

PERIS7-04

Heads of the Family

A One-Round Dungeons & Dragons® Living Greyhawk™ Introductory Adventure

Version 1.0

by Peter Wood

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The people of Perrenland are either famous or notorious (depending on who you talk to) for preserving the heads of their honoured ancestors and their enemies. These heads are important to their owners, so you wouldn't normally expect to find one on the streets of Schwartzenbruin. A one-round Introductory adventure set in Perrenland for characters level 1 (APL 2 only).

Resources for this adventure [and the authors of those works] include *PER 3-02 Wild Goose Chase* [Mark Somers], *PER 4-05 Regicide* [Patrick Williamson, Mark Somers, Bruce Paris, James Dempsey], *PER 5-05 Black Blood* [Brendan Robertson], *Preparing the Head* [Wes Nicholson], and *Savage Species* [David Eckelberry, Rich Redman, Jennifer Clarke Wilkes].

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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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FURTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the

adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.5 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Introductory adventure set in Perrenland. Characters with a home region of Perrenland pay 1 Time Unit per round. All other characters pay 2 Time Units per round.

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

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

This adventure is based on a lot of information taken from the Perrenland website. Some familiarity with the material will be helpful for running the adventure, but as many of the key points as needed are included in the adventure text.

Key resources are:

- Preparing the Head, by Wes Nicholson. The difference in preparation between a head of an honoured ancestor and a fallen foe is the heart of this adventure.
- Schwartzenbruin, the City of Pleasures. This document details the setting for this adventure.
- Law in Perrenland. This document has relevance for the conclusion of the adventure.
- The Weisspeer Clan. This document outlines the history of the clan, and describes how a rift between the families of two major characters in the adventure originally occurred. This rift has already lasted for generations.

NEW RULE ITEMS

Living Greyhawk adventures often utilize new rules items – including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

In 577 CY Bartel Weisspeer was playing with his son Frans in the sitting room of his house. He was waiting for the midwife to tell him about the birth of his second child. He was concerned; the birth was taking much longer than he had anticipated. He was right to be concerned. Gusta, the midwife, came down the stairs of his house and entered the sitting room. "The birth is not going well," she said. "The baby is stuck. Henrika may not survive the birth. If she dies, we will do everything we can to save the baby." It was an agonizing wait, and Bartel would glance up to the heads of his honoured ancestors, wondering if they would know what to do. Then, after Frans had fallen asleep, from the upper floor of the house, Bartel heard a scream. He dashed up to his wife's room and flung open the door. Before him, on the bed, was his dead wife, and the hideously deformed baby that had been pulled from her body. The midwife was

alternately screaming and sobbing, and the sound mingled with the cries from the babies two heads...

Bartel did not know what to do with his deformed child. He sought advice from Sjaak (pronounced Shaahk), his uncle – a respected cleric of the Old Kerk. Sjaak had a number of suggestions. First he arranged for a raise dead to be cast on Bartel's wife. However the soul of Bartel's wife did not return to her body.

Sjaak advised the baby had little chance of surviving, and arranged for a minor cleric, Nathanal, to take the baby to Lake Quag and drown the misshapen creature. Nathanal put the baby in a basket and went to the lake. He threw the baby in, but did not wait for the basket to sink. The baby was saved by a rhenee woman who had lost her own baby. As a result the two-headed baby was raised by the rhenee but kept hidden for fear of the reaction of the people to the 'monster'.

Bartel mourned for his wife and had his wife's head preserved. But in 578 CY Sjaak decided it would be in the best interests of the family if Bartel married again. The family had a long-standing dispute with another family of the Weisspeer clan, dating back to the original split in the Wijs clan when Iggwilv dominated the Krestible region. This marriage was proposed as a means of repairing the rift that had developed. Sjaak persuaded Bartel that this would be for the best, and having a new bride would help him out of his obvious depression. It was therefore decided that Bartel would marry Juliana Meintjen. The wedding was prepared by the Old Kerk in Schwanzenbruin, and all the arrangements were made. This was an important day for both families, and was much anticipated. When the big day arrived, everybody was there except Bartel, instead a messenger delivered a note. Bartel had thought better of the marriage, and believed that marrying Juliana would be a betrayal of his dead wife. He also could not forgive himself for the death of the baby. He had left town, and would not be back. This, of course, widened the rift between the two families.

During the Greyhawk wars, a Perrenlander named Gerlach found he was fighting with another man from Perrenland named Bartel, a true hero. Gerlach only learned a little bit about this man. Bartel said he could never forgive himself for what he had done, and knew that his family never would either. This man Bartel was highly decorated and well-respected. As a Perrenlander himself, Gerlach and his family had always prepared heads in the time-honoured way. Bartel said many times if he died he did not want to be raised; instead he wanted to go and be with his wife. When Bartel eventually fell in battle, fighting the forces of the

Old One, Gerlach, took the head, preserved it, and swore to return the head to Bartel's family with a list of all his heroic deeds. Whatever Bartel had done, he reasoned, his family needed to know he was a hero, and could take his place among the honoured ancestors. Gerlach did not identify Bartel's family until 591 CY. That was the year that Bartel's head, and the stories of his heroic deeds, were returned to Frans.

The two-headed baby did not die, but was raised in the knowledge that her real family had just thrown her away. She took the names Ursula and Antonia, and eventually ran away from her adopted family. She became part of the seedy underside of society, and kept herself well hidden from all but a few. Eventually Ursula Antonia became the leader of a small group of rogues and thugs. This group was performing some minor burglary, when in one house they saw a head that bore a stunning resemblance to the heads of their two-headed leader. They immediately reported this to Ursula Antonia who ordered this head be brought to her.

Ursula Antonia has worked out much of her story. So she has ordered her rogues and thugs to exploit the rift between the two Weisspeer families by setting fire to goods owned by the Meintjens. She also wants the heads of her ancestors; after all they are her family.

The adventure begins late in the day, when one of Ursula Antonia's rogues has stolen Bartel's head. He took steps to ensure Bartel's head cannot spy on him or speak of his experiences. He then stopped at an Inn for a drink, and some unrelated criminals stole the interesting-looking bag that just happened to hold Bartel's head...

ADVENTURE SUMMARY

Introduction

The PCs enter Schwanzenbruin, and encounter the Bruinsgardt at the gate. The Bruinsgardt require the PCs weapons to be peace-bonded but don't force them to do it. As they walk through the streets they hear the sound of an argument beginning and a preserved head rolls out of an alleyway.

Encounter 1: Street Fight

The PCs have the opportunity to intervene in a fist fight between two people. One of them has dropped a bag, and a severed, preserved head has rolled out of the bag. The head is male, and is missing its eyes and tongue. They may kill or disable the combatants. The Bruinsgardt will turn

up and arrest the brawlers. Depending on the actions of the PCs, they may arrest them as well.

Encounter 2: High Gate or Not

The PCs may end up here at the request of the Bruinsgardt (to assist with enquiries) or under arrest. The PCs will be brought to Känner Luetheis for questioning. The Bruinsgardt know about the theft of another head, the head of Frans Weisspeer's mother was stolen some weeks before.

As the PCs leave The High Gate, they are jostled by a crowd as the Bruinsgardt bring in another prisoner. They may notice a young rogue inserting a note into a PCs belt. This note encourages them to seek out somebody called Hungry.

The PCs may flee the Bruinsgardt, and therefore not get to High Gate. In this case they may still receive the note.

Encounter 3: Things Smell Fishy

This encounter occurs if the PCs follow the note, and find Hungry (refer Player's Handout 1). Hungry takes them to visit the Guttled Fish Tavern. As soon as they enter, they will be greeted as "land-lubbers" by a jovial man who calls himself Nico. Nico advises them that the "Old Guild" does not approve of the thievery of heads. The Het would be very pleased if the culprits were brought to justice, especially if the Old Guild was "not seen to be involved".

Encounter 4: Exploring Schwartzenbruin

This section describes locations the PCs might visit in Schwatzenbruin. There are a number of brief encounters in this section:

Den Toren: At the Inn, the PCs can speak with Pieter, the owner of the Inn, and/or Garret and Muis the bouncers.

The Embalmer: Gerlach can explain the differences in process between the preservation of the heads of honoured ancestors and fallen foes. If he sees the head he will recognise Bartel's head immediately. He recognises that the head has been mutilated by the removal of the eyes and the tongue. When he prepared this head, the eyes and tongue were intact.

The Rafters: The Old Guild suggested that the Rafters were involved. A spokeswoman for them suggests otherwise.

Frans Weisspeer's home: The head belonged to Frans father, his mothers head is also missing. Frans will immediately blame the Meintjen's, believing it is a symptom of the rift in the family. Frans is able to describe the rift

between his part of the Weisspeer clan and the Meintjens (who are also part of the Weisspeer clan). Frans asks for assistance to protect the heads of his ancestors.

Juliana's Meintjen's home: Juliana is still in her wedding dress. She blames Frans Weisspeer's part of the clan for recent losses of trade goods. Of course she has no proof, but has evidence that Frans's family cannot be trusted. Juliana asks for help protecting some trade goods leaving Schwartzenbruin shortly.

The Colleges of Rao: Nathanal is an ineffectual man who recalls the tragic death of Henrika and the impact this had on Bartel.

The Midwife: The PCs discover Gusta is in no position to assist them.

The PCs can either work for Frans or Juliana, but not both. Neither will put up with it.

Encounter 5: Gainful Employment

This encounter is split into two options:

1. Either the PCs will either be guarding Frans's house.
2. Or the PCs will be guarding Juliana's goods.

Rogues and thugs will attack, either to steal the heads (1) or destroy the goods (2). The PCs should be able to defeat these and can question them to find the location of Ursula Antonia's lair. If they are killed outright, one of them can be known to the Bruinsgardt who can direct the PCs to where he has been seen hanging around (Narbells). Alternatively The Old Guild would be prepared to provide intelligence on the location of the lair once they know who is responsible.

Encounter 6: Den of Thieves

The final encounter consists of an assault on the lair of Ursula Antonia. This lair is located in a detached farm house in the Village of Narbells. This is a site based encounter with a number of rooms in a dwelling.

Ursula Antonia's features strongly resemble that of the woman's head mounted on her wall – the missing head. If she has the opportunity, she will say outright, the heads belong to her, they are her ancestors, and why should they be honoured for throwing her away. If she doesn't get to say this, a diary entry provides the information.

Conclusion

If Ursula Antonia is dead, then the PCs are left with a sense of the tragedy that led to this point.

If she is still alive, then the ultimate fate of Ursula Antonia is determined in accordance with the law.

INTRODUCTION

You've been in Schwartzenbruin for about five minutes, and already trouble has found you.

The common folk say that Schwartzenbruin is the perfect place for mercenaries with money to spend their loot. If this is the case, then it is also a place where fortunes can be made. In a city that accommodates more than 30,000 people, Schwartzenbruin (or City of the Black Bear) is also the perfect place to find employment, adventure, money, and fame.

You and your current companions arrive at the Old Prison Gate only a few minutes before the Bruinsgardt – Schwartzenbruin's city guard – were going to close the gate for the night. The guardsman looks young and ready to go to the pub. He is not at all impressed to have people turn up at the gate just before he is due to leave.

He sits at a table and opens a ledger: "Names and occupations please," he demands.

Have each player individually introduce their character. Once they have, continue with the following:

"More vagrants and mercenaries by the sounds of things. Well we don't want any trouble here from the likes of you. Are all your weapons tied with ruhebinden – are they peace-bound?"

Each of the players should respond for their characters. If any of them reply that their weapons are not peace-bound, the guard will continue.

"Then I suggest you tie them. I won't let you in with weapons that are not peace-bound."

PCs may tie their own knots, including slip-knots if they want to. They may try to bluff the guard that they are peace-binding their weapons. However the guard is far too interested in getting to the pub to be bothered checking.

If any of the players responds that they don't have any weapons, the guard will reply: "A likely story." However he won't be bothered to check, even if the weapon is obvious.

Bruinsgardt Gatekeeper: male human warrior 2.

Once all the PCs have had the chance to adjust their weapons, continue with the following:

The guard looks you up and down, and you get the feeling he really doesn't care for you at all. "Welcome to Schwartzenbruin," he says. "Don't cause any trouble."

You and your new companions enter the city, and walk the streets, looking for an inexpensive place to stay.

Then, while passing a small alley, you hear a yell: "Idiot!"

There is a THUMP, and a preserved head rolls out of a nearby alleyway at stops at your feet.

You've been in Schwartzenbruin for about five minutes...

Continue with Encounter 1.

1: STREET FIGHT

The PCs have two obvious options: either investigate the alleyway or look at the head that has rolled out in front of them.

The Alleyway (EL 2)

Refer **DM Map 1** for the basic layout of the alleyway. If the PCs investigate the alleyway, read the following:

Two people appear to be in the middle of a fist fight. The human has a cut lip, and his mouth is filling with blood. The half-orc seems more adept at handling himself in a fight and is continuing his sentence.

"Take the sack', you said. 'Bound to be something valuable in the sack.' And what do we end up with but somebody's head."

An empty sack has been thrown casually on the ground near the half-orc.

Creatures: The half-orc is named Nurrock, and the human is Jozef. Although they are currently focused on each other, they will automatically spot the PCs unless the PCs are taking steps to avoid being seen. If the PCs are trying to avoid being seen, the half-orc and human in the fight must make a Spot check opposed by the PCs Hide check to notice them.

Nurrok; male half-orc warrior 2; hp 13; Appendix 1

Jozef; male human rogue 1; hp 8 (currently 4 as he has been punched by Nurrok); Appendix 1.

Tactics: When they notice a PC, they will immediately turn their attention to them. Nurrok and Jozef fight with their fists. Having been involved in many brawls, they are both skilled fist-fighters and will use their Improved Unarmed Strike to deal lethal damage.

Treasure: As soon as both Nurrok and Jozef have fallen, the Bruinsgardt are due to turn up (refer 'Wrapping Up Encounter 1' for the arrival of the Bruinsgardt). Therefore, unless somebody loots either Nurrok or Jozef while the other is still fighting, it is very possible that most of the treasure listed will not be obtained. PCs with presence of mind will have the chance to grab some of Nurrok and Jozef's possessions if the player advises that's what the PC would do.

APL 2 (Nurrok): Loot 50 gp; Coin 10 gp; Total 60 gp.

APL 2 (Jozef): Loot 57 gp; Coin 5 gp; Total 62 gp.

The Head

If the PCs examine the head, read the following:

The head appears to be preserved in the traditional Perrenese fashion. The head has no eyes, and the mouth is sewn shut with silver thread.

What can be learned from the head:

- DC 12 Heal Check – The eyes were removed some time after the head was preserved.
- DC 12 Heal check – The head originally belonged to a middle aged male Flan.
- DC 10 Knowledge Local (Iuz Meta-region) – It is common in Perrenland culture to preserve the heads of both enemies and honoured family members.
- DC 12 Knowledge Local (Iuz Meta-region) – The removal of the eyes and the tongue indicates this head belonged to an enemy, not an honoured ancestor.
- DC 20 Knowledge Local (Iuz Meta-region) – The mouth of this preserved head has not been stitched in the normal way. The mouth has been stitched shut from left to right, but the normal way is to start in the centre.

Wrapping Up Encounter 1

As the last of the opponents falls, or if the PCs are in danger of losing the fight, read the following:

From the end of the alley you hear the stern voice of authority. "We do not accept public brawling here in Schwartenbruin." Armoured Bruinsgardt wearing the rampant bear tabard of the city walk towards you, swords drawn.

There are six Bruinsgardt warriors approaching the PCs. The attitude of the Bruinsgardt is initially unfriendly. Their immediate actions are based on what they observe. Base their reactions on the following guidelines:

- PCs are using non-lethal attacks and still have their weapons peace-bound.
- PCs are cooperative, and explain everything that happened.
- PCs have untied the peace-knots on their weapons, but are attempting to subdue.
- PCs have chosen to use lethal force against their opponents.
- PC's have used lethal force but have taken the time to stabilize their opponents, either through skill or magic.

If the PCs manage to convince the Bruinsgardt that they merely stumbled upon all this wrongdoing, they will be treated well, and the Bruinsgardt will request they come to High Gate to make a statement.

If the Bruinsgardt have reason to believe the PCs have broken the law, they will be taken to High Gate under arrest. PCs may be arrested on suspicion of the following charges:

- Assault
- Killing

Note that both Nurrok and Jozef are known to the Bruinsgardt and have a history of violence. Being charged with assault is unlikely. Being charged with killing is entirely possible if PCs are standing round with weapons drawn, while Nurrok and Jozef were obviously fighting with their fists.

Bruinsgardt (6): male and female human warrior 2.

Development: It is possible that the PCs will not investigate what is happening down the alleyway. In this case Nurrok the half-orc will deliver a knock-out punch to Jozef the rogue. At this stage it is best the Bruinsgardt turn up while a PC is holding the preserved head, and move on to Encounter 2 with the PCs being escorted to High Gate.

The PCs may choose to flee the scene like criminals, and that the Bruinsgardt are unable to catch them. In this case they will be able to avoid

being taken to High Gate. Use the 'Or Not' section of Encounter 2.

Unless the PC's flee the Bruinsgardt with the head, the Bruinsgardt will confiscate the head as evidence. The PC's will not have the head in their possession when they are brought before Känner Luetheis.

2: HIGH GATE OR NOT

This encounter is split into two main sections.

Use the first section (High Gate) if the PCs are taken to High Gate by the Bruinsgardt. It has a choice of two beginnings, depending on whether the PCs are under arrest or not under arrest.

Use the second section (Or Not) if the PCs fled the Bruinsgardt like cowards or criminals.

High Gate

PCs Not Under Arrest

If the PCs are escorted to High Gate by the Bruinsgardt, but are not under arrest, read the following:

The Bruinsgardt lead you through the streets, and in a very short time you see your destination. High Gate is an imposing stone building, housing the judicial courts of Schwartzenuin.

You have a very short wait before you find yourself facing a rather bored-looking man. He sits behind a desk, holding a quill pen.

The leader of the Bruinsgardt coughs: "Sir, these are the witnesses to the incident this evening."

"Thank you Captain, can you bring in the head please." The man says, and he looks you up and down. "I am Auchfahnlein Känner Luetheis. Captain Vincent has given me your names. Now I had better hear your story for myself."

PCs Under Arrest

If the PCs are arrested, read the following:

The Bruinsgardt drag you through the streets, and in a very short time you see your destination. High Gate is an imposing stone building, housing the judicial courts of Schwartzenuin.

You have a very short wait before you find yourself facing a rather bored-looking man. He sits behind a desk, holding a quill pen.

The leader of the Bruinsgardt coughs: "Sir, these are the people we arrested as a result of the incident this evening."

"Thank you Captain, can you bring in the head please." The man says, and he looks you up and down. "I am Auchfahnlein Känner Luetheis. Captain Vincent has given me your names. You are charged with <<insert charges>>. Have you any explanation for this unacceptable behaviour."

Auchfahnlein Känner Luetheis is an efficient administrator, and has held this "retirement" post with the Bruinsgardt ever since he retired from the Auszug after 20 years service.

Känner Luetheis: Male Human (Flan) aristocrat 3/fighter 3.

Allow the PCs to speak freely. Känner Luetheis will ask questions of them, picking on some of the quieter players (if there are any). Things that Känner might want to know include the following:

- Why are you in Schwartzenuin?
- What is your connection with the other people in the alley?
- Where does this head come from?

He will record every answer in a ledger open in front of him.

If the PCs are under arrest, then Känner Luetheis will raise the issue of Kopprijs. Under Den Recht (the law) koppelrijs is effectively a sum of money paid in compensation for a crime. Both Nurrok and Jozef have a history of violence, and there is considerable doubt in Känner's mind that the PCs are anything other than innocent victims. He will advise them that, in his opinion, this would never go before a Rechter.

At a convenient point, when Känner is satisfied that the PCs have had nothing to do with the theft of the head and don't really know anything, read the following:

Captain Vincent enters the room, holding the head. "I've heard from one of our 'friends'... the way he said this, you assume he means informants. "Those two were seen leaving Den Toren with the sack."

Känner takes the male head you found and studies it with interest. "I had hoped that we would be able to solve a mystery today," he says to you. "But this is certainly not the missing head of Frans Weisspeer's mother. So I still have a missing head, and now I have another head without a home."

If the PC's offer to investigate on behalf of the Bruinsgardt, Känner will welcome this. The Bruinsgardt are short-handed, many of their best people have gone to fight with the auszug. There is no monetary reward, as the Bruinsgardt expect all the people in this city to do their civic duty.

If the PC's want to take possession of the head, Känner will refuse. The head is evidence, and does not belong to the PC's.

When the PCs leave High Gate read the following:

Exiting High Gate, you find yourself on the periphery of some sort disturbance. The Bruinsgardt are bringing in another criminal, and he is not going quietly: "You can't do this to me! Do you know who I am! I have friends that can make your lives miserable!"

The scene has attracted a small crowd who are jostling you to get a better view.

Alexandra, a young rogue, has been hired to slip a note into the belt of one of the PCs. Allow the PCs to make a Spot Check opposed by Alexandra's Sleight of Hand check. If one of them succeeds, they will notice young girl as she delivers the note.

Alexandra: female human rogue 1 (Sleight of hand +8).

If a PC notices the Sleight of Hand, the girl will run - the PCs can try to chase, and may catch her. If this is the case, she knows nothing of real value, only that she was paid by a big hairy man to deliver the note.

If the PC's notice the Sleight of Hand, and read the note, then give them **Player's Handout 1**. If they don't, proceed to Encounter 4. As soon as they have the need for any money they will find the note - give them **Player's Handout 1** then.

Or Not...

Use this option if the PCs fled the Bruinsgardt (even though they have no reason).

You pause for breath, and there is no sign of further pursuit. It appears that you gave the Bruinsgardt the slip. Even though it is getting late in the evening, the streets appear crowded. In fact something is drawing a crowd, and there is somebody yelling: "You can't do this to me. Do you know who I am! I have friends that can make your life miserable."

Even though you gave the Bruinsgardt the slip, obviously somebody else did not.

Alexandra, a young rogue, has been hired to slip a note into the belt of one of the PCs. Allow the PCs to make a Spot Check opposed by Alexandra's Sleight of Hand check. If one of them succeeds, they will notice young girl as she delivers the note.

Alexandra: female human rogue 1 (Sleight of Hand +8).

If a PC notices the Sleight of Hand, the girl will run - the PCs can try to chase, and may catch her. If this is the case, she knows nothing of real value, only that she was paid by a big hairy man to deliver the note.

If the PC's notice the Sleight of Hand, and read the note, then give them **Player's Handout 1**. If they don't, proceed to Encounter 4. As soon as they have the need for any money they will find the note - give them **Player's Handout 1** then.

Development: The PCs now have the opportunity to drive the action. If they have the note delivered by Alexandra, they may choose to act on it immediately, refer to Encounter 3. Otherwise they have a couple of clues, they may have noted the name Frans Weisspeer, Den Toren, or they may be interested in head preservation. These options are all detailed in Encounter 4.

3: THINGS SMELL FISHY

This encounter only takes place if the PCs choose to act upon the note:

Schwitzenbruin is a city in two parts. Following the directions in the note, you find yourself at the New Quays looking for somebody called "Hungry". There are a number of fishermen here, mending nets, repairing boats, and otherwise getting themselves ready for fishing Lake Quag.

The PCs can approach any fisherman and ask for directions to "Hungry". They all immediately know who the PCs mean, and point to an old man on a boat named 'Feeding Frenzy'. Assuming the PCs follow the instructions of the note, continue with the following:

You give the note to the old man identified as "Hungry". He studies the note for a long time, and you assume that reading is not something he does often.

"Hungry" then screws up the note, puts it in his mouth, and starts chewing. "Sit down,"

he says, and a small stream of papery saliva runs down his chin.

The trip is a very short one, across to Old Dockside.

Hungry is a very dour old fisherman, who will refuse to communicate much during the trip. The only question he will respond to is something along the lines of: "Why are you called Hungry?" His response – "It's my name."

Hungry: human male expert (fisherman) 8.

At Old Dockside, Hungry merely points to a shabby run-down tavern, the sign above the door reads: "The Guttled Fish." The odour of not so fresh fish hangs in the air and the sound of cheer and rough voices can be heard inside.

If the PCs enter "The Guttled Fish", read the following:

"You could have sworn "The Guttled Fish" was a rowdy place until you opened the door. Now you feel like the odd one out, as dozens of eyes stare at you in the silence.

Then, from the back of the tavern you hear a loud, booming voice. "Welcome, land-lubbers! Come and sit with Nico! If you're nice to Nico, Nico might even buy you a drink!" The other people in the tavern laugh, and return to their ale.

Nico is a huge, black-haired, bearded man. Schwarzenbruin means 'Black Bear', and this man could be the embodiment of the name.

Once the PCs sit at Nico's table, he loudly orders them a drink. The remaining conversation, however, is soft - barely audible above the noise of the tavern.

Nico: male human fighter 4/rogue 3.

Nico intends to pass on the following information:

- He represents the Old Guild. The Het (the leader of the Old Guild) does not appreciate thefts of heads – the honoured ancestors and fallen foes should be left in peace.
- Unfortunately the Old Guild does not control all of Schwarzenbruin, and there is a group called the Rafterers that we (the Old Guild) believe is a front for a cult of Kurell.
- It is possible that The Rafterers had something to do with this crime. If so it

would be better if the Old Guild were not seen to be involved in this matter.

- If you try to find the Rafterers, discretion must be used.
- The Het has heard that somebody is interested in heads, and would be pleased if this interest could be curtailed.
- The PCs are new to the city – they have the advantage of anonymity, and the Old Guild doesn't know anything about them.
- Two idiots not associated with any organization in the city took the head from Den Toren.

DC 15 Knowledge Religion - Kurell is the Oeridian god of jealousy, revenge, and theft. If the PCs ask Nico he will volunteer this information.

Once Nico has passed on all the information he wants, he suddenly raises his voice again. "Well, I don't think you are right for my crew, lubbers, but who knows what the future holds for you? Hungry will take you back to the mainland. It's been a pleasure speaking with you."

Development: The PCs now have another clue – or red herring – they can follow up, refer to Encounter 4.

4: EXPLORING SCHWARTZENBRUIN

More than any other part of the adventure, this encounter is PC driven. The PCs are free to explore Schwarzenbruin, and there are a number of things they might want to do or clues to follow up. Obvious options are to find a place to stay, and maybe to follow up some of the information they may have picked up in the previous encounters. This encounter describes some of the places they might visit in Schwarzenbruin, and describes how the adventure might unfold if these places are visited.

In addition the PCs might talk to any number of people they encounter in Schwarzenbruin. Use the following guidelines for chatting to the locals.

Information about Den Toren

- DC 12 Gather Information: Den Toren is a tavern found in a rough part of the shore neighbourhood.
- DC 14 Gather Information: Den Toren is popular with soldiers and mercenaries.

- DC 16 Gather Information: At Den Toren bed and food are given to needy soldiers and clan-less men for free.

If the PCs visit Den Toren, refer to section 4A.

Information about Head Preservation

- DC 12 Gather Information: If you have recently lost a friend, consider going to see Gerlach. He has a soft spot for adventurers and mercenaries, and may prepare your friend's head for nothing.

If the PCs visit Gerlach, refer to section 4B.

Information about the Rafters

- DC 15 Gather Information: You won't look for them if you know what's good for you.

If the PCs make enquiries about The Rafters, and successfully obtain this information through the use of gather Information, refer to section 4C at any convenient time as the PCs move about Schwartzenbruin.

Information about Frans Weisspeer

- DC 12 Gather Information: Frans Weisspeer has a townhouse on the Shore district of Schwartzenbruin.
- DC 15 Gather Information: Frans has been away on business, but I understand he is back in the city today.

If the PCs visit Frans, refer to section 4D.

Information about Juliana Meintjen

- DC 12 Gather Information: Juliana is a business woman and skilled trader. She has a townhouse in the wealthy part of the Shore District.
- DC 15 Gather Information: Juliana was jilted by her fiancé. He left her at the altar. She still wears the dress she was to be married in.

If the PCs visit Juliana, refer to section 4E.

Information about Sjaak

- DC 10 Gather Information: A great man, a cleric of Rao. We all felt his loss, but then he was very old.
- DC 12 Gather Information: Sjaak had an apprentice, Nathanal. I don't recall much about him, he has never really amounted to anything. He can be found at the Colleges of Rao.

If the PCs visit Nathanal, refer to section 4F.

Information about Gusta the midwife

- Gather Information DC 17: Gusta? She lives with her granddaughter in the poor section of the shore.

If the PCs visit Gusta, refer to section 4G.

4A: Den Toren

When the PCs find Den Toren, read the following:

Whoever decided to call this place Den Toren - The Tower - must have named it after the tower shield that hangs above the door. There is no other sign, and the shield bears no crest. Den Toren certainly wasn't a description of the building, it is a three-storey stone affair almost identical to the other buildings in the street. The noise, and the comings and goings, make it obvious that this is a tavern.

Inside, the bar is clean and tidy, and obvious half-orc bouncers watch you carefully when you come in. Around the walls other shields are used for decoration.

Behind the bar is large, hairy man, his forearms a canvass for multiple tattoo's. In a jovial voice he tells one of his patrons, "my frind, we will never serve Ket Pils here." Above his head the bar is decorated with nearly a dozen spikes, a grinning skull on each. Somebody here collects heads, although not properly preserved.

If the PCs talk to the man behind the bar, they find he is a friendly good host. On the other hand, the half-orcs are surly unless somebody buys them a drink.

Pieter: male human commoner 2/fighter 6.

Garret and Muis, bouncers: male half-orc warrior 7.

The day that the PCs entered Schwartzenbruin, there was an unusual event in the pub that night. A man sitting at the bar finished his drink, and went to pick something up. He yelled something like: "It's gone. She's going to kill me." He ran from the tavern. Pieter doesn't know the man, he is not a regular.

Garret and Muis also remember a half-orc and human walking out with a sack. They seemed quite relaxed.

4B: Gerlach

Somehow you just feel slightly out-of-place in this, the most expensive area in town. However the shop before you is plain, almost austere. A

small bell rings as you open the door. The room contains only a desk and comfortable chairs. A strange chemical smell hangs in the air. From the back of the shop you hear a low voice "be with you in a second."

An older man then appears from the back of the building. "My name is Gerlach. How may I assist you? Is this a time of grief, or is it a head of an enemy you wish me to preserve?"

Gerlach prepares heads for a living, and can give a very detailed description of the process of preservation. The information can be found in "Preparing the Head," by Wes Nicholson available from the Perrenland website.

Gerlach: male human fighter 3/expert (embalmer) 6.

If the PCs tell Gerlach their story he will express an interest in seeing the stolen head. The PCs can then take him to High Gate, and they will be able to see the head. As soon as Gerlach sees the head, read the following:

Gerlach gives a small gasp. "I know that head, it is Bartel Weisspeer. Bartel is one of our heroes from the Greyhawk Wars, and his was the first head I ever preserved. I presented it to his son personally six years ago."

Gerlach is obviously shaken by the sight, more so than you would expect from a man who prepares heads for a living. Gerlach's knowledge of the head preservation process, and his personal knowledge of this head, is quite revealing.

Gerlach personally fought with Bartel during the Greyhawk Wars. Bartel was, in his opinion, a great man, and a true hero.

When he preserved Bartel's head, he preserved it as an honoured ancestor. Bartel's eyes and tongue were left intact, and the silver thread that stitched his mouth was carried out in the customary way for the honoured dead – one stitch in the middle, then two stitches on the right, and finally two stitches on the left.

Gerlach can verify very quickly that Bartel's tongue has been removed. This means the head has been mutilated after preservation, and after he presented the head to Frans. Removal of the eyes and tongue is carried out on the heads of fallen foes so that they cannot spy on the living or speak about what they have seen.

4C: The Rafters Make Contact

Have all the PCs make Listen Checks. Read the following only to the PC who makes the highest check.

As you are walking along the crowded streets of the city, you hear a female voice, almost inaudible, reach your ear. "Look at that building. Ever wondered what lives among the Rafters?" Looking around, you see a very small, petite woman, obviously a half-orc, looking at the roof of a nearby building.

Vannda Mok: female half-orc rogue 4.

Vannda is not a member of the Rafters, but she does have a little bit of information from them. She is only 4'9" tall, and also enjoys playing with words, so she will only respond to the PCs if they use certain key words or ask certain questions.

- In response to the name Rafters – I have run the Rafters but I don't rest with them.
- Who is behind it – two sisters, Ursula and Antonia, I know their names and that they do not live in Rafter territory.
- Are they members of or affiliated with the Rafters – They neither run nor rest with them.
- In response to the name Kurell – The Rafters deny any link with Kurell, but whoever stole those heads understand Kurell better than anyone.
- Why? – Ursula and Antonia they only target two families of the Weisspeers, both of the Wijs subclan. Ask yourself why. Ask Frans Weisspeer or Juliana Meintjen if you don't believe me.

4D: Frans Weisspeer Townhouse

The Shore is the latest addition to Schwardzenbruin, and many wealthy families have come here to start a new life. Following the directions you have, it is one of these townhouses of the wealthy that you find. This house belongs to one of the Weisspeer clan families, one that has taken the Weisspeer name. An ornate metal doorknocker in the shape of a bear's head is affixed to the centre of the door.

If the PCs knock on the door, continue with the following:

You are met by a manservant, who shows you in to a large front room. The heads of honoured ancestors and fallen foes cover the

walls, however there are two obvious gaps. In amongst the heads of honoured ancestors is painting of an attractive young woman, a name-plate beneath the painting carries the name **Henrika Weisspeer**. Next to this is the mounting board for a head, but the head is missing. The name on this plaque, reads **Bartel Weisspeer**.

A human of Flan descent, enters the room. You immediately see this man strongly resembles the preserved head you saw on the street.

"My name is Frans Weisspeer," the man says.

Frans Weisspeer: male human (Flan) aristocrat 6.

Frans will volunteer this information:

- He has just been away on business, and returned to his house today. While he was away the house had been broken into, and he found the head of his father, Bartel, was stolen.
- Bartel was killed in the Greyhawk Wars.
- This is the second head that has been stolen. About a month ago, the head of his mother, Henrika, was stolen. He hung her painting in place of her head.
- His mother died in childbirth in 577 CY.
- Only one group bears his family a grudge, the Meintjens. They are Weisspeers as well, but a rift exists between the two families going back generations. Juliana Meintjen is the matriarch of the family, and she particularly hated Bartel.
- The original family rift goes back to the threat of Iggwilv, and the formation of the Wijs Spears. One of the families, either his or the Meintjens, were members of the Wijs Spears. The other family was not, and believed the actions of the Wijs Spears intensified Iggwilv's wrath and led to the slaughter of innocent people. To be honest, he doesn't know which family was part of the Wijs Spears and which wasn't.

Frans will only tell the PCs the following if specifically asked:

- About the baby when his mother died – The baby was deformed, which was why the baby got stuck. It was a little girl, and died with his mother. He was too young to remember what happened, but he does remember Gusta, the old midwife.

- About Juliana's grudges against Bartel – After Henrika died, arrangements were made for Bartel to marry Juliana. But Bartel couldn't bring himself to marry again after Henrika. Bartel left Juliana, and Schwardenbruin, on their wedding day.
- Does that mean Frans was an orphan (of sorts) – He supposes this is correct, he was raised by his uncle Sjaak (pronounced Shaahk).

At the end of the meeting, continue with the following:

Frans graciously shows you to the door of the house himself, rather than have a servant do it. As he opens the door, he comments; "I'm somewhat concerned for the safety of the heads of my ancestors. I'm sure that if you were to return tonight, I could find guard work for people such as yourselves. What say you?"

Frans is prepared to offer 10gp per PC per night until the thief is caught. He can be bargained up to 15gp per night (DC 15 Diplomacy Check). If the PCs agree, continue with the following:

"It is agreed then." Frans seems to relax slightly. "I will feel better knowing my ancestors are under guard."

Treasure: Frans will pay for two nights work, until Shoshannah and Stig break in (refer Encounter 5).

APL 2: Coin 20 or 30 gp; Total 30 gp.

Note: If the PC's offer to accompany Frans to High Gate to identify the head, he will readily agree. When he sees the head, he will break down in tears. Through the grief, the PC's will hear him say – "Why did they take my father's eyes?"

4E: Meintjen Townhouse

If the PCs choose to visit the Meintjen's, read the following:

Although this townhouse is in the wealthy part of The Shore, there is no obvious display of wealth here. The townhouse looks spartan, almost austere. This is the home of Juliana Meintjen, a wealthy merchant in her own right.

If the PCs knock on the door, continue with the following:

The door is opened by a formal-looking man, and before long you are led to a Spartan sitting-room. Sitting in the sun, by the window, is a middle-aged woman wearing a Perrenland wedding outfit. She turns towards you, her face stern and grim. "Well then, what is it you want."

Juliana Meintjen: female human (Flan) expert 5/aristocrat 4.

Juliana will only confirm that is her name if she is directly asked. She doesn't volunteer much information, but will respond to questions or react to specific names:

- Frans Weisspeer – She knows Frans, and wouldn't trust him as far as she could kick him.
- Why don't you trust Frans? – He is Bartel's son. Bartel was an oathbreaker, and she will never trust Frans. She believes he is arranging attacks on my trade goods.
- Bartel Weisspeer – He was killed in the Greyhawk Wars. She was to be his wife, but he never arrived for the wedding.
- Did she have anything to do with the theft of the heads from Frans? – "Are you really as stupid as you seem."
- About the family rift – The original family rift goes back to the formation of the Wijs Spears. Bartel's family were members of the Wijs Spears. Their actions lead to the slaughter of countless innocent people. Bartel's marriage to Juliana was to help mend the rift, but Bartel broke his oath to me and Sjaak.
- Frans mother, Henrika – She never knew Henrika.
- Sjaak – he arranged for her wedding with Bartel. He was almost as upset as she was, while they waited for Bartel to turn up.
- About the attacks on her trade goods – She has no proof, but then again she doesn't have any other enemies.

At the end of the meeting, continue with the following:

Juliana Meintjen looks each of you over one more time. "I have a consignment of food bound for the 4th Auszug, First Strike," she states, "and I have the need for some guards for one more wagon. Are you interested?"

Juliana is prepared to offer 20gp per PC for guard duty - accompanying the wagon for 10 miles out of Schwartzenbruin. She can be bargained up to 30gp for the job (DC 15 Diplomacy Check). If the PCs agree, continue with the following:

"Right," Juliana rises stiffly out of her chair. "I will expect to see you at my warehouse the day after tomorrow. Otho my doorman will give you directions. Now leave me alone, I am tired." The audience is over.

Treasure: Juliana will pay the agreed amount if the PCs choose to work for her.

APL 2: Coin 20 or 30 gp; Total 30 gp.

4F: The Colleges of Rao

If the PCs choose to visit Nathanal at the Colleges of Rao, read the following:

The Colleges of Rao cater for the most influential of Perrenlanders, providing a complete classical education for all those who are that way inclined. It is not usually a place for adventurers and mercenaries, but you had no problem gaining an audience with Nathanal. You are guided to a small, insignificant office tucked away at the back of the college, where the very least important people are housed.

There, behind a desk, sits a tall, gangling, balding man reminiscent of a human stick insect, a crook propped up against the wall behind him.

He rises to greet you: "Hello, I am Nathanal," he says in an unfortunate nasal voice.

Nathanal does not get many visitors, and is very happy to speak about the doctrines of Rao at great length. He will also answer questions the PC's have as honestly as he can. Nathanal has completely blocked from his mind any memory of what he did with Bartel and Henrika's baby (refer to the adventure background for details). Because this is inconsistent with Rao's doctrine of peace, reason, and serenity, he has never advanced in power over the last 20 years, and it would take an atonement to address this.

Nathanal: male human cleric 3 (Rao).

Nathanal knows the following:

- Frans Weisspeer – He remembers Frans from when he was a boy. Fine, upstanding lad.

- Bartel Weisspeer – He was killed in the Greyhawk Wars. Lovely man, devoted to his wife Henrika, never accepted her death. That was why he left Juliana at the altar, he couldn't face betraying his memory of his first wife.
- About the theft of the heads – he knows nothing and is truly shocked by the thought.
- About the Meintjens – Juliana was horribly hurt when Bartel didn't turn up for the wedding. Still, even if she harbours bitterness, she is a good honest trader and is law-abiding.
- Sjaak – His mentor. A wonderful man, I wasn't even worthy to polish his crook.

The PC's will have no real reason not to trust Nathanal. However it is possible to intimidate Nathanal into facing his memories. If one of the PC's successfully intimidates Nathanal for the express purpose of finding out more about the baby, he will tell them the following:

- "I was told the baby was deformed, so I took it down to the lake and threw it in. You want to know what happened to the baby – I killed it! I killed it!" He will then lapse into a catatonic state.

4G: Gusta the Midwife

If the PCs choose to visit Gusta the midwife, read the following:

Schwartzenbruin is a city of contrasts, and the biggest one is the gulf between rich and poor. In this part of the Shore district, not far from the townhouses of the wealthy, is the squalor of poverty.

You find the house that supposedly belongs to Gusta the midwife and knock. After a minute the door is opened by a young girl, most probably Gusta's granddaughter.

If the PC's ask to see Gusta, the girl will shrug, and lead them inside. Continue with the following.

The girl opens a door within the house. In a damp, dark, seedy room, on a poor bed lies an elderly, frail old lady. "Grandmother there are people here to see you:" says the girl.

She turns to you, " Don't know what good it will do you," she says, and she walks away.

Gusta is bed-ridden and completely senile. She can barely remember anything, not even how to

speak. She just lies there and stares out of the window. She dribbles, and groans, but seldom, if ever, communicates in any way.

After a few minutes the girl returns with a bowl of slop. She advises her name is Marjolin, and it is time for her grandmother's meal. Marjolin feeds Gusta with a crude wooden spoon. Gusta even manages to swallow a little of the food.

If the PC's stay and help Marjolin for any length of time, they might hear a small snippet of what remains of Gusta's memory. Any PC that stays to help for an hour should be entitled to a DC 15 Listen check. If this is successful they will hear Gusta mutter. "Two heads – the baby has two heads."

Gusta: female human expert (midwife) 8, now completely incapacitated.

Marjolin: female human commoner 1.

Development: Apart from the gathering of information and obtaining clues about recent events, the main outcome of this encounter is for the PCs to accept work with either Frans Weisspeer or Juliana Meintjen. However it is possible that they might try to take both jobs.

The current lack of trust between Frans Weisspeer and Juliana Meintjen makes this impossible. If the PCs do take both jobs, then within an hour or two, both Frans and Juliana will know this is the case.

In this case the PCs will be visited by both Frans Weisspeer and Otho, Juliana's doorman, at where-ever they happen to be staying, and as a group they will be forced to choose one employer.

5: GAINFUL EMPLOYMENT

This encounter is split into two parts as the PCs may have received employment offers from both Frans Weisspeer and Juliana Meintjen.

Encounter 5A: Gainful Employment with Frans Weisspeer

Refer **DM Map 2** for the layout of the sitting room on the ground floor of Frans Weisspeer's home. Frans has asked that they secrete themselves in the sitting room, to cover the many doors and windows there.

It turns out that guarding a wall of preserved heads in somebody's sitting room is not very exciting. Last night – nothing happened. Money for nothing perhaps, but boring none-the-less. So far tonight – even more nothing

has happened. It may be that there is no more interest in these heads.

Allow the PCs to make Listen checks opposed by Shoshannah and Stig's Move Silently checks. If at least one of the PCs hear something, read the following:

You hear a key turn in the lock of the front door, then the faint sound of footsteps. Someone is approaching.

In this case the PCs have a round to prepare for the intruders.

If none of the PCs make the checks, read the following:

All of a sudden the door to the sitting room opens. There, in the light of a lantern, are two people, weapons at the ready.

Creatures: The two intruders are Shoshannah and Stig, they have been ordered to retrieve another head from the Weisspeer townhouse. Shoshannah in particular argued against this, she believes that another theft from the house so soon after Bartel's head was stolen and lost is a huge mistake. She is on her guard and prepared for trouble.

Shoshannah; female human rogue 1; hp 8; Appendix 1.

Stig; male human warrior 2; hp 13; Appendix 1

Tactics: Stig is not a sophisticated combatant, and will directly assault anybody who is in his way. Shoshannah will try to maneuver into a flanking position to make the best use of her sneak attack. Stig won't bother trying to use the layout of the room to gain any tactical advantage. Shoshannah might, however, if the opportunity arises. For example, she may choose to stand on a chair to get height advantage if she can flank as well.

Treasure: Shoshannah and Stig have their combat gear, and a few possessions. Notable amongst these is a key, if the PC's try it, they can determine it fits the front door of the Weisspeer townhouse.

APL 2 (Shoshannah): Loot 57 gp; Coin 5 gp; Total 62 gp.

APL 2 (Stig): Loot 50 gp; Coin 10 gp; Total 60 gp.

Encounter 5B: Gainful Employment with Juliana Meintjen

Refer **DM Map 3** for the layout of the ambush site.

The day of the intended trip arrives. Most of the day has been spent loading wagons. It is the last wagon of the day, due to leave just before the gates of Schwartzenbruin close, that Juliana Meintjen wishes you to guard. The plan is that, once the wagon is loaded, you will climb aboard, and be taken through High Gate with a wagon-load of food destined for the Auszug.

Everything goes according to plan, and late in the afternoon you find yourself aboard the wagon a mile outside the walls of Schwartzenbruin.

Allow the PCs to make DC 20 Spot checks to see Stig, or DC 25 Spot checks to see both Stig and Shoshannah. They have had time to prepare this ambush. If at least one of the PCs see's something, read the following:

You notice a faint movement in a small hollow in the ground. Somebody is waiting in ambush.

The PCs can roll initiative, there is no surprise round.

If none of the PCs make the checks, read the following:

All of a sudden arrows fly in your direction. At least two cutthroats were waiting in ambush.

Creatures: The two assailants are Shoshannah and Stig. They were originally ordered to steal another head from Frans Weisspeer's house, however, Shoshannah successfully argued that it was too soon after the botched theft of Bartel's head. Instead Ursula Antonia decided to attack the Meintjen wagon to increase bad feeling between the Meintjen's and the Weisspeers.

Shoshannah; female human rogue 1; hp 8; Appendix 1.

Stig; male human warrior 2; hp 13; Appendix 1

Tactics: Shoshannah and Stig have taken the time to hide themselves within 30 feet of the road. This allows them to have a surprise action within 30 feet, so Shoshannah can use sneak attack. Both prefer melee. Stig is not a sophisticated

combatant, and will directly assault anybody who is in his way. Shoshannah will try to maneuver into a flanking position to make the best use of her sneak attack.

Treasure: Shoshannah and Stig have their combat gear, and a few possessions. Notable amongst these is a key. If the PC's try it (unlikely, but possible), they can determine it fits the front door of the Weisspeer townhouse. Shoshannah planned to drop this at the site, to make it look like the assailants were working for Frans Weisspeer.

APL 2 (Shoshannah): Loot 57 gp; Coin 5 gp; Total 62 gp.

APL 2 (Stig): Loot 50 gp; Coin 10 gp; Total 60 gp.

Development: The key outcome from this encounter is to identify the location of the rogues farmhouse – encounter 6. There are a number of ways this can occur.

Questioning captives.

If the PCs subdue or otherwise incapacitate one of the attackers in this encounter, then they can question an attacker. PCs may use any appropriate skills - Bluff, Diplomacy, or Intimidate are all reasonable options to obtain the location of the rogues base. The PCs may also determine a magical means of obtaining the information.

If the PCs try to find out who the rogues are working for, they need a captive to question. The same options are available to them. If successful, the answer given is that Shoshannah and Stig work for two women, Ursula and Antonia. Sense Motive indicates this answer has the ring of truth. Although Ursula Antonia is one unique creature, those who have got to know her recognise that each head is an individual personality, and treat her/them accordingly.

Handing the Thieves over to the Bruinsgardt

Känner Luethéis immediately recognises Shoshannah as a wanted woman, petty crimes only. He will note how she is known to frequent the Village of Narbells, and that the last report he had, she was staying at a farmhouse near this village.

Handing the Thieves over the Old Guild.

Nico recognises Shoshannah as a thief who refused to give the Old Guild their due. As a result the guild ran her out of town. He will note how she is now known to frequent the Village of Narbells, and that the last report he had, she was staying at a farmhouse near this village.

6: DEN OF THIEVES

This encounter begins when the PCs investigate the rogues farmhouse just outside the village of Narbells. At this point they should know that this is the headquarters of the independent thieves that stole the head of Bartel Weisspeer.

Approaching the House

Ahead of you is a very ordinary stone house on the top of a small hill. From the chimney a small plume of smoke rises.

It is close enough to Schwarzenbruin so that thieves could work in the city relatively easily, yet it is remote enough so that comings and goings from the house can probably pass with little notice.

Refer to **DM Map 4** for the layout of the house, references in brackets refer to the key of the map. Doors are made of wood. The front door is locked, and all the guards have a key. The back door is also locked, and on the inside this door has been nailed shut with planks of wood.

All windows are shuttered and have been nailed shut.

The PCs should be permitted to come up with any feasible plan for entering the house.

Locked Front Wooden Door (1): 1 in. thick; hardness 5; hp 15; AC 4; Break DC 18; Simple Lock (DC 20 Open Lock).

Back Wooden Door, nailed shut (2): 1 in. thick; hardness 5; hp 20; AC 4; Break DC 23.

Wooden Shuttered windows (3): 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Masonry Walls: 1 ft. thick; hardness 8; hp 90; AC 3; Break DC 35.

Observation

Have the PCs make Hide checks, and record where they are hiding. Determine the distance to the farmhouse. From there, they have the opportunity to observe the house. They will clearly see a man with two dogs standing guard. If they observe for an extended period of time, they will observe that every 8 hours the guard changes. The door appears to be kept locked, but all the guards appear to have a key.

The dogs remains with whoever is on guard. Occasionally a dog is let off its leash for a run, or the guard walks a dog around the house. Whenever he does this, he ties the other dog to the door.

Rarely, although it does happen, the guard ties both dogs to the front door and walks around

the back of the house to an outhouse. At other times another person in the house comes out to go to the outhouse.

House Exterior (EL 3)

Creatures: When the PCs choose to gain entry into the house, Reun and two guard dogs will be posted outside the front door. If the PCs choose to try and enter the house other than through the front door, they will find entry difficult, and any noise will alert the Reun and his dogs.

Reun; male human rogue 1; hp 8; Appendix 1.

Dog, Riding (2): hp 13, 13; *Monster Manual* 272.

Tactics: Reun is an intelligent guard. If he needs to, he will use a move action to release the dogs. If a dog is asleep, he will kick it awake. He tries to make best use of the dogs for flanking, and he also tries to use the reach he has with his spiked chain, and his Combat Reflexes, for his best advantage.

There is always at least one dog awake. Whenever the guard and/or one of the dogs is away from the front door, the other dog is awake. The dogs appear well-fed. They are trained to raise the alarm if approached by somebody they don't know. In this case their barking will alert Reun and Ursula Antonia.

Treasure: Reun has his equipment and a small coin purse. He also holds the key to the front door.

APL 2 (Reun): Loot 58 gp; Coin 5 gp; Total 63 gp.

Inside the House

Hallway (4) (EL 1)

If the PCs enter the house through the back door, read the following:

The back door you just entered through was obviously boarded up. The long corridor stretches the length of the house, and a branch runs off to the left.

If the PCs enter the house through the front door, read the following:

This long corridor runs the length of the house, ending at a boarded up back door. A branch runs off to the right.

The Hallway is trapped with razor-wire linked to an *alarm* spell that will silently alert Ursula Antonia to the intrusion.

Razor-Wire Alarm (5): CR 1; mechanical and magic device; location trigger; no reset; Atk +10 melee (2d6, wire); one target (first target in 5ft square); spell effect (*alarm*); Search DC 22; Disable Device DC 15. Refer Appendix 1.

If the PCs listen at any of the doors down the hallway, there is a chance that something may be heard at the following doors.

Door to Kitchen and Door to Bedroom

- DC 15 Listen check (+5 modifier to the DC for listening through the door included) - the PC will hear snoring.

Door to Master Bedroom

- DC 25 Listen check (+5 modifier to the DC for listening through the door included) - the PC will hear faint breathing.

Kitchen (6)

This room is obviously a very neat and tidy kitchen. A large cast-iron stove stands against one wall. The door is open, and the fire is visible. In the centre of the room is a small table. Over this table is slumped a snoring man. Next to him, on the table, are two empty bottle. An open cupboard is an obvious pantry, the shelves hold all manner of dried and loose foods.

This man is Wiebe, the fighter and cook for the rogues. He is very drunk and won't wake up any time soon. In the pantry (8) are two crates that each originally contained a dozen bottles of fine wine. Five of these are missing, two are obviously on the table here.

Treasure: Each of the 19 bottles of wine is worth 10gp per bottle (5gp resale). There is also loot that can be taken from Wiebe, a chain shirt, a longsword, a light crossbow, 10 bolts, and a coin purse.

APL 2 (Wiebe and his wine): Loot 28 gp; Coin 5 gp; Total 33 gp.

Dining Room (9)

This looks to be one of the largest rooms in the house. In the centre of the room is a large, somewhat rough, wooden table. There are ten chairs around it, and some unwashed dishes sit in front of some of the chairs.

There is nothing of value in this room at present. The contents are cheap and crudely made.

Bathroom (10)

This is a small cold room. A basin of dirty water sits on a pedestal.

There is nothing of value in this room. The water has to be replenished with water obtained from Narbells.

Bedroom (11)

This is a small room, with a small bed. Snoring on the bed is a man, three empty bottles on the floor next to him.

This man is Theo, the sorcerer. He is responsible for the *alarm* on the razor-wire trap. He is also currently very comatose.

Treasure: Theo has his personal items, including a dagger, light crossbow, 10 bolts, a signet ring, a spell component pouch, and a coin purse.

APL 2 (Theo): Loot 4 gp; Coin 10 gp; Total 14 gp.

Master Bedroom (12) (EL 4)

If the PCs tripped the Hallway trap or alerted Ursula Antonia with excessive noise defeat the guards or breaking in to the house, read the following:

This large room contains a large bed, a dressing table, and a full-length mirror. A wardrobe, door slightly ajar, stands in the corner. Above the dressing table is a wooden symbol – a grasping hand holding a broken coin. By the look of the decor, this room belongs to a woman. A preserved head, a flan woman, is displayed on the wall. Beneath the head is written the word "Mother."

As soon as a PC approaches the wardrobe, the door will be flung open.

Standing before you is an imposing, strangely attractive woman. What is most staggering is that the woman has two heads, both bearing a striking resemblance to the preserved head mounted on the wall. "I'm not going without a fight," says her first head. "And neither will I," says the second.

If the PCs did not trip the hallway trap, read the following:

This large room contains a large bed, a dressing table, and a full-length mirror. A wardrobe, door slightly ajar, stands in the corner. Above the dressing table is a wooden symbol – a grasping hand holding a broken coin. By the look of the decor, this room belongs to a woman. A preserved head, a flan woman, is displayed on the wall. Beneath the head is written the word "Mother." Lounging on the bed is an imposing, strangely attractive woman. What is most staggering is that the woman has two heads, both bearing a striking resemblance to the preserved head mounted on the wall. She reaches for her weapons. "I'm quite happy to kill you," says her first head. "Get out of my room," says the second.

DC 15 Knowledge Religion – the symbol is a holy symbol of Kurell.

Creatures: This is Ursula Antonia, the unique leader of this small band of rogues. She has spent most of her life in hiding, and even her closest friends think of her as a freak. Currently she is driven by a desire for revenge on her family, the Weisspeers, jealousy at the lifestyle they have and their sense of family, and a desire to take from the family the heads of "her" ancestors. She has gravitated naturally to the worship of Kurell.

Ursula Antonia; female two-headed human warrior 2/rogue 1; hp 35; Appendix 1.

Tactics: Ursula Antonia is a desperate woman. Although not inherently evil, she is not entirely sane, as living with two-heads is difficult. She finds the knowledge that she was "thrown away" by her birth family difficult to accept. She will use all her abilities to defeat those who oppose her.

Treasure: Ursula Antonia has her personal gear, and a coin purse. There is also the holy symbol of Kurell in this room. On the dressing table is her diary, extracts of which can be found as **Player Handout 2**.

If the room is searched, a DC 15 Search check reveals a loose floorboard. Under this is a locked strongbox containing a selection of low-value gems.

APL 2 (Ursula Antonia): Loot 83 gp; Coin 15 gp; Total 98 gp.

APL 2 (Strongbox): Coin 30 gp; Total 30 gp.

Development: Once Ursula Antonia has been either killed or incapacitated - find out what the PCs intend to do with her and the head she has stolen. Frans Weisspeer will reward PCs that return his mother's head to him.

APL 2 (Frans Reward): Coin 50 gp; Total 50 gp.

Continue with the conclusion.

CONCLUSION

There are several possible conclusions to this adventure based on the fate of Ursula Antonia. This conclusion is split into three parts. If Ursula Antonia is killed outright in the final battle, use conclusion A and finish with the concluding statement. If Ursula Antonia is alive at the end of the adventure and is taken back to Schwartzenbruin, then her fate will be determined by a Rechter. Use conclusion B and finish with the concluding statement. If the PCs let Ursula Antonia go, use conclusion C and finish with the concluding statement.

A. Ursula Antonia Killed

Use this conclusion if Ursula Antonia was killed outright by the PCs.

Sometimes death does not really resolve anything. You are summoned to Frans Weisspeer's townhouse one last time. In the front room the heads of the ancestors have now been restored to their rightful place. Bartel's head will never be the same, having lost his eyes and his tongue.

Frans offers you a drink. "I have decided," he says, "to preserve the heads of my sister." He says the words as if he doesn't really believe them. "But I'm not sure whether to treat her heads as I would members of my family, or whether they should be preserved as my foe. You fought this woman. Did she fight well, with honour? What did you think of her?"

Allow the PCs to answer, and let each of them make a Diplomacy check. Allow a +4 circumstance modifier if a player makes a particularly persuasive argument. Record the results of the Diplomacy checks against the position each of the PCs takes - should Ursula Antonia be treated as family or as a villain. The overall most persuasive diplomacy check, one way or the other determines the outcome, and PCs may assist each other if they wish.

If the most persuasive PCs argue Ursula Antonia should be considered family, continue with the following:

Frans shakes his head. "I have no doubt you are right, it's just hard to accept that family could have mutilated" - he gestures to Bartel's head - "my, our father. But blood is thicker than water. I have a place for the heads here, with the rest of my family."

If the most persuasive PCs argue Ursula Antonia should be considered a villain, continue with the following:

Frans holds his head in his hands. "I cannot get past the fact that, even though she may have been family, she mutilated my father. I will instruct Gerlach to remove the eyes and the tongue from each of her heads. I have a place for her there, with my family's fallen foes."

B. Ursula Antonia Alive and a Captive

Use this conclusion if Ursula Antonia is taken back alive at the end of the adventure, either unconscious and stable or subdued.

Word travels fast, especially in Schwartzenbruin, and even more so when the next event is the trial of a freak. You are summoned to High Gate. A Rechter has been called, and she sits opposite the bound figure of the two-headed woman. The Weisspeers are present in force.

"Ursula Antonia, the theft and mutilation of the heads of honoured ancestors is a very serious matter. What say you?"

"Ursula, can we tell them." says her left head. "No, we agreed to say nothing," snarls her right head. "You especially say nothing."

The Rechter continues: "In the interest of justice, others have the opportunity to speak."

Frans Weisspeer stands. His voice full of emotion, he describes how the loss of his mother's head, and the loss and mutilation of his father's head is so horrific. How his hero of a father has been treated like filth.

The Rechter nods. "Are there any other statements before I give my judgement?"

Allow the PCs to answer, and let each of them make a Diplomacy check. Allow a +4 circumstance modifier if a player makes a particularly persuasive argument. Record the results of the Diplomacy

checks against the position each of the PCs takes - should Ursula Antonia be treated a victim or as a villain. The overall most persuasive diplomacy check, one way or the other determines the outcome, and PCs may assist each other if they wish.

If the most persuasive PCs argue Ursula Antonia should be considered a victim, and achieved a DC 20 Diplomacy check, continue with the following:

The Rechter nods. "It is clear to me that this series of events is complicated, hence my judgment is also complex. Ursula Antonia, you have seriously wronged Frans Weisspeer and his family. I award him a Kopprijs of 2000 marks."

There is a gasp around the room. That is a very high kopprijs under the circumstances.

"I also accept that you have been seriously wronged, and hurt by Frans family, although not Frans himself. Therefore I award you a kopprijs of 2000 marks to be paid by the family. The two amounts cancel each other out. The family will pay 400 marks to the graf. I advise the family to reconcile – there is no value in compounding the hurt any longer."

If the most persuasive PCs argue Ursula Antonia should be considered a victim, but did not achieve a DC 20 Diplomacy check, continue with the following:

The Rechter nods. "It is clear to me that you, Ursula Antonia, have seriously wronged Frans Weisspeer and his family. I award him a Kopprijs of 2000 marks."

There is a gasp around the room. That is a very high kopprijs under the circumstances.

Ursula Antonia's faces show how stunned she is. "We cannot pay," says Ursula eventually, "and we will not pay. We declare ourselves neipfennig."

The Rector turns to Frans. "Are you agreeable to this declaration?"

Frans shakes his head. "No, I am not."

"In that case we submit to a flogging!" states Ursula. The Antonia head turns away and begins to cry.

If the PCs argue Ursula Antonia should be considered a villain, or nobody argues at all:

The Rechter nods. "It is clear to me that this was a very serious wrong, and much hurt has been done to the Weisspeer family. Ursula

Antonia, I award Frans Weisspeer a kopprijs of 2000 marks."

There is a gasp around the room. That is a very high kopprijs under the circumstances.

Ursula Antonia's faces show how stunned she is. "We cannot pay," says Ursula eventually, "and we will not pay. We declare ourselves neipfennig."

The Rector turns to Frans. "Are you agreeable to this declaration?"

Frans shakes his head. "No, I am not."

The Rechter continues: "Then my judgement is that you be incarcerated in Bapthmorda, the dread prison, for a period not less than 1 year. The Ursula head looks grim, the Antonia head turns away and begins to cry.

C. The PCs Let Ursula Antonia Go Free

Use this conclusion if Ursula Antonia is set free by the PCs.

Sometimes you never know whether you have made the right decision. Ursula Antonia, the two-headed woman, is free, but you have no idea what the result of her – their freedom will be.

Concluding Statement:

In Perrenland people are born into families and clans, and when they die, they remain part of those families and clans. The bonds of the clan are strong, and all the clans honour their ancestors and their foes by preserving their heads. Sometimes the honoured ancestors and their foes are one and the same. In that case, maybe it helps to have two heads.

EXPERIENCE POINT SUMMARY

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

1: Street Fight

Defeating Nurrok and Jozef:

APL 2 60 XP

5: Gainful Employment

Defeating Shoshannah and Stig:

APL 2 60 XP

6: Den of Thieves

Outside the House – Defeating Reun and the Dogs:

APL 2 90 XP

Hallway – Encountering or bypassing the Razor-wire trap:

APL 2 30 XP

Master Bedroom – Defeating Ursula Antonia:

APL 2 120 XP

Story Award

PCs actively initiate an investigation that leads to Ursula Antonia rather than just passively wait for the adventure to unfold:

APL 2 45 XP

Discretionary roleplaying award

APL 2 45 XP

Total Possible Experience

APL 2 450 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot

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

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

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

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

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

1: Street Fight

APL 2 (Nurrok): Loot 50 gp; Coin 10 gp; Total 60 gp.

APL 2 (Jozef): Loot 57 gp; Coin 5 gp; Total 62 gp.

4: Exploring Schwartzenbruin

APL 2: Coin 20 or 30 gp; Total 30 gp.

5: Gainful Employment

APL 2 (Shoshannah): Loot 57 gp; Coin 5 gp; Total 62 gp.

APL 2 (Stig): Loot 50 gp; Coin 10 gp; Total 60 gp.

6: Den of Thieves

APL 2 (Reun): Loot 58 gp; Coin 5 gp; Total 63 gp.

APL 2 (Wiebe and his wine): Loot 28 gp;
Coin 5 gp; Total 33 gp.

APL 2 (Theo): Loot 4 gp; Coin 10 gp; Total 14
gp.

APL 2 (Ursula Antonia): Loot 83 gp; Coin 15
gp; Total 98 gp.

APL 2 (Strongbox): Coin 30 gp; Total 30 gp.

APL 2 (Frans Reward): Coin 50 gp; Total 50
gp.

Treasure Cap

APL 2: 450gp

Total Possible Treasure

APL 2: 552gp

ADVENTURE RECORD ITEMS

As this is an introductory adventure there are no
items for the Adventure Record.

APPENDIX 1: APL 2

1: STREET FIGHT

NURROK

CR 1

Male half-orc warrior 2

NE Medium humanoid (orc)

Init +0; **Senses** Darkvision 60 ft, Listen -1, Spot -1

Languages Common, Orc

AC 14, touch 10, flat-footed 14

(+0 Dex, +4 masterwork chain shirt)

hp 13 (2 HD)

Fort +4, **Ref** +0, **Will** -1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee masterwork longsword +5 (1d8+2/19-20) or **Melee** improved unarmed strike +4 (1d3+2 damage)

Ranged light crossbow +2 (1d8/19-20)

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

Base Atk +2; **Grp** +4

Atk Options Improved Unarmed Strike – choose either normal or subdual damage.

Combat Gear Masterwork chain shirt, masterwork longsword, light crossbow, 10 crossbow bolts.

Abilities Str 15, Dex 11, Con 10, Int 10, Wis 9, Cha 6

SQ Orc Blood

Feats Improved Unarmed Strike

Skills Climb +6, Jump +6

Possessions combat gear plus coin purse.

Orc Blood

JOZEF

CR 1

Male human rogue 1

N Medium humanoid (human)

Init +2; **Senses** Listen +5, Spot +5

Languages Common, Goblin

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 masterwork chain shirt)

hp 8 (1 HD)

Fort +2, **Ref** +4, **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee masterwork short sword +3 (1d6+1/19-20) or

Melee improved unarmed strike +2 (1d3+1)

Ranged shortbow +2 (1d6/x3)

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

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

Atk Options Improved Unarmed Strike – choose either normal or subdual damage; Sneak attack +1d6

Combat Gear masterwork chain shirt, masterwork short sword, shortbow, 20 arrows.

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

SQ Trapfinding

Feats Weapon Finesse, Improved Unarmed Strike

Skills Balance +5, Climb +4, Disable Device +7, Hide +5, Listen +4, Move Silently +5, Open Lock +8, Search +5, Spot +4, Tumble +5

Possessions combat gear plus masterwork thieves tools and coin purse.

Sneak Attack +1d6

Trapfinding

5: GAINFUL EMPLOYMENT

SHOSHANNA

CR 1

Female human rogue 1

CN Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +4

Languages Common, Draconic

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 masterwork chain shirt)

hp 8 (1 HD)

Fort +2, **Ref** +4, **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee masterwork short sword +3 (1d6+1/19-20)

Ranged shortbow +2 (1d6/x3)

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

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

Atk Options Sneak Attack

Combat Gear Masterwork chain shirt, masterwork short sword, shortbow, 20 arrows.

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

SQ Trapfinding

Feats Improved Initiative, Weapon Finesse

Skills Balance +5, Climb +4, Disable Device +7, Hide +5, Listen +4, Move Silently +5, Open Lock +8, Search +5, Spot +4, Tumble +5

Possessions combat gear plus masterwork thieves tools, coin purse, and key to Frans Weisspeers townhouse.

Sneak Attack +1d6

Trapfinding

STIG

CR 1

Male human warrior 2

NE Medium humanoid (human)

Init +4; **Senses** Listen -1, Spot -1

Languages Common, Giant

AC 14, touch 10, flat-footed 14

(+0 Dex, +X class, +4 masterwork chain shirt)

hp 13 (2 HD)

Fort +3, **Ref** +0, **Will** -1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee masterwork longsword +5 (1d8+1/19-20)

Ranged light crossbow +2 (1d8/19-20)

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

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

Combat Gear Masterwork chain shirt, masterwork longsword, light crossbow, 10 bolts.

Abilities Str 13, Dex 11, Con 10, Int 12, Wis 9, Cha 8

Feats Improved Initiative, Weapon Focus (longsword)

Skills Climb +5, Jump +5, Ride +5, Swim +4,

Possessions combat gear plus coin purse.

6: DEN OF THIEVES

REUN

CR 1

Male human rogue 1

NE Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +4

Languages Common, Draconic

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 masterwork chain shirt)

hp 8 (1 HD)

Fort +2, **Ref** +4, **Will** +0

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee masterwork spiked chain +1 (1d6+1/19-20)

Ranged shortbow +2 (1d6/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

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

Atk Options Sneak Attack

Combat Gear Masterwork chain shirt, masterwork spiked chain, shortbow, 20 arrows.

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

SQ Trapfinding

Feats Combat Reflexes, Exotic Weapon Proficiency (spiked chain)

Skills Balance +5, Climb +4, Disable Device +7, Hide +5, Listen +4, Move Silently +5, Open Lock +8, Search +5, Spot +4, Tumble +5

Possessions combat gear plus masterwork thieves tools, coin purse, and key to the front door.

Sneak Attack +1d6

Trapfinding

HALLWAY: RAZOR-WIRE ACROSS

HALLWAY

CR 1

Description see text.

Search DC 22; **Type** mechanical and magic device

Trigger location; **Init** N/A

Effect The first PC that walks into the razor-wire suffers 2d6 points of damage and trigger an *alarm* spell. The *alarm* will alert Ursula Antonia to the intruders.

Duration instantaneous

Destruction AC 7; hp 1; hardness 10. Note that destroying the wire will trigger the alarm.

Disarm Disable Device DC 15.

MASTER BEDROOM: URSULA ANTONIA

CR 4

Female two-headed* human (Flan) warrior 2/rogue 1

*Multiheaded template Savage Species 124

CN Medium humanoid (human)

Init +7; **Senses** Darkvision 90 ft.; Listen +7, Spot +7

Languages Common, Orc, Sylvan

AC 18, touch 13, flat-footed 15

(+3 Dex, +4 armor, +1 natural)

hp 35 (5 HD)

Fort +5, **Ref** +8, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee two masterwork short swords +8/+8 (1d6/19-20) and

Ranged light crossbow +6 (1d8/19-20)

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

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

Atk Options Sneak Attack +1d6, Superior Two-Weapon Fighting.

Combat Gear Masterwork chain shirt, masterwork short sword (x2), light crossbow, 10 bolts.

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

SQ Trapfinding

Feats Combat Reflexes, Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (short sword)

Skills Climb +7, Disable Device +5, Intimidate +3, Jump +6, Listen +7, Open Lock +6, Ride +5, Search +5, Sleight of Hand +3, Spot +7, Swim +5, Tumble +6

Possessions combat gear plus masterwork thieves tools and coin purse.

Sneak Attack +1d6

Superior Two-Weapon Fighting (Ex) Because each head controls one arm (or analogous weapon-using limb), a multiheaded creature has no penalty on attack rolls for attacking with multiple weapons, and the number of attacks and the damage bonus for each weapon are calculated as though the weapon were held in a primary hand.

Trapfinding

APPENDIX 2: NEW RULES ITEMS

MULTIHEADED CREATURE

"Multiheaded" is an inherited template that can be added to any corporeal creature that has a discernable head (hereafter referred to as the base creature). A multiheaded creature has all the base creature's characteristics except as noted here. A multiheaded creature speaks any languages the base creature does.

Size and Type: Animals that have this template become magical beasts, but otherwise type is unchanged. All additional heads are like that of the base creature.

Limit on Additional Heads: The number of heads possible for a multiheaded creature is based on the base creature's size.

Base Creature Size	Maximum Additional Heads
Up to Medium-size	1
Large	3
Huge	11
Gargantuan	19
Colossal	29

Hit Dice: Each additional head adds 2HD to the base creature's total.

Attacks: A base creature with a bite, gore, or tongue attack gains one additional such attack for each additional head. This additional attack has the same attack bonus as its counterpart in the base creature. The base attack bonus increases for additional Hit Dice as appropriate for the creature's type.

Damage: The damage bonus for an extra natural attack gained by the addition of a head is the Strength modifier for a primary attack, or 1/2 the Strength modifier for a secondary attack.

Special Attacks: If the base creature has a breath weapon, the extra heads also have breath weapons. All weapons activate on the same round but can aim in different directions. This rule also applies if the base creature has a spit, spray, ray, or cone attack, so long as that attack comes from the head. A multiheaded creature does not gain extra gaze attacks, fear auras, and the like for its additional heads.

A multiheaded creature that can use weapons gains the Superior Two-Weapon Fighting or Superior Multiweapon Fighting ability (see below), as applicable. A multiheaded creature that has only natural attacks instead gains the Improved Multiattack feat as a bonus feat if it has any secondary attacks available at all, even if it does not have three or more natural weapons.

Superior Two-Weapon Fighting or Superior Multiweapon Fighting (Ex): Because each head

controls one arm (or analogous weapon-using limb), a multiheaded creature has no penalty on attack rolls for attacking with multiple weapons, and the number of attacks and the damage bonus for each weapon are calculated as though the weapon were held in a primary hand.

AC: Natural armour bonus increases by +1 per additional head.

Special Qualities: Multiheaded creatures have darkvision to a range of 90 feet. Having a redundant head makes a creature more able to survive otherwise lethal attacks. Thus, a vorpal blade would have to remove all heads to have its usual effect. Severing a head required hitting the creature's neck (same AC as the creature) with a slashing weapon and dealing damage equal to the multiheaded creature's original hit point total divided by the original number of heads. (The player must declare an attack against the neck just before making the attack roll.) The severed head dies, and a natural reflex seals the neck shut to prevent further blood loss. The creature can no longer attack with the severed head, but takes no other penalties. A severed head cannot regrow naturally.

Abilities: Con +2 per additional head.

Skills: Each additional head a creature has gives it a cumulative +2 racial bonus on Listen, Search, and Spot checks. The creature gains additional skill points for its extra Hit Dice as normal for its type.

Feats: A multiheaded creature gains Improved Initiative and Combat Reflexes as bonus feats, provided that it does not already have them. the creature also gains additional feats for its extra Hit Dice as appropriate for its type.

Organization: Solitary.

Challenge Rating: The multiheaded creature's challenge rating depends upon how many additional heads it has and on any head-based special attacks, as given on the table below.

Number of Additional Heads	CR Adjustment ¹
1	+2
2-4	+3
5-7	+4
8-10	+5
11-15	+6
16-20	+7
21-25	+8
26-29	+9

¹ Adjust the CR by an additional +1 for every head-based special attack of the base creature, such as a breath weapon or a gaze attack.

Level Adjustment: A multiheaded creature's level adjustment depends on the number of heads it has, as given on the table below. these figures assume that the base creature has sufficient Intelligence to be a player character.

Number of Additional Heads	Level Adjustment ¹
1	+2
2-4	+3
5-7	+4
8-10	+5
11-15	+6
16-20	+7
21-25	+8
26-29	+9

¹ Adjust the level adjustment by an additional +1 for every head-based special attack of the base creature, such as a breath weapon or a gaze attack.

Source: *Savage Species* 124

DM AID 1 – PERRENLAND SPECIFIC EFFECTS

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

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

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

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

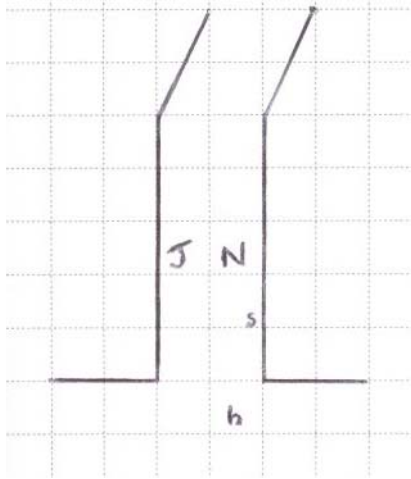
Lifestyle and upkeep costs have also doubled (though PCs with free upkeep still pay 0 GP). If a PC has a discount on lifestyle and upkeep costs, the discount applies after the costs have been doubled. For example, standard upkeep with a 50% discount would cost 12 GP ($12 \times 2 = 24$, $24 / 2 = 12$);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

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

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

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

Map 1: Graphic of the Alley (Encounter 1 – Street Fight)



1 Square = 5 feet

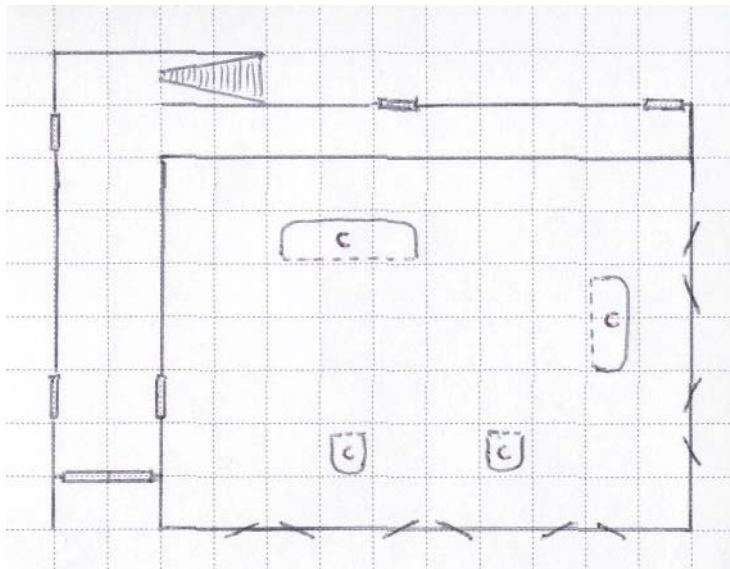
J – Jozef.

N – Nurrok.

h – the head (preserved)

s – the discarded sack.

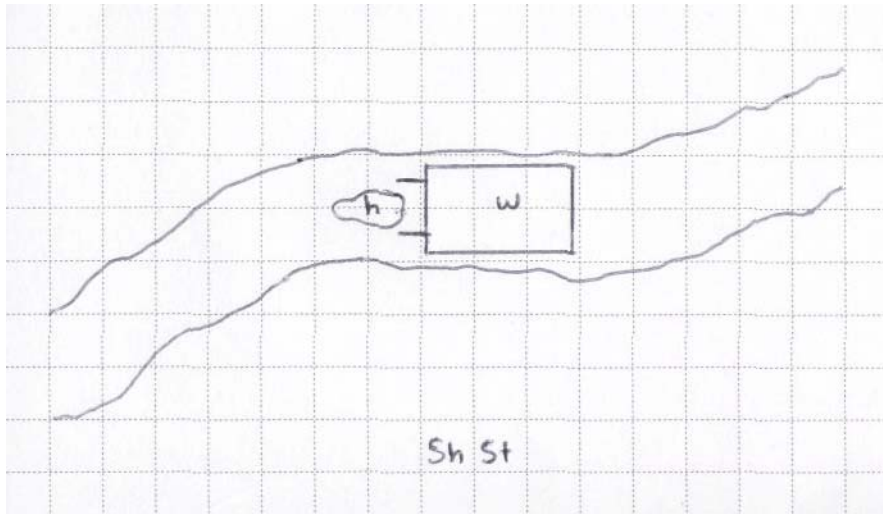
Map 2: Graphic of Frans Weisspeer's Sitting Room (Encounter 5 – Gainful Employment)



1 Square = 5 feet.

C = Chair/couch. Locations of doors and windows are noted.

Map 3: Graphic of the Ambush Site (Encounter 5 – Gainful Employment)



1 Square = 5 feet.

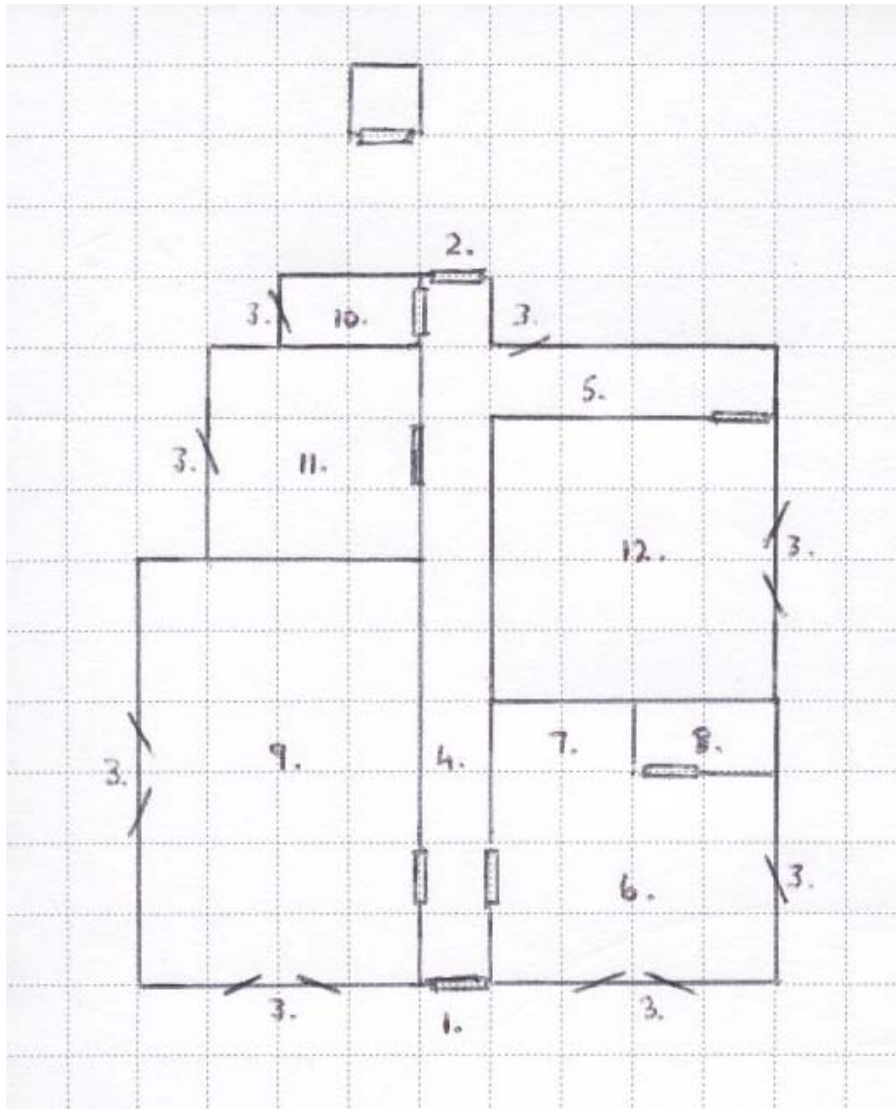
Sh – Shoshannah.

St – Stig.

h – horse

w – wagon

Map 4: Map of the Thieves Lair (Encounter 6 – Den of Thieves)



1 Square = 5 feet.

1. Front door (locked and guarded by Reun and the dogs).
2. Back door (nailed shut).
3. Windows (boarded up and nailed shut).
4. Hallway.
5. Location of the Razor-Wire Trap.
6. Kitchen (location of Wiebe).
7. Cast-iron stove.
8. Pantry (and the wine).
9. Dining Room.
10. Bathroom.
11. Bedroom (location of Theo).
12. Master Bedroom (location of Ursula Antonia).

An organisation I am a member of knows that you recently had access to a preserved head. It is in your interest to come and see me. Take this letter to the New Quays. Ask for Hungry and give him this note. He will know what to do.

N

PLAYER HANDOUT 2 – DIARY ENTRIES

Reun went to do a job at a house today. He brought us back a preserved head. He reckoned it looked very much like us, and he's right. We've asked some of our contacts to find out more about the owners of the house.

We've found out the house belongs to Frans Weisspeer. The head belongs to Henrika Weisspeer, his mother, who died in childbirth.

We've asked our parents about us. They said they saw somebody throw us into Lake Quag. Mum fished us out while dad followed the guy who threw us away back to a house. Guess what diary - it was the same house that Reun got the head from! I reckon she died, and they threw us away because we had two heads.

We've learned the name of our father was Bartel. Wiebe says he was a hero, but how could it be if he knew we were being thrown away. Apparently this Bartel also jilted some woman at the altar. Some hero. The Weisspeer's and this woman's family don't get on.

That woman's a Meintjen. Shoshannah says they don't pay well and beat their servants. We reckon we can upset the Meintjen's and they will blame Frans Weisspeer.

We've asked Reun to get Bartel's head, and to take precautions so the head can't spy on us or speak about us. Don't see why he should be honoured anyway, throwing us away...