

PER3-02

Wild Goose Chase

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

Version 1

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An apothecary has reported a suspicious customer that has caught her attention. But what do her suspicions have to do with the missing daughter of the Voormann? A Single Session Perrenland Regional Scenario for APL 2 to 8.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

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

If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes

even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

Attempt to create a table of six 1st-level

characters, or try to enlist higher-level characters to play at that table.

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

Time Units and Upkeep

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

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Adventure Background

This scenario is set in the Concatenated Cantons of Perrenland, in the important cities of Krestible and Schwarzenbruin. It follows events started in *The Voormann's Daughter*, continued in *Promises To Keep* and that will be concluded in *Tinderbox*. This scenario fits neatly between the two latter scenarios and acts as a lead in to *Tinderbox*. It is preferable, though not necessary, that characters have been involved in the events of the first two scenarios.

Note: This scenario's TU cost can be used towards the annual cost for members of the Old Kerk or the Auszug.

There are certain pieces of common knowledge that are known throughout Perrenland that the DM should ensure are known by the players. It is assumed that the PCs do know this knowledge.

- Perrenland's council of leaders will soon be electing the next Voormann.
- There are a number of candidates, one of whom is the incumbent, Voormann Karenin Weisspeer.
- A disgraced former candidate, Kârl Hüssen – proven guilty of slavery and possibly worse – has been declared an outlaw.
- The Voormann's daughter, Hännè, has disappeared and is presumed to have been kidnapped by Kârl Hüssen.

Adventure Summary

The scenario has a two-stage plot, the first part set in Krestible and then continued in Schwarzenbruin.

Firstly, the characters are called in to investigate a shady character who may be involved in the kidnapping of Hännè Weisspeer. This is a simple, straightforward plotline.

- The PCs meet with Hasten Weisspeer, who requests that they meet with an apothecary who may have a lead on the location of his niece.
- The PCs meet with the apothecary, Mêrjam Kleistad, who says that a customer has requested medications that are used by Hännè Weisspeer.
- The PCs stakeout the apothecary's shop.
- A local troublemaker turns up to pick up the purchase.
- The PCs chase the troublemaker through the streets of Krestible.
- The runner is caught and points the finger at the man who paid him to pick up the purchase.
- The PCs crash a back room cards game and nab their quarry.

- They learn that the man is meant to send the purchased medications to a contact in Schwarzenbruin.

Next, the characters follow the possible lead to Schwarzenbruin.

- The PCs meet with the Voormann, Karenin Weisspeer, to discuss what is known.
- The PCs go to a tavern called Den Toren to deliver some goods and to see what they can learn.
- Having learned the location of Mattias Toor's residence the characters find that he has been killed and must deal with his ghost.

Introduction

An unseasonably chilly wind stalks the streets of Krestible, its icy fingers clawing into your very bones as you struggle against it on your way to the Weisspeer clan house. Your presence has been requested by none other than Hasten Weisspeer, brother of the Voormann and acting Pfalzgraf.

Making your way past a vigilant pair of burly guards who nod at you in recognition, you step from the Wandlophen into the sheltered surrounds of Weisspeer Plein. Though less windy here it is still quite chilly. Hopefully the meeting with Hasten will be brief or adjourned indoors.

The clapping of hooves on the flagstones of the plaza echo off the buildings as you enter. A pretty lass in her late teens – by the looks of her a relative of the senior Weisspeers – sits comfortably astride a small bay horse. Whilst she guides the horse around a stocky lad near her own age a group of middle-aged men stand on the wings and talk amongst themselves, obviously appraising the horse, rider or trainer – or perhaps all three. One of the group is Hasten Weisspeer, acting Pfalzgraf of his clan, and he breaks away from the huddle to meet you as you approach.

"Allitur's blessings to you on this windy day," he says. "Once again, it seems, I am in need of assistance."

Dealing with Hasten

How the meeting proceeds depends quite a lot upon the characters' relationship with Hasten Weisspeer. It is assumed (but not required) that the PCs have played in one or both of *The Voormann's Daughter* or *Promises To Keep*. In addition, character's will have possibly met and worked for Hasten in *Night of Steel* or *Pfalzgraf's Fury*. If this is the case then Hasten will at least have a

healthy respect for the characters, if not a fair degree of amity.

If none of the characters have played the previous scenarios then word has reached Hasten of their skills and abilities, enough to impress him. He may not be so forthcoming with his own private feelings, but will certainly impart all information he feels is pertinent.

☛ **Hasten Weisspeer:** Male Human Ftr4/Clr6.

Hasten Weisspeer is the younger brother of Voormann Karenin, and acting Pfalzgraf (clan chief) of clan Weisspeer. Hasten is a cleric of Allitur and has a reputation as a fair but firm minded man. His only failing as such is an overt dislike of Clan Hüssen.

If they don't already know it, it should be made obvious to the party that Hasten is a powerful and influential man with a reputation for fair play. His favour would be worth earning. Hopefully the group will agree to help Hasten without resorting to quibbling over trivialities like rewards and payments. Should this happen, Hasten will look somewhat disappointed and offer them 25gp each.

Hasten's Request

If the characters have already played previous scenarios and are familiar with Hasten, he will start by wryly apologising for the fact that he always seems to be asking favours of them. If he hasn't already met them then he will thank them for coming and then get straight to the point. Hasten will provide the following information to the characters.

- ☛ Late the previous evening he was visited by a local apothecary, a woman he trusts.
- ☛ Her name is Mêrjam Kleistad.
- ☛ She owns and runs a shop on Piepenstrat.
- ☛ Mêrjam is an honest woman – a devoted follower of Allitur.
- ☛ She has recently had a customer whom she considers highly suspicious.
- ☛ She was asking if Hasten might know someone trustworthy who could investigate the fellow.
- ☛ She has no guarantees that the man has done anything wrong – just a suspicion – which is why she hasn't called the city guard.
- ☛ She suspects this fellow may somehow be involved in Hännè Weisspeer's disappearance.
- ☛ The man is due to return some time today to pick up a purchase.

Upon imparting the information he will request that the characters assist him by talking further with Mêrjam

Kleistad. He would like them to learn if the man in question does have an involvement with the kidnapping of Hännè. Assuming that Hännè will not be unduly endangered, then if the man is involved he should be apprehended if at all possible.

Encounter One

Your mothers always warned you to stay away from 'bad girls' and the bad habits they could teach you or the trouble they could lead you into. It occurs to you that they may just have been talking about some of the ladies who can be found on Piepenstrat. Either they can't afford very much material for their clothing or they have some other purpose in mind with their state of dress. The direct stares they give men as they walk by and their lascivious whistles indicate that these 'ladies' aren't hanging about on Piepenstrat because they like the scenery.

However your intent is not to take in the scenery either. You have a meeting with Frau Kleistad to attend to. You enter into the apothecary's shop front and wait whilst some customers are attended to. The pair of elderly halfling women – they could be twins – gather their purchases and bustle past you with nervous glances. Why is it that your presence makes ordinary folk nervous? Could it be all those weapons?

The proprietress regards you with a sour-faced sneer. Oh, wait, she's not sneering – it's a smile. She looks like the sort of lady some might describe as having 'a lovely personality'. Other less kind folk might say she has legs best suited for booting down dungeon doors.

Mêrjam Kleistad is something of a local philanthropist. A devoted follower of Allitur, she believes that moral living and charity are her duty. She disapproves of the work performed by the whistling lasses who wander Piepenstrat but helps them nevertheless. Mêrjam prepares various preventative medicines to help ward off certain health risks and gives them freely to the Piepenstrat regulars. Of course her gifts are accompanied by firm lectures on the necessity to find another way of life.

☛ **Mêrjam Kleistad** (female human Exp4, Heal +10, Knowledge (Herbalism) +11, Profession (Apothecary) +10)

Sadly Mêrjam has not been gifted with attractive looks. To be blunt, the Ugly Fairy waved her wand a few too many times in Mêrjam's direction. Thankfully she does indeed have a 'lovely personality'. She is also a very

perceptive woman, which is the reason she has crossed paths with the characters.

- Yesterday a rough looking gentleman came to her store and placed an order for some rare herbal elixirs.
- The fellow said his name was Herr Gans (or Mister Goose, if you like).
- He was a tanned human man in his mid-twenties with shaggy brown hair and a scar on his right cheek that disappeared into his thick beard. He wore leather armour and had a hand axe and a big knife on his belt. He looked a bit rough.
- He placed an order for twenty doses of eigenroot tea and a quart of sedderweed oil.
- The total cost was 120 marks (ie. gp), which Herr Gans paid up front.
- He didn't look like the sort of man to readily part with such an amount of money.
- Eigenroot tea is used to provide relief for women who suffer particularly badly each month. [*Heal, Profession (Herbalist) or appropriate Knowledge check (DC 15) for a PC to know this*]
- Sedderweed oil added to boiling water produces a steam that can be inhaled to relieve migraine headaches. [*Heal, Profession (Herbalist) or appropriate Knowledge check (DC 18) for a PC to know this*]
- The only client that she knows of who requires both of these is Hännè Weisspeer.
- Herr Gans was told that his order would be ready to be picked up today.
- He has yet to turn up.

Note: Mèrjam would prefer that the PCs don't spend all their time in the front room of her business, as it could frighten her regular customers. Thus she asks that PCs either wait in the street or in her back room.

What else is on Piepenstrat?

Some nosy people may decide to ask about the surrounds, as there is a fair chance they will be spending time on the street. Therefore here are a few local businesses that characters might patronise during their stakeout.

- Huffelpuffel's Dressmakers, owned by a chatty little gnomish woman.
- Grecken's Delicacies, selling sweets and pastries.
- Chilling's Candles, owned by a refined half-orc and his family.
- Solianos Luthiers, a purveyor of fine instruments run by a pair of elven brothers.
- Unster's Tailors, where gentlemen-about-town might purchase fine clothes for important occasions.

- Jansenverg Wine Rooms do sell wine but really provide private rooms for the street girls to 'entertain' new 'friends'.

Encounter Two

The day is beginning to drag on, even if people-watching helps pass the time. Perhaps Frau Kleistad has been mistaken, perhaps this Gans fellow is not coming. Certainly no one matching his description has been amongst the customers visiting her shop today. Well it's no skin of your noses to watch and wait, though it would be nicer being indoors. No sense grumbling about it though.

Then Frau Kleistad appears in her doorway and points excitedly at a lad who walked from the shop moments before. As luck would have it he seems to be a jumpy fellow. He had the good luck to glance back just as the apothecary pointed in his direction. Yes, definitely a jumpy fellow; he's making a run for it.

The chap pointed out by Mèrjam is Jenkel the Lame, though he is anything but lame (though his personality isn't). Having seen the apothecary point him out, Jenkel's naturally nervous disposition causes him to attempt to flee.

All APLs (EL 1)

☛ **Jenkel the Lame:** Male human Com1/Rog1, hp 5; see Appendix One.

Jenkel will attempt to put some distance between himself and any pursuers. Assume he starts with a lead of 30ft. Unless there are speed differences between Jenkel and pursuers (such as Small characters, monks or barbarians, or PCs with the Run feat, etc) then resolve the chase as follows.

- Due to the crowds and the uneven road running multipliers are reduced to triple base speed for normal characters, double base speed for heavily armoured characters, and four times base speed for characters with the Run feat.
- Each round pursuing characters should make a Dexterity check against Jenkel. The difference between the rolls is the number of feet lost or gained, depending upon whether Jenkel wins or not. (**Note:** this assumes a base rate of 30ft with no Run feat. Multiply the difference in rates by 3 and modify the distance by this amount. Likewise if the chasing PC has the Run feat then they gain a number of feet equal to their base rate per round).

- If Jenkel gets more than 60ft ahead of the nearest pursuer he will hide (he can hide amongst the crowd in busy areas) if the location warrants it. A Search (DC 18) roll is needed to spot him.
- Characters may run a number of rounds equal to their Constitution score. Each round thereafter they must make a Constitution check (DC 10) to keep running. This DC increases by 1 each round thereafter. A character that fails must stop and rest for 1 minute (10 rounds) before running again. These rules can be found on page 127 of the PHB. (**Note:** characters with the Endurance feat gain +4 to any Con checks.)
- Jenkel will run out of puff on his 13th round of running.
- Once the distance is closed, a pursuer may attempt to trip Jenkel, as per the rules on page 139 of the PHB.

Jenkel's route (with distances) is as follows:

- Along Piepenstrat (0–230ft)
- Through Den Rosplein (231–340ft)
- Along Den Kopenlopen (341–530ft)
- Out through Den Steilport (531–620ft)
- Down Den Steil (621–830ft)
- Along Bokban (831–1,240ft)
- Along Sliklaan (1,241–1,400ft)
- Between houses into Roksteeg (1,401–1,510ft)
- Along Roksteeg (1,511–1,720ft)
- Along Grijsteeg (1,721–2,000ft)
- Into Den Rotgat.

The total distance covered is some 2,000 feet. Assuming a movement rate of 30 feet that distance could ordinarily be covered in 17 rounds by an average character. Even under ideal circumstances, though, a superb Constitution would be required. The circumstances are, of course, far from ideal.

Making it interesting

There are a number of obstacles in the way that will cause problems during the chase.

- Apply a -2 circumstance modifier to Dexterity checks in Den Rosplein due to the crush of the crowd there.
- There is a 10% for each character (including Jenkel) that along Den Kopenlopen an impaled head has been knocked from its spike by a crow. Make a Reflex save (DC 10 + APL) or fall prone.
- Running headlong down Den Steil is fraught with risk. Make a Balance (DC 13+APL) test or tumble

and fall for 1d6 subdual damage. A fall also results in half a round of movement lost.

- Sliklaan is particularly muddy. Anyone running through it will be covered in mud unless they make a Reflex save (DC 20). This will result in a -2 circumstance penalty to any social encounters with 'proper' members of society until the PC has been cleaned up.
- There is a 5% chance for each character of having waste thrown out a window when passing through houses into Roksteeg. Make a Reflex save (DC 10+APL) or be covered in muck and blinded for one round, and once again suffering a -2 social penalty (not cumulative). Blinded characters without the Blind Fighting feat may move safely at only a walking rate. Those who run must make a Reflex save (DC 14+APL) or fall down for 1d4 subdual damage.

What if Jenkel gets away?

Never fear, Jenkel is known about these parts. Any asking around in less savoury areas of town and passing on his description may make a Gather Information (DC 15) test to learn that Jenkel is often seen down at Den Rotgat (the Rat's Arse), hanging about and trying to impress the real toughs.

What does Jenkel know?

Assuming they catch Jenkel it's an easy matter to get him to squeal. He's no hero. He will admit that he was paid 1gp by Gans to go to the apothecary and pick up the order. In addition he will provide the information listed below (confirming the first point).

What if they go looking for Herr Gans?

It is possible that some characters may decide to just go looking for Gans. They have a description from Mèrjam, so it's not so silly an idea. In this case a successful Gather Information (DC 20) test is required. Gans has a reputation as a tough customer and has similar friends. People are either too scared to talk freely or don't wish to be seen as snitches. Either way they characters have to ask around the rough parts of town to get the information they need, which is:

- Gans can usually be found playing cards at Den Rotgat down in Grijsteeg.
- He is a real tough guy – cruel, but fair.
- He used to be a member of Kàrl Hüssen's war-band but got thrown out two years ago for being too nasty.
- Gans got his name from his laugh, which sounds like a goose's honk.

Note: If the characters try this approach and fail in their information gathering they may still return to Piepenstrat and carry on with the stakeout.

Encounter Three

Den Rotgat does not look like the sort of place you'd take Mutter for a quiet drink, not unless Mutter is a brawny thug with a bad attitude and tattoos to match.

The bar seems to be the sort of place where folk go to practice their snarls and scowls but otherwise mind their own business. You receive a few glances as you enter but the patrons' attention soon returns to whatever visions can be seen in their tankards.

Near the back of the room you can spot someone who matches the description of Herr Gans rather well. It looks like you were pointed in the right direction after all.

Den Rotgat is a none-too-savoury bar with a simple rectangular layout. The single room is about 30ft by 20ft, with a 10ft by 5ft bar taking up the back left corner. Apart from the single scruffy barman there are slightly over a dozen patrons, most of whom sit scattered around the room. There isn't much talking going on, and what conversation exists is held in low tones. The tavern is not particularly clean, though it isn't exactly filthy either. One might say there is a certain ambience.

Gans is sitting at the back right corner table, playing cards with four cronies. Though they don't appear as tough as him, they still look like rough and disreputable sorts.

To put it simply, Gans isn't the sort to come without a fight – and he's nasty enough to start one with the merest provocation. He plainly looks the sort as well. He'll duke it out with fists so long as he has the advantage. As soon as he seems to be falling behind he'll pull out his handaxe and go for it.

If a fight starts then Gans' buddies will join in and help. Nobody else in the bar is interested in sticking their noses in.

Characters may attempt to sidle up to the corner table with a nonchalant air. In order to do so they must make a Bluff (DC 15) test. A single failure will be enough to tip off Gans that something is amiss. Success will give them one round of surprise if they initiate combat.

What if the PCs avoid a fight?

PCs loath to fight may decide to use Bluff, Diplomacy or Intimidate rather than fighting. The DC for this is 18 plus the APL, modified as the situation warrants based upon roleplaying considerations. Note that Gans won't give up his knowledge easily and will need to be tricked

or cowed into talking. A good excuse, for example, would be to mention that Hasten Weisspeer is angry enough about his niece's kidnapping to use uncomfortable methods to get to the bottom of Gans' involvement in the affair.

Note: Only one PC can make the appropriate test. Other characters may attempt to assist (DC 10 for a +2 synergy bonus).

APL 2 (EL 5)

☛ **Gans:** Male human Ftr3, hp 27; see Appendix One.

☛ **Buddies:** Male human War1, hp 7, 6, 6, 5; see Appendix One.

APL 4 (EL 7)

☛ **Gans:** Male human Ftr5, hp 43; see Appendix One.

☛ **Buddies:** Male human War3, hp 19, 18, 18, 17; see Appendix One.

APL 6 (EL 9)

☛ **Gans:** Male human Ftr7, hp 59; see Appendix One.

☛ **Buddies:** Male human War5, hp 31, 30, 30, 29; see Appendix One.

APL 8 (EL 11)

☛ **Gans:** Male human Ftr9, hp 75; see Appendix One.

☛ **Buddies:** Male human War7, hp 43, 42, 42, 41; see Appendix One.

What does Gans know?

Assuming the PCs defeat Gans and any cronies he may have in a fight, or succeed in negotiating information out of him, then he knows the following information.

- ☛ He knows nothing about Hánnè's kidnapping and had no involvement in it.
- ☛ He has no idea where Hánnè is.
- ☛ He thinks Hánnè is a 'tasty piece' whom he'd love to have locked up and at his bidding.
- ☛ He was asked to get the herbal remedies specifically from Mèrjam Kleistad by an associate called Mattias Toor.
- ☛ Mattias Toor gave him the money to buy the stuff, plus an extra 10 marks to pay for transport and a further 10 marks for his trouble.
- ☛ Mattias Toor used to be in Kàrl Hùssen's war-band until he lost a hand in a fight.
- ☛ He believes Toor is in Schwartzenbruin.
- ☛ He was to arrange delivery of his purchase as soon as possible.

- The medications are to be delivered to a barmaid called Kárla at Den Toren (The Tower) in Schwartzenuin.
- The deliverer is to say that it's the remedies for Mattias' mother.

What if Gans wins the fight?

If any PCs are left standing they will be allowed to tend to fallen comrades and then shown the door. If all PCs are downed then as luck would have it a squad of city guards pops in for a look to make sure everything is in order. Gans and his associates will scarp or bluff their way out of trouble and the guards will stabilise the fallen PCs. They will then be taken away to be healed, the cost of which will be paid for by Hasten Weisspeer once he learns what has happened.

Assume that Hasten finds another way to get the information, and asks the PCs to travel to Schwartzenuin as a means of proving their worth despite their failure.

What if the PCs start a fight?

It is important to note that no matter how nasty Gans may seem, he hasn't actually done anything illegal so far. So if the PCs just breeze in and make the first strike in a fight then they are officially in the wrong in the eyes of the law. The DM should feel free to have Gans and his pals make a claim for compensation if such happens, though Hasten will cover any costs the PCs may incur. The point is that the DM should make the players leave well aware that thuggish behaviour is not tolerated.

Treasure

None. If the PCs take any of Gans' belongings, or those of his friends, they have committed a theft. By law, they will be expected to return the stolen goods (or their full market value) and a further payment of 3% of the market value for each day the goods are in their possession (up to a maximum of a further 100% of the cost of the goods).

Encounter Four

Briefing Hasten

Assuming the characters succeed in their task then a possible lead has been unearthed about Hänné Weisspeer's whereabouts. Needless to say they should subsequently report in to their patron.

Hasten will be most pleased, but realises that the matter must be pursued, and quickly. Firstly, any payment agreed upon will be paid in full.

Then Hasten will ask them to journey to Schwartzenuin and continue their investigation. The

assumption is, of course, that the heroes will agree to undertake this task. Should they choose not to do so, endeavour to convince them, but if they are adamant then their adventure ends here.

For characters that do choose to carry on, Hasten will write up a letter detailing what they have found. The DM may wish to have the players go over the points as a roleplaying exercise, as Hasten has them confirm the information. He will then seal the letter and give it to the PCs, informing them that it is to be delivered to his brother, the Voormann. No doubt Karenin will task them to pursue the investigation, if they are willing.

If needed Hasten is prepared to loan fast mounts to the group in order to speed their journey. Should the matter of payment arise again, Hasten will suggest that his brother will no doubt reward them for their efforts. Of course, Hasten's manner will cool appreciably should this occur.

The PCs can now be off upon their way...

The usual chill wind blows across the Feronwold, one that no amount of sunshine can overcome. You quickly become used to numb faces and aching hands. Your travels are unimpeded by other folk as the road is safe and well patrolled. If only the same could be said for the weather, which displays its mercurial nature in frightening fashion.

The characters are unlucky to have their path crossed by a small tornado, a common enough occurrence on the Feronwold. It springs up almost without warning. Have characters make Wilderness Lore (DC 12+APL) tests to see if they are perceptive enough to notice it and prepare. Each character that succeeds knows enough about the nature of tornadoes to earn a +2 synergy bonus to further tests to avoid the tornado.

Firstly, any mounted characters who wish to remain with their mounts must make a Ride (DC 10+APL) roll to maintain some semblance of control. Failure means the mount flees in terror, throwing its rider to the ground for 1d6 points of subduing damage.

Any character in control of a mount may make a Ride (DC 16+APL) test to completely avoid the oncoming tornado. Characters on foot may make a test against the same DC with Jump or Escape Artist.

For those unable to ride out of harm's way, each such character and creature must make a Reflex (DC 12+APL) test to avoid being fully caught up in the tornado's funnel. Failure means that the character or creature is flung APL x 10 feet into the air, resulting in standard falling damage (1d6 hp per 10 feet). Success results in half damage from flying debris. Characters or creatures capable of flight may add +4 to their saving throw.

APL 2 (EL 1)

Tornado (2d6 hp, Reflex (DC 14) for ½ damage)

APL 4 (EL 2)

Tornado (4d6 hp, Reflex (DC 16) for ½ damage)

APL 6 (EL 3)

Tornado (6d6 hp, Reflex (DC 18) for ½ damage)

APL 8 (EL 4)

Tornado (8d6 hp, Reflex (DC 20) for ½ damage)

Arriving at Schwartzenbruin

In a few short days you come within sight of the walls of Schwartzenbruin. Hasten sent you off with instructions to pass on a letter to his brother the Voormann and to expect further orders from that worthy. Thus it appears that the first thing to do is locate Karenin and endeavour to have the letter given to him.

It is an easy enough matter for characters to find someone of authority – such as a member of the Voormannsgardt or the Auszug – to deliver the letter from Hasten, as it has his seal upon it. The characters will be instructed to await a reply at a tavern called The Lamp, which is near the council chambers. (Directions will be given if needed.)

Encounter Five

It will soon be Election Week in Schwartzenbruin and an almost electric atmosphere of anticipation has gripped the city. Soon the Council will lock itself away for debate and deliberations. Meanwhile the rest of the city waits to see what will happen. Never ones to keep their opinions to themselves, the city folk have been having debates of their own. Since views are bound to differ, such debate has been most active. The city guards have been kept busy maintaining peace and order. This election has certainly inflamed passions to a high degree.

Unlike others you do not have time to sit idly by and discuss politics. For you, there is work to be done. An investigation of some importance and sensitivity is needed, and you have been chosen to undertake this task. Now you wait in a private room of The Lamp, a well-to-do tavern near the Council chambers. Perhaps the surrounds may be too opulent for some of you, but you cannot deny the quality of the food and drink given to you whilst you wait.

The door to the room opens and two burly hard-faced men enter the room, giving you careful scrutiny. Following close on their heels is a rangy man with a drooping moustache and thick sideburns. He looks an ordinary fellow but you know better. Time to show some manners, it seems, for you are in the presence of the Voormann.

Dealing with Karenin

How the meeting proceeds depends quite a lot upon the characters' backgrounds, and previous scenarios played. It is assumed (but not required) that the PCs have played in one or both of *The Voormann's Daughter* or *Promises To Keep*, and possibly *Night of Steel* and *Pfalzgraf's Fury*. If this is the case then Karenin will at least have heard of their exploits, if he hasn't actually met them. His brother Hasten has been keeping him up to date and so Karenin likely has some respect for the characters.

If none of the characters have played the previous scenarios then word has reached Hasten Weisspeer of their skills and abilities, enough to impress him, and he has suggested them to Karenin.

The Voormann, needless to say, has a lot on his plate. The forthcoming election is of great importance to him, as is the disappearance of his daughter. If Hánnè was to be found, it would be one very heavy weight off his mind.

☛ **Karenin Weisspeer:** Male Human Ftr14.

Karenin is a rangy looking fellow with a drooping moustache and thick sideburns. His greying brown hair is thinning on top and is long and well kept. He is a neat dresser without being too fastidious and he has a general air of competence about him.

The Voormann is a fiercely intelligent fellow who has an otherwise bland personality. He is a man who inspires by actions and ideas, not by force of personality. He is a superb horseman and a fine archer, preferring to strike from a distance. That isn't to say that he is not deadly with an axe in hand-to-hand combat.

Note: The two hard men are members of the Voormannsgardt. Another pair of their companions wait outside, accompanied by a cleric and a fighter/sorcerer.

Karenin's Request

Karenin's manner is brusque and slightly distracted. As noted, he has a lot on his plate. He won't worry about chit-chat, and will cut off any chatter he considers inconsequential. He will be blunt but not insulting. After all, he is asking the characters for their assistance. He will confirm the details learned in Krestible and add the following:

- Den Toren is rough tavern patronised by soldiers, mercenaries and clan-less folk.
- There have otherwise been no clues as to Hánnè's whereabouts.
- The heads of Weisspeer ancestors have been consulted and it is understood that Hánnè is alive and is in no immediate danger.
- Nevertheless, her release is highly desired.

Karenin wishes the characters to follow up this lead and see if they can determine Hánnè's location. If they manage to do so they are to report this information back and not attempt any heroics unless there is absolutely no other choice. They are not to rush headlong into things.

Note: Should anyone raise the matter of some form of reward, the two Voormannsgardt chaps will shuffle and bristle, and the atmosphere in the room will become distinctly frigid. The Voormann will coolly inform them that they will be suitably rewarded. Karenin will pay each character up to (50 x APL)gp for success, though a firm figure will not be agreed upon immediately.

A Spot of Legwork

There is no need for the PCs to rush off to Den Toren straight away, of course. Indeed, they might not need to go there at all. They may decide to snoop about first and test the water, so to speak. The likely avenues of investigation involve Den Toren, Mattias Toor, and the barmaid Kárla. It is possible that Kárl Hüssen's name may pop up as well. Listed below is information, arranged by topic, that may be learned by asking about, along with appropriate DCs for Gather Information tests. The DM should consider who is likely to know such news, or otherwise, and apply circumstance modifiers as seems suitable.

Asking about Den Toren:

- Den Toren is a tavern found in a rough part of the Shore neighbourhood. You can't miss it, just look for the building with the tower shield over the door upwind from the tannery. (DC 10+APL)
- It is popular with soldiers, mercenaries and Vuurzward clan members, and they're a tough lot at Den Toren, not ones to start fights but certainly the type to end them. (DC 12+APL)
- It is said that bed and food will be given for free at Den Toren to needy soldiers and clan-less folk. (DC 14+APL)

Asking about Kárla:

- Kárla Toor is a tough lass, handy in a fight. She may be a Hüssen, but she has no time for Kárl Hüssen – whom she says is a disgrace. (DC 12+APL)
- Mattias Toor and Kárla at Den Toren are cousins. (DC 14+APL)

Asking about Mattias Toor:

- Mattias Toor was once a member of Kárl Hüssen's war band but had to leave when he lost a hand. It's rumoured that he still works for Kárl Hüssen. (DC 14+APL)
- Mattias Toor lives in a tenement on Krijtstrat (Chalk Street), next to Twéhandtrappen. (Two Hands Stairs). He currently has a pretty young brunette staying with him. (DC 18+APL)
- Kárl Hüssen is rumoured to be using Mattias Toor's place as a hideout. (DC 16+APL – *This is not true*)

Encounter Six

Den Toren – the Tower – is a misleading name. In this part of town there's not a tower in sight, not unless you stand on a rooftop and take a distant look. No, the name must come from the tower shield that hangs above the door. Taverns that hang a shield above their doors generally mean to attract a particular type of clientele – not the genteel sort either.

Inside the tavern is large and surprisingly clean. In fact, it has been arranged with a certain degree of military precision. A collection of differing shields hangs upon all four walls of the main room, which is neatly filled with sturdy serviceable furniture. Above the bar is a row of a dozen or so spikes, each with a grinning skull upon it. It seems the owner is a head taker of no small ability.

The tavern is populated by a motley assortment of tough-looking folk, many of them a bit battered around the edges. Perhaps a score of patrons sit at tables throughout the taproom. Near the door sits a pair of burly half-orcs who watch you closely as you enter. They seem to be the local enforcers. Behind the bar stands a rather large and hairy man, his huge forearms muscled and tattooed. A big lass, dark-haired and broad-shouldered, seems to be serving the drinks. She looks as able in a scrap as anyone else in this establishment. Odds are her name is Kárla.

The name of this back-street Schwartzenbruin tavern is somewhat misleading. Lacking a written name without, it displays a tower shield above the door, lacking any crest – the shield of a mercenary without a unit. Located between the poor and the malodorous quarters of town, and lacking distinction on the outside, this is an

establishment where an out-of-work soldier can get an ale, a simple meal and a dry place to sleep for a handful of coppers. The establishment is favoured by Vuurward clan folk and mercenary fighters of all sorts. In fact, it is a useful place to hire men-at-arms or to leave a message for one such.

The owner, Pieter (no last name – a clan-less man), is a very large man with an equally large sagging gut. He moves slowly, but his fists strike with great force at need. This is rare, for he is the soul of discretion and can head off most impending violence with a certain look. He keeps the place warm, especially in the winter, for his knee was shattered a decade ago, and is pained by the cold.

The Tower is a well-built 3-storey building with fitted stone walls, largely identical to other buildings in the street – a tannery, a dry goods warehouse, and several rooming houses. The tavern is large, furnished with heavy, solid furniture, and displays shields in a row around the entirety of the taproom. Above the bar is a row of eleven grinning skulls, Pieter's version of the more usual heads on spikes. The prices are only slightly lower than usual, but even the cheap ale and poorest food is not unworthy, and Pieter will allow those who are hard up to sleep in the taproom for a pair of coppers. This generosity extends only to soldiers, mercenaries and the clan-less. There are private rooms for only a dozen visitors, but common quarters can sleep a hundred if the taproom is utilised this way.

The clientele has made the place unpopular with the watch; when riled, the crowd is truly dangerous, and some of the patrons are desperate men given to ill-considered deeds. For this reason, and because the patrons are sometimes useful to hire, Schwartzbruin guild thieves occasionally frequent the premises. They make use of the tradesmen's entrance in the side alley or an easily jemmied trapdoor at one end of the roof.

All APLs (EL 9)

☛ **Kárla Toor:** Female human Com2/War1, hp 17; see Appendix One.

☛ **Pieter:** Male human Com2/Ftr6, hp 65; see Appendix One.

☛ **Garret and Muis, bouncers:** Male half-orc War7, hp 52, 52; see Appendix One.

Questioning Kárla

Kárla Toor – the barmaid – is a large buxom brown-haired lass, broad-shouldered and handy with her fists. She is also a cousin of Mattias Toor and is fiercely loyal to him, as she is to all her family. A proud member of the Hüssen

clan, she feels betrayed by what Kárl Hüssen has done and is concerned that Mattias still remains in his employ. She knows nothing about Hännè's kidnapping or location and doesn't even know what is in the package she is to receive. She will not willingly help the characters if she thinks they mean to harm Mattias. She is, however, susceptible to intimidation, bluffing, or seduction.

Kárla knows the following information (along with the DCs needed for Bluff, Diplomacy or Intimidation skill tests to get it):

- ☛ Mattias was once a member of Kárl Hüssen's war band but had to leave when he lost a hand. (DC 10+APL)
- ☛ He may not be in the war band, but he still performs errands for Kárl. (DC 16+APL)
- ☛ Mattias lives – usually with his woman of the moment – in a second-floor room in a tenement on Krijtstrat (Chalk Street), next to Twéhandtrappen. (Two Hands Stairs). (DC 12+APL)
- ☛ Mattias is not all bad, but he can't see that Kárl Hüssen is a proper villain. (DC 10+APL)

Note: If the characters don't handle Kárla with some degree of intelligence she may just clam up and tell them nothing. On the other hand, if they can convince her that they aren't all that interested in doing Mattias harm she will be more forthcoming. The DM should feel free to apply a -4 to +4 DC adjustment based upon the players' role-playing of the situation.

What if the PCs aren't careful?

Some characters may decide to go in boots first, flinging accusations and threats with little thought for the consequences. Well, there will be consequences. Outside the law rules, but within the confines of Den Toren things are run by the owner, Pieter and his boys. If the characters start harassing Kárla or otherwise appear to have upset her then Pieter and the two bouncers, Garret and Muis, will step in. These hefty lads prefer to talk a situation through first, but are quite prepared to let their fists (and the like) do the talking as well if necessary. They will not start a fight unless under extreme provocation.

Initially their intent will be to remove any PCs causing trouble, using grappling and subduing damage. If any PC starts fighting with real weapons then they will respond in kind. Kárla will also lend a hand. If things get too nasty other patrons may well join in to help the tavern folk. The DM should feel free to make up NPCs as needed.

What if the PCs are overcome?

If the PCs lose the fight with the bar staff they will be unceremoniously dumped outside, losing nothing but their dignity.

What if the PCs kill someone?

If the PCs kill anyone here then they will be in trouble. Either a hue and cry will be raised or if they are overcome they will be handed over to the city guard. If they are arrested the scenario ends at that point.

The head prices for each key NPC are as follows:

- ☛ Kárla: 600gp
- ☛ Pieter: 850gp
- ☛ Garret & Muis: 800gp each

Encounter Seven

If ever you wanted to live in relative obscurity then here would be the place to do it. As ordinary a place as you could find, the corner of Krijtstrat and Twéhandtrappen is a typically normal city street. Young children gather in groups and play whilst their mothers keep watchful eyes upon them. Adults go about their daily work, intent on their own business more than that of others. The appearance of adventurers such as yourselves raises some interest, but no more than is usually expected.

The Twéhandtrappen are a steep set of stairs that lead up to another street running parallel upon the ridgeline some twenty feet above Krijtstrat. A tenement building, three storeys in height, sits on the right of the steps. It looks as though it would be a simple matter to jump from the second floor window onto the steps.

Local Gossip

The characters may decide to ask about before paying a visit on Mattias. A successful Gather Information (DC 10+APL) can reveal some of the following:

- ☛ Mattias' apartment is the one next to the steps on the second floor.
- ☛ Mattias hasn't been seen for a few days, but he manages to come and go without being noticed on occasion.
- ☛ There was somebody at his window last night though. Perhaps it was one of his women.
- ☛ His current 'house guest' is Bretti Zeewing, the half-elven daughter of a local cooper.
- ☛ Bretti was last seen leaving in a bit of a huff last week.

- ☛ Bretti, if sought, says that Mattias has been distracted and abrupt recently. She knows nothing of anything to do with Kárl Hüssen or Hánnè Weisspeer.

Getting Into Mattias' Residence

There are two ways into the place – through the front door or via the side window.

The front door is latched on the inside (Open Locks (DC 10+APL) to open). This is the easiest approach but it is difficult to do without being noticed, should the characters care about being circumspect. A Move Silently (DC 13+APL) test is needed to not be noticed in some fashion by the locals.

The side window is unlocked but shuttered and needs either a Climb or Jump (DC 12+APL) test to reach. The characters need only wait their moment to succeed at a Move Silently (DC 10) test to gain unnoticed entry from the steps. There is no way to look through this window without climbing up and peering through – thus putting a PC in the path of Mattias' ghost.

The people in these parts are generally law-abiding and will call the local city guards if they think that Mattias' home is being unlawfully broken into. A Bluff (DC 10+APL) test performed beforehand will allay suspicions and have the locals believing the characters are the law.

Inside the residence

Unbeknownst to his neighbours Mattias Toor is dead. His body lies in a dockside warehouse in Narbells, where he was killed by a blow to the head from behind. Mattias' spirit has returned to haunt his home, and an unhappy and restless shade it is too. The reason the ghost remains is that Mattias' body has not been shown the appropriate respect, and his head has not been taken or given to his family – an affront to a traditionalist like Mattias. Sadly the ghost has difficulty communicating this, and is confused and angry. Its initial reaction is to attack intruders, but a smart and effective team might find a way to hold it at bay and attempt to communicate with it.

The residence is a simple single-room apartment with the bare necessities such as a bed, a cupboard, a large chest, a wash bucket and a waste bucket. Mattias obviously lived a frugal life.

Treasure

A cursory check of the room will reveal some coin and other loot worth (APL x 10gp) per player. Most of this is in the locked chest (Open Lock (DC 12+APL) to unlock). A successful Search (DC 18+APL) will reveal a false bottom in the cupboard where a further (APL x 20gp) per player and APL÷2 potions of *cure light wounds* can be

found, along with a set of seemingly ordinary playing cards.

APL 2—coin (60gp), 2 potions of cure light wounds-(7gp each), cards of the sharp (150gp).

APL 4—coin (120gp), 4 potions of cure light wounds-(7gp each), cards of the sharp (150gp).

APL 6—coin (180gp), 6 potions of cure light wounds-(7gp each), cards of the sharp (150gp).

APL 8—coin (240gp), 8 potions of cure light wounds-(7gp each), cards of the sharp (150gp).

APL 2 (EL 5)

☛ **Ghost of Mattias Toor:** Male Undead War 4; hp 24; see Appendix One.

APL 4 (EL 7)

☛ **Ghost of Mattias Toor:** Male Undead War 6; hp 36; see Appendix One.

APL 6 (EL 9)

☛ **Ghost of Mattias Toor:** Male Undead War 8; hp 48; see Appendix One.

APL 8 (EL 11)

☛ **Ghost of Mattias Toor:** Male Undead War 10; hp 60; see Appendix One.

Tactics

The ghost will initially use its telekinesis ability to fling things about the room, including the PCs. It will bang shut the door and windows, making escape difficult. All the time it will hiss at the characters in a low unintelligible whisper. They can almost make out the words, but not quite. The ghost is asking them what is happening. Its primary aim is to find out what has happened and try to be properly laid to rest.

After several rounds of battering the PCs with flying debris and the like, the ghost will attempt to use its malevolence power to possess a PC and communicate with the others. As stated, it is angry and confused and wants to be released from its misery. Its initial attacks are a reflection of its confusion – once it settles down it will try to communicate.

Interrogating Mattias

Unless a *Speak With Dead* spell or the like is cast, the only way to communicate with Mattias' ghost is through

allowing it to possess one of the PCs with its malevolence ability.

The ghost will not voluntarily give any information to the group until they promise to find its body and take its head to be passed on to his family (via Kärla).

It will be reluctant to pass on some of the information presented below, but Bluff, Diplomacy and even Intimidate checks against a DC of 12+APL can help make Mattias' shade cough up what it knows. If the promise to recover Mattias' head has not been made then increase the DC by 4. The pertinent information is as follows:

- Mattias was asked by Käril Hüssen to arrange the acquisition of Hännè Weisspeer's medications.
- Käril is still holding Hännè captive. Apart from the necessity of the medications she is in good health and is well treated.
- Käril is much taken by Hännè even if he is holding her captive. He seems to want to possess her, and this worries his cronies.
- Käril has been using an abandoned Rosrijder stadt, the Meerwake stadt, as his base of operations.
- No one goes near Meerwake as it is a plagenhuis (plague house) with a bad reputation.
- The stadt is located about a day and a half's journey north of Schwartzenbruin, on the western side of a ridge of coastal hills.
- Käril has about three dozen loyal men with him.
- Käril is plotting something, something big. Mattias thinks it may involve poisoned ale or wine supplies.
- Mattias has no idea who killed him, he was hit from behind.
- He was in a safe house at the back of the burned out warehouse near the ferry port inn at Narbells when he was killed.

What if the guards are called?

The DM should use his or her discretion as to what response happens and whether PCs can talk their way out of trouble. Generally a Bluff (DC 12+APL) will succeed with a good enough story. In fact, the whole truth will suffice, as the guards have Mattias marked as a potential trouble-maker.

Anyone starting trouble with the guards is asking for it. Assuming that an average guardsman is a 2nd level fighter (use details from the *DMG*). If things get out of hand specialists will be called in, starting at elite guards of varying classes at the same level as the APL, and then increasing as needed.

What if they fight the guards?

Getting into a fight with the city guard is downright silly and carries penalties if any PC is subsequently captured. The penalties imposed on each arrested PC for various offences are as follows:

- Should the characters fight with the guards and use subduing damage, anyone captured will be arrested and fined a 15gp *kopprijs* (head price) per guard attacked for the crime.
- If real damage is used and no guards are downed then increase the head price to 25gp. Any Auszug PC who is thus arrested loses one rank.
- If any guard is reduced to 0 or less hit points then the head price is 50gp. Any Auszug PC who is arrested loses two ranks.
- If any guard is killed then the head price is 850gp per guard killed. Any Auszug PC who is arrested is dishonourably discharged from the army.

The DM should use discretion as to whether extenuating circumstances may reduce the penalties.

Encounter Eight

The village of Narbells lies on the north-western fringes of Schwartzenbruin – a gaggle of buildings and warehouses built around the ferry point used by travellers crossing the Undrill. Across the river is Narbell's sister village, Weisshaven.

Compared to the bustling streets of the city, Narbells is rather quiet and calm. The village's only purpose is to provide a ferry point across the river, so most of the settlement consists of holding warehouses. There is only the single inn and a cluster of houses for the few local residents.

Following the directions of the shade of Mattias Toor you quickly note the burned out shell of a moderately sized warehouse. Behind it, as described, is a small non-descript house where Mattias was killed. Time to look for the body.

Mattias may have been killed inside the safe house but his body was deposited in the ruins of the burned down warehouse. Smart players may immediately decide to search there straight away. A successful Search (DC 16+APL) test is needed to find where Mattias' body has been stuffed under some collapsed beams.

The safe house itself is little more than an oversized shack, with doors front and back and a dusty window on each side wall. The front door is currently open whilst the back is barred from the inside. The windows are

closed and jarred shut – they have not been opened in many a year.

Inside the safe house is Dêrrek Vestmeer, Mattias' accomplice. Dêrrek is a very big lad in his late teens, huge in body but with a damaged mind. He is extremely simple and slow and can do little but the simplest of tasks without supervision. He sits on the front doorstep throwing breadcrumbs at a variety of pigeons, sparrows and gulls.

Dêrreck shifts heavy things for Mattias, whose lack of one hand meant such was difficult for him. He cannot tell the characters anything useful because he is so unfortunately slow-witted. He will initially try to stop the characters from entering the safe house because people aren't allowed in when Mattias is not here. Dêrreck is very, very determined to do what Mattias has told him and can be quite stubborn, but a smart tale (Bluff DC 10) is enough to work around him.

Dêrreck has not seen Mattias in a few days but thinks nothing of it. He rarely thinks much beyond the here and now and is mostly focused on his 'birdies'.

Note: It is so patently obvious that Dêrreck is such a simple and inoffensive soul that anyone attacking him after talking to him should be considered to have committed an evil act.

☛ **Dêrreck Vestmeer** (male human Com1, Profession (Stevedore) +2)

Inside the safe house there is a rough table and a quartet of wooden chairs. It is otherwise empty apart from a few sacks of relatively fresh grain for horses. A Search (DC 10+APL) test will, if successful, reveal scuffmarks leading to the back door. Should that Search test exceed (DC 14+APL) then a trap door will be revealed under the grain bags, covered with the dust of many years' neglect.

Checking out the trap door

Moving aside the grain bags and sweeping away the dust, a trapdoor some three feet square is revealed. It is jammed closed (Strength (DC 15) to open) and has obviously not been opened for some time. Dêrreck has known nothing of this trap door and will be surprised it is there. When opened there is a steep set of rickety wooden stairs leading down.

Below is a small storage cellar, some 10ft by 15ft in size and around 8ft deep. Dust of ages lies about the cellar, waiting to be stirred by those who enter, but otherwise presenting no danger.

Most of what was stored in this room has long crumbled to dust, but there remains some items of interest. Kept in this room are several old earthenware pots, numbering one more than there are PCs. When one

is removed – so Dêrreck can take it to his mum – that leaves one pot each. How convenient...

The pots are special, for they may well be *kóndkânnen*, or fabled pots of knowledge. The pots are cream coloured and covered with scenes of ancient life from the time of the Ur-Flannae. It is rumoured that *Kóndkânnen* are long lost magical items, but these pots do not detect as being magical. Nevertheless they are of some value, and historians will pay well for them.

Treasure

APL 2–Kóndkan (barely legible) (150gp).

APL 4–Kóndkan (faded) (300gp).

APL 6–Kóndkan (barely faded) (400gp).

APL 8–Kóndkan (pristine) (750gp).

Following the drag marks

There are drag marks leading from the back door to the burned warehouse. For those with the Track feat, a Wilderness Lore test (DC 15) is needed to follow these marks. Success at the Search test within the house gives a +2 bonus to this test. If the tracking is successful a subsequent +2 bonus is applied for the Search test detailed above to find Mattias' body.

In the short time that Mattias' corpse has been lying in the ruins, a growth of poisonous mushrooms has grown under the body. If the body is not handled carefully then moving it will release a cloud of mustard yellow spores that impede breathing and causing racking coughs.

APL 2 (EL 0)

↗ **Mushroom Spores:** CR 0; no damage – character covered in nice yellow spores; Reflex save avoids (DC 16); Fort save for half damage (DC 14); Search (DC 20); Disable Device (DC 12).

APL 4 (EL 1)

↗ **Mushroom Spores:** CR 1; 2d6 damage from severe coughing; Reflex save avoids (DC 18); Fort save for half damage (DC 16); Search (DC 22); Disable Device (DC 14).

APL 6 (EL 2)

↗ **Mushroom Spores:** CR 2; 4d6 damage from severe coughing; Reflex save avoids (DC 20); Fort save for half damage (DC 18); Search (DC 24); Disable Device (DC 16).

APL 8 (EL 3)

↗ **Mushroom Spores:** CR 3; 6d6 damage from severe coughing; Reflex save avoids (DC 22); Fort save for half damage (DC 20); Search (DC 26); Disable Device (DC 18).

Note: If Dêrreck learns that Mattias is dead he will be quite distraught and upset. Though he will not interfere in the group's activities how they handle him should have a bearing on roleplaying experience awards.

What killed Mattias?

A Heal check (DC 10+APL) will reveal that Mattias' body has a cracked skull and a broken neck. As the skull damage does not appear to be fatal it looks as if he was felled from behind by a blow with something solid like a club or a rock, and then had his neck broken.

Any character who uses sneaky divination magic to determine who killed Mattias may be able to see a nondescript man of Flan origin clad in a leather vest and trousers. Further investigations cannot identify this person.

Laying Mattias to rest

Upon finding Mattias' body the characters need to remove his head with due respect. In other words, hacking away whilst making jokes about it is not due respect, for example. Once they do so the person holding the head in whatever fashion will feel a strange spiritual shiver down the spine. The shade is now resident in the head. Upon presentation of his head to a family member, such as Kárla, the ghost will be set free. The PCs will hear spookily whispered words of gratitude from Mattias, and then nothing more.

Conclusion

Assuming the characters succeed in their information gathering then a solid lead has been unearthed about Hánnè Weisspeer's whereabouts. Karenin and Hasten will be most pleased. The PCs will be asked if they are prepared to act on this information and attempt a rescue of Hánnè. Should they accept then the stage has been set for the events of *Tinderbox*.

If the characters did not perform the task for monetary reward then they will have earned to approval and gratitude of both Hasten and Karenin. This results in them gaining the status of Liked by the Weisspeers.

Note: In addition, any *uitlander* or non-clan member (even those formerly outcast) who has previously received the favour and further favour of Clan Weisspeer from preceding scenarios may choose to be adopted into the clan. Note that this does not apply for failure or for PCs who ask for payment.

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 Two

Catching Jenkel:

APL 2 30xp; APL 4 30xp; APL 6 30xp; APL 8 30xp;

Encounter Three

Defeating or bypassing Gans and associates:

APL 2 150xp; APL 4 210xp; APL 6 270xp; APL 8 330xp

Encounter Four

Surviving the tornado:

APL 2 30xp; APL 4 60xp; APL 6 90xp; APL 8 120xp.

Encounter Seven

Appeasing/destroying Mattias and laying him to rest:

APL 2 150xp; APL 4 210xp; APL 6 270xp; APL 8 330xp.

Encounter Eight

Surviving the spore trap:

APL 2 30xp; APL 4 30xp; APL 6 60xp; APL 8 90xp.

Story Award

Finding out about Meerwake stadt

APL 2 40xp; APL 4 60xp; APL 6 80xp; APL 8 100xp.

Discretionary roleplaying award

APL 2 50xp; APL 4 75xp; APL 6 100xp; APL 8 125xp.

Total possible experience:

APL 2 450xp; APL 4 675xp; APL 6 900xp; APL 8 1,125xp.

Treasure Summary

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

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewellery, and other valuables

M: Magic Items (sell value)

Introduction:

All APLs: L: ogp; C: 25gp; M: ogp

Encounter Five:

APL 2: L: ogp; C: 100gp; M: ogp

APL 4: L: ogp; C: 200gp; M: ogp

APL 6: L: ogp; C: 300gp; M: ogp

APL 8: L: ogp; C: 400gp; M: ogp

Encounter Seven:

APL 2: L: ogp; C: 60gp; M: 164gp

APL 4: L: ogp; C: 120gp; M: 178gp

APL 6: L: ogp; C: 180gp; M: 192gp

APL 8: L: ogp; C: 240gp; M: 206gp

Encounter Eight:

APL 2: L: ogp; C: 150gp; M: ogp

APL 4: L: ogp; C: 300gp; M: ogp

APL 6: L: ogp; C: 400gp; M: ogp

APL 8: L: ogp; C: 750gp; M: ogp

Total Possible Treasure

APL 2: L: ogp; C: 236gp; M: 164gp

APL 4: L: ogp; C: 422gp; M: 178gp

APL 6: L: ogp; C: 608gp; M: 192gp

APL 8: L: ogp; C: 1,044gp; M: 206gp

APL 8:

APL 2 items.

Special

Liked by the Weisspeers: The character has performed such good service to this clan that if their identity is known to a Weisspeer clan member they receive a +2 circumstance bonus to Charisma-based skills when dealing with such individuals.

Items for the Adventure

Record

♣ **Cards of the Sharp:** The owner of these cards is able to instinctively to identify and locate each card within a 100ft radius. This results in the owner receiving a +4 magic bonus to Profession (Gambler) skill tests for card games. In addition, the owner receives a +4 bonus to sleight-of-hand tricks involving the cards. The cards are enchanted so as to not emit a magical aura, rendering them undetectable by *detect magic* spells.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *prestidigitation*, *nystul's undetectable aura*, *clairaudience/clairvoyance*, *Market Price:* 1,000gp; *Weight:* ½lb)

Market price: 1,000gp, *Frequency:* Uncommon

♣ **Kóndkan:** Also known as a Pot of Knowledge, this finely crafted ceramic pot dates back to the time of the Ur-Flannae. It is cream and glazed, and has a scene depicting life in the ancient times of the Ur-Flannae. These pots are rumoured to be magical or lead to hidden troves of ancient magical knowledge, but this specimen seems quite mundane.

Market price: Tick one: barely legible (*Market price:* 300gp), faded (*Market price:* 600gp), barely faded (*Market price:* 800gp), pristine (*Market price:* 1,500gp); *Frequency:* Uncommon

Item Access

APL 2:

cards of the sharp (*Market price:* 1,000gp, *Frequency:* Adventure)

APL 4:

APL 2 items.

APL 6:

APL 2 items.

Appendix One

Encounter Two

All APLs (EL 1)

☛ **Jenkel the Lame:** Male human Com1/Rog1; CR 1½; Medium humanoid; HD 1d4+1d6; hp 5; Init +2; Spd 30; AC 12 (touch 12, flat-footed 10) [Dex +2]; Atk +0 melee (1d4 [crit 19-20/x2], dagger), +2 ranged (1d4 [crit 19-20/x2], thrown dagger); AL CN; SV Fort +0, Reflex +4, Will +1; Str 10, Dex 15, Con 10, Int 11, Wis 12, Cha 8. Height 5ft 5in.

Skills and feats: Climb +2, Hide +4, Jump +2, Listen +5, Move Silently +4, Pick Pocket +4, Spot +5, Use Rope +4; Dodge, Mobility.

Possessions: dagger, pouch containing 1gp and 9sp.

Encounter Three

APL 2 (EL 5)

☛ **Gans:** Male Human Ftr3; CR 3; Medium humanoid; HD 3d10+12; hp 27; Init +2; Spd 30; AC 14 (touch 12, flat-footed 12) [Dex +2, Leather +2]; Atk +7 melee (1d6+4 [crit x3], masterwork handaxe), +5 ranged (1d4 [crit 19-20/x2], thrown dagger); AL NE; SV Fort +6, Reflex +3, Will +2; Str 17, Dex 15, Con 17, Int 10, Wis 12, Cha 11. Height 6ft 1in.

Skills and feats: Climb +4, Handle Animal +3, Intimidate +3, Jump +4, Ride +5, Swim +4; Combat Reflexes, Dirty Fighting, Power Attack, Toughness, Weapon Focus (Handaxe).

Possessions: Handaxe, Masterwork, Daggers (4), Leather armour, Bone Dice, Pouch containing 25gp.

Dirty Fighting Feat: As a full-attack action, inflict an additional +1d4 damage on a successful attack.

☛ **Buddies (4):** Male Human War1; CR ½; Medium humanoid; HD 1d8+2; hp 7, 6, 6, 5; Init +1; Spd 30; AC 13 (touch 11, flat-footed 12) [Dex +1, Leather +2]; Atk +3 melee (1d6+2 [crit 19-20/x2], short sword) +2 ranged (1d4 [crit 19-20/x2], thrown dagger); AL N; SV Fort +4, Reflex +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and feats: Climb +4, Handle Animal +2, Intimidate +2, Jump +4, Ride +3, Swim +4; Power Attack.

Possessions: Short Sword, Daggers (2), Leather armour.

APL 4 (EL 7)

☛ **Gans:** Male Human Ftr5; CR 5; Medium humanoid; HD 5d10+18; hp 43; Init +2; Spd 30; AC 14 (touch 12, flat-footed 12) [Dex +2, Leather +2]; Atk +11 melee (1d6+5 [crit x3], handaxe +1), +7 ranged (1d4 [crit 19-20/x2], thrown dagger); AL NE; SV Fort +7, Reflex +3, Will +1;

Str 18, Dex 15, Con 17, Int 10, Wis 12, Cha 11. Height 6ft 1in.

Skills and feats: Climb +4, Handle Animal +4, Intimidate +4, Jump +5, Ride +5, Swim +4; Combat Reflexes, Dirty Fighting, Improved Critical (Handaxe), Power Attack, Toughness, Weapon Focus (Handaxe).

Possessions: Handaxe +1, Masterwork, Daggers (4), Leather armour, Bone Dice, Pouch containing 50gp.

Dirty Fighting Feat: As a full-attack action, the character may inflict an additional +1d4 damage on a successful attack.

☛ **Buddies (4):** Male Human War3; CR 2; Medium humanoid; HD 3d8+6; hp 19, 18, 18, 17; Init +1; Spd 30; AC 13 (touch 11, flat-footed 12) [Dex +1, Leather +2]; Atk +5 melee (1d6+2 [crit 19-20/x2], short sword) +4 ranged (1d4 [crit 19-20/x2], thrown dagger); AL N; SV Fort +5, Reflex +2, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and feats: Climb +4, Handle Animal +4, Intimidate +4, Jump +4, Ride +4, Swim +5; Cleave, Power Attack.

Possessions: Short Sword, Daggers (2), Leather armour.

APL 6 (EL 9)

☛ **Gans:** Male Human Ftr7; CR 7; Medium humanoid; HD 7d10+24; hp 59; Init +6; Spd 30; AC 14 (touch 12, flat-footed 12) [Dex +2, Leather +2]; Atk +13/+8 melee (1d6+5 [crit 19-20/x3], handaxe +1), +9/+4 ranged (1d4 [crit 19-20/x2], thrown dagger); AL NE; SV Fort +8, Reflex +4, Will +3; Str 18, Dex 15, Con 17, Int 10, Wis 12, Cha 11. Height 6ft 1in.

Skills and feats: Climb +5, Handle Animal +5, Intimidate +5, Jump +5, Ride +6, Swim +5; Combat Reflexes, Dirty Fighting, Hold the Line, Improved Critical (Handaxe), Improved Initiative, Power Attack, Toughness, Weapon Focus (Handaxe).

Possessions: Handaxe +1, Masterwork, Daggers (4), Leather armour, Bone Dice, Pouch containing 75gp.

Dirty Fighting Feat: As a full-attack action, the character may inflict an additional +1d4 damage on a successful attack.

Hold the Line Feat: The character can make an attack of opportunity on anyone who charges the character when they enter the character's threatened space. This is resolved before the charge is resolved.

☛ **Buddies (4):** Male Human War5; CR 4; Medium humanoid; HD 5d8+10; hp 31, 30, 30, 29; Init +1; Spd 30; AC 13 (touch 11, flat-footed 12) [Dex +1, Leather +2]; Atk +7 melee (1d6+2 [crit 19-20/x2], short sword) +6 ranged (1d4 [crit 19-20/x2], thrown dagger); AL N; SV Fort +6,

Reflex +2, Will +1; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and feats: Climb +5, Handle Animal +5, Intimidate +6, Jump +5, Ride +5, Swim +5; Cleave, Power Attack.

Possessions: Short Sword, Daggers (2), Leather armour.

APL 8 (EL 11)

☛ **Gans:** Male Human Ftr9; CR 9; Medium humanoid; HD 9d10+30; hp 75; Init +6; Spd 30; AC 14 (touch 12, flat-footed 12) [Dex +2, Leather +2]; Atk +15/+10 melee (1d6+5 [crit 19-20/x3], handaxe +1), +11/+6 ranged (1d4 [crit 19-20/x2], thrown dagger); AL NE; SV Fort +9, Reflex +5, Will +4; Str 19, Dex 15, Con 17, Int 10, Wis 12, Cha 11. Height 6ft 1in.

Skills and feats: Climb +5, Handle Animal +7, Intimidate +6, Jump +6, Ride +7, Swim +5; Combat Reflexes, Dirty Fighting, Dodge, Hold the Line, Improved Critical (Handaxe), Improved Initiative, Mobility, Power Attack, Toughness, Weapon Focus (Handaxe).

Possessions: Handaxe +1, Masterwork, Daggers (4), Leather armour, Bone Dice, Pouch containing 100gp.

Dirty Fighting Feat: As a full-attack action, the character may inflict an additional +1d4 damage on a successful attack.

Hold the Line Feat: The character can make an attack of opportunity on anyone who charges the character when they enter the character's threatened space. This is resolved before the charge is resolved.

☛ **Buddies (4):** Male Human War7; CR 7; Medium humanoid; HD 7d8+14; hp 43, 42, 42, 41; Init +1; Spd 30; AC 13 (touch 11, flat-footed 12) [Dex +1, Leather +2]; Atk +9/+4 melee (1d6+2 [crit 19-20/x2], short sword) +8/+3 melee (1d4 [crit 19-20/x2], thrown dagger); AL N; SV Fort +7, Reflex +4, Will +2; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and feats: Climb +6, Handle Animal +6, Intimidate +7, Jump +6, Ride +6, Swim +6; Cleave, Great Cleave, Power Attack.

Possessions: Short Sword, Daggers (2), Leather armour.

Encounter Five

All APLs (EL 9)

☛ **Kárla Toor:** Female Human Com2/War1; CR 2; Medium humanoid; HD 2d4+1d8+9; hp 17; Init +1; Spd 30; AC 11 (touch 11, flat-footed 10) [Dex +1]; Atk +5 melee (1d4+3 [crit 19-20/x2], knife); AL LN; SV Fort +8, Reflex +2, Will +3; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 12. Height 6ft.

Skills and feats: Craft (Brewing) +2, Craft (Cooking) +3, Handle Animal +4, Intimidate +3, Profession (Innkeeper) +5, Ride +4, Speak Language (Dwarven), Swim +4; Great Fortitude, Iron Will, Power Attack.

Possessions: Knife.

☛ **Pieter:** Male Human War2/Ftr6; CR 7; Medium humanoid; HD 2d8+6d10+27; hp 65; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +13/+6 (1d6+5 [crit x2], club), +6/+1 (1d4 [crit 19-20/x2], thrown dagger); AL N; SV Fort +13, Reflex +2, Will +2; Str 20, Dex 10, Con 17, Int 10, Wis 10, Cha 14. Height 6ft 5in.

Skills and feats: Climb +7, Craft (Brewer) +4, Intimidate +7, Jump +7, Profession (Innkeeper) +5, Swim +7; Cleave, Dirty Fighting, Endurance, Great Fortitude, Improved Bull Rush, Improved Unarmed Strike, Power Attack, Toughness.

Possessions: Club, Dagger.

Dirty Fighting Feat: As a full-attack action, the character may inflict an additional +1d4 damage on a successful attack.

☛ **Garret and Muis, Bouncers (2):** Male Half-orc War7; CR 6; Medium humanoid; HD 7d8+24; hp 52; Init +1; Spd 30; AC 13 (touch 12, flat-footed 12) [Dex +1, Leather +2]; Atk +10/+5 melee (1d6+3 [crit x2], club), +8/+3 ranged (1d4 [crit 19-20/x2], thrown dagger); AL N; SV Fort +8, Reflex +3, Will +2; Str 17, Dex 12, Con 16, Int 8, Wis 10, Cha 8. Height 6ft 8in.

Skills and feats: Climb +4, Intimidate +5, Swim +4; Dirty Fighting, Improved Unarmed Strike, Toughness.

Possessions: Club, Dagger, Leather armour.

Dirty Fighting Feat: As a full-attack action, the character may inflict an additional +1d4 damage on a successful attack.

Encounter Seven

APL 2 (EL 5)

☛ **Ghost of Mattias Toor:** Male Human War 4; CR 5; Medium Undead (incorporeal); HD 4d12; hp 24; Init +1; Spd Fly 30 (perfect); AC 12 (incorporeal 13); Atk +6 melee (1d6+2 [crit 19-20/x2], incorporeal short sword); SA Manifestation, Malevolence, Telekinesis; SQ Turn Resistance +4, Rejuvenation; AL N; SV Fort +4, Ref +2, Will +1; Str 14, Dex 12, Con -, Int 13, Wis 11, Cha 10.

Skills and feats: Climb +5, Handle Animal +4, Hide +9, Intimidate +4, Jump +5, Knowledge (Military) +3, Listen +8, Profession (Gambler) +2, +Ride +5, Search +9, Spot +8, Swim +6; Power Attack, Cleave, Improved Bull Rush.

Special Attack: Manifestation: ethereal until manifesting and can't effect or be effected anything physical – when manifest is visible but non-corporeal (only magic

weapons and spells can affect creature, 50% chance to ignore damage from corporeal source except magic missile).

Special Attack: Malevolence: Once per round the ghost may merge with a creature on the Material Plane, as if casting magic jar as a 10th-level sorcerer. Target may make Will save (DC 15) to resist. Success means target is immune for one day.

Special Attack: Telekinesis: once per round as if a spell cast by a 12th level Sorcerer.

Special Quality: Rejuvenation: an otherwise destroyed ghost may make a level check (DC 16) or be restored in 2d4 days.

APL 4 (EL 7)

☛ **Ghost of Mattias Toor:** Male Human War 6; CR 7; Medium Undead (incorporeal); HD 6d12; hp 36; Init +5; Spd Fly 30 (perfect); AC 12 (incorporeal 13); Atk +8/+3 melee (1d6+2 [crit 19-20/x2], incorporeal short sword); SA Manifestation, Malevolence, Telekinesis; SQ Turn Resistance +4, Rejuvenation; AL N; SV Fort +5, Ref +3, Will +1; Str 14, Dex 12, Con -, Int 13, Wis 11, Cha 12.

Skills and feats: Climb +7, Handle Animal +5, Hide +9, Intimidate +9, Jump +5, Knowledge (Military) +3, Listen +8, Profession (Gambler) +2, Ride +7, Search +9, Spot +8, Swim +6; Cleave, Improved Bull Rush, Improved Initiative, Power Attack.

Special Attack: Manifestation: ethereal until manifesting and can't effect or be effected anything physical – when manifest is visible but non-corporeal (only magic weapons and spells can affect creature, 50% chance to ignore damage from corporeal source except magic missile).

Special Attack: Malevolence: Once per round the ghost may merge with a creature on the Material Plane, as if casting magic jar as a 10th-level sorcerer. Target may make Will save (DC 16) to resist. Success means target is immune for one day.

Special Attack: Telekinesis: once per round as if a spell cast by a 12th level Sorcerer.

Special Quality: Rejuvenation: an otherwise destroyed ghost may make a level check (DC 16) or be restored in 2d4 days.

APL 6 (EL 9)

☛ **Ghost of Mattias Toor:** Male Human War 8; CR 9; Medium Undead (incorporeal); HD 8d12; hp 48; Init +5; Spd Fly 30 (perfect); AC 13 (incorporeal 13); Atk +10/+5 melee (1d6+2 [crit 19-20/x2], incorporeal short sword); SA Manifestation, Malevolence, Telekinesis; SQ Turn Resistance +4, Rejuvenation; AL N; SV Fort +6, Ref +3, Will +2; Str 14, Dex 12, Con -, Int 13, Wis 11, Cha 12.

Skills and feats: Climb +7, Handle Animal +7, Hide +9, Intimidate +9, Jump +5, Knowledge (Military) +3, Listen +8, Profession (Gambler) +2, Ride +7, Search +9, Spot +8, Swim +8; Cleave, Improved Bull Rush, Improved Initiative, Power Attack.

Special Attack: Manifestation: ethereal until manifesting and can't effect or be effected anything physical – when manifest is visible but non-corporeal (only magic weapons and spells can affect creature, 50% chance to ignore damage from corporeal source except magic missile).

Special Attack: Malevolence: Once per round the ghost may merge with a creature on the Material Plane, as if casting magic jar as a 10th-level sorcerer. Target may make Will save (DC 16) to resist. Success means target is immune for one day.

Special Attack: Telekinesis: once per round as if a spell cast by a 12th level Sorcerer.

Special Quality: Rejuvenation: an otherwise destroyed ghost may make a level check (DC 16) or be restored in 2d4 days.

APL 8 (EL 11)

☛ **Ghost of Mattias Toor:** Male Human War 10; CR 11; Medium Undead (incorporeal); HD 10d12; hp 60; Init +5; Spd Fly 30 (perfect); AC 14 (incorporeal 13); Atk +12/+7 melee (1d6+2 [crit 19-20/x2], incorporeal short sword); SA Manifestation, Malevolence, Telekinesis; SQ Turn Resistance +4, Rejuvenation; AL N; SV Fort +7, Ref +4, Will +3; Str 14, Dex 12, Con -, Int 13, Wis 11, Cha 14.

Skills and feats: Climb +7, Handle Animal +7, Hide +9, Intimidate +9, Jump +5, Knowledge (Military) +3, Listen +8, Profession (Gambler) +2, Ride +7, Search +9, Spot +8, Swim +8; Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Toughness.

Special Attack: Manifestation: ethereal until manifesting and can't effect or be effected anything physical – when manifest is visible but non-corporeal (only magic weapons and spells can affect creature, 50% chance to ignore damage from corporeal source except magic missile).

Special Attack: Malevolence: Once per round the ghost may merge with a creature on the Material Plane, as if casting magic jar as a 10th-level sorcerer. Target may make Will save (DC 17) to resist. Success means target is immune for one day.

Special Attack: Telekinesis: once per round as if a spell cast by a 12th level Sorcerer.

Special Quality: Rejuvenation: an otherwise destroyed ghost may make a level check (DC 16) or be restored in 2d4 days.

Appendix Two

Krestible

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

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

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

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

Locations

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

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

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

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

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

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

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

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

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

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

Eistrat (Egg Street): At the start of each spring the clergy of the Old Kerk give the children of the town brightly painted hard-boiled eggs, which are rolled along this street with great cheer – for one of the eggs is actually made of pure gold. This is a welcome gift to the lucky child and his or her family.

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

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

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

Geelhuis (Yellow House): A sprawling building of interconnecting chambers housing some well-to-do urbanised halfings.

Graslaan (Grass Lane): Backed by open fields, this street is often covered by grass when the westerly winds

blow. Folk with allergies are advised to be absent during these times.

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

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

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

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

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

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

Hoogban (High Road): This road leads up to the heights of the Craggs and provides access to the watchtower that looks over the city and on to the lowlands. At the end of the road is the ever-lit great beacon that can be seen for miles.

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

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

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

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

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

Koeban (Cow Road): This long stretch of road is part of the Krestingstrek and eventually leads on to Yatilsskaad and the mountains.

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

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

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

Langstrat (Long Street): The main street of lower Krestible is called such because it is, well, long.

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

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

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

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

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

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

Rosplein (Horse Plaza): The great city square, home to public gatherings and the site of civic addresses and executions is a popular spot to meet or just watch the day go by. In the centre of Den Rosplein is a grand statue of the supposed founder and namesake of the city, Krej. There are four other prominent monuments in each corner of the square.

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

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

Staalstrat (Steel Street): The nearby Auszug garrison regularly parades up and down this street. The

steel of their weapons is the reason this street is so named.

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

Torenstrat (Tower Street): Looking down this street from the square, a person may find an impressive view of the watchtower on the Crag above.

Wandlopen (Wall Walk): This looping road follows the inside of the walls and rings the upper city.

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

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

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

Zilverzál (Silver Saddle): A well-kept inn run by members of the Weisspeer clan

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

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

