

PER3-08

A Dark Gods Laughter

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

Version 1.0

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Another night travelling on the road, brings your party to another campfire. As you drift off to sleep, you all have the same, strange recurring dream. Is the same one many Perrenders have been having of late? A Living Greyhawk adventure suitable for character levels 2 to 13.

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. 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 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	

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

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. 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.

Adventure Background

This scenario follows on from the events begun in “The Voormanns Daughter”. It is the sequel to Lost Souls (PER3-05), a vital scenario the players should have played before embarking on this adventure.

The adventure begins with the PCs aware through direct experience that, for the last month, many people in the country have been suffering from a dark dream, a repeating nightmare, which the folk of Perrenland are calling the “Dark God’s Laughter”. The nightmare that is afflicting many in the nation has combined with the fact that the country is missing strong leadership, with the fate of the missing Voormann Karenin Weisspeer still unknown. This has created a sense of panic and fear within Perrenland.

The “Dark God’s Laughter” is not making the delicate political situation in Perrenland any easier to manage. The Untervoormann Orgus Bildgear and Voorshoolmann Reanulf Solcarde have assumed dual executive power until the fate of Karenin is known. Yet the dream, combined with rumours leaking out from the reformed Concatenated Council, are driving various political and cultural factions into conflict.

As a result, the council has introduced some emergency policies. The first of these is the withdrawal of the bulk of the 5th Auszugen from the now more stable Kershane Pass area. They have re-deployed to construct defensive positions in the new canton of Vesbergen near the pioneered settlement of Schwungelstadt. Here they join the 1st Auszugen from Traft and the 6th Auszugen from Huglerote. This places more than a third of the country’s standing army in Vesbergen facing the forces of Iuz. Tensions within the new canton and Perrenland in general about an invasion by Iuz have thus been slightly eased.

Moreover, the council has announced the formation of three additional Auszugen: one from the citizens of the Canton of Vesbergen, one from the citizens of the Canton of Kershane and one from *Uitlander* troops currently employed within the Pax Mercuri. Finally, every graf of Perrenland has been asked to send half of their grafgardt troops (preferably mounted) to the city of Exag to foil any move by the Tiger nomads who, being in league with Iuz, need to be countered if they invade in force. The net result has been to congest the three main highways with a chaotic mixture of troops moving from the major cities, and frightened citizens moving into them for protection.

The PCs have been summoned by Kârla Hüssen to join a large, yet secret, expedition to see if the Voormann can be found. Their destination at the start of this adventure is Kir Rüss, the ancient ruined Ur-Flan city Kârl Hüssen had been apparently using as a base ...

Adventure Summary

Introduction: (Provide Player Handout #1) The PCs meet with Kârla and (a pregnant) Hännè Weisspeer, and are told that the young aristocrat has had a variant of the dream. Hers, however, seems to have more detail and points to a well-hidden location, the Paleen Dolmen, tucked away in an old seed area of the Mounds of Dawn.

Encounter One: The PCs (accompanied by Hännè) are ferried across the Vestflow river, where they are met by The Keeper Of The Blood Grass, and convince him to take them to the dolmen.

Encounter Two: The PCs (accompanied by Hanne) arrive at the outskirts of the dolmen mound, and the Keiper advises them to make their way to the mound with haste. As night starts to fall they must swiftly make their way through a field of wild corn whilst being besieged by deadly shadows.

Encounter Three: The PCs (and Hanne) set watch upon the dolmen mound – a remote and spooky place. Soon, a dark mist draws across the party and they find themselves in the Shadowlands, on the Plane Of Shadow. The PCs soon realise that they have come here without Hännè – but why, they as yet do not know. They witness a sacrifice about to take place – of a figure that shifts between being a Khund dwarf or a Quagalooagal lizardman.

Encounter Four: The rescued captive tells them about the Shadow Witch (Igg-Vurz, Iggwilv’s mother!) who has been oppressing the people. It is also explained that there is a bitter cold-war going on between the witch and the servants of a dark god (Nerull) The dark god is trying to build an undead army to face Igg. Now, though, it seems the witch has a new toy – a human warrior she intends to make her consort and to lead *her* minions to victory.

Encounter Five: The PCs travel through the Shadowworld. At the end of this journey they arrive at Igg’s temple and must remember a puzzle (and disarm a trap) before they enter through the back door.

Encounter Six: Inside the temple, the PCs must overcome Igg’s pet lion who is on guard, and find Hännè and Karenin. They find Hanne, but when they discover Karenin, he has been “tainted” by the Shadow Witch and that he must be executed rather than return to Perrenland. The PCs must now make a difficult choice ...

Encounter Seven: In a nearby room, the PCs find a portal. Going through, the PCs find themselves back on top of the Ziggurat (dolmen mound) where they face-off against the mother-of-all-witches. And Hanne is about to have her baby!

Conclusion The PCs find themselves back in the real world with Hanne holding her new-born baby. Even Karenin, if rescued, he has a peculiar glint in his eye ...

Introduction

Another night travelling on the road, brings your party to another campfire. As you drift off to sleep, you all have the same strange recurring dream. It is the same one many Perrenders have been having of late :

“Across a clear pool of water you see a white bird flying, all around the darkness of a great cavern looms, threateningly. As you watch the water in the pool begins to swirl as from its centre a deep crimson stain begins to spread staining the water the colour of blood. Suddenly the bird stops in midair and falling it plummets towards the maelstrom of blood that the pool has become. Just before the bird strikes the water you awaken...around you others also bestir. In the distance the rumble of thunder sounds like the booming of some darks gods laughter.”

The Dark Gods Laughter. That is what folk all around Perrenland have been calling the nightmare. You paid little heed to the story until you had it yourself. Some skeptics are calling it mass hysteria, a symptom of a nation's imagination? You think not. You have traveled enough sinister roads, now, to realize that this dream is a portent.

The Old Kerk has taken the unprecedented step of opening the temples so that those folk the dream has made a quibbling mess can sleep within. When you left Schwarzenbruin a week ago, every shrine and temple, even those to Ootlander gods, were packed with the devout and non-devout alike as the over-worked priests offered what comfort they could. The roads into Nederboden are packed with troops heading to the expected battle fronts. Citizens, fleeing from those same areas, have also slowed your journey, as you gather rumours here and there amongst the frightened populous. Most notable, is a steady stream of silent Dwarves: their faces grim, yet determined, as (in small companies) they head into the Yatils; for what reason, none know or say.

Hand to players **Player Handout #1**. This sheet details the dream and some of the current politics which players hear about while they travel.

Then read:

You have been summoned by Karla Hussen and Hasten Weisspeer to join a secret expedition to determine the location of the Voorman. Your destination is Kir Russ, the ancient ruined Ur-Flan

city which Karl Hussen had been apparently using as a base. Many seasoned adventurers have been summoned to join this expedition, as it is to be an expedition in force. Karla Hussen, the mother of the infamous Karl, herself a Rechter of Perrenland and Pfalzgraf of the Hussen clan, has sent a personal invitation for each of you to take part in this expedition! After you pack up camp, you arrive at the Hussen Stronghold still quite early in the morning.

Within the great hall of the stadt you see a throng of gathered folk, matched with large amounts of military gear and provisions which are being sorted and assembled. You can see amongst the many Hussen clan colours the colours and emblems of most of Perrenland's clans - with the exception of the Meerrijders and Roodbergs. Even a few elves wearing the distinctive weaves of the newly created Kershane Canton are present.

DM Note: This is a golden opportunity (if time permits) to hear some truths mingled amongst the tall tales. Any PC who mingles and makes a gather information or diplomacy check (DC10) can learn one of the following tid bits :

[General Durstrem, soldier] “These are troubled times my friends. The Tiger Nomads are mustering in Yecha in numbers not seen for many generations. Some say the envoy of the “Old One” himself now all but rules the will of the horde, and has turned their hearts to ice in regards to us!”

[Stelly Bruchner, farmer] “This has been a bountiful year for our folk here in Nederboden, we will get a second planting this year, a second rich harvest, already the Rhennee barges have taken much of the first to relieve the poor beleaguered folk of Veluna and Furyondy. Yet I have heard that any surplus from the second crop is to be requisitioned by the Auszug.”

[Rudolf Klein, courtier] “Word has it that Ket and Tusmit may be at war and that Bildgear has dispatched an army of Dwur to patrol the mountains and keep those Ketite dogs at bay.”

[Xander Frugge, ranger adventurer] “Some idiots have apparently opened up a Ski lodge in Vesbergen. I guess their sales pitch will have to be, come and tour the front line and meet lots of interesting Iuzian holiday makers! Bwahahahaha.”

[Velly von Noodhaps, courtier] “Did you hear what happened in Traft recently!? Fourteen councillors on the Traft City Council were taken over by slimy grubs which burrowed in through their skin and controlled their minds! Most of them were saved or slain except for one, who murdered his entire

family and escaped! Lord Boone and his constabulary have been searching all of Traft, but he is yet to be found!"

After some gossip, read the following:

Eventually, you are escorted through several corridors and small halls, and are admitted to a lavish drawing room, where symbols of Allitur and the other gods of the Old Kerk abound. Within the room are two people. One is Karla Hussen, sitting resplendent in her robes signifying a Rechter. The second is a newly pregnant Hanne Weisspeer, the Voormanns daughter. Hanne smiles at you all and pleasingly pats her little tummy as you all come forward. She appears to be about three months pregnant.

Karla Hussen rises and says to you all:

"Welcome my friends! Please be seated and let me explain why I need to ask a great favor of you.

"As you know, a great fear is gripping our people and you, like all of us, have all been having the dark dream.

"Two nights ago, Hanne had the same dream we have all been having; yet her dream was different ..."

Hanne sits up straight. Her demeanor becomes serious. Then she replies :

"In my dream I saw what everyone else has seen. Yet I did not wake up like everyone else when the bird was about to strike the water. Instead, I see that when the bird strikes the water, it looks as if it is broken and drowne - its feathers having been stained the deepest crimson!

"Then, suddenly, it is transformed into a white salmon: with the blood washing off its sleek and perfect scales. It begins to struggle and swim against the maelstrom of blood like salmon do when they struggle to climb up the rivers to their spawning grounds in the mountains. Soon, however, it is nearing exhaustion and looks as if to be overcome by the raging maelstrom ...

"Yet, somehow, it manages to make a great leap and clears itself of the blood and starts flying as if it is going up to the stars ... and freedom! But then it is falling! Downwards it plummets; and it is if I am looking through it's eyes ... as below great field opens up before me swathed in the light of a crimson moon. I strike the earth, and I feel great pain ... Then I leave the body of the salmon ... and am now floating above it. As it lays there gasping for breath I can see that the grass upon which it lays is blood red. As it begins to die, it looks at me and whispers: "Seek The Keeper!" Then suddenly it transforms into a white stone Dolmen that stands upon a mound surrounded by a field of dark, blood red grass. Then I awaken ..."

Karla gently touches an obviously distressed Hanne on the shoulder, then continues herself:

"A dolmen matching this description lays deep within an Old Seed area in the Mounds of Dawn and is called the "Paleen Dolmen". There is no way Hanne could know of its existence. Traditionally the white bird is an ancient symbol for peace, and the white salmon is an ancient symbol for knowledge. This is a strong sign to us that something to aid the course of peace may be found at the site of this Dolmen, as Hanne is the only person to report this variation. With her connections to the whole affair concerning my son Karl, and the disappearance of Karenin, I'm sure you agree that this Dolmen needs to be investigated. Will you do this for us?"

DM Note: If the PCs say no, then convince them that a failure to do so would be seen as a betrayal to the nation of Perrenland and they will be dismissed. If they still refuse then the scenario is over for them. In addition remove any favors they have received from any Perrender scenario.

If the PCs say yes, then read the following.

"I am relieved and grateful for the service you will be rendering our nation. Please gather your equipment, we will leave immediately. I have arranged for your transport to Eidelburg a small town that closer to the Old Seed area concerned. I have purchased passage across the river to the border of this area. It is a taboo area and you will need to wait for the druids who tend this area to come to you and grant permission for you to enter. Do not enter this place even if you are a member of the Grove, I will give you my Graf's banner. Hang it on a spear, and one of the tenders will come; as it is my right to summon them. You must convince them to let you travel to the Dolmen. See what you can discover when you arrive there, and report your findings back to me. May Allitur bless you and protect you."

As you turn to leave, Hanne stand abruptly.

"Take me with you!" she pleads. "I feel the life of my yet unborn child may be at risk if I do not seek this Keeper myself, or stand upon the ground of this mound! Please, I beg you! Keep me and my child safe – but take ...us ... with you ..."

If the PCs are hesitant to take Hanne (and there will be lots of good reasons not to), then Karla will intercede and insist that Hanne goes – even though she doesn't particularly like the idea.

If the PCs ultimately refuse to take Hanne, then Karla tells the PCs that she will find another group of adventurers, and the scenario is over.

Proceed to **Encounter One**.

Encounter One

The next hour passes in a whirlwind of activity. Karla gathers you all, including Hanne, into a circle and employs a Word of Recall - transporting you quickly to a small temple of the Old Kerk in the village of Eidelberg – a village just outside the infamous Mounds Of Dawn! After she bids you farewell, hooded priests conduct you quickly and discreetly across the sluggish Vestflow river to a clearing on the far shore. One of them, Shoolmann Torgar, turns to you and says:

“This is the clearing where The Tenders of the Old Seed area, called “The Blood Grass”, come to meet outsiders.”

He raises a fearful, bony finger and points -

“...and there ... over that rise ... is the taboo area itself: The place you call “The Mounds Of Dawn”! I would advise you to remain within this clearing and wait for one of The Tenders to arrive. They are the powerful druid-folk who guard this mystical place. They will know you want to travel within The Mounds, and that you wish to summon them for their help if you raise your pfaltzgraf’s banner!”

Torgar then rummages in his bag and hands you a slightly soiled pair of white underpants.

“When you need to return across the river, hang out this recognisable white linen and we will come back for you. Good luck! May the gods protect you ... and beware of the waking dead ...”

With that, you are left alone, and several hours pass. Then, suddenly, over the rise (from the direction of the Old Seed area), a single figure appears to lift its arm in greeting and stride towards you. You can clearly see that it is not human. Standing over eight feet tall, this hugely muscular individual sports part-lizard part-dragon features. Its torso has a pair of long graceful wings tucked behind it, and the scales reflect a bronze hue covered in strange, tribal tatoos.

The creature stops within 20ft of the nearest of you, bows low, and says the following :

“Well met my friends! it is good to see you, as I have heard much about you from Karla and local legend. But, of course, I am rude. You would not know me. I am The Keeper – and I am a Tender Of The Mound.”

☛ **The Keeper:** Male half-dragon/half lizardfolk
Druid10, hp40.

At this stage, ask if any of the PCs have acquired membership of the Quagaloogal lizard folk, or have one of this folk’s tattoos from “Ghosts at the Waterside”. If YES, read the following to that person/s out loud :

“The Keeper looks at you and begins an elaborate foot stomping dance, spinning in a lazy circle arms out wide. He is making sounds that are almost sub-harmonic, he is obviously singing something.

Members of the Quagaloogal will instantly know this dance as a meeting ritual; and those who speak/know Draconic will hear the following :

From afar I see my brothers and sisters.

From afar I hear my brothers and sisters.

From afar I need my brothers and sisters.

Now they have returned.

Now they have returned.

PCs who are members of the Quagaloogal or have one of their tattoos will be regarded more friendly than others. If the PCs ask The Keeper questions, then Gather Information responses are listed below (+5 to check for Quagaloogal members!):

DC 5 “My mother was a great sorceress of the Quagaloogal lizardfolk and my father was a great druid of the Grove, both now have returned to the earth.”

DC 10 “My folk have abandoned this place and I have released them from their bonds to me.”

DC 15 “I am older than any who now walk shores of Lake Quag. I was old when men built the great cities of blood and brought pain and suffering to this land. Yet still I am but in the middle years of my life, for my father’s blood runs strong within me.”

DC 20 “I tend this place with many companions but none that now walk on two legs, for most have embraced the blessing of the moon.”

DC 25 “The one you call Iggwilv was born not more than four hours march in that direction <pointing to the southwest>. Her mother’s nation once held dominion over much of this area.”

Regardless of the above, he will eventually get around to asking :

“So, why have you raised your pfaltzgraf’s banner and summoned me thus?”

DM Note : Let the PCs explain their situation as best they can. Once they have explained their reasons he will say the following :

"The journey itself I can permit - but only if I go as your guide. Three hours swift walk is the place you seek. Once we draw near, I shall need to stop; lest my presence disturb the place should I enter. To speak of this place is forbidden to me; for others may, in time, hear my words and draw power from them. What you learn when you are there, you will not betray to others! This is my only condition! Do I have your solemn oath?"

DM : Pause to allow for nods or other conditions.

"Let's go!"

Encounter Two

For the next three hours you travel across a near featureless sets of rolling hills. Green grass and bird life abound, but the atmosphere is decidedly ... eerie ... even "wrong". The Keeper, for his part, is polite - but mostly silent."

It is late in the afternoon when you crest a rise and look upon a valley that leaves you speechless. Wild corn fills this valley like grass, its scarlet haze making the whole scene look like Hanne perceived it in her dream. In the middle, half a mile away, is a high mound, upon which sits a tall white dolman of pale rock.

"The corn," states The Keeper, "Is known as 'The Blood Grass', more commonly referred to by the Tenderers as 'The Lake Of Pain'.

Then the Keeper turns to you all and frowns.

"I must wait here for you until you return, as it is forbidden for me to go any further. Besides, it is nearly sunset. Soon, the sun will leave the plain and the Shadows Of The Cornfield will walk again – as they do every night! They are the spirits of lizardfolk and dwur who were massacred here many eons ago! You must run quickly through the corn and climb the mound! Don't let them touch you! The shadows cannot affect you on the mound. Camp this night upon the top, and you will have your dream interpreted! Farewell, and may the gods protect you and yours!"

With that, he stoically sits crosslegged on the ground, as if he is settling in for a long wait. As he does, though, the sun begins to set earlier than expected!

"Run! Run immediately!" the Keeper shouts, "The shadows awake! Hurry!"

DM's Note : Every PC should immediately start to make a run through the cornfield towards the mound. Any PC

who delays or considers "tactics" (or casts spells) will encounter *twice the number of Shadows per APL listed below.*

The irony is, is that the cornfield actually hides and protects the PCs to some degree. Any PC (or animal companion/familiar) which FLIES across to the mound will be attacked in the air by *twice the number of Shadows per APL listed below.*

Any PC going invisible (or such type) will be seen by the Shadows and attacked normally.

PC's running through the corn take the following rounds to get to the base of the mound :

Base Speed 40 or more feet : 4 rounds.

Base Speed 30 feet : 5 rounds.

Base Speed 20 or less feet : 6 rounds.

Now roll for Initiative.

Then, on every person's turn, read the following :

As you run through the corn, dark horrible shapes rush at you from between the scarlet corn – their blackened claws reaching out to touch living flesh! Eeeargggghhh!

Then get the Shadows to reach out through the corn to touch attack a random party member each round, as they run like hell towards the dolmen mound!

APL 4 (EL 4)

☛ Shadows (2): hp19 each, see *Monster Manual* 3.5 page 221.

APL 6 (EL 6)

☛ Shadows (4): hp19 each, see *Monster Manual* 3.5 page 221.

APL 8 (EL 9)

☛ Greater Shadows (2): hp58 each, see *Monster Manual* 3.5 page 221.

APL 10 (EL 11)

☛ Greater Shadows (4): hp58 each, see *Monster Manual* 3.5 page 221.

APL 12 (EL 12)

☛ Greater Shadows (6): hp58 each, see *Monster Manual* 3.5 page 221.

WHAT IF ...

ANY PC STOPS TO FIGHT OR TURN UNDEAD OR SOME TACTIC OTHER THAN RUN LIKE HELL?

Then the shadows will stop; realise that they have a chance to surround and kill a stationary victim; then move in and surround the fool immediately. They will

attack him/her without prejudice until he/she is slain (or while ever they remain).

Remember, the aim of this encounter is *not* to have the PCs fight the shadows, but to AVOID them as much as possible. If a PC is concerned about Hanne having to run (or being attacked by shadows), she tells that PC politely that she is able to run as fast as any of them as she's "pregnant, not crippled." She will not, however, refuse any kind of protection along route (if suggested).

The shadows stop attacking when the PCs and Hanne reach the *base* of the dolmen mound – but let the PCs think that they are still threatened and have to climb up the mound in a hurry!

Encounter Three

Read this to the PC's once they have reached the top of the mound :

After the climb, you quickly realise that the mound offers a good view of the entire valley. On top, the mound is flatter than you first perceived. Four smaller Dolmens, no more than thin standing stones about two feet high are also present surrounding the large central four-sided dolmen itself. The place appears to be in ruins, and has been so for hundreds of generations.

Investigating the Paleen Dolmen

- ☛ It is 12 feet high.
- ☛ Each of the smaller stones is exactly 20ft on a diagonal to the faces of the dolmen forming a perfect box.
- ☛ None of the stones has any marking.
- ☛ They are all cold to the touch
- ☛ The earth around their base is rich and smells very fertile.
- ☛ At 1 foot down any digging reveals stone.

The PCs will now need to make camp. Any PC who ventures down into the corn will begin to hear movement within the corn. If they persist they will be attacked by shadows as mentioned in "What If..." above.

DM Note : At this point you may like to lay down a battle template of the dolmen, and have PCs place their figurines where they are camping.

Once they are settled, read :

The site of the Paleen Dolmen is a remote and lonely place, and its eerie isolation is felt almost palpably. You feel as though you have been removed from the world around you - or perhaps it from you! You cannot help but shiver, though in truth it's not all that cold.

Despite your resolve to keep a steady watch and allow nothing to surprise you, you strangely fail to notice that as the sun sets, a dark mist accompanies the night, and time seems to slow and your thoughts appear to wander ...

Then you remember to check on Hánnè, but she appears to have fallen into a deep slumber! No amount of waking will stir her, as you all stumble about in the dark, thick mist atop the mound ...

Then the mist begins to clear almost as quickly as it washed over you ...

And you find yourselves standing atop an ancient ziggurat that appears to match the general size of the mound – except that the entire place (air, sky, mound, and ziggurat) has turned to black and white! Above you, a full moon lights up clouds which seem to be streaking across the night sky at ten times normal speed! A cool, but chilling wind blows through your bones, and thunder and lightning flashes and sounds in intermittent bursts. You realise that whilst everything is black and white, you are all still in resplendent colour!

The place where you stand atop the flat square of the ziggurat, is an area perhaps thirty or forty feet square. In the centre of this area stands the dolmen itself. Bound to it are four unfortunates, one at each of the four main compass points. They seem to be sacrificial victims, for there are runnels cut into the ziggurat floor to capture their blood and channel it down beside the stairs and into great stone receptacles below. Two of the victims are dwarves of a kind you've not seen before; whilst the other two are lizardfolk.

Three of them (one dwur and two lizardfolk) are already dead, slumped forward with their heads removed. The reason is apparent: there is a huge black minotaur standing before the only living captive with a large bloodied axe in his hand - its face painted white in the mockery of a skull, and its dark robe stretched against bulging muscles.

Standing nearby you are a pair of dark-robed attendants, men – or are they women? – of normal size who somehow seem tiny when compared to the bulk of the executioner. They seem surprised at your sudden appearance and take nervous steps backward.

The PCs have been transported (via a portal on the dolmen mound) into the Shadow-world (or the Plane Of Shadow). It is a place of much strangeness. The DM should be very familiar with the rules presented in the *DM's Aid*, as they are now in play. If any PC has Knowledge (Planes), get them to make a check (DC 10+APL) to realise what plane they are on. Otherwise an INT check (DC 16+APL) will also yield that realisation.

The PCs should also realise that they have had no chance to rest – so no new spells have yet been prepared (or quotas regained). Then read:

Two things, however, then become quickly apparent. First, you realise that though your adventuring group is here, Hánnè Weisspeer is not! Even her sleeping body has disappeared! Secondly, the executioner has paused whilst readying his last victim, and is eyeing you all in a not so friendly fashion. Then, seeing you as a threat, he attacks!

The DM should roll for Initiative all around. Nobody gets surprise (nor is anyone surprised).

APL 4 (EL 4)

☛ **Minotaur:** hp39; see Monster Manual 3.5 page 188.

APL 6 (EL 6)

☛ **Minotaur, Ftr2:** hp53, see Appendix I.

APL 8 (EL 8)

☛ **Minotaur, Ftr4:** hp71; see Appendix I.

APL 10 (EL 10)

☛ **Minotaur, Ftr6:** hp87; see Appendix I.

APL 12 (EL 12)

☛ **Minotaur, Ftr8:** hp103; see Appendix I.

Tactics: The executioner's tactics are simple – to kill the PCs or push them off the top of the ziggurat. A fall down the side of the ziggurat will result in APL x d6 non-lethal damage (Reflex Save DC 10+APL for half damage). The two attendants are non-combatants and will not fight.

Questioning The Attendants

After the fight, the attendants are frightened, but almost slightly relieved. Their names are Jens (male) and Niémi (female).

The PCs can question them, but their frightened natures sets the Gather Information DC a little higher than usual (DC 15+APL). Each PC can ask one question and make one check to discover the following:

- ☛ **Who are you?** We are children of the Vúrz clan, and servants of the Dark One.
- ☛ **Who is the Dark One?** The Death Lord, Nerull.
- ☛ **Where are we?** This place is the temple of Kir Pal-Een, sworn to the Dark One. We are on the plane known as the ShadowLands (or the Plane Of Shadow).

- ☛ **What are you doing?** Making honoured sacrifices to make the land fertile by gaining the blessing of Great Nerull and to please the Dark One so that he sends allies to defeat the profanity of the Shadow Witch.
- ☛ **Who is the Witch?** She was once a high priestess of the Dark One at the temple city of Kir Rüss but she has turned from the true path and embraced the worship of demons. She has established a great temple in her own name and makes war upon all the other temples.
- ☛ **Who are the sacrificial victims?:** They are prisoners with great honour: nobles amongst their own kind; and their sacrifices will please the Dark One greatly!

The Sacrificial Captive – Still Alive!

Once the PCs free the remaining living victim they can proceed to the next encounter ...

Encounter Four

As you loosen the bonds of the remaining captive, you realise he is a gaunt steel-haired dwarf. His head bows, and he sinks to the ground in exhaustion. With obvious effort he lifts his head and stares at you with sorrow-filled, sunken eyes.

“Thank you, strangers,” he says in a hollow hoarse voice. “You have saved my life and I am grateful; for our sacrifice was not willing, whatever others may say. Gurez of the Khund counts you as his friends.”

With this, he staggers towards the steps that lead down from the ziggurat. Above you, the sky changes at incredible speed. Day turns to night in seconds and clouds scud across the sky as the sun makes its transit from rise to setting in moments. Days seem to pass in mere minutes ...

No doubt the PCs will have questions to ask him, and there are some suitable answers to expected questions listed below.

- ☛ **Who are you?** I am Gurez of the Khund, a speaker of wisdom for the people of the hills and mountains.
- ☛ **Why are you here?** We came to entreat the servants of the Death Lord to allow us peace so that we could fight the Witch. Instead we were taken captive so that they could use our blood for their own purposes.
- ☛ **Who is “they”?** The priests and attendants of the Death Lord, Great Nerull.
- ☛ **What were “they” intending?** It is not clear, but their intent appears to have been to create an army of undead to fight the Shadow Witch's army.
- ☛ **Who is the Witch?:** We do not know her name, but she was once a servant of the Death Lord. Now she

follows her own path and seeks to build her power. She cavorts with demons, it is said, and has recently found a way to send visions into the minds of humans who dwell in shadows (and shadow places) on the material plane. It is said the strongest portals are in a place called “Perrenland” – but she needs to channel the visions through the mind of that nation’s most powerful leader.

- **Who is this leader?:** Whispers have reached us that the Shadow Witch has captured a king from this place called Perrenland. He is a warrior who knows how to lead an army! The Witch is intent on ensnaring this king and bending him to her will. Through him, it is said, she will eventually control all of the material world! His name is : Karenin!
- **What about her army?:** It is said that the Shadow Witch has contacted beings from other places called “demons”. She has convinced them, or bound them, into her service. Now, it seems, she has found a leader for her army! This Karenin seems very eager to please her!
- **Where is he being kept?:** No doubt this king is being held in the Witch’s temple.
- **Where is the temple?:** It is beyond the Hills Of Shade, in the shadow of the Great Horn. I know a secret path along terrible trails that the Witch’s servants know not of.
- **Will you take us there?:** I cannot enter the Witch’s temple for fear that I never see the shadowed halls of my home again, but I will lead you to it.

DM’s Note : What’s Going On Here?

Clearly, some kind of Witch has captured the Voorman of Perrenland – a righteous man called Karenin. This is the reason why he has gone missing. Now the PCs have a lead as to where to find him. Let them figure all this out as they ask questions and piece the clues together.

DM’s Note : What if the PC’s ignore the captive or don’t get what’s going on?

The PCs will find the landscape shift under their very feet, and they will wander. The DM should play up on the alien, shadowy nature of the environment and have the PCs make Survival or Knowledge (Planes) rolls as desired. In addition, the adventure will cost the PCs an additional 1 TU to represent ‘wasted’ (or ‘lost’) time as they will not have a guide.

Go To **Encounter Five** when ready to leave ...

Encounter Five

The subsequent journey is perhaps the most horrific you have ever taken. As you set out from the ziggurat, the sky continues to move at a rapid pace, and

lightning flashes across a constantly monochrome landscape. As you walk, it appears that you are walking much faster than usual, and the ground quickly shifts beneath your feet before your heels barely touch. Gurezh leads you in, out, and through more shifting mist like that you first encountered on the dolmen mound. Each time you go in (and come out) you find yourself in a new place (somewhere in Perrenland – yet the geography and appearance is off-kilter and not quite “right”).

One time, you pass through Krestible (which you all know well). However, this monochrome mismatch shows all the churches in town torn down, and in ruins. At the edge of town you see some kind of workhouse, where very gaunt women and children carry rocks behind a large fence; all the while being whipped by deformed humans wearing Ketite cloaks and aprons.

Another time, you pass through what you think you remember is the Perrenland capital, Schwartzenbruin. The place is a complete ghost town except for hundreds of spiked poles – upon which is impaled the entire Concatenated Council, along with Rechters, leaders of the Shool, the Grove, the Auszug, and the heads of various Clans. Tears fill your eyes as you pass the speared carcasse of Karla Hussen – her eyes white, and her tongue lolling from her dry, dead mouth. On her forehead is branded the words, “Bzeh Kali Ar” – “Oath-Breaker”, written in demonic.

Finally, the path takes you through a hellish vision of Traft City. Here, Das Arena is being used to host a ceremony dedicated to a lord of evil. Down below, in the show-ring, thousands of elves, gnomes and halflings are being fed like grubs to a colossal beast with two great horns and ravenous teeth. You’ve only heard of such a creature in legend ... for it is a tarrasque! Twelve giants scoop the screaming, helpless demi-humans up in their arms and throw them as part of some gruesome competition into the maw of the shackled, slobbering beast; then, with one crunch, the jaw bites down and snuffs out a dozen little lives in one foul moment. In the audience, a million orcs cheer and shout for more ...

It is almost too much to bear.

Eventually, the twisted, confusing trail that you have followed with Gurezh seems to lead you to some kind of destination. Considering the twists and turns you have taken, this was no certainty. Below you – or is it above you? – lies the dark temple of the Shadow Witch. Fluttering in the air and crawling upon the ground are a variety of shifting, squirming forms – demons! Their hideous cackles and shrieks echo in the air and send shivers down your spine. Thankfully, they appear more intent on the hideous business of

their own ilk, than any danger presented by lurkers such as you. Of course, that could be what they want you to believe...

At this point, Gurezh stops and says :

"I will proceed no further. The front door is heavily guarded; but there is a secret entrance which my people know of from when we built this temple for better purposes back a millennium ago. Not even the Shadow Witch knows of it. Go to the rear of the temple, heading west, and find the seventh statue of a nereid and her shawl. The shawl has five buttons; but you should press upon the second down with your right index finger only. Then, stroke her hair upwards, bite her left ear, and kiss her fair upon the lips! A secret door will then open up! But beware, do all this incorrectly ... and you will die ...

Goodbye!"

And with that, Gurezh steps into a nearby shadow, and vanishes!

DM's Note : Whatever you do, do NOT repeat the secret door puzzle spoken by Gurezh. Neither should you give players INT checks or other kinds of checks to remember bits they didn't catch or forget. It is, however, imperative that you read the puzzle clearly the first time (at normal speed and with appropriate inflection).

Temple Dimensions : The temple has a base circumference of 100 feet x 100 feet. It rises up three floors (not counting ground floor), ziggurat-style, with each upper floor being slightly smaller in circumference than the lower floor. It is hard to accurately measure the circumference of the upper floors due to twilight shadows and distance. A Knowledge (Architecture) check DC 10+APL (or an INT check DC 20) will discern that the ceilings inside must be 12 feet high.

Now the PCs should go directly around the back of the temple. There, they will find ten statues of nereids and their shawls (as foretold by Gurezh). Let them either solve the puzzle, or fail. Success means that the attending trap is not set off, and a stone door opens. Failure means that the door still opens, but the trap goes off. Disabling the trap (see below) will also open the door.

The Trap

All APL's (EL 4)

↗ **Lightning Bolt Trap :** CR 4; magic device; touch puzzle trigger; non-reset; spell effect (*lightning bolt*, 5th level wizard, 5d6 electricity, DC 14 Reflex save for half damage); Search DC 28; Disable Device DC 28; DMG 3.5 p.72.

The lightning bolt shoots out of the mouth of the nereid, catching all those directly in front of the statue.

Of course, anyone kissing the mouth of the statue gets caught no matter where they are standing.

After Negotiating The Puzzle/Trap

After either the puzzle is solved (or the trap is sprung), read to the PCs the following :

There is a low crunching and grating sound (as if stone which hasn't moved for eons is slowly being moved aside). Now, in place of the third nereid is a medium sized doorway. Just inside, you see a 5ft wide set of steep steps going up into the temple of the Shadow Witch. The light right throughout this shadow realm is like a permanent twilight. Inside the temple is no different, and you see some dim light – mixed with many foreboding shadows. What do you do?

Let the players heal up, light lamps, and set a marching order on the battlemat. The DM should now refer to the **Shadow Witch : Temple Map** (found in the Appendix) and proceed to **Encounter Six**.

Encounter Six

This entire encounter makes reference to various places inside the Shadow Witch Temple.

1. Stairs Up From Outside :

These are the stairs the PCs go up when they enter the temple via the secret door hidden behind the statue of the third nereid. Get PCs to make INT checks (DC 15) to realise that the steps take them up at least 3 storeys. At the top of the steps, there is a 5ft x 5ft platform, and the stairs end abruptly in a stone wall. In the wall is another (very disused) secret door. A Search check (DC 8+APL) will find it. Remember to give bonuses to elves and dwarves to find this. The door can be opened by pivoting it, but it requires a combined STR check DC 22 to push it open (due to the fact it hasn't been used in a long time). When it finally budes, it swings open completely, revealing :

2. Upper Floor :

As fate would have it tIggs pet guardian a lion is off being walked by a resentful demon. The PC will notice a musty animal smell to the pace, can see a few large chewed bones a large earthenware water bowl and an untidy old rug in a corner covered in lots of tawny hair.

3. Guest Bedroom :

Empty. The door to this room is unlocked. Inside is a very nicely appointed bedroom with a double bed, a

dressing table, a mirror, and a wardrobe. There is nothing in any of the drawers if searched.

4. Guest Bedroom : Hanne :

The door to this room is locked (Open Lock DC 12+APL). Upon opening the door, the PCs see a very nicely appointed bedroom with a double bed, a dressing table, a mirror, and a wardrobe. But lying on the bed is Hanne! She is asleep, but breathing, and obviously alive. She appears unhurt, and quite healthy – except for the fact that she is clearly now eight or nine months pregnant!

Hanne can be gently woken. When she wakes, she is surprised, but glad to see the PCs! She cries into the arms of the nicest party member (the one who took care of her most back during the shadows encounter). If asked, she says that she has no idea how she got here, or how long she has been here. Every now and then, trays of food appear in the room. She eats, then the tray vanishes. She has tried to leave, but the door has been locked, and she has heard a lion roaring occasionally out in the hallway. The only other thing she has heard is a man – quietly sobbing – from the distance of perhaps another room. She has been concerned, because unless her ears deceive her, this sobbing sounds an awful lot like her father.

The only other thing that troubles her is that her dreams have stopped. She has been trying to sleep – looking for guidance – but, although she sleeps, her dreams are no more.

Hopefully, the PCs will take Hanne with them. If they lock her back in the room, or ask her to stay, then Karenin will tell them to get her when they reach him.

If searched, the guest room has nothing of value in it.

5. Bathroom :

Although monochrome, this bathroom is quite obviously plush. The bath is made of solid steel, whilst the taps and fittings are all gold. The toilet (and bidet) are golden, and the toilet seat has a cloth padded cushion on it to warm your bottom. An INT check (DC 15) will reveal that this temple has plumbing and sewage far beyond those of medieval Perrenland. None of the larger items can be removed from this room, although a Search (DC 10+APL) reveals some bathroom accoutrements such as talcum powder, eye-shadow, make-up, little mirrors, etc. All of this is worth about 30gps and can be taken.

6. Guest Bedroom : Karenin :

The door to this room is locked (Open Lock DC 12+APL). Upon opening the door, the PCs see a very nicely appointed bedroom with a double bed, a gilded throne, a dressing table, a mirror, and a wardrobe. Sitting on the

throne is a man the party recognises as : Karenin! Read the following :

Sitting on an opulent throne is a rangy looking man dressed in fine but revealing clothing. His dark hair is starting to grey at the temples, and his sideburns have followed suit. His drooping moustache is also tinged with grey, and he strokes it pensively as he sits in a reflective pose. You know this man! It is Voormann, Karenin! At first he does not appear to notice your presence, as he dwells on whatever thoughts he has; but something draws his attention, and he turns a keen gaze upon you. For a brief moment an expression of confusion crosses his face.

Karenin is alone in the throne room and has been left to his own devices. He has been entranced and charmed by the Shadow Witch, though he is not totally beyond redemption yet. Thus, he will not attack the PCs, but is instead intrigued by them.

Since he doesn't really know who they are due to his befuddled state, he will treat the PCs with careful consideration and courtesy. He also has no real idea of who he is himself, and thus cannot recall that he is needed back in Perrenland.

The PCs (and Hanne if she is present) must somehow convince Karenin of who he is, and where his duty lies. In order to do so, the players must first spin a reasonable story (or list the pertinent points of their argument) and then they must attempt a Diplomacy or Bluff check (DC 10+APL). This check is at +4 if Hanne is present.

Clues that Karenin has been turned:

- Glancing into the shadow of the throne reveals a scene of Karenin peering through a door opened just a crack – he is gazing in fascination at a woman bathing.
- If any PC mentions anything about the dwur who led them here (and the sacrifices), Karenin smiles ever so slightly in an off-putting cruel sort of way (Sense Motive to notice).
- Karenin subconsciously strokes a ring that is on his finger (Spot check DC 10+APL to notice). A closer look reveals it to look more like a woman's ring. Hanne (if present) confirms that it is not a ring she recognises.
- The PCs see the shadows on the wall behind Karenin shift to reveal a vision of a courtyard that contains a little girl being cared for by a sensuous looking young woman - surrounded by undead, lycanthropes, and human bandits. The young woman calls the little girl ... "mummy" ...

Presenting the King's Daughter

If the PCs arrive at the throne room with Hännè, the PCs will automatically gain a +4 bonus to their tests above. Secondly, Karenin's eyes seem to continually stray to his daughter. He appears to know her, yet not know her.

What If They Don't Have Hanne, Yet?

Then upon talking with Karenin, the PCs will learn that he has heard a young girl sobbing in a room down the hallway. He thinks he recognises the voice – but he just can't put his finger on who it might be. He says that he thinks the girl is in trouble. He begs the PCs to go to HER before they say anything more to HIM.

Then, When Everyone Is Present

Regardless of the success of any argument, Karenin's eyes will widen and he will look himself over in disgust. He will look at Hännè with affection and then turn to the PCs with a sad look :

The Voormann's eyes seem to become pits of despair. For a moment he seems entirely lucid and not at all confused.

"It is too late for me, loyal folk," he murmurs. "The Witch has her claws in me, and her grip is strong! Soon, The Witch will not only have me, but much of Perrenland in her grasp! She has found a way to influence the very ties that bind our souls - through and across time! You have no idea what evil I have spawned! If she arrives, do not let her touch my flesh again! She returns soon! I beg you!

"Quickly, now! Before I lose control, you must act! If you care for Perrenland or hold any affection for my daughter, you will ...

... execute me!

"Once you are done, go to the large bedroom across the hallway. It is HER room. Open the wardrobe. Inside you will find a portal that will let you escape from here. I know it is there, because she teases me with the knowledge of it.

He then steps from the throne, gets onto his knees, and bows his head as if ready for the final blow ...

The PCs may make Sense Motive (DC 10+APL) tests to see that Karenin is earnest and appears more himself at that moment. The PCs should have no doubt that they are witnessing the true Karenin.

At this point, the PC's have two choices :

1. Kill Karenin OR
2. Rescue Karenin

Of course, Hanne will cry and beg the party not to kill her father. Karenin will push her away and reason that his death is for the betterment of the country he loves. This should be an anguishing moment for every PC, and a genuine high point in the story of Living Greyhawk (and Oerth). The DM should play this for all it's worth (and then some)!

If the party executes Karenin, then Hanne will drop to the ground and sob uncontrollably. They will have to shepherd her (wailing and crying) to the portal in the bedroom (Area 7). A Sense Motive (DC 6+APL) will determine, however, that her wailing is out of personal grief for the loss of her father – though she appears to understand that this was her father's wish, and the party did what they did for the good of Perrenland (as well as following their Voormann's orders).

If the party refuses to execute Karenin, they will have to physically drag him out of the room and through the portal. He is fairly weak, so there is not much resistance; but he does protest strongly the entire time; saying things such as :

"Fools! You don't understand what you're doing! She expects that you will do this! She WANTS you to rescue me!"

Either way, the PCs will have to go to Area 7 to escape.

7. The Bedroom Of The Shadow Witch :

The door to this room is unlocked. Inside is a very beautifully appointed bedroom with a double bed, a footlocker, a dressing table, a mirror, and a wardrobe. There is also a life-like painting on the wall of a beautiful, but middle-aged woman with olive skin. She has an evil smile. Underneath the painting is a plaque that reads:

"My dear Madame Igg-Vurz, It has been a pleasure painting your likeness, but it has been hard with only one hand and one eye ... your adoring Vec."

If searched, the footlocker has the following items stashed away :

Treasure

APL 4–L: 0; C: 0; M: *Potion of Shield Of Faith +4*, 50gp per character; *Hat Of Disguise*, 150gp per character.

APL 6– L: 0; C: 0; M: *Potion of Shield Of Faith +4*, 50gp per character; *Hat Of Disguise*, 150gp per character; *Necklace Of Fireballs Type III*, 362gp per character

APL 8– L: 0; C: 0; M: *Potion of Shield Of Faith +4*, 50gp per character; *Hat Of Disguise*, 150gp per character; *Necklace Of Fireballs Type III*, 362gp per character; *Bead Of Force*, 250gp per character.

APL 10– L: 0; C: 0; M: *Potion of Shield Of Faith +4*, 50gp per character; *Hat Of Disguise*, 150gp per character; *Necklace Of Fireballs Type III*, 362gp per character; *Bead Of Force*, 250gp per character; +2 *Shortsword*, 692gp per character.

APL 12– L: 0; C: 0; M: *Potion of Shield Of Faith +4*, 50gp per character; *Hat Of Disguise*, 150gp per character; *Necklace Of Fireballs Type III*, 362gp per character; *Bead Of Force*, 250gp per character; +2 *Shortsword*, 692gp per character; *Wand of Knock*, 375gp per character.

Opening the wardrobe reveals the following ... READ :

Upon opening the wardrobe, an alarm sounds! The loudness of the ring echos all throughout the temple. Inside the wardrobe, you seeing a vortex of swirling black mist – much like the kind you have seen on your travels on this plane thus far. From the direction of the stairs of the temple you hear the sound of a hundred hungry demons coming your way. What do you do?

Most PCs will jump right in. They should also help guide Hanne (and Karenin if he is present). If they do not do this immediately, then some of the battle outlined in Area 8 might take effect (and continue until they jump through).

8. Stairs Down To Lower Levels Of Temple :

As soon as a PC moves to the top of these stairs, read the following :

This appears to be a set of stairs winding down to lower levels of the temple. From below, you can hear the horrible, gurgling, voices of over a hundred demons, as they cavort, sacrifice, cast terrible spells, and praise a thousand wicked gods! It appears they haven't heard (or seen) you ... yet ...

Any PC demented enough to run down these stairs and announce their presence, will draw the wrath of the following demons, who will attack until the PCs have jumped through the portal in Area 7. It should be noted that EL's are not calculated for these encounters as it is NOT expected that PCs will experience this (by and large).

APL 4

☛ **Babau (1)** : hp66; see Monster Manual 3.5, p.40.

APL 6

☛ **Vrock (1)** : hp115; see Monster Manual 3.5, p.48.

APL 8

☛ **Retriever (1)** : hp135; see Monster Manual 3.5, p.46.

APL 10

☛ **Glabrezu (1)** : hp174; see Monster Manual 3.5, p.43.

APL 12

☛ **Nalfeshnee (1)** : hp175; see Monster Manual 3.5, p.45.

The PCs will also meet these demons if they go in through the Front Door of the temple (thus directly ignoring the advice of the dwarf); or if they linger more than reasonable in Area 7 after the wardrobe has been opened. In the former case, the demons will attack (one by one) until all the party are slain. In the latter case, they will attack until all the PCs have jumped through the portal.

Encounter Seven

As soon as all the PCs have jumped through the portal read the following.

Suddenly, the bedroom that seemed more real than anything else so far, grows cold and decidedly warped. You quickly find yourselves [with Hanne] OR [with Hanne and Karenin] back on top of the Ziggurat where the Dolmen Mound is located ... but you are still on the Plane of Shadow!

Now, instead of the scarlet corn, you see a lake of thick, black, congealed blood, stretching out from beneath the Ziggurat for as far as your eyes can see! A chill wind blows through your bones, and buffets you as a storm rages around and lightning fills the sky!

DM's Note: Place down the battle mat of the ziggurat from Encounter 3. Ask PCs to place their figurines wherever they wish within the confines of the area. The DM should place Hanne [and Karenin] in the south-west corner of the map. Then read the following.

Suddenly, Hanne cries out and clutches at her pregnant stomach.

"Oh no! The baby! It's coming! Ohhhhh!!!"

And with that, she collapses in obvious pain on the floor of the ziggurat.

DM's Note: Hanne will hopefully draw the attention of at least one concerned PC, although her body will deliver safely without PC assistance. Certainly if Karenin is with the PC he will attend her and not attack Igg. Any PC with healing skills can assist in the delivery. A successful

heal check DC 10 will quickly inform the PCs that Hanne is in the final stages of delivery.

Give the PCs 2 rounds to work this out and then read the following.

It is the appearance of the slender yet very pregnant woman that now, however, draws your attention.

(Igg has appeared anywhere that she has 10ft or more pace before a PC.)

That she is classically Flan is unmistakable, and she is quite beautiful. Her clothing is from an older period, Ur-Flannae perhaps, and as opulent as it is revealing. You all clearly hear Hanne say, through gritted teeth.

“What have you done to me Igg-Vurz, why me, why me.” That this new arrival is the witch Igg-Vurz seems obvious. She stares at you with open and frank curiosity, before her eyes rove over the straining figure of Hanne in labor to answer her question. “Ah so it is your time too my child, I feel the stirring within myself as well. Only one with blood of ancients would do, and the closer in kinship the better. Alas for me, however, no friends are here to help me... (her eyes flick back to the PCs) ...only enemies. Curse his interference, too long have I waited for this, I will not be damned to remain in this place for another age.” Roll initiative.

Regardless of how they roll, Igg-Vurz goes one higher in the count than the highest rolling PC. This is due to the fact that she has some control over her immediate environment in the plane of shadow

APL 4 (EL 6)

☛ **The Witch (Igg-Vurz):** Human female Sor6, hp 42. See Appendix for statistics.

APL 6 (EL 8)

☛ **The Witch (Igg-Vurz):** Human female Sor8, hp 56. See Appendix for statistics.

APL 8 (EL 10)

☛ **The Witch (Igg-Vurz):** Human female Sor10, hp 70. See Appendix for statistics.

APL 10 (EL 12)

☛ **The Witch (Igg-Vurz):** Human female Sor12, hp 84. See Appendix for statistics.

APL 12 (EL 14)

☛ **The Witch (Igg-Vurz):** Human female Sor14, hp 98. See Appendix for statistics.

Tactics: Igg-Vurz will use her spells to best effect in this encounter. As it is to the death, she will be showing little mercy. She will target spellcasters if possible in the first few rounds. If she uses *summon monster* spells she will opt for lots of lesser creatures to act as canon fodder between her and the fighters in the party. At no time will her area effect spells or her summoned creatures attack or affect Hanne or Karenin. Igg will have the following spells pre-cast upon herself (from scrolls or consumed potions).

All APLs

Endurance: +4 to Con, giving her 2 extra hit points per level (factored into stat block).

Mage Armor: +4 enchantment bonus to AC, this has been factored into her stat block AC already.

Blink: See Players Handbook.

Shield: +4 deflection bonus to AC, absorbs magic missiles. This has been factored into her AC already.

APL 8 (in addition to above)

Spectral Hand: See the Player Handbook, Igg arrives with this spell active.

Stoneskin: DR10/adamantine (120 points).

APL 10 (in addition to above)

False Life: Extra 20 hitpoints.

APL 12 (in addition to above)

Summon Monster VI: Igg also appears with 4 Howlers (see the Monster Manual p154), who fight for 13 rounds or until they are killed.

What happens if a PC gets pushed over the edge of the Ziggurat?

Then they fall into a thick, seething, ocean of blood, 1d6 x 5 feet from the steps leading to the top of the ziggurat. This water is considered *very deep water*. See page 304 (Water Dangers) of the DMG 3.5 for information on how to adjudicate this.

What if the PCs try to subdue Igg-Vurz?

She will NOT allow herself to BE subdued. She will take every “softened blow” and turn it into a “hard blow” by twisting her body to take full impact. Allow the PCs an INT check DC 10 the figure this out. It should be clear that this fight is to the death – one way or the other.

What happens when the PCs defeat Igg-Vurz?

When the “death blow” is delivered to Igg-Vurz, read the following:

As the final blow strikes Igg-Vurv, she lets out an un-oerthly scream of joy! As she does, she clasps at her pregnant stomach and smiles a strange crooked smile before her dead eyes roll back in her head. Then, in an instant, her entire body turns to melting mush and it slags to the ground. Before you can reach her, a strange, thick, black mist rolls in across the ziggurat and you are plunged into darkness! In the darkness you hear the first cry of a newborn baby. Then, as quick as it came, the mist parts and you find yourselves back in the real world – back on top of the dolmen mound in the Mounds Of Dawn! The sun has just risen. Below you is the corn of the blood grass – and in the distance you can see the hill where the Keiper said he would wait for you.

At this point, have the PCs notice that the body of Igg-Vurz has melted away – but her clothes and belongings have, strangely, been left behind.

Treasure

APL 4–L: 0; C: 0; M: +1 *Dagger*, 193gp per character; *Vest of Resistance +2*, 333gp per character; *Ring of Protection +2*, 666gp per PC; *Lesser Rod of Energy Substitution (Acid)*, 225gp per character; *Brooch of Shielding*, 125gp per character.

APL 6– L: 0; C: 0; M: +1 *Dagger*, 193gp per character; *Vest of Resistance +2*, 333gp per character; *Ring of Protection +2*, 666gp per PC; *Lesser Rod of Energy Substitution (Acid)*, 225gp per character; *Brooch of Shielding*, 125gp per character; *Cloak of Charisma +2*, 333gp per character; *Cirlet of Persuasion*, 375gp per character.

APL 8– L: 0; C: 0; M: +1 *Dagger*, 193gp per character; *Vest of Resistance +2*, 333gp per character; *Ring of Protection +2*, 666gp per PC; *Lesser Rod of Energy Substitution (Acid)*, 225gp per character; *Brooch of Shielding*, 125gp per character; *Cloak of Charisma +2*, 333gp per character; *Cirlet of Persuasion*, 375gp per character; *Ring of Counterspells*, 333gp per character.

APL 10– L: 0; C: 0; M: +1 *Dagger*, 193gp per character; *Vest of Resistance +2*, 333gp per character; *Ring of Protection +2*, 666gp per PC; *Lesser Rod of Energy Substitution (Acid)*, 225gp per character; *Brooch of Shielding*, 125gp per character; *Cloak of Charisma +2*, 333gp per character; *Cirlet of Persuasion*, 375gp per character; *Ring of Counterspells*, 333gp per character; *Wand of False Life*, 375gp per character.

APL 12– L: 0; C: 0; M: +1 *Dagger*, 193gp per character; *Vest of Resistance +2*, 333gp per character; *Ring of Protection +2*, 666gp per PC; *Lesser Rod of Energy Substitution (Acid)*, 225gp per character; *Brooch of Shielding*, 125gp per character; *Cloak of Charisma +2*, 333gp per character; *Cirlet of Persuasion*, 375gp per

character; *Ring of Counterspells*, 333gp per character; *Wand of False Life*, 375gp per character; *Wand of Magic Missiles (9th)*, 562gp per character.

Conclusion A

Read this conclusion if Hanne And Karenin both survived

Sitting, in full health is Hanne. She is holding her new born little baby!

“Oh ...,” says Hanne, “Look! My new little girl has been born to me ahead of her time! May the gods be praised! She is strong, and healthy ... and see: she has my father’s eyes and beautiful olive skin!”

Karenin moves closer to Hanne and puts his arm around her shoulder.

“Oh, my daughter ... what have I done? What will become of my country? Who will protect this innocent child from the darkness that will come.”

And then Karenin looks at you all ...

... and smiles a slightly crooked little smile.

Conclusion B

Read this conclusion if only Hanne survived.

Sitting, in full health is Hanne. She is holding her new born little baby!

“Oh ...,” says Hanne, “Look! My new little girl has been born to me ahead of her time! May the gods be praised! She is strong, and healthy ... and see: she has my father’s eyes and beautiful olive skin!”

“Oh, my daughter ... what have I done? What will become of my country? Who will protect you from the darkness that will come.”

And then Hanne looks at you all ...

... and smiles a slightly crooked little smile.

Conclusion C

Read This Conclusion If Hanne Did Not Survive

If someone tries to revive Hanne, she will NOT return from the dead. She has met her father in the afterlife and they are reunited in happiness and peace at last.

Looking around, you notice that Hanne is holding her new born baby in her arms ...

... but she is not breathing.

It seems that her request to help her was not fully heeded, and she has sadly passed away during the ordeal of childbirth (as she feared).

But the little baby is alive. It has blue eyes and beautiful olive skin. You know that you must bring

both the baby and Hanne's body back to Karla Hussen. There will be much explaining to do.

As a new dawn breaks, you all solemnly head down from the dolmen mound and back through the scarlet corn. Beyond the ridge you find The Keeper waiting for you, and he guides you back to the Vestflow River where you make the signal and await the priests to come and get you.

"Good luck," the Keeper says – his eyes betraying his true concern. "I forsee great changes in this land over the time to come. May the gods protect you ... And may you stay clear of shadows"

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: Defeat the Shadows

APL4 120 xp; APL6 180 xp; APL8 270 xp;
APL 10 330 xp; APL 12 360 xp.

Encounter Three: Defeat the Minotaur

APL4 120 xp; APL6 180 xp; APL8 240 xp;
APL 10 300 xp; APL 12 360 xp.

Encounter Five: Encountering the trap

APL4 120 xp; APL6 120 xp; APL8 120 xp;
APL 10 120 xp; APL 12 120 xp.

Encounter Seven: Defeat Igg

APL4 180 xp; APL6 240 xp; APL8 270 xp;
APL 10 330 xp; APL 12 420 xp.

Story award for good Role-Playing

APL4 90 xp; APL6 180 xp; APL8 225 xp;
APL 10 250 xp; APL 12 300 xp.

Total possible experience:

APL4 630 xp; APL6 900 xp; APL8 1125 xp;
APL 10 1,330 xp; APL 12 1,560 xp.

Treasure Summary

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

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

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

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

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

M: Magic Items (sell value)

Encounter Six:

APL 4–L: 0; C: 0; M: *Potion of Shield Of Faith +4*, 50gp per character; *Hat Of Disguise*, 150gp per character.

APL 6– L: 0; C: 0; M: *Potion of Shield Of Faith +4*, 50gp per character; *Hat Of Disguise*, 150gp per character; *Necklace Of Fireballs Type III*, 362gp per character

APL 8– L: 0; C: 0; M: *Potion of Shield Of Faith +4*, 50gp per character; *Hat Of Disguise*, 150gp per character; *Necklace Of Fireballs Type III*, 362gp per character; *Bead Of Force*, 250gp per character.

APL 10– L: 0; C: 0; M: *Potion of Shield Of Faith +4*, 50gp per character; *Hat Of Disguise*, 150gp per character; *Necklace Of Fireballs Type III*, 362gp per character; *Bead Of Force*, 250gp per character; +2 *Shortsword*, 692gp per character.

APL 12– L: 0; C: 0; M: *Potion of Shield Of Faith +4*, 50gp per character; *Hat Of Disguise*, 150gp per character; *Necklace Of Fireballs Type III*, 362gp per character; *Bead Of Force*, 250gp per character; +2 *Shortsword*, 692gp per character; *Wand of Knock*, 375gp per character.

Encounter Seven:

APL 4–L: 0; C: 0; M: +1 *Dagger*, 193gp per character; *Vest of Resistance +2*, 333gp per character; *Ring of Protection +2*, 666gp per PC; *Lesser Rod of Energy Substitution (Acid)*, 225gp per character; *Brooch of Shielding*, 125gp per character.

APL 6– L: 0; C: 0; M: +1 *Dagger*, 193gp per character; *Vest of Resistance +2*, 333gp per character; *Ring of Protection +2*, 666gp per PC; *Lesser Rod of Energy Substitution (Acid)*, 225gp per character; *Brooch of Shielding*, 125gp per character; *Cloak of Charisma +2*, 333gp per character; *Cirlet of Persuasion*, 375gp per character.

APL 8– L: 0; C: 0; M: +1 *Dagger*, 193gp per character; *Vest of Resistance +2*, 333gp per character; *Ring of Protection +2*, 666gp per PC; *Lesser Rod of Energy Substitution (Acid)*, 225gp per character; *Brooch of Shielding*, 125gp per character; *Cloak of Charisma +2*, 333gp per character; *Cirlet of Persuasion*, 375gp per character; *Ring of Counterspells*, 333gp per character.

APL 10– L: 0; C: 0; M: +1 *Dagger*, 193gp per character; *Vest of Resistance +2*, 333gp per character; *Ring of Protection +2*, 666gp per PC; *Lesser Rod of Energy Substitution (Acid)*, 225gp per character; *Brooch of Shielding*, 125gp per character; *Cloak of Charisma +2*, 333gp per character; *Cirlet of Persuasion*, 375gp per character; *Ring of Counterspells*, 333gp per character; *Wand of False Life*, 375gp per character.

APL 12– L: 0; C: 0; M: +1 *Dagger*, 193gp per character; *Vest of Resistance +2*, 333gp per character; *Ring of Protection +2*, 666gp per PC; *Lesser Rod of Energy Substitution (Acid)*, 225gp per character; *Brooch of Shielding*, 125gp per character; *Cloak of Charisma +2*, 333gp per character; *Cirlet of Persuasion*, 375gp per character; *Ring of Counterspells*, 333gp per character; *Wand of False Life*, 375gp per character; *Wand of Magic Missiles (9th)*, 562gp per character.

Total Possible Treasure (per PC)

APL 4: L: 0; C: 0; M: 600 gp

APL 6: L: 0; C: 0; M: 800 gp

APL 8: L: 0; C: 0; M: 1,250 gp

APL 10: L: 0; C: 0; M: 2,100 gp

APL 12: L: 0; C: 0; M: 3,000 gp

Items for the Adventure Record

Item Access

APL 4

Potion of Shield of Faith +4 (Adventure, DMG)

Hat Of Disguise (Adventure, DMG)

Vest of Resistance +2 (Adventure, DMG)

Lesser Rod of Energy Substitution (Acid) (Adventure, Tome and Blood)

Brooch of Shielding (Adventure, DMG)

APL 6 – All of APL 4 plus the following
Necklace of Fireballs Type III (Adventure, DMG)

Cloak of Charisma +2 (Adventure, DMG)

Cirlet of Persuasion (Adventure, DMG)

APL 8 – All of APL 4-6 plus the following
Bead Of Force (Adventure, DMG)

Ring of Counterspells (Adventure, DMG)

APL 10 – All of APL 4-8 plus the following

+2 *Shortsword* (Adventure, DMG)

Wand of False Life (Adventure, 1st level caster, DMG)

APL 12 – All of APL 4-10 plus the following

Wand of Knock (Adventure, DMG)

Wand of Magic Missiles (Adventure, 9th level caster, DMG)

Appendix I : Creature/NPC Statistics

ENCOUNTER 3

APL 6 (EL 6)

👉 **Minotaur, Fighter:** CR 6; Large Monstrous Humanoid ; HD 6d8+12(Minotaur)+2d10 (Fighter); hp 53; Init + 4; Spd 30; AC 17 (-1 size, +5 natural, +3 studded leather) touch 9, flat footed 17; BA/G + 8 base melee, + 14 grapple; Atk Greataxe +11 (3d6+6/x3) or gore +9 melee (1d8+4); Full Atk Greataxe +11/+6 melee (3d6+6/x3) and gore +4 melee (1d8+2); SA: Powerful Charge (Ex) 4d6+6; SQ: Natural cunning (Ex), Scent (Ex); AL CE; SV Fort + 9, Ref + 5, Will + 5; STR 19, DEX 10, CON 15, INT 7, WIS 10, CHA 8; Height 10 ft.

Skills and feats: Intimidate + 4, Listen + 7, Search + 2, Spot + 7. Feats: Great Fortitude, Power Attack, Improved Initiative, Dodge, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

APL 8 (EL 8)

👉 **Minotaur, Fighter:** CR 8; Large Monstrous Humanoid ; HD 6d8+12(Minotaur)+4d10 (Fighter); hp 71; Init + 4; Spd 30; AC 20 (-1 size, +5 natural, +6 splint mail) touch 9, flat footed 20; BA/G + 8 base melee, + 14 grapple; Atk Greataxe +12 (3d6+6/x3) or gore +9 melee (1d8+4); Full Atk Greataxe +12/+6 melee (3d6+6/x3) and gore +4 melee (1d8+2); SA: Powerful Charge (Ex) 4d6+6; SQ: Natural cunning (Ex), Scent (Ex); AL CE; SV Fort + 10, Ref + 6, Will + 6; STR 19, DEX 10, CON 16, INT 7, WIS 10, CHA 8; Height 10 ft.

Skills and feats: Intimidate + 4, Listen + 7, Search + 2, Spot + 11. Feats: Great Fortitude, Mobility, Power Attack, Improved Initiative, Dodge, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This makes them immune to maze

spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

APL 10 (EL 10)

👉 **Minotaur, Fighter:** CR 10; Large Monstrous Humanoid ; HD 6d8+12(Minotaur)+6d10 (Fighter); hp 87; Init + 4; Spd 30; AC 22 (-1 size, +5 natural, +8 masterwork half-plate) touch 9, flat footed 22; BA/G + 8 base melee, + 14 grapple; Atk Greataxe +14 (3d6+6/x3) or gore +9 melee (1d8+4); Full Atk Greataxe +14/+7 melee (3d6+6/x3) and gore +4 melee (1d8+2); SA: Powerful Charge (Ex) 4d6+6; SQ: Natural cunning (Ex), Scent (Ex); AL CE; SV Fort + 11, Ref + 7, Will + 7; STR 19, DEX 10, CON 16, INT 7, WIS 10, CHA 8; Height 10 ft.

Skills and feats: Intimidate + 8, Listen + 7, Search + 2, Spot + 11. Feats: Great Fortitude, Mobility, Power Attack, Improved Initiative, Dodge, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

APL 12 (EL 12)

👉 **Minotaur, Fighter:** CR 12; Large Monstrous Humanoid ; HD 6d8+12(Minotaur)+8d10 (Fighter); hp 103; Init + 4; Spd 30; AC 23 (-1 size, +5 natural, +9 half-plate +2) touch 9, flat footed 23; BA/G + 8 base melee, + 14 grapple; Atk Greataxe +15 (3d6+6/x3) or gore +9 melee (1d8+4); Full Atk Greataxe +15/+8 melee (3d6+6/x3) and gore +4 melee (1d8+2); SA: Powerful Charge (Ex) 4d6+6; SQ: Natural cunning (Ex), Scent (Ex); AL CE; SV Fort + 12, Ref + 7, Will + 7; STR 19, DEX 10, CON 16, INT 7, WIS 10, CHA 8; Height 10 ft.

Skills and feats: Intimidate + 10, Listen + 7, Search + 2, Spot + 13. Feats: Great Fortitude, Mobility, Power Attack, Improved Initiative, Dodge, Spring Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows

the beast to make a single gore attack that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

ENCOUNTER 7

APL 4 (EL6)

☛ **The Witch (Igg-Vurz):** Female human (Ur-Flanne) Sor 6; CR 6; medium humanoid; HD 6d4+6; hp 42; Init +1; Spd 30 ft. ; AC 21 (touch 17, flat-footed 16) [Dex +1, Mage Armor +4, Ring of Protection +2]; Atk +4 melee [1d4+1, 19-20x2, +1 dagger] or +4 ranged [ray]; AL CE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 12, Con 12, Int 16, Wis 12, Cha 19.

Skills and Feats: Bluff +12, Concentration +9, Diplomacy +7, Intimidate +7, Knowledge (arcana) +12, Knowledge (the planes) +5, Knowledge (religion) +5, Spellcraft +12; Summon Familiar, Combat Casting, Scribe Scroll, Spell Penetration, Greater Spell Penetration.

Possessions: Dagger +1, Vest of resistance +2, Ring of Protection +2, Lesser Rod of Energy Substitution (Acid), Brooch of Shielding.

Spells Per Day (6,7,6,4)

Spells Known (7,4,2,1; base DC = 14 + spell level): 0—*Acid Splash, Detect Magic, Light, Mage Hand, Message, Ray of Frost, Read Magic* ; 1st—*Charm Person, Magic Missile, Ray of Enfeeblement, True Strike*, 2nd—*Melf's acid arrow, Touch of Idiocy*, 3rd—*Fireball*.

APL 6 (EL8)

☛ **The Witch (Igg-Vurz):** Female human (Ur-Flanne) Sor 8; CR 8; medium humanoid; HD 8d4+8; hp 56; Init +1; Spd 30 ft. ; AC 21 (touch 17, flat-footed 16) [Dex +1, Mage Armor +4, Ring of Protection +2]; Atk +5 melee [1d4+1, 19-20x2, +1 dagger] or +5 ranged [ray]; AL CE; SV Fort +3, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 16, Wis 12, Cha 20.

Skills and Feats: Bluff +13, Concentration +10, Diplomacy +7, Intimidate +8, Knowledge (arcana) +13, Knowledge (the planes) +5, Knowledge (religion) +5, Spellcraft +13; Summon Familiar, Combat Casting, Scribe Scroll, Spell Penetration, Greater Spell Penetration.

Possessions: Dagger +1, Vest of resistance +2, Ring of Protection +2, Lesser Rod of Energy Substitution

(Acid), Brooch of Shielding, Circlet of Persuasion, Cloak of Charisma +2.

Spells Per Day (6,7,7,6,4)

Spells Known (8,5,3,2,1; base DC = 16 + spell level): 0—*Acid Splash, Detect Magic, Light, Mage Hand, Message, Ray of Frost, Read Magic, Touch of Fatigue* ; 1st—*Charm Person, Magic Missile, Ray of Enfeeblement, Shield, True Strike*, 2nd—*Ghoul Touch, Melf's acid arrow, Touch of Idiocy*, 3rd—*Fire Ball, Suggestion*; 4th—*Charm Monster*.

APL 8 (EL9)

☛ **The Witch (Igg-Vurz):** Female human (Ur-Flanne) Sor 10; CR 10; medium humanoid; HD 10d4+10; hp 70; Init +1; Spd 30 ft. ; AC 21 (touch 17, flat-footed 16) [Dex +1, Mage Armor +4, Ring of Protection +2]; Atk +6 melee [1d4+1, 19-20x2, +1 dagger] or +6 ranged [ray]; AL CE; SV Fort +3, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 16, Wis 12, Cha 20.

Skills and Feats: Bluff +15, Concentration +11, Diplomacy +7, Intimidate +8, Knowledge (arcana) +14, Knowledge (the planes) +5, Knowledge (religion) +5, Spellcraft +14; Summon Familiar, Combat Casting, Scribe Scroll, Spell Penetration, Greater Spell Penetration, Extend Spell.

Possessions: Dagger +1, Vest of resistance +2, Ring of Protection +2, Lesser Rod of Energy Substitution (Acid), Brooch of Shielding, Circlet of Persuasion, Cloak of Charisma +2, Ring of Counterspells (*Feeblemind*).

Spells Per Day (6,7,7,7,6,3)

Spells Known (9,5,4,3,2,1; base DC = 16 + spell level): 0—*Acid Splash, Detect Magic, Disrupt Undead, Light, Mage Hand, Message, Ray of Frost, Read Magic, Touch of Fatigue* ; 1st—*Charm Person, Magic Missile, Ray of Enfeeblement, Shield, True Strike*, 2nd—*Ghoul Touch, Melf's acid arrow, Spectral Hand, Touch of Idiocy*, 3rd—*Fire Ball, Suggestion, Vampiric Touch*; 4th—*Charm Monster, Lesser Geas*, 5th—*Cone of Cold*.

APL 10 (EL 11)

☛ **The Witch (Igg-Vurz):** Female human (Ur-Flanne) Sor 12; CR 12; medium humanoid; HD 12d4+12; hp 84; Init +1; Spd 30 ft. ; AC 21 (touch 17, flat-footed 16) [Dex +1, Mage Armor +4, Ring of Protection +2]; Atk +7/+1 melee [1d4+1, 19-20x2, +1 dagger] or +7/+1 ranged [ray]; AL CE; SV Fort +4, Ref +4, Will +8; Str 10, Dex 12, Con 12, Int 16, Wis 12, Cha 21.

Skills and Feats: Bluff +16, Concentration +12, Diplomacy +7, Intimidate +8, Knowledge (arcana) +15, Knowledge (the planes) +6, Knowledge (religion) +5, Spellcraft +14; Summon Familiar, Combat Casting,

Scribe Scroll, Spell Penetration, Greater Spell Penetration, Extend Spell, Subdual Substitution.

Possessions: Dagger +1, Vest of resistance +2, Ring of Protection +2, Lesser Rod of Energy Substitution (Acid), Brooch of Shielding, Circlet of Persuasion, Cloak of Charisma +2, Ring of Counterspells (*Feeblemind*), Wand of *False Life* (10 Charges).

Spells Per Day (6,7,7,7,7,6,3)

Spells Known (9,5,5,4,3,2,1); base DC = 16 + spell level): 0—*Acid Splash, Detect Magic, Disrupt Undead, Light, Mage Hand, Message, Ray of Frost, Read Magic, Touch of Fatigue*; 1st—*Charm Person, Magic Missile, Ray of Enfeeblement, Shield, True Strike*; 2nd—*Eagles Splendor, Ghoul Touch, Mel's acid arrow, Spectral Hand, Touch of Idiocy*; 3rd—*Blink, Fire Ball, Suggestion, Vampiric Touch*; 4th—*Charm Monster, Lesser Geas, Stoneskin*; 5th—*Feeblemind, Summon Monster V*; 6th—*Geas*.

APL 12 (EL 14)

☛ **The Witch (Igg-Vurz):** Female human (Ur-Flanne) Sor 14; CR 14; medium humanoid; HD 14d4+14; hp 98; Init +1; Spd 30 ft. ; AC 21 (touch 17, flat-footed 16) [Dex +1, Mage Armor +4, Ring of Protection +2]; Atk +8/+2 melee [1d4+1, 19-20x2, +1 dagger] or +8/+2 ranged [ray]; AL CE; SV Fort +5, Ref +5, Will +9; Str 10, Dex 12, Con 12, Int 16, Wis 12, Cha 22.

Skills and Feats: Bluff +16, Concentration +12, Diplomacy +7, Intimidate +8, Knowledge (arcana) +15, Knowledge (the planes) +6, Knowledge (religion) +5, Spellcraft +14; Summon Familiar, Combat Casting, Scribe Scroll, Spell Penetration, Greater Spell Penetration, Extend Spell, Subdual Substitution.

Possessions: Dagger +1, Vest of resistance +2, Ring of Protection +2, Lesser Rod of Energy Substitution (Acid), Brooch of Shielding, Circlet of Persuasion, Cloak of Charisma +2, Ring of Counterspells (*Feeblemind*), Wand of *False Life* (10 Charges), Wand of *Magic Missile* 5d4+5 (8 charges).

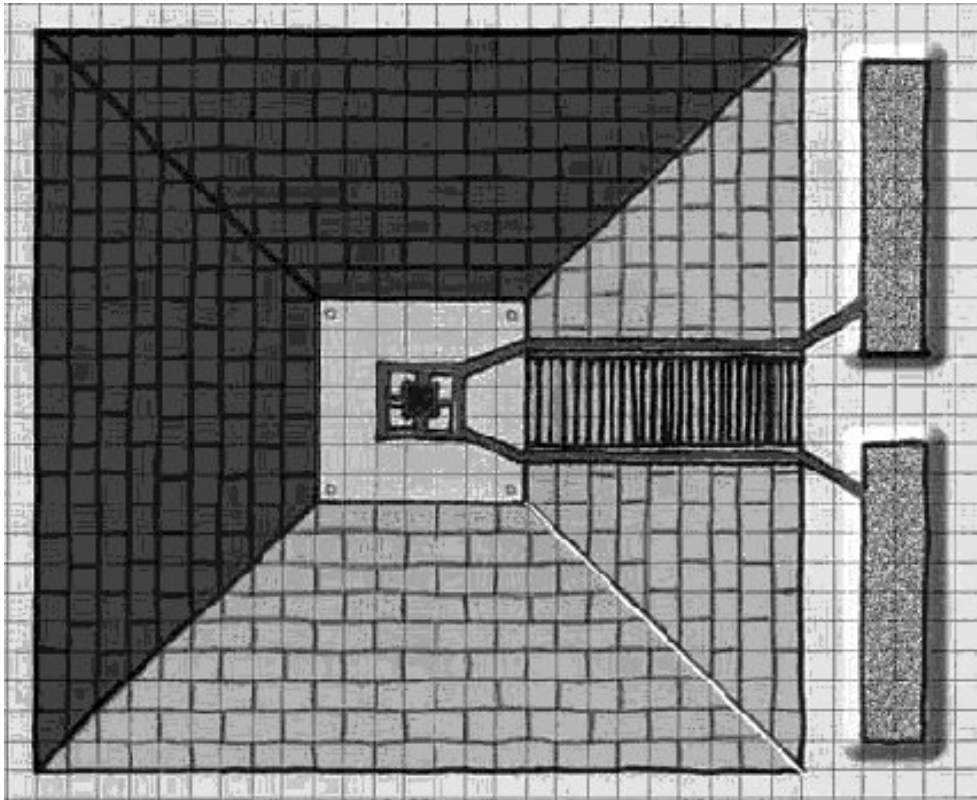
Spells Per Day (6,7,7,7,7,6,3)

Spells Known (9,5,5,4,4,3,2,1); base DC = 16 + spell level): 0—*Acid Splash, Detect Magic, Disrupt Undead, Light, Mage Hand, Message, Ray of Frost, Read Magic, Touch of Fatigue*; 1st—*Charm Person, Magic Missile, Ray of Enfeeblement, Shield, True Strike*; 2nd—*Eagles Splendor, Ghoul Touch, Mel's acid arrow, Spectral Hand, Touch of Idiocy*; 3rd—*Blink, Fire Ball, Suggestion, Vampiric Touch*; 4th—*Charm Monster, Lesser Geas, Stoneskin, Otilukes Resilient Sphere*; 5th—*Cone of Cold, Feeblemind, Summon Monster V*; 6th—*Geas, Summon Monster VI*; 7th—*Insanity*.

Player Map #1: Central Western Perrenland

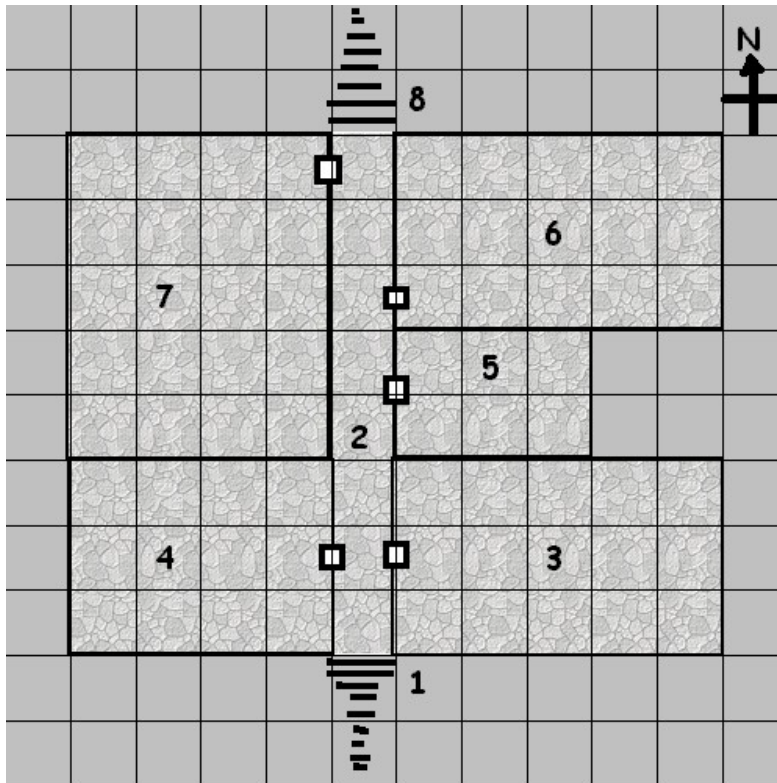


Player Map #2: The Ziggurat

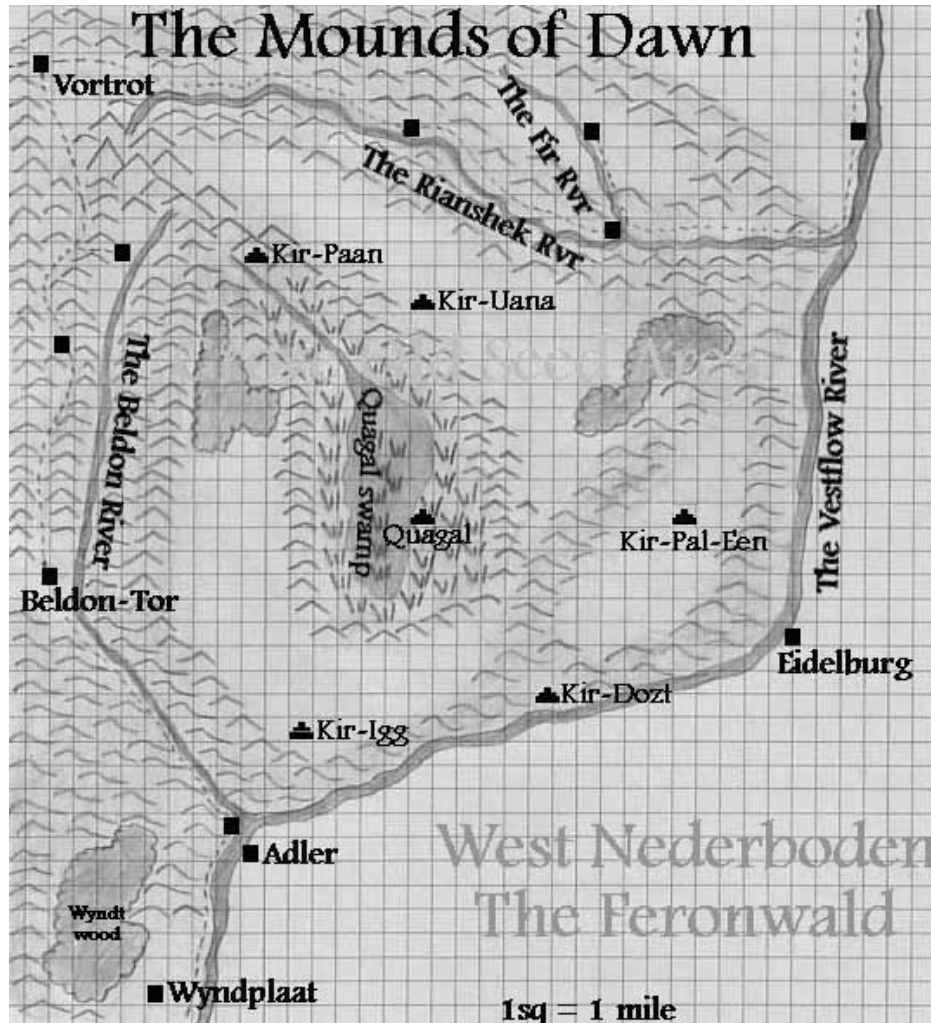


Each square represents 5 feet

Player's Map #3 : The Witch's Temple (Upstairs)



DM's Map : The Ur-Flanne Canton of Dawn superimposed with elements of 593 CY Perrenland



Player Handout #1 : Regional Events Summary

The dream is always the same, and chills you to the bone. Most people receive the dream if they fall asleep at dusk, or within a large shadow of some kind. A few people (in certain areas of Perrenland) have the dream whenever they fall asleep at any time. It runs like this :

“Across a clear pool of water you see a white bird flying, all around the darkness of a great cavern looms, threateningly. As you watch the water in the pool begins to swirl as from its centre a deep crimson stain begins to spread staining the water the colour of blood. Suddenly the bird stops in midair and falling it plummets towards the maelstrom of blood that the pool has become. Just before the bird strikes the water you awaken. In the distance the rumble of thunder sounds like the booming of some darks gods laughter.”

Rumor #1

The dream that many Perrenders are seeing has been blamed on the fact that the country is missing strong leadership; with the fate of the Voormann, Karenin Weisspeer, still unknown. This has created a sense of panic and fear within Perrenland.

Rumor #2

The “Dark Gods Laughter”, as the dream has been called, is not making the delicate political situation in Perrenland any easier to manage. The Untervoormann, Orgus Bildgear, and the Voorshoolmann, Renulf Solcarde, have assumed dual executive power until the fate of Karenin is known. However, the dream, combined with rumors leaking out from the reformed Concatenated Council, is driving various political and cultural factions into conflict. Talk of a controversial motion that has been put forward by the powerful Roodberg, Pfalzgraf Gutherie, has further complicated matters.

The motion calls for a declaration by the council that Karenin's re-election as Voormann be nullified for the good of the nation. It further calls for Karenin's elected deputy Orgus Bildgear, as Karenin's legitimate running partner in the election, be sworn in as the new Voormann. This motion has angered the faction of powerful Weisspeer, Pfalzgraf Hasten (Karenin's brother). With voting evenly locked, and threatening a schism within the council, and with Bildgear exempt from voting on a decision that concerns himself, this leaves Reanulf Solcarde (the spiritual head of the nation) with a casting vote. Reanulf has asked for time to make his decision, and for the council to lead by example in these difficult times with a display of cool heads and sensible policy.

Rumor #3

The Concatenated Council has called a State Of Emergency. This involves the withdrawal of the bulk of the 5th Auszugen from the now more stable Kershane Pass area. They have been re-deployed to construct defensive positions in the new canton of Vesbergen near the new settlement of Schwungelstadt. Here, they join the 1st Auszugen from Traft and the 6th Auszugen from Huglerote. This places more than a third of the country's standing army in Vesbergen - facing the forces of Iuz. Tensions within the new canton and Perrenland (in general) about an invasion by Iuz have thus been slightly eased.

Moreover, the council has announced the formation of three additional Auszugen, one from the citizen's of the Canton of Vesbergen, one from the citizens of the Canton of Kershane and one from Ootlander troops currently employed within the Pax Mecuri. Finally every Graf of Perrenland has been asked to send half of their Grafgardt (preferably mounted) to the city of Exag to counter any move by the Tiger nomads, who being in league with Iuz, need to be countered if they invade in force. The net result has been to congest the three main highways with a chaotic mixture of troops moving from the major cities and frightened citizens moving into them for protection.

DM Aid

THE PLANE OF SHADOW

Excerpts from "The Manual Of The Planes" by Jeff Grub, Bruce R. Cordell, and David Noonan

The Plane of Shadow is a darkly lighted dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly. The Plane of Shadow is also coterminous to other planes. With the right spell, you can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It otherwise appears similar (but not exactly identical) to the Material Plane. Landmarks from the Material Plane are recognizable on the Plane of Shadow, but they are twisted, warped things—diminished reflections of what can be found on the Material Plane. Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

The Plane of Shadow is highly morphic, and parts continually flow onto other planes. As a result, precise maps are next to useless, despite the presence of landmarks, if a traveler visits a mountain range during one use of a *shadow walk* spell, the mountain range may still be there the next time, but the individual mountains may have moved about. Precision is a lost cause in the Plane of Shadow.

The terrain of the Plane of Shadow is usually similar to the area where the traveler enters from the Material Plane. If a wizard travels onto the Plane of Shadow from a forest, she first sees an equivalent shadow forest. If she starts underwater, she appears within a shadowy sea that behaves like a Material Plane ocean, so her *water breathing* spell still works. However, as she moves away from her entry point, the terrain of the Plane of Shadow changes dramatically, although it usually bears some resemblance to the corresponding terrain on the Material Plane.

Spells often draw forth parts of the Plane of Shadow, in particular for illusions that have the shadow descriptor. The Plane of Shadow is a monochromatic world, but shadow material pulled from it can be of any color. The spellcaster usually colors, shapes, and shades the shadow-stuff to make it more convincing. A *shadow evocation* that produces a *fireball*, for example, appears like any other *fireball* to those fooled by the illusion.

The Plane of Shadow is in many ways the dark duplicate of the Material Plane. Much is similar, but there are significant differences. The Plane of Shadow has the following traits :

Normal Gravity.

Normal Time.

Infinite Size.

Magically Morphic: Spells such as *shadow conjuration* and *shadow evocation* modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.

No Elemental or Energy Traits: Some small regions on the Plane of Shadow (called Darklands; see below) have the minor negative-dominant trait, however.

Mildly Neutral-Aligned.

Enhanced Magic: Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots.

Furthermore, specific spells become more powerful on the Plane of Shadow. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 60% as powerful (not 40%), and a *shade* spell conjures at 90% of the power of the original (not 60%). To calculate the effect of such spells, take advantage of Maximize Spell to garner maximum hit points or maximum damage, then apply the percentage above.

Impeded Magic: Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed at a Spellcraft check (DC 15 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness itself are unaffected by the plane.

Movement And Combat

Movement is normal on the plane of shadow, but travellers can cover great distances by stepping into shadows both on the plane and on the Material Plane. When moving through the Plane Of Shadow, travellers see shadowy landscapes that are similar to, though not exactly alike, the corresponding terrain on the Material Plane. Rivers may be changed, or absent, for example; and castles present, ruined, or altered entirely (though the basic terrain type stays the same).

Individuals lost, stranded or abandoned must locate a permanent or natural portal in order to return to the Material Plane.

General Features

Overall, the Plane Of Shadows is no more or less dangerous than the Material Plane. Certain regions (and inhabitants) are more hostile in certain places and situations. There is always sufficient food and water (though it is black in color and not very appetising).

Vision on the Plane Of Shadow is like vision on a moonless night on the Material Plane. Most of the terrain is dark and stormy, interrupted only by the occasional beacon of a portal or traveller's campfire. Darkvision is unaffected by the plane, but all normal lights and lamps have their radius halved (including spell effects).

Travellers tend to find the Plane Of Shadow quite cool (but not cold). Fire, however, burns normally (as does other such effects like lightning, etc).

Dark Mirages

Sometimes, travellers on the plane see troubling visions when they visit places they have been before (but see them looking decayed or dark in nature). This can cause problems for travellers who interact with the visions, but in this scenario ("A Dark God's Laughter") the PCs will not get close enough to any of these to dramatically affect them.

A Dark God's Laughter Critical Events Summary

Name Of Convention or Game Day : _____

Convention or Game Day RPGA Order Code : _____

DM's Name : _____ Location : _____

A line is placed for you to add further detail if you wish ...

1. Did the party rescue Karenin? YES or NO ? _____

2. Did the party execute Karenin? YES or NO ? _____

3. Did the party help Hanne (thus ensuring her survival)? YES or NO ?

4. Did Hanne die? YES or NO ? _____

This Critical Events Summary is open until January 31st 2004.

Email the results to Bruce Paris (Perrenland Triad Point Of Contact) at paris@hn.ozemail.com.au .

Or

Send snail mail to : Bruce Paris, c/o Trinity Bay State High School, PO Box 5071, CAIRNS, QLD, 4870.

Please participate in this summary. It is your chance to guide the progress of the Perrenland plot, and help to shape future events!
