him. Play this out as best suits your audience.

If the PCs wish to detain him long term, the Kar-Hoosh bargemen will look after him for a week or so before dispensing justice.

Morning

In the morning (if Ip-Szek has left without his disguise having been discovered) the PCs may well decide to look for the lost little boy. In this situation, the Himilda Hara will inform them of the nature of their guest.

Once the Ip-Szek issue is sorted out to the players' satisfaction, read aloud:

For most of the morning the barge travels along the canal. You quickly pass through the town of Strassvalde using the weirs to drop down nearly fifty feet and paying the toll. The barge travels in the swift downhill current for perhaps another seven miles before pulling up to a small dockside. This is a wagon station, and marks the start of an overland route into the mountains. Two Kar-Hoosh men are waiting for you with a wagon. Your trip by barge is over.

This is a rendezvous point for the wagon that will be used to go overland. The four Kar-Hoosh bargemen will begin loading it with several 3ft crates. The contents of the crates are bolts of fine cloth. The Himilda Hara will use a considerable amount of magic to hide and block attempts at finding her. Including the following spells. At APLs 2-6 this is of course a ruse but an elaborate one.

False Vision: To make the contents appear to be bales of silk. This is renewed every twelve hours.

Leomund's Trap: To discourage snoops.

Misdirection: To fool divinations, this reveals the contents as bales of silk (contained in another crate). This is also renewed every twelve hours.

Mordenkainen's Private Sanctum: This has been cast inside the wagon to protect the Himilda Hara as well. She sticks her head outside the area to communicate with the PCs whilst on the trail. This is renewed every 24 hours.

Non-Detection: This is renewed every twelve hours.

Four mountain oxen pull the wagon. They are sure-footed beasts of the Yatils. The wagon is covered, and the Himilda Hara will ride within it towards the front so that

she can point out directions. One of the PCs will need to drive it. The Himilda Hara will inform the PCs that they are now headed to Kloetzenburg, a mountain village in the Yatils. Kloetzenburg guards the start of the Witch's Trail and the backdoor into Ket.

Once PCs work out who will be driving the wagon, go to **Encounter Two**.

Encounter Two Kloetzenburg

The morning sun is bright and hot as you and the wagon trek slowly along the trail, deeper into the mountains towards Kloetzenburg. With autumn emerging, the snow line is retreating and the land is once again becoming a verdant tapestry of life. The Himilda Hara puts her head outside the wagon. The protective magic she has cast to hide herself from prying eyes makes her head look disembodied. Smiling, she tells you that it will take two days to reach Kloetzenburg, and that (as far as she can see) this part of the journey will be incident free. She recommends that when you next stop for a rest, that the Rhennee disguises be changed so that the party can take on the appearance of traders from Highfolk. Once again, she is happy to provide suitable clothing and accessories. She says:

"When we arrive at the town they will want to inspect the wagons. This will be fine. Just pretend that I do not exist, and they will see what I want them to see. It is unlikely that they will have any spellcasters amongst them."

Note: You have two options with this part of the encounter. You can skip forward to the wagon's arrival in Kloetzenburg or, if time permits, you can draw out the journey using some non-lethal encounters. Some suggestions would be having the PCs meet other travellers on the trail, or being questioned by a Hors patrol of the 2nd Auszug. At all times, the PCs should maintain their cover story and disguise.

Notes On Kloetzenburg

Kloetzenburg is the closest habitation to Iggwily's Spire, the mountain that sits above the fabled Caverns of Tsojcanth. Originally, it was built to act as a forward bastion against the denizens that issue out of the caverns from time to time. Since then, it has attracted miners, trapper, traders and craftsmen and their families. Now it is quite a thriving little village of 200 folk (mostly Vestervosser clans folk) supporting the garrison of 220 soldiers of the Quagfludt Landwehr and 2nd Auszug.

In case it becomes relevant, there are three authority figures in the town; and they form a local “war council” of sorts.

The War Council of Kloetzenburg

Hetmann Kierdon Vestervosser, male human (flan) LN, Exp5.

Auchfahnlein 2nd Auszug, Cerstan Hoenstadt, female human (flan) LG, Ftr7.

Auchfahnlein DerLandwehr 1/3rd Quagfludten, Rold Brankverter, male human (flan) LN, Rng 6.

Arrival at Kloetzenburg

The Hooglands (Highlands) of Quagfludt is true Vosser country. Kloetzenburg is quite a new village, and is less than thirty years old (according to local history). As a result, it has a well-kept look. Fifteen large, whitewashed, communal stadts are arranged to provide an internal defence system common to mountain villages. The village itself is built atop a burg (or small flat hill). The trail winds up the side of the burg for maybe five hundred feet, and for its entire length is vulnerable to defensive fire from the low stone wall and abutments that surround the village in a protective circle. The flags of both the Quagfludt Landwehr and the 2nd Auszug fly from the two tall stone keep and gatehouse systems that control access into and out of the village. The trail, east to west, runs through the town via these two sets of fortifications.

As you approach the open gate, you are greeted by a delegation of guards dressed in green and silver tabards of Quagfludt Landwehr. A cleric dressed in the robes of the Old Kerk is with them and she is openly casting divination magic upon you all.

The PCs can make a DC 15 Spellcraft check to determine that she is casting a *detect evil*.

The head guard (NCO) approaches you and says, “Welcome to Kloetzenburg strangers! What is the nature of your business here? I will need to inspect your wagon ... if you please ...”

DM's Notes: If, at any stage, the PCs reveal themselves or blow their cover, then they are *ambushed* in **Encounter 3** instead of being given time to prepare.

The guards are responsible for checking all travellers to make sure they are not enemies. It must be remembered that Igglwilv has returned, and mountain fastnesses (like Kloetzenburg) sit upon the doorstep of her old domain. The town has been recently reinforced by a reserve

Fahlein (120 men) of the 2nd Auszug supported by cleric's from the Old Kerk.

Ennisna Vestervosser Cleric of the Old Kerk and Aid Auszug: human (flan) female, Brd1/Clr3.

Quagfludt Landwehr: (8) human (flan) male/female, Ftr 1.

Quagfludt Landwehr NCO: human (flan) male/female, Ftr 4.

Playing This Out

Ennisna should not detect that the PCs are evil, if she does then they are in trouble. If the PCs fail to give a good cover story to the NCO, she will begin to cast *detect magic* as well. This could be more problematic for the PCs, especially at high APLs, as most PCs have quite a few magical items. The PCs may have to come up with a distraction if she begins to do this. Allow the PCs to make a DC 12 Spellcraft check to see that she is about to cast a *detect magic*. Traders do not generally carry a lot of magic with them. If more than half the PCs have multiple magical items she will be quite surprised and will move over to inspect the wagon herself. This will mean that the Himilda Hara's precast illusions and magic will need to fool a cleric, which is a harder prospect. In this situation the PCs had better think quick. Failure to do so will result in the following consequences.

- ☛ The Himilda Hara successfully casts a *suggestion* upon the cleric that gets her to ignore what she has seen for the duration of the spell.
- ☛ Twelve hours later (or after the PCs have left) the *suggestion* wears off and the Cleric reports her suspicions about being “enchanted” by an old woman in the wagon to the Auchfahnlein of the 2nd Auszug.
- ☛ The Auchfahnlein, in turn, mentions this in passing within the hearing range to a member of the guards who sells information for drinks at the White Raven when he is off duty.
- ☛ A spy planted by the Gaunt Overlord purchases the information from the guard and passes it on to his Quasit contact who flies in and out each night for information exchange.
- ☛ The Quasit, in turn, reports it higher up and in Encounter Three the PCs are ambushed instead of having time to prepare.

If, however, the PCs role-play well and distract or otherwise avoid the above situation without damaging their disguise they gain the “**Additional Favour of the Himilda Hara**” at the end of the adventure.

In The Village

The Himilda Hara is keen to press on, but wants to learn of conditions on the road ahead. She will encourage the

PCs to spend a few hours gathering information. In reality, there is little to explore in Kloetzenburg (so two hours should be plenty). There are only two non-residential/non-military buildings in the village, The White Raven (the village inn) and Menguars Trading House (the village general store).

PCs can head into either of these buildings to find information, although only the White Raven has any. If approached, the guards of Kloetzenburg will suggest that the PCs take an alternative route – but are tight lipped as to why. It is important to remember that the PCs are probably in disguise, therefore the locals will be less friendly to non-Perrender folk and the information will not flow as freely. This is reflected in a –5 DC to all Gather Information checks. Clan interaction benefits should not apply while the PCs are in disguise!

Inside The White Raven

The White raven is owned and run by Anglosar Volt and his family. The establishment is quiet at the moment but does get lively at night, especially with all the Auszug now in the village. Anglosar is a veteran of the 2nd Auszug and has a quite careful demeanour with strangers. Some of his regulars however, mostly miners taking a long break from mining in the mountains, are a little more liberal with their talk.

Rumours: A successful Gather Information check results in one rumour being heard (per PC), and must be accompanied with the purchase of alcohol by the PC.

DC	Information
Less than 15	"We get few strangers through here these days, can't say that's a bad thing."
15-19	"The road ahead is a dangerous place! Not many folks use it these days, and the guards at the Vestgate are not too keen to let local folk out that way any more. Although ... I suppose they will let strangers leave, can't say that's a bad thing."
20-24	"Lots of strange happenings of late! The Auszug has been sent up here! Over a hundred of them! Half a dozen clerics of the Old Kerk have come with them as well. Some say Igglwilv is back under The Spire! More like it's the ghost of Karl Hussen playing his tricks!"
25+	"Last week, some traders who tried to use the Witch's Trail to Ket came back with half their company lost! Said they were attacked on the trail at night by men that their blades would

not harm!"

Menguar's Trading House

The general store is a complete mess. It is over-crowded with second hand goods sold in desperation by miners and adventurers down on their luck or just trying to get enough gold to get out of the undead infested mountains. This should be clue enough that the road is not safe. PCs will learn nothing from the boy who is watching the shop whilst his master is on business. PCs who decide to look around can make a search check to find some interesting stuff.

Search DC results (one per PC until all items are found).
DC Result

Less than 15: PCs: *This silver longsword looks to be a well-made, serviceable weapon with a slight curve to the blade. As you test the blade's balance by cutting the air around you, every so often, when light plays upon the blade's gleaming surface, it looks as though there's a mist swirling about inside.*

DM: A PC who picks it up this sword will be tempted beyond reason to pay the 10gp for this blade. A PC without 10gp will barter 20gp or more of their items to pay for it. Once they have paid a voice speaks in their mind once and once only *"So you would be my new master would you, we shall see, we shall see."* The words are not spoken in common or Stamtaal but Ur-Flanne but the PC finds they understand it anyway. See the Special items section for more information on this sword.

15-25 PCs: *You find a small box containing some dust, the boy will sell you the box for 1gp as it is said to contain the remains of an adventurer.*

DM: The dust will detect as being magical as it is **Dust of Tracelessness**. The boy's master has instructed him not to sell this box for less and 300gp, good bargaining will allow the price to be talked down to 250gp, but the boy will receive a beating later on.

25+ PCs: *You find four silver horseshoes in an old ornate box.*

DM: These again detect as magical. The boy has been instructed not to sell these horseshoes for less than a Graf's Kop-Cris or the hefty sum 7,000gp. He cannot be talked down on this price. These are *horseshoes of*

the zephyr. If the PCs pay him he mysteriously disappears that day, having decided that with 7,000gp in his pocket he will go a long way in the city of Greyhawk.

If a PC decides to purchase either the **Dust of Tracelessness** of the **Horseshoe of the Zephyr** they can be added to their item list immediately as if they had purchased them at the start of an adventure. Only one PC can purchase either item, but all the PCs gain item access as a consequence. A party may pool its funds to buy the item for one PC. Apart from this, PCs may purchase any Player's Handbook items at 1.5 times the listed price.

Treasure:

All APLs: Magic –*Dust of tracelessness* (12gp), *Horseshoes of the Zephyr* (500gp).

Leaving The Village

The PCs will need to exit via the Vestgate. When they do, the guards will be hesitant about letting them through. Play this as you will, but basically the guards have seen enough in the last few months to be convinced that the Witch's Trial is not a safe place and will try and discourage the PCs from using it. The PCs, however, must use the trail so reluctantly they will be allowed to leave via the gate.

Move on to **Encounter Three**.

Encounter Three The Witch's Trail

The wagon makes slow but steady work of the trail, and the first night finds you maybe six miles from Kloetzenburg heading forever uphill. The sun will be down within the next hour ...

The PCs have a fairly open set of options here. They can stop and search for a good camping spot, or they can continue on into the night. Either way is fine. The encounter with the demons occurs regardless of their decision! It occurs when it is dark and PC visibility is at its lowest.

Let the PCs set up their campsite if they take this option or ambush them on the if they decide to push onwards. The demon will start the encounter at the limit of the PCs' best night vision capacities and will attempt a stealthy approach inside this limit if possible. Flying demons will simply drop from above.

Note: This encounter depends on how the PCs went with maintaining their disguise in Encounters 1 and 2. If

they blew their cover in Encounter One, they will have to face a more dangerous threat in Encounter Three, as the demons arrive with the benefits of an *aid* spell cast at 10th level (+1 morale bonus to attacks and 1d8+10 temporary hitpoints).

If they failed to distract the cleric in Encounter Two, then the Himilda Hara does not have a premonition of an imminent attack and, instead of the PCs being given two rounds to prepare, they will be surprised. If they *did* distract the cleric, then the Himilda Hara warns the PCs, and casts a *Mass Bears Endurance* on the PCs. Give the PCs two rounds to prepare before rolling initiative.

In all situations the PCs are attacked from

APL 2 (EL4)

☛ **Dretch** (2): hp 13, 13; see *Monster Manual* page 42-43.

APL 4 (EL6)

☛ **Babau** (1): hp 66; see *Monster Manual* page 40.

APL 6 (EL8)

☛ **Babau** (2): hp 66, 66; see *Monster Manual* page 40.

APL8 (EL10)

☛ **Bebilith** (1): hp 150; see *Monster Manual* page 42.

APL10 (EL12)

☛ **Bebilith** (2): hp 150, 150; see *Monster Manual* page 42.

APL12 (EL14)

☛ **Nalfeshnee** (1): hp 175; see *Monster Manual* page 45.

Tactics: The demons only have one aim in mind - to deter any travellers from using the Witch's Trail. They attack with the aim of killing about half, and leaving the rest seriously injured. This has worked so far as the survivors have fled back to Kloetzenburg with the story of being attacked and over-powered on the trail.

It should be noted that several groups, loyal to Igglwilv, patrol the trail. These groups take shifts watching and attacking travellers. The last attack was made by a group of vampire spawn, and this is the story the PCs may have heard back in Kloetzenburg (about traders being attacked by men that no weapon could harm).

The demons will use their best abilities first to soften or kill the PCs before resorting to simple violence.

At no time will the Himilda Hara leave the confines of the wagon. If, however, any PC gets inside the wagon

(the demons cannot) they will be offered 2 potions of *cure serious wounds*, a *greater invisibility* and a *haste* spell. The interior of the wagon is under the effects of a unique version of the *repulsion* spell, which allows the PCs to enter, but repulses other creatures (no save). The repulsion effect will last for 12 rounds. All the PCs can fit inside the wagon if necessary.

The Demons will not attack the oxen.

The Demons will not continue to attack PCs who have been reduced to 0 or negative hit points.

Special Note:

If things are going *really* bad for the PCs the Himilda Hara will use a *telekinesis* spell to bring downed PCs into the wagon for healing and bolstering. If this happens, then remove 30 xp per APL for this encounter.

If the PCs manage to defeat/survive the demonic attack, then night falls and the morning dawns clear. The trial ahead is open to them. Move on to **Encounter Four**.

Encounter Four Not for the Faint Hearted

Molvar, the northern city of Ket sits firmly on the horizon. In the valley below, the road runs at a lazy pace down the remains of the foothills of the Yatils and onto the plain. It is mid-morning on the fourth day since you left Kloetzenburg. You have pulled up in the shadows of a small crop of pine trees. A pair of keen eyes in your party spotted a group of around twenty horsemen riding on the plains below half an hour ago. Now these horsemen are taking one of the many trails up into the foothills roughly towards your position. Even from a distance of over a mile you can clearly see that they are dressed in the same uniform, wear breastplates and carry lances. The Himilda Hara has assured you that as long as they do not pass too close you will not be seen. It is with a sinking feeling in your stomach, therefore, that you see the horsemen peel off into groups of five to explore the different routes. One of these groups is heading your way. They seem to be looking for something ...

The purpose of this encounter is a test of resolve for the PCs. The Ket Horsemen are looking for someone: an escaped criminal from their rigid justice system. In this case, it is a murderer who deserves justice, and will turn the tables on his pursuers and escape the Ket Horsemen if the PCs sit back and do nothing.

The idea behind this encounter is to see if the PCs can stand by and watch events unfold without revealing themselves! Paladins will be especially tempted during this encounter, and will need atonement if they stand by

and do nothing. PCs that intervene will blow their cover, but may not feel too bad about that. It could, however, make Encounter Six more difficult for the PCs, depending on what happens.

As the DM, you need to use this encounter to tempt the PCs to react. It has been quite loosely designed and the NPCs have no stats, as they will not react violently towards the PCs. Let the situation role-play itself out. The encounter can run a number of different ways. Let the PCs determine their own fate!

The following event will occur initially so let the PCs see the following:

The five horsemen are only some two hundred feet or so away from your current location. Suddenly, in the bushes fifty feet below you, a man dressed in prisoner's clothing rises to his knees. He levels a crossbow at the horsemen as they approach. He laughs wickedly, and appears ready to kill one of the unsuspecting horsemen with a single shot! What do you do?

If The PCs Do Nothing

With a twang, the man's crossbow fires! One of the leading horsemen is jerked out of his saddle at the impact of the bolt striking him in the chest! The other horsemen, with shouts of anger and confusion, mill around unsure where the sniper is hidden. The hidden crossbowman calmly reloads his crossbow and takes aim again ...

If the PCs *still* do nothing, then another cavalryman dies.

This will continue to happen until another two are dead and the remaining horseman gives his horse its head and bolts in the opposite direction. The crossbowman will smile with evil satisfaction and continue past the PCs in haste – unaware of their presence at this grim scene. As he passes, the PCs can jump him. If the PCs linger, then two hours later the reformed Ket patrol arrives on the scene and collects the dead. PCs will need to have a very good explanation (or the crossbowman) if these horsemen see them at this stage. Ad Lib this as you see fit.

Fact File To Help With PC Reactions

- ☛ The spell the Himilda Hara has cast to hide the PCs and the wagon is an illusion *persistent image* and will not hold up if the PCs react overtly or make a lot of sound.
- ☛ The crossbowman will surrender if the PCs challenge him (see capturing the crossbowman).
- ☛ The Ket horsemen are wearing the livery of the Beygraf of Molvar. He is the legitimate and

lawful authority of this area. Knowledge (geography, or royalty and nobility) DC 15.

- The crossbowman is Chaotic Evil.
- The horsemen are Lawful Neutral.

Capturing The Crossbowman

The crossbowman's name is Ereban Al'Vosser and he is a borderlander of Ket and Perrenland. He knows both languages very well, down to the subtle nuances of accent. He is also quite an able assassin for whoever pays his quite modest fee. The reason he surrenders to the PCs without a struggle is that he is not only fatigued but has only 1 hit point left. He has a well-bandaged (hidden) abdominal wound and internal bleeding if checked by the PCs. He also has a number of lacerations on his back and chest, one of which has a nasty infection, the results of squeezing out of prison via the sewer system. So, feeling quite lousy, he will simply realise the game is up and give in, figuring that if he can escape once he can do so twice! If questioned, he will play being a Perrender who has been unjustly arrested and tortured (reveals abdominal wound and lacerations) and rather than await his beheading passively in the stinking prison of Molvar instead forced an escape. He killed the horsemen simply because it was a case of "kill or be killed". This is, of course, a whole lot of lies, but his very good Stamtaal accent could throw the PCs off a bit - see what you can get away with. He will not hesitate to escape if an opportunity presents itself. He does not, however pose any real threat to the PCs.

Creature:

• **Ereban Al'Vosser**, Male human (flan), Rog1 (Bluff +5).

If The PCs Intervene

If the PCs intervene and capture the crossbowman they can do a few things. Kill him, free him, detain him or hand him over to the guards. If they hand him over the guards (either on the scene or when they turn up later) they will be grateful and reward the PCs with a very brief interrogation indeed and a rudimentary inspection of the contents of the wagon that will reveal nothing. If they kill him, and the guards have not seen the PCs, well and good. If they free him he will tell a local Quasit Iuzian spy about the PCs and Encounter Six gets harder. If they keep him with them he will try and escape as often as possible. If he escapes it is the same as if he was freed. If the PCs interact with the guards then it is the same as if he was freed as they make a report to their commander in Molvar who let slips the information to eager ears.

Basically, if the PCs (at any stage) interact with the horseman; or release or allow the escape of the

crossbowman, then add ONE additional Vampire Spawn at EACH APL except APL 2 in Encounter Six – to make life just a little more difficult for the PCs. At APL 2, the single Vampire Spawn simply get a surprise round on the PCs.

Encounter Five At the Manor

It is with some surprise that the Himilda Hara does not direct you into the city of Molvar itself. At sundown, you find yourselves approaching the ruin of an old Baklunish-style manor. From the looks of its stonework, and the blacked wooden beams, you would suspect that this place had been burned down (and burned down not that long ago). The Himilda Hara asks you to pull the wagon up outside the ruined, arched gate of the manor house, and you can see that the courtyard beyond is full of rubble. The Himilda Hara says the following:

"This is the rendezvous point for the meeting which I have been sent to attend. It is probable that other parties will try and disrupt this meeting, you must guard us whilst this occurs. Inside the ruined manor is a safe room in which the meeting will take place. I suggest we make our way into it quickly, lest we be seen."

The manor is indeed the site of the meeting the PCs have come all the way here to facilitate. Vampiric scouts (loyal to Iggwilv) have taken up residence here in the last few weeks suspecting that this is the very location that the meeting will occur at. They will try to stop the meeting from happening.

PC Questions

At this stage, the PCs may have some questions. Use the following information to make replies.

The meeting will occur as the Himilda Hara (or her *simulacrum*) has said: in the safe room of the ruined manor. The room cannot be scryed into. The reason why the meeting is being held here, is that Molvar has too many prying eyes. However, the three people who will be coming to the meeting *are* from Molvar, and this is the best place for them to meet. They will arrive in a few hours. One is a Mullah of Al'Akbar; another is a representative of the Beygraf; and the third is a high-ranking member of the Mouqollad Consortium (actually a worthy elder of Mouqul). They are a priest, a politician and a banker, and they will arrive without escort. The PCs will need to protect them as well.

The ruined manor itself belongs to a wealthy Perrender trading family, The Hus. The Hus have used

the Krestingtrek (between Molvar and Krestible) as a trade route for generations. The Krestingtrek itself is less than 2 miles from the manor on its western side, the PCs having approached from the east. The manor itself was burned down some months back and its inhabitants were killed or driven off by an angry mob from Molvar. The mob had been angry over the rumours of the opening of a trade route between Perrenland and Tusmit that bypassed Ket. Who incited the mob to violence is unknown, but the manor was well known to locals as a hub for Perrender merchants coming to Molvar via the Krestingtrek and both it and the Pax Mecuri office in Molvar proper were burned down in the riots.

The Himilda Hara will answer any question she can, other than what the meeting is about.

Investigating Outside The Manor

If the PCs decide to do a bit of snooping around they can do so. A successful DC 20 Survival check will reveal that there has been recent human activity in the manor. Nothing else is obvious.

Inside The Manor

Once the PCs enter the manor, they see that most of it is ruined. The eastern section, however, still stands and here they find a partially covered and disguised trap door. The Himilda Hara will tell the PCs that the room that the meeting will occur in is below. A tDC 20 Survival check will reveal that the area has been disturbed recently. The trap door is not in itself trapped. Once the PCs open the trapdoor they are attacked by the swarm that has been placed down there by the vampires and/or vampire spawn. This is to give them early warning of intrusion and to soften up their victims!

DM's Note: Two rooms below the trap door cannot be scryed into, and all divination magic fails as if its line of effect was blocked, this is a natural magical effect and the reason the manor was built in this location.

APL 2 (EL2)

🐉 **Bat Swarm:** hp 13; see *Monster Manual* page 237.

APL 4 (EL4)

🐉 **Centipede Swarm:** hp 31; see *Monster Manual* page 238.

APL 6 (EL6)

🐉 **Centipede Swarm (2):** hp 31, 31; see *Monster Manual* page 238.

APL8 (EL8)

🐉 **Hell Wasp Swarm:** hp 93; see *Monster Manual* page 238-239.

APL10 (EL10)

🐉 **Hell Wasp Swarm (2):** hp 93, 93; see *Monster Manual* page 238-239.

APL12 (EL12)

🐉 **Hell Wasp Swarm (4):** hp 93, 93, 93, 93; see *Monster Manual* page 238-239.

Tactics: See DM's Map #2.

Once the trapdoor is open, the swarm gets to move automatically from the cellar (this is basically a surprise round). PCs who use good tactics (in expectation of something waiting for the door to be opened) can roll initiative with the swarm if they open the trap door. The swarm(s) will occupy the space of the nearest PC(s) (one swarm per PC max). PCs who are prepared and have the initiative can close the trap door preventing the swarm from coming out! Eventually, however, the Himilda Hara needs to go below. She does not have any offensive magic that is useful against swarms. If the PCs delay for too long (more than 10 minutes), then a vampire or vampire spawn smashes the trapdoor open from the inside and the swarm(s) bursts out!

Once the swarm(s) have been taken care of move to **Encounter Six**.

Encounter Six The Safe Room

The inside of the cellar is dark.

Let PCs organise appropriate lighting!

The cellar seems to consist of two rooms and access into the room is via a small staircase that descends on a sharp angle down roughly fifteen feet. The first room has quite a few boxes and crates stacked around its walls. The second room you cannot see clearly into without entering the first, as the doorway to it is only partly open ...

The two rooms, currently, house the vampire(s) and/or vampire spawn. The empty crates are makeshift coffin(s) that the vampires rest in during the day. *Gaseous form* is used to get in and out of the crates (via a small hole in

each). In addition, holes have been made to allow movement via *gaseous form* between the rooms

DM's Note: Some of the toughness of this fight depends upon how the PCs went in Encounter Four. As per the notes of that encounter, if the PCs revealed themselves, then add one additional Vampire Spawn at each APL (except APL 2) to make life just a little more difficult for the PCs. At APL 2, the single vampire spawn simply gets a surprise round on the PCs.

APL 2 (EL4)

☛ **Ghouls (3):** hp 13; see *Monster Manual* page 119

APL 4 (EL6)

☛ **Vampire Spawn (2):** hp 29, 29; see *Monster Manual* page 253-254.

APL 6 (EL9)

☛ **Vampire Fighters (2):** hp 32, 32; see *Monster Manual* page 250-251.

APL8 (EL11)

☛ **Vampire Fighters (4):** hp 32, 32, 32, 32; see *Monster Manual* page 250-251.

APL10 (EL13)

☛ **Vampire Fighters (7):** hp 32, 32, 32, 32, 32, 32, 32; see *Monster Manual* page 250-251.

APL12 (EL15)

☛ **Elite Vampire:** hp 90; see *Monster Manual* page 251-252.

Tactics: See DM Map #2.

APL 2 only: At this APL the Ghouls have been left to guard the place for the Vampires who have taken up residence in the area but are otherwise absent. They will lurk within the room using their hide and move silently skills to good effect. They will let the PCs venture down into the first room and begin exploring in the hope of isolating and picking off the PCs one by one. They will always try and take out a Cleric PC ahead of any other PC type. When these ghouls come into action describe them as wearing the ragged clothing of Perrender Pax Mecuri.

All other APLs: The first thing the creature(s) will do is attempt to *dominate* the first person coming down the stairs. This person may be subject to multiple *dominate* attempts at higher APLs if they make their save(s).

A dominated person will be used to attack other party members (allowing a second save). If this tactic succeeds, then the controlling vampire will assume *gaseous form* and move through a number of the stacked crates to hide. It will require a DC 20 Spot check to see which one it has hidden in and only if a PC is positioned to make a spot check (line of sight). Finding which crate houses a vampire will be difficult.

The crates that are being used as coffins are marked with an X.

☛ **Reinforced Wooden crate:** 1 in. thick; hardness 10; hp 15; AC 5; Break DC 20.

The vampire(s) will remain within a crate until the domination is broken or the dominated PC is incapacitated/killed or its crate is attacked. It will then re-emerge, move to a safe location, change to its normal form and attempt to *dominate* another PC. At all times the vampire(s) and/or spawn will attempt to use their mobility feats to stay at range, and using their special abilities or reach weapons, they will try and flank if possible. The 5th level Vampire fighters will use their spiked chains, but will use slam attacks if the PC get within their 5ft zone. The Elite Vampire at APL 12 will use his Hide In Plain Sight ability (in combination with his unarmed strike) to try and kill vulnerable PCs. He will use his *summoned shadow* (see *Monster manual* page 221-222) to flank, moving through walls and crates if necessary, and to drain strength from vulnerable PCs. His Shadow Walk ability will be handy as well.

If a vampire or spawn is reduced to between 5-10 hit points it will try and use the layout of the room to avoid damage for a few rounds so that its fast healing has time to work. If necessary/possible it will assume gaseous form and hide in a crate/coffin for as long as possible.

Basically, this encounter could be quite tricky. The PCs will need to incapacitate (and then kill) the vampires in order to allow the meeting to take place. The Himilda Hara will shout out to PCs the vulnerability and weakness of the creatures to the PCs if they show ignorance in these matters. She will not, however, enter combat.

When these vampires come into action describe them as wearing the ragged clothing of Perrender Pax Mecuri.

Once the fight is over read the following if the PC do a DC 10 Search check for loot.

Hidden within a coffin like crate are the following items.

☛ A sweet smelling block of incense: *incense of meditation*.

- A phylactery with a sun symbol upon it: *phylactery of undead turning*.
- A vial of silvery liquid: *silversheen*.

All these items have been removed from the unfortunate body of a cleric who was captured at an earlier stage. He has been handed over to a higher authority for special treatment.

Note that at higher APLs the vampires had considerable loot and magic on their persons. This is included in the treasure list below at the appropriate APL.

Treasure:

APL 2: Magic – *Incense of Meditation*- (408gp), *Phylactery of Undead Turning* (917gp), *Silversheen* (12gp).

APL 4: Magic – *Incense of Meditation*- (408gp), *Phylactery of Undead Turning* (917gp), *Silversheen* (12gp).

APL 6: Loot – 106gp, Magic – *Incense of Meditation*- (408gp), *Phylactery of Undead Turning* (917gp), *Silversheen* (12gp), +1 *spiked chain* (2)(388gp).

APL 8: Loot – 212gp, Magic – *Incense of Meditation*- (408gp), *Phylactery of Undead Turning* (917gp), *Silversheen* (12gp), +1 *spiked chain* (4)(775gp).

APL 10: Loot – 406gp, Magic – *Incense of Meditation*- (408gp), *Phylactery of Undead Turning* (917gp), *Silversheen* (12gp), +1 *spiked chain* (7)(1356gp).

APL 12: Magic – *Incense of Meditation*- (408gp), *Phylactery of Undead Turning* (917gp), *Silversheen* (12gp), +2 *keen kama* (1525gp), +1 *frost sling* (691gp), *Bracers of Armour* +3 (750gp), *Ring of Protection* +2 (666gp).

Once the PCs have defeated the vampires move to the **Conclusion**.

Conclusion

APL 2–6

If the PCs *did not* gain the *additional favour* of the Himilda Hara, read the following:

For the rest of the night after the fight the Himilda Hara stays below in the cellar whilst you keep watch. The envoys do not arrive and eventually with dawn on the horizon you head down stairs. The Himilda Hara is gone, all that exists is a clear pool of water.

Eventually with the mystery tugging at your minds you return home.

If the PCs *did* gain the *additional favour* of the Himilda Hara, reading following:

For the rest of the night after the fight the Himilda Hara stays below in the cellar whilst you keep watch.

It is dawn when she emerges and reveals the following to you.

“You must all be congratulated, you have played your parts well, though as decoys. Now do not be upset, the risks you took were worth every drop of your blood and sweat and then some. An alliance of faiths has been forged this night, an alliance that our enemies have rightly feared may be formed; Ket, Tusmit and Perrenland now stand united against the darkness. Ten thousand Kettite cavalry are now heading up the Velderdyva to aid Perrenland and Highfolk hold back the evil in the Vesve. With the Baklunish faiths, the Old Kerk and the armies of the West and North joined in war against Iggywyl and her son the tide may be changed in our favour. You have proven your discretion so I ask you to keep this glad news to yourselves for now.”

“I am indebted to you all, and although I am but an image of myself, take from my body what you will as it has been well earned. Now return home my friends as your skills are needed there even now, I will depart this body now.”

With that she begins to melt until only a pool of clear water remain and three items: a pale grey robe, a gleaming chain shirt, and a spellbook.

APLs 8–12

If the PCs *did not* gain the *additional favour* of the Himilda Hara, read the following:

For the rest of the night after the fight the Himilda Hara stays below in the cellar whilst you keep watch. The envoys do not arrive and eventually with dawn on the horizon you head down stairs. The Himilda Hara is gone. Eventually with the mystery tugging at your minds you return home.

If the PCs *did* gain the *additional favour* of the Himilda Hara, reading following:

For the rest of the night after the fight the Himilda Hara stays below in the cellar whilst you keep watch. The three envoys soon arrive and each is pleased to find you here. For many hours they talk secreted in the cellar you cleared for them.

It is dawn when they emerge and the Himilda Hara reveals the following to you.

"You must all be congratulated, you have played your parts well, though as decoys. Now do not be upset the risks you took were worth every drop of your blood and sweat and then some. An alliance of faiths has been forged this night an alliance that our enemies have rightly feared may be formed; Ket, Tusmit and Perrenland now stand united against the darkness. Ten thousand Kettite cavalry are now heading up the Velderdyva to aid Perrenland and Highfolk hold back the evil in the Vesve. With the Baklunish faiths, the Old Kerk and the armies of the West and North joined in war against Iggwilv and her son the tide may be changed in our favour. You have proven your discretion so I ask you to keep this glad news to yourselves for now."

"I am indebted to you all, and I offer you these three items as payment of this debt. She hands you a pale grey robe, a gleaming chain shirt and a spellbook. It comes to me that these items may in time serve you well. Now I must continue my journey with my new friends and our ways must part. Return to Perrenland, as your skills are needed there. Farewell."

The End

Experience Point Summary

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

Encounter One

APL2 60 xp
APL4 60 xp
APL6 30 xp
APL8 30 xp
APL10 30 xp
APL12 30 xp

Encounter Three

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter Five

APL2 60 xp

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

Encounter Six

APL2 120 xp
APL4 180 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp

Story Award

Objective(s) met: Maintaining their disguise

APL2 30 xp
APL4 30 xp
APL6 60 xp
APL8 75 xp
APL10 90 xp
APL12 105 xp

Objective(s) met: Creative solution to the Ereban Al'Vosser problem.

APL2 30 xp
APL4 30 xp
APL6 30 xp
APL8 30 xp
APL10 30 xp
APL12 30 xp

Discretionary roleplaying award

APL2 30 xp
APL4 75 xp
APL6 90 xp
APL8 120 xp
APL10 150 xp
APL12 180 xp

Total possible experience:

APL2 450 xp
APL4 675 xp
APL6 900 xp
APL8 1125 xp
APL10 1350 xp
APL12 1575 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter Two:

APL 2: L: 0 gp; C: 0 gp; M: (512gp) – Horses of the Zephyr (500gp each), Dust of Tracelessness (12gp each).

APL 4: L: 0 gp; C: 0 gp; M: (512gp) – Horses of the Zephyr (500gp each), Dust of Tracelessness (12gp each).

APL 6: L: 0 gp; C: 0 gp; M: (512gp) – Horses of the Zephyr (500gp each), Dust of Tracelessness (12gp each).

APL 8: L: 0 gp; C: 0 gp; M: (512gp) Horses of the Zephyr (500gp each), Dust of Tracelessness (12gp each).

APL 10: L: 0 gp; C: 0 gp; M: (512gp) – Horses of the Zephyr (500gp each), Dust of Tracelessness (12gp each).

APL 12: L: 0 gp; C: 0 gp; M: (512gp) – Horses of the Zephyr (500gp each), Dust of Tracelessness (12gp each).

Encounter Six:

APL 2: L: 0 gp; C: 0 gp; M: 1337gp – *Incense of Meditation* (408gp each), *Phylactery of Undead Turning* (917gp each), *Silversheen* (12gp each).

APL 4: L: 0 gp; C: 0 gp; M: 1337gp – *Incense of Meditation* (408gp each), *Phylactery of Undead Turning* (917gp each), *Silversheen* (12gp each).

APL 6: L: 106 gp; C: 0 gp; M: 1725gp – *Incense of Meditation* (408gp each), *Phylactery of Undead Turning* (917gp each), *Silversheen* (12gp each), +1 *spiked chain* (2) (388gp each)

APL 8: L: 212 gp; C: 0 gp; M: 2112gp – *Incense of Meditation* (408gp each), *Phylactery of Undead Turning* (917gp each), *Silversheen* (12gp each), +1 *spiked chain* (4) (775gp each).

APL 10: L: 406 gp; C: 0 gp; M: 2693gp – *Incense of Meditation* (408gp each), *Phylactery of Undead Turning* (917gp each), *Silversheen* (12gp each), +1 *spiked chain* (7) (1356gp each).

APL 12: L: 0 gp; C: 0 gp; M: 3444gp – *Incense of Meditation* (408gp each), *Phylactery of Undead Turning* (917gp each), *Silversheen* (12gp each), +2 *keen kama* (1525gp), +1 *frost sling* (691gp), *Bracers of Armour* +3 (750gp), *Ring of Protection* +2 (666gp).

Total Possible Treasure

APL 2: L: 0 gp; C: 0 gp; M: 1849 gp - Total: 450 gp.

APL 4: L: 0 gp; C: 0 gp; M: 1849 gp - Total: 650 gp.

APL 6: L: 106 gp; C: 0 gp; M: 2237 gp - Total: 900 gp.

APL 8: L: 212 gp; C: 0 gp; M: 2624 gp - Total: 1300 gp.

APL 10: L: 406 gp; C: 0 gp; M: 3205 gp - Total: 2300 gp.

APL 12: L: 0 gp; C: 0 gp; M: 3952 gp - Total: 3300 gp.

Special

Only one PC may possess *boonbane*; cross this item out on all other ARs from the same table.

Boonbane: This silver longsword looks to be a well-made, serviceable weapon with a slight curve to the blade. Every so often, when light plays upon the blade's gleaming surface, it looks as though there's a mist swirling about inside. The weapon radiates an aura of faint magic, but when used in combat, the user takes a –2 to hit and damage (total damage modifier is –3 due to the silvery nature of the weapon) with it. It is still considered magical and silver for purposes of bypassing damage reduction. When held, this weapon allows the holder to comprehend the Ur-Flanne spoken language but does not convey literacy or an understanding of Ur-Flanne

written script. Also, the bearer of this weapon gets an unsavory taste in his/her mouth whenever within sight of a creature known to be of the earth subtype.

The Favour of the Himilda Hara: Your PC has been given guest rights aboard any barge of the Kar-Hoosh.

The Additional Favour of the Himilda Hara: You gain regional access to the *mantle of hidden faith* and the *mithrilmist shirt*, as well as the ability to study from the Himilda Hara's spellbook.

Mantle of Hidden Faith: This plain grey mantle shields your faith, alignment, and patron deity from magical detection as long as it is worn. It does not provide any bonuses to skill checks used to disguise or lie about your faith and beliefs.

Faint abjuration; CL 3rd; Craft Wondrous Item, *undetectable alignment*; Price 15,000gp.

Mithrilmist Shirt: Forged from a silver-white mithril alloy, a *mithrilmist shirt* is a +2 *mithril shirt* that fills the wearer's square with a billowing silver mist on command. The mist grants the wearer concealment but does not interfere with his vision. The armor sheds silver mist for 1 minute per use, up to seven times per day. Finally, once per day, the wearer of this armor can assume gaseous form for up to 10 minutes.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, *gaseous form*, *obscuring mist*; Price 21,300gp.

Study of the Himilda Hara's lesser spellbook

You PC gains regional access to the following spells to purchase for his/her spellbook. The PC can access the book for transcribing purposes at the start of any Perrenland regional adventure, for the normal costs of such activities.

1st - *shield*, *detect undead*, *true strike*, *disguise self*, *silent image*; 2nd - *obscure object*, *locate object*, *touch of idiocy*, *misdirection*; 3rd - *non-detection*, *arcane sight*, *tongues*, *blink*, *rage*; 4th - *solid fog*, *arcane eye*, *detect scrying*, *scrying*; 5th - *Mordenkainen's private sanctum*, *Rary's telepathic bond*; 6th - *repulsion*, *veil*; 7th - *project image*.

- *Mantle of hidden faith* (Regional; FB; 15,000gp).
- *Mithrilmist shirt* (Regional; CA; 21,300gp).

APL 12 (All of APLs 2-10 plus the following):

- +2 *keen kama* (Adventure; DMG; 18,302gp).
- +1 *frost sling* (Adventure; DMG; 8,300gp).
- *Bracers of armor* +3 (Adventure; DMG; 9,000gp).
- *Ring of protection* +2 (Adventure; DMG; 8,000gp).

Items for the Adventure Record

Item Access

APL 2 - 10:

- *Incense of meditation* (Adventure; DMG; 4900 gp).
- *Silversheen* (Adventure; DMG; 250gp).
- *Phylactery of undead turning* (Adventure; DMG; 11,000gp).

Appendix One

The Kar–Hoosh: Rhennee of the Quaglands

The Rhennee that live around Lake Quag call themselves the Kar-Hoosh, or North Folk. They consider themselves a distinct tribal group of the Rhennee and indeed their traditions vary greatly from other Rhennee groups within the Flanaess, especially those of the Nyr Dyv, whom they mistrust.

For a start, unlike other Rhennee groups, the Kar-Hoosh are quite matriarchal in nature with women holding many of the highest positions within their society. The head of the Kar-Hoosh is known as the Himilda Hara or Wife of Ships and she is at the helm of Kar-Hoosh political life. She is also a spiritual leader of sorts and it is normal for her to have a good grasp of either divine or arcane powers. The Kar-Hoosh are, as a result, more comfortable with the use of magic than other Rhennee in the Flanaess. For this reason, if no other, Rhennee groups in the Flanaess often shun the Kar-Hoosh outright. The Kar-Hoosh have also adopted the worship of several of the gods of the Flanaess, in particular Procan and Boccob. This is but one example of the Kar-Hoosh having adopted the Flanaess as their home more than many other Rhennee group.

The Kar-Hoosh ply the waters of Lake Quag and its many rivers. In particular they use the trade waters of the Velderdyva river system and its tributaries to import and export goods into Perrenland and beyond. They are the most frequently used transport system for the Pax Mercuri, whom they have a long history of cooperation with. The Kar-Hoosh try and avoid the city of Greyhawk as much as possible as it often brings them into contact with the Rhennee of the Nyr Dyv. This contact can turn ugly, as the Rhennee of the Nyr Dyv are very territorial and inclined to evil ways. The Kar-Hoosh for their part are more tolerant of the Nyr Dyv Rhennee, and in fact several Nyr Dyv Rhennee families have joined the Kar-Hoosh to escape the evil that has settled into their own clans.

In 325 C.Y the Kar-Hoosh formally swore the mercenary oath, the Pax Mercuri, and for over a hundred and fifty years they were protected by this in Perrenese waters. In the 480s their oath drew them into the first war against Iggwilv. Their skilled use of the waters of the lake and rivers was instrumental in keeping supplies flowing to resistance fighters and in strangling Iggwilv's ability to draw upon humanoid reinforcements from the North. This is something she is unlikely to forget in her new campaign and the Kar-Hoosh are well aware of this.

For their services in this war the Kar-Hoosh were formally recognised by the Voormann of Perrenland Tillmann Sudmeer (The Scourge) as a Meerijder clan during victory celebrations in 491. Thus bringing the number of major Meerijder clans back to three (See History of the Meerijder clans for more on this). Tillmann ceded some of his own clan's ancestral lands to hold as their own. These were the ruined town of Meerstadt and its surrounds on Flinderlord Island. Folklore recalls that this was done in some haste to placate a cry from a Vestmeer Graf at the ritual that all Meerijder must ritualistically and practically have a toe on the land lest they are forsaken by it. Thus to save face Tillmann gave up the rights to these lands. The fact that the Kar-Hoosh had been squatting in the ruins of the "plaguehuis" (plague town) for several generations was conveniently overlooked at the time. It is said Tillmann never forgave the Vestmeers for this.

As citizens of Perrenland, and members of the Meerijder clan to boot, the Kar-Hoosh enjoy all the privileges that this gives them. The Himilda Hara was formally sworn in as a Graf and has a seat on the Council of Grafs and thus the Kar-Hoosh have a political voice in the affairs of the nation. Also the Ootlander tax was withdrawn from Rhennee goods and services and the Kar-Hoosh now trade on an equal footing to the Meerijder, something many Meerijder continue to complain about. For their own parts, the divided houses of the Meerijder (the Vestmeer and Oostmeer) could not sway the Kar-Hoosh to favour either side in the affair. In fact over time the barge of the Himilda Hara has become the home for face-to-face negotiations between the two aggrieved clans and some say the only place of reason in the whole Meerijder clan.

Player Handout #1

Letter from the Voormann

We the council of Perrenland call upon the Kar-Hoosh to assist its homeland in this hour of need. When you first came to these lands you insisted upon taking the ancient oath of the mercenary for reasons no one understood at the time. Since then we stood by our traditions and let you abide here in our lands and live off our lake and rivers free of the persecution your folk have suffered elsewhere. For your help against the "Witch Queen" your folk were granted full citizenship and recognised as Meerijder, a clan of the lake, despite the resulting friction this caused within the Meerijder clans. You have a seat upon the Council of Grafs and your voice has been heard many times. Now we call upon the Himilda Hara as the leader of the Kar-Hoosh to once again show the good faith we have come to expect from the Kar-Hoosh and to personally deliver as our envoy the message that we will have delivered to you. We stress the need for secrecy in this matter. The enemy is watching for the path that this message will take. We have dispatched decoys to hopefully confuse pursuit at least for a time, only you can draw down the veil we need to insure that the message is safely delivered. Take only those you can trust and make sure they know the import of secrecy. We ask for you to do this personally, as your powers alone can insure some chance of success.

Faith and Truth

Orgus Bildgear
The Voormann

Renaulf Solcarde
Hetvoorshoolmann

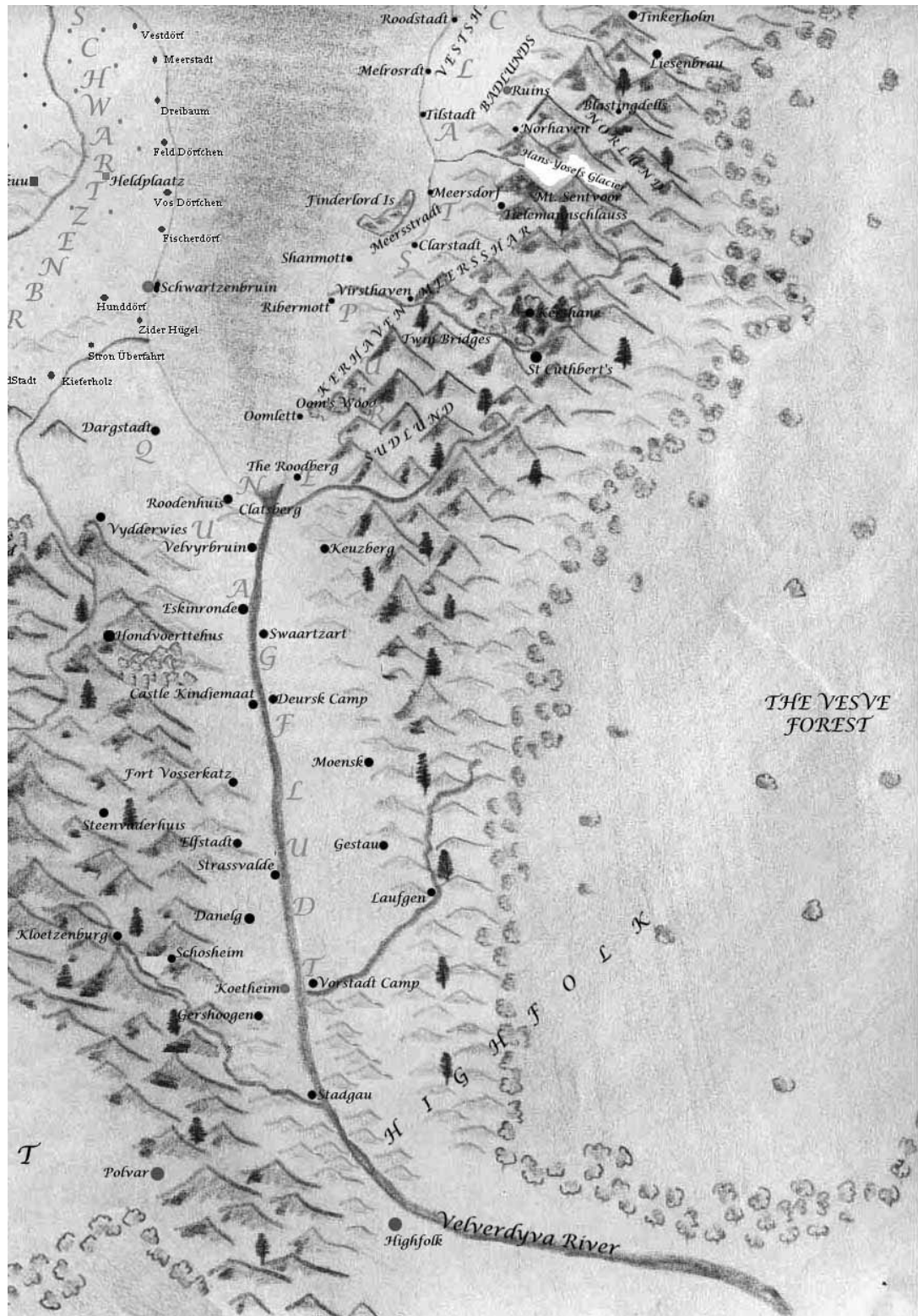
Player Handout 2 “What Clan am I?”

Your PC has the race of human (Rhennee). Normally this would not require additional explanation or decision-making, however, recent in-game developments for the Perrenland region now make this necessary.

The Rhennee in Perrenland have now been featured as a distinct cultural group from the Rhennee elsewhere in the Flanaess. It would be best to view this as an in-game revelation of an historical in-game development. Because your PC is both Rhennee and has a home region of Perrenland you have a choice. You may stay simply as a Rhennee as per the normal rules of Living Greyhawk, or you may choose to be a Kar-Hoosh Rhennee, one of the “North Folk” of the culture featured in this adventure. Being Kar-Hoosh provides no extra racial benefits other than adding cultural flavour to your PC. It will, however, allow you to claim membership of the Meerijder clans of Perrenland as a Kar-Hoosh, and to have full citizenship of Perrenland as a result. It will allow you to have in-game use of the cultural material contained in Appendix one of this adventure.

If you decide to be Kar-Hoosh, then please have your DM indicate this upon the AR for this adventure. You may formally request the cultural information from the triad as well (post event) so that you can add this to your PC file. In order to request this information please email Patrick Williamson at patjeni@nor.com.au

Map 1: South–East Perrenland



Map 2: Layout of the Manor

