

PERM6-02

Lifesavers

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

Version 1.0

Round 1

by Jon Naughton

What happens in Perrenland does not always stay in Perrenland. The Perrenland ambassador to Greyhawk city has been recalled to deal with some local intra-clan problems. In these dark and troubled times though, a clan divided weakens all clans and has implications for the nation as a whole.

A Perrenland interactive for PCs of character levels 6 - 15 (APLS 8 - 14)

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

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

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

Adventure Background

The Ambassador to Greyhawk City, Mârin Weisspeer has been recalled to Perrenland to sort out problems with the Weisspeer clan. Internal tensions have gotten to the stage where neither side are willing to listen to the other, and an "impartial" and diplomatic Weisspeer brought in to try and talk some sense into both factions of the clans.

Unfortunately, not all members of the Weisspeer clan want to see this happen. Hasten, or those loyal to Hasten, would prefer not to see Mârin reach Perrenland alive.

To prevent her arriving safely, these covert rebels have arranged for her to be assassinated en route to Perrenland where her disappearance can be attributed to the forces of luz. While they don't want to see her stay alive, neither do they want to see her become a martyr to the other Weisspeer faction.

Unfortunately for these rebels, word of the assassination plan has reached the Auszug (although through the joys of "Chinese whispers", it arrived, only a little scrambled). A little stretched at the moment, they have instructed one of their

agents to recruit some known heroes to assist them in this endeavour.

Adventure Summary

The heroes have been stranded in an inn for the last five days due to a severe storm. One evening, a mysterious stranger arrives, drenched from head to foot. He speaks with the PCs and asks them to assist him in finding Mârin Weisspeer – the Perrenland Ambassador to Greyhawk City. Internal clan troubles have forced her recall to Perrenland.

But, all is not safe for Mârin and her companions. Unbeknown to them, a group of assassins have been hired to ensure that she does not reach Krestible. The PCs are asked to find Mârin and escort her back safely.

Shortly after finding Mârin and her companions, the party are attacked by a group of outsiders. They have been summoned and left to ambush the group as they cross the Witch's Hinge – an ancient bridge spanning the Velderdyva River.

Later that same night, the PCs discover that they are being scried upon. The assassins, realising that their first approach didn't work, plan to take more direct action in stopping Mârin and her bodyguards.

A few nights later, two assassins take direct action against the PCs. They place sleep poison in the stew at the inn in order to dull their senses and attack them later that night (when hopefully they're all asleep).

Meanwhile, Erwin and his associates have been keeping an eye on the party. As the combat finishes, Erwin and a couple of Auszug members arrive on the scene to congratulate the PCs.

Preparation for Play

IMPORTANT DMs NOTE: There are a number of special effects in play within the nation of Perrenland at this time. These include a huge smoke cloud over the Yatil Mountains, a nightmare affecting all in Perrenland, lifestyle changes due to a failed harvest and many Divination spells going awry at the instigation of Iuz. See **DM's Aid One** for details.

Ask the players for some Spot, Listen and Sense Motive checks. By doing them in advance, you can simply refer to them as needed without the

obvious "give me a spot check...you spot nothing..."

For the most part, this is a fairly linear adventure, although this is mainly due to them following the wishes of their charges. If the PCs decide to break from the module to do their own thing (such as research, etc), then try to accommodate them.

Introduction

If there has one thing that's been constant recently in Perrenland, it's been the wind and rain. For the last five days, it's kept you – and your traveling companions – virtual prisoner in the Black Dog Inn. Located in the small hamlet of Swaartzart, just across the Velderdyva River from Eskinronde, the Black Dog Inn is the (something about the inn). At least the company has been good and, compliments of the local cleric, the food hot and the drinks plentiful.

It is, therefore, with some surprise to the patrons of your inn when the doors fly open and a man soaked to the bone stumbles in. He hurriedly closes them, and makes his way to the bar. Although not dressed in the uniform of the Auszug, his manner and demeanour would suggest that he may have had some association with the army in the past.

He speaks to the innkeeper for a moment before being directed to a backroom.

The cleric is Brother Bilgus, a 3rd level Cleric of the clan Roodberg. During a battle in 586, he lost an eye and has since retired from service. Despite being able to have curative magic cast upon him, he prefers to keep his disability as a reminder of what he went through as a member of the Aid. For the last few years, he has spent his time tending to the needy in Swaartzart and surrounds. Like all denizens of this inn, he is primarily there for roleplaying colour and flavour and not a significant NPC in the game, so if your players do wish to roleplay amongst themselves, then feel free to create some of the NPCs (keeping in mind that this is not a significant part of the adventure).

The inn has about a dozen patrons in total. The inn's owner, Wilhelm Mörgerood, is a jovial fellow who refuses to take life too seriously.

Give the PCs a chance to introduce themselves. It's likely that they have adventured together before, but you never know.

They may also wish to enquire about who the mysterious stranger is. If asked, the barkeeper shrugs his shoulders and gives an "I don't know – never saw him before."

Should the PCs try and overhear the conversation that the stranger had with Wilhelm, it will require a DC 30 Listen check. If successful, they hear Erwin ask *"Good evening friend. Is there a somewhere I can get changed into some dry clothes?"* Wilhelm's reply is: *"Sure. Through there."*

The stranger's name is Erwin Nachtbrand of Clan Weisspeer, a tall man of average appearance. He is in his mid 40s although aside from a receding hairline and some greying, does not show it. He is dressed smartly in a black outfit – somewhat reminiscent of a uniform, although it is clearly not one that's representative of any military or civilian unit (think Rutger Hauer from Ladyhawke).

Unless the PCs are uitlanders, Erwin will not ask for their names (or even enquire who they are). This is a minimum APL 8 game, and by this stage, the PCs have a degree of 'fame' within Perrenland. Erwin has also done background research and knows who he is dealing with. If you like, feel free to drop a name during the questions and answers section, although keep its use to a minimum (Erwin is a professional).

Encounter One: A Welcome Proposal

After several minutes, the stranger returns to the main room of the tavern. He comes over to your table and introduces himself. "My name is Erwin Weisspeer and I am hoping that you might be able to assist me in a matter of some importance", he says as he finishes drying himself off.

"But before I begin, I'd like to grab a bite to eat." He waves to the barkeeper and orders a plate of stew, some bread and a glass of wine.

He looks at your group for acknowledgement, and after a few bites, he glances around to ensure that no one is listening. In a low tone, begins his tale.

"I'm not sure how much you know of the Weisspeer clan and the current squabbling and internal strife that are going on within it in the last few months. Recent troubles have caused a great deal of tension within the clan, and they threaten to worsen. Things have gotten so bad of late, that the clan has forced the recall of the Perrenland ambassador to Greyhawk City, Mârin Weisspeer, to sort things out." He pauses to take another spoonful of stew and eat some bread. "This is not common knowledge – even to members of Clan Weisspeer, so I would ask you to be circumspect about the matter."

"Now, while this may or may not succeed, we've discovered that there are a group of people who are determined that she not be even given the chance to try."

"With the enemy on our borders, Perrenders should be uniting to fight Old Wicked and not fighting each other. Should this infighting continue, then it's possible that the clan will disintegrate and give the forces of evil the advantage needed to win this war."

He takes a swig of wine and pauses for a moment. "That's where you come in – should you be willing." He surveys your group to gauge your interest levels. "Assuming you're prepared to help us, we need to find her and ensure that she gets to Perrenland safely.

The PCs will likely have questions. Extensive box text is not necessary something that all players enjoy, so this next part is presented as a question and answer format. If you feel your players would prefer the box text version then by all means, go for it.

Q. Who is Mârin Weisspeer?

She is the Perrenland Ambassador to Greyhawk City. She's been there for the last few years, and is doing quite an effective job. Quite a formidable diplomat.

It's possible that the PCs already do know this. A DC 15 Knowledge (Local – IUZ Border States) will also give this information to the PCs. If a PC is a member of the Weisspeer clan, then give them a +2 circumstance modifier to their check.

A DC 20 Knowledge (Local – IUZ Border States) will also reveal that her personal assistant is Sofia Weisspeer, Hanne's sister. Again, if a PC is a

member of the Weisspeer clan, then give them a +2 circumstance modifier to their check.

Q. Where is she?

We don't know exactly. She's somewhere south of Stadgau at the moment – between there and the Highfolk border at best guess. Our people weren't exactly keeping that close an eye on her movements when we received the information. With limited resources, it wasn't something that was felt necessary at the time. But, judging from the speed and direction they were travelling, they should have crossed the border at the by now. If you head south toward Highfolk, then you're at least going in the right direction.

Give the players Player Handout 1: Map of South Eastern Perrenland.

Q. What exactly is the threat?

Well, that's something that we're still investigating. Until we know further, the threat should be considered 'considerable, but unknown'. This is very new information, and for all we know, this might just be a wild goose chase. But, given Mârin's importance, it was felt that this was something that should be investigated immediately, even at the risk of looking foolish.

Q. You must know something.

As it stands at the moment, the available intelligence would indicate that the threat comes from within the Roodberg clan. [He will look around to ensure that no one is listening in before saying this].

Q. Why on Oerth would you think it's the Roodbergs?

I don't. [Erwin will stress this, regardless of whether the table has Roodberg clan members present]. But at the moment, we're operating from limited information, and that's the only lead we have. I'm almost certain that as we dig deeper, that we'll find that the source of the threat comes from our Eastern border.

Q. Why us?

We're asking for your help because all of our available resources are currently committed to the war effort.

Q. Who are you?

I am a loyal member of the Auszug and servant of Perrenland. That is all that's really important.

Q. How do we know we can trust you?

All I ask is that you find her, speak with her, and guide her safely to where she wants to go. I do not ask you to do anything that you would not ordinarily otherwise do.

Q. How soon do we have to go?

It would be preferable for you to leave as soon as possible. I realize that it's not pleasant outside, but the sooner you leave, the quicker you'll find her. At the end of the day, that is a decision that needs to be made by you. You know your abilities far better than I. [He gives a faint smile with this comment, indicating that he might know a little more about you than you'd like].

That being said, it's awfully bad weather out there and I wouldn't recommend leaving until morning. At least that way, you'll at least have some light.

Q. How do we recognize her?

We have this drawing of her [i.e. he describes what she looks like]. Our last information was that she was travelling in a party of six. Mârin, her personal assistant – and niece – Sofia Weisspeer, Mârin's clerk, one Jenna Weisspeer, Kûrt Hüssen, and two other people, neither of whom we have any great details on at the moment. As far as I'm aware, they're just general assistants.

Q. Don't you mean Karl Hüssen?

Kûrt is Karl's brother. He's very similar looking to his brother, so the confusion is understandable.

Q. What are we getting paid for this?

Erwin gives you a long, cold, hard stare. "Perhaps the information we have about you is wrong. I'm sorry that I wasted your time." (Unless the comment is obviously made as a joke, he will get up and move to a different table. If the PCs don't stop him or try to talk him round, then the adventure will be over).

Troubleshooting

There's not really much that can go wrong here. If the players don't ask all the right questions, the Erwin will volunteer whatever information he feels is necessary for the PCs to know. He won't volunteer the information about the Roodbergs unless asked, because this really isn't something that's vital to the PCs success.

If the players do insist on getting paid, then yes – unfortunately the adventure is over for them. But that's the price of being heroes. Sometimes good people are asked to do things without reward.

Encounter Two: Finding the Ambassador

When the players have indicated they are happy to continue, ask them when they wish to leave. Remind them that the storm is still raging outside.

A DC 25 Knowledge (Nature) check will indicate that the storm probably is coming close to running out of steam and should abate over the next day or so.

It's also late at night and storming outside, so it would only be foolish PCs that would leave now. Should they decide to set out immediately, throw some weather at them (at the moment, there is a thunderstorm outside). Weather effects on PCs can be found in the DMG p. 93 - 95. Feel free to have them avoid mudslides, flying debris or random lightning strikes. Don't kill them, but feel free to maim or otherwise hurt them. Spot, Listen and Search checks are almost impossible and they need to make DC 18 fortitude checks or risk being blown away (DMG p 95). Their horses (and animal companions), if they have them, don't particularly want to go either. Leaving is always an option, but it's not a *smart* option.

Those PCs who are awake and on watch, feel the sudden stillness as the storm abruptly stops just before dawn. PCs that are asleep get a DC 10 listen check to wake up.

Around an hour before dawn, the storm suddenly stops and an eerie quiet takes its place. As you gather your belongings and prepare to leave the inn, it's hard to believe that only a few short hours ago, it was raining

so hard that you almost needed to shout to make yourselves heard.

When the players are happy to leave, read or paraphrase the following

You depart the Black Dog inn and notice the damage the storm has done. Trees have been uprooted, buildings damaged and the streets covered in water. All around is devastation. Looking up, the clouds are still present, almost as if they are daring you to leave the safety of the inn. But still, time is of the essence, and if you're going to save Mârin, then you know that you have to risk it.

Travelling through the countryside, it's hard to believe that this was once a productive, fertile area of Perrenland. What little crops that managed to survive the blight have been washed away in the last few days, and the people who depended on this land to survive, almost certainly won't. It would be hard to imagine this place more gloomy and depressing had Old Wicked marched his minions through here personally.

The PCs travel for 5 days through a boggy and muddy landscape. Travel is slow and difficult, even for those on horseback. Normally visible potholes are covered with water and in places they're traipsing through ankle deep mud. There are effectively two ways of finding their quarry – travelling overland or flying.

Travelling overland

Travelling by road is long, hard and tiring. Roads which are normally nice and paved have been damaged by the weather, and full of potholes.

As such, and assuming the PCs travel eight hours per day or more (standard day's travel), they will need to make survival checks in order to avoid being fatigued (or even exhausted).

If the players wish, they can take things nice and slow (and avoid the checks), but time being of the essence, they're likely to take the risk. If they do take it slowly, then no checks are needed to be made. Advise them before they set off that going slow is an option.

If, however, they travel at the standard pace of 8 hours per day (or rush) then the following checks should be made on the fourth and fifth day of travel (that's two checks per PC, mount or animal companion):

If they are mounted, their horse (including war horses and ponies) should make a Con check. Taking 10 is permissible (and recommended). Animal companions also need to make this check.

DC13: Failure means that the horse is exhausted and will refuse to travel further under their own steam. If that happens, either the PCs need to find a place to hole up for 8 hours (that's in addition to their normal nightly rest) or they will need to abandon their horse/animal companion (or failing that, carry it).

Each PC who isn't mounted needs to make a survival check. They can take 10 on these checks, and at this level, very few adventurers should fail the check.

DC 18. The character is tired, but not suffering the effects of exhaustion or fatigue.

DC 13. The PC is suffering from fatigue, but not exhausted.

A failed check means that the PC is exhausted. These effects can be found on page 308 of the PHB.

Travelling by air

Air travel is the fastest way of getting to the rendezvous, although the PCs will need to find the party they're looking for.

Despite being exhausted, Mârin and her group are still fairly wary, and 'incoming flying creatures' are likely to be viewed as being hostile (not being birds and all). Should the PCs fly in, Mârin's party will get off the road and attempt to hide in the brush. The PCs will need to make a spot (or search check) of DC 20 to be able to locate their prey.

After travelling for what seems an eternity, you see you a group of people heading toward you. Like you, they are wet and covered in mud, but they look to be tired and exhausted. Some of them are riding Weisspeer war ponies, while others are walking. While you have outdoor experience, it is very clear that the majority of this group do not possess the skills of

seasoned adventurers. The leader is a woman who matches the description you were given by Erwin. Accompanying her is five other humans. Hopefully, these are the people you seek.

It's possible that particularly paranoid groups will decide to lay an ambush for the group and/or use magic to check on them before they get too close. If this is the case, then improvise accordingly.

Assuming the PCs decide to approach the party, then read the following.

"I am Mârin Weisspeer, Perrenland Ambassador to Greyhawk City", the woman says to you as you approach. "May I know who you are, and whether you be friend or foe?" Despite their tiredness, it appears that they are ready to defend themselves should it be necessary.

Allow the PCs to introduce themselves.

You introduce yourselves, and Mârin breathes a sigh of relief. Her companions also appear to be thankful that they do not have to defend themselves today. "Thanks to Allitur," she says. "I was a little worried that you might have been enemy agents of the old one."

"Allow me to introduce my traveling companions. This is my personal assistant, Sofia Weisspeer, daughter of Hasten," Mârin says indicating a pretty young woman riding a Weisspeer war pony. "And this is her fiancé, Kûrt Hüssen." The resemblance of Sofia to Hanne, and Kûrt to Karl is uncanny.

Mârin turns to the remaining three people "And this is my clerk Jenna of Traft, and these are my travelling companions, Fleda and Jorge."

All APLs

Mârin: Bar6/Ari6: hp 57; See Appendix Five

Kûrt: Ftr4/Ari2: hp 47; See Appendix Five

Sofia: Ari3: hp 18; See Appendix Five

Jenna: Doppelganger: hp 22; See Monster Manual page 67

Fleda: Exp 2: hp 10; See Appendix Five

Jorge: Exp 2: hp 10; See Appendix Five

It is possible that the PCs have the capability to fly (teleport or windwalk) the party back to

Krestible directly. Should this be suggested, both suggestions will be politely turned down. Mârin enjoys travelling and would like to see what remains of her country – even if it isn't the one she left. This is one of the reasons they went overland and didn't use magic in the first place.

Should the PCs insist, Mârin will relent and allow the PCs to use magic to get them back.

Note that if this happens, you will need to improvise the text a little. Remember that they can't teleport directly to Krestible (anti-teleport magic is in place) and will need to still make the final journey on foot or via flying. Most likely this will not affect the flow of the game too much, but this will largely depend on where the PCs decide to travel to.

Descriptions of the NPCs can be found in Appendix 5: The Ambassador and Friends.

[Note: Fleda and Jorge are both experts/dogs bodies – low level NPCs who would have trouble even defending themselves]

Mârin will question the PCs as to what has been happening in Perrenland recently. While she has tried to keep abreast of what's been happening, it's not been easy when she's been so far away.

She will likely know some of what's been happening (certainly stuff that's happened a six months to a year ago), but is anxious to know of the more recent developments. *As a DM, please take care not to allow the players to give too much "plot" information away unless you're aware of what Perrenland games your players have done. Not all players at your table will necessarily have played every scenario to this point.*

DM Note: While Jenna (Mârin's clerk) is a doppelganger (and a spy), she will NOT take any offensive action against the PCs unless they insist on attacking her. If she is discovered, then she will surrender to the PCs' authority. If the PCs do **not** accept her surrender and attempt to kill her outright, then she will fight to defend herself.

Should she be discovered and captured, and a safe opportunity to escape later present itself, then Jenna will attempt to escape, but for the most part she will submit to the will of the PCs.

In normal conversation, Jenna will be quiet and look to blend in with the rest of her party. If the

PCs talk to her directly, then they should be given a Sense Motive check (DC 26) to determine that something is wrong with Jenna's story.

Depending on how the PCs approach the situation, Mârin may step in and stop any questioning of her clerk. Mârin trusts her staff and will protect them from any overbearing adventurer types. PCs that are a little more subtle and circumspect should have little to no trouble in getting Jenna aside for a quiet conversation (assuming they feel it necessary).

If the PCs cast a *true seeing* spell on Jenna, then it will reveal her natural form.

Should Jenna be questioned, she will not reveal her true employer without some coercion. If she is revealed as a doppelganger to Mârin, then the ambassador will allow the PCs reasonable latitude to question her (although she will not allow any PC to torture her).

Jenna's story: She was recently hired by the Greyhawk Thieves Guild to replace the real Jenna. Her instructions were to travel to Perrenland with Mârin (and her group) and gather whatever information she could get. Any information she gathered was to be given to her contact, Tobilar, upon her return. Jenna has no more information than that.

The real Jenna is safe and being held back in Greyhawk City.

Please note that this is a minor sidebar to the main story, designed to convey that many different groups are interested in Perrenland politics. It is possible (and perfectly acceptable) that many groups may not discover Jenna's secret.

Encounter Three: Bridge over the Volverdyva

Subtly try and gauge the level of protection that the group plans on offering the Ambassador and her companions. The adventurers were warned that there was a threat issued against their charges, so it's a good idea to see how they implement their protection.

Now that your charges are with you, you realize that you will finally get the chance to sleep in comfort; in a real bed. Time is still of the essence, but the sense of urgency is not quite as strong. More importantly, it will give everyone their first real chance to get decent rest and recover from their road weariness.

Kûrt, it seems, might have the skills of a decent fighter. At least that's the impression he gives. Only time will tell.

The return journey takes you back the way you came for the most part, but it doesn't seem quite as bad as it was the first time. Perhaps it's because the rain has finally eased; perhaps it's that your new friends are taking your mind off things or, perhaps it's just that you've steeled yourselves against what you see. Either way, you have succeeded in the first part of your assignment and the only thing that remains is to deliver your charges to Krestible safely. At least this time you're following a road and not cutting through fields trying to find the best shortcut. You travel northward for a week or so, through Vorstadt Camp, Deursk Camp and Swaartzart.

You reach the Witch's Hinge, a narrow stone bridge crossing the Volverdyva River. Just south of Clatsberg City, the Witch's Hinge is the only bridge spanning the Volverdyva River. Intricate carvings are written in an unknown script, and remind you of the amount of unknown history of Perrenland. Rumoured to hold magical properties, the Witch's Hinge is one of the oldest structures in this area and one that historians believe to date from the Ur-flan period. It is generally assumed that the bridge was built at the height of the glory of the Principality of Kershane. Once the bridge was called "Seldar-Enan" but was renamed as a result of the first and successful attempt by Iggwilv to conquer the Quaglands.

You're about to cross when Jorge, one of the members of your escort party, asks "Is there any other way we can get around this? I have a fear of heights."

Looking down, you realize that it is considerable distance to the river below.

Jorge, one of the assistants, is afraid of heights. He can, however, be convinced to cross fairly easily by making a DC 18 Diplomacy check. This is primarily there to explain to the players they're about to cross a bridge without screaming "encounter, encounter". *The bridge is around 8 ft wide (10 feet for the purposes of combat) and has a span of 40 feet. The drop to the river below is 260 feet.* It also allows the PCs to cast buff spells should they like.

It also gives the PCs a real sense of danger once the combat begins, although due to the

magical nature of the bridge isn't really a factor in the combat situation.

A detect magic on the bridge will show some faint magical properties. A Spellcraft check (DC 21) will reveal it to be transmutation magic, although due to its age and ancient origins, a Spellcraft DC 31 check is needed to identify the spell as a version of *Feather Fall*.

Should the PCs be able to read Ur-Flan, then the symbols on the bridge depict the story of the campaign of the Witch Queen and how her success was based in part on her gaining early control of the bridge and the construction of a hasty fortress to protect that control. As a result of the bridge's capture, she was able to dominate both the eastern and western extents of the Quaglands from a single key location. The age of the writing is unknown.

The bridge is the symbol of the second Auszug and it is the location that members are posted to for breaches of discipline.

The feather fall spell placed on the bridge is a more recent development, but still hundreds of years old. The reasons for the spell being there are unknown, but are rumoured to have been placed there as a result of the tragic suicide of a Clatsberg nobleman centuries ago. The PCs will be aware of this with a successful DC 20 History check.

Once on the bridge, the devil(s) will swoop on the PCs.

APL 8 (EL 7)

Hellcat (1): hp 60; See Monster Manual page 54

APL 10 (EL 8)

Erinyes (1): hp 85; See Monster Manual page 54

APL 12 (EL 9)

Bone Devil (1): hp 95; See Monster Man. page 52

APL 14 (EL 10)

Erinyes (2): hp 85; See Monster Manual page 54

Kûrt will definitely help if the fight comes near Mårin, but his priority is to protect her (and the rest

of his group). If Mârin is obviously not at risk (for example the PCs have placed her toward the back), then Kûrt will help the PCs lessen the threat. For the most part though, the NPCs will leave the fighting to the professionals.

Tactics

The devil(s) will attempt to surprise the PCs and attack them while they're on the bridge. Feel free to turf one of the PCs off the edge of bridge. Should a PC lose his or her balance and fall, they have a feather fall cast upon them. This version of feather fall will only affect creatures and not objects.

Should the players check for tracks around the edge of the bridge (Search check DC 20), they will spot that humanoid tracks have been left within the last few hours. PCs with the track feat will be able to follow the tracks, but this takes them off the main road – and the people they are guarding are not keen to leave the roads.

Searching around the bridge, you notice footprints in the mud near the far end of the bridge. Two, possibly three, humanoids have been here, within the last few hours. The direction of the tracks would indicate that they approached the bridge, stepped onto the bridge, but then changed their mind and left the way they came.

PCs with the track feat will be able to follow the tracks. They lead to a large boulder and then disappear. It's a very prominent feature which would serve as a location for teleportation spells.

Should one of the PCs fall (or jump) off the bridge, they will not take falling damage, but will fall into a fast flowing (and very cold) river. A successful DC 15 Swim check or DC 15 Strength check will deal 1d3 points of non-lethal damage, although the PC will be able to reach the bank.

A failed check means that the character needs to make another check that round to avoid going under and will risk drowning (DMG, p304).

The water is extremely cold and PCs landing in the water will take an additional 1d6 points of non-lethal damage (from hypothermia) per minute of exposure.

The other PCs at the top will need to find a way down to the base of the gorge. A successful Search check (DC 12) will reveal a narrow path leading to the bottom. To safely descend to the river level, the PC will need to make a DC 10 Climb check. To get back up the same way, another DC 10 Climb check is needed.

Encounter Four: So Close to Home

If one or more of the PCs have *Detect Scrying* running, then inform them that they are being scried upon.

The spell is originating from an area around Clatsburg, and is being cast by a male human – probably aged around 30. He is in a darkened room and is attempting to obfuscate his appearance.

Ask the PCs with an INT modifier of 12 or greater to make intelligence checks DC 20. Success means that the PC is able to make a Knowledge (Arcana) check to realize that their group is being scried on.

PCs that made a successful check should also make a DC 20 spot check. On success, the PC 'feels' the presence of evil – and the scrying suddenly stops.

DM note: What happened is that the enemy started scrying the party. While it was noticed by the party, it was also noticed by the forces of luz (as per the current scrying rules in effect in Perrenland). As soon as this happened, the person doing the scrying decided that discretion was the better part of valour and stopped doing it.

Over dinner one night, you [indicate PC] feel that you're being watched by someone. You glance around the inn and quickly realize that it's by no one in the room. A moment later, you feel the presence of overwhelming evil – but only for an instant before it disappears.

If the players are confused, then let them know that it was most likely the result of a scrying spell. If nothing else, this should make them paranoid.

The next few days are otherwise uneventful. Perhaps the threats against the Ambassador and her entourage were simply that – threats. But, you are doing a service to Perrenland, and if nothing else, someone should owe you a favour for doing so. Should your group of players have extended time left, let them have fun in some of the inns and taverns along the way. They're not detailed and out of the scope of this adventure but there is no reason you can't just invent stuff.

It's in the smaller towns that you really notice the effects of the famine on the people. You've stopped for the night at Helga Prith's Boarding House in the small village of Skillet.

Rumour has it that once upon a time this inn served the best food in all of Skillet, but it's clear that the famine has caused even the finest establishment in town to scrimp and save.

Tonight the food is reasonable and the drinks fair, but there is almost no one frequenting the establishment. Apart from your group, there are a young human couple, an elderly elvish man and three other adventurers in the dining room. Before the war, this place would have had well over thirty travelers on an average night as well as a good number of locals. Your group accounts for around two-thirds of business and it looks to be a good night for the innkeeper.

Helga will go out of her way to ensure that her guests have a good time. If there is a bard in the group, then they will be most welcome to play (of course Mârin is also welcome to join in).

This is the best night's business she has seen for a long time, and she's going to make the most of it. Once upon a time this inn served the best food in all of Skillet, but it's clear that the famine has caused even the finest establishments to economise.

Helga is an uncontrollable gossip, but very good natured. She tends to have a few whiskeys with her ample lunch, which makes her predisposition to chat even worse. She has two serving maids, who are both shy and demure.

Unknown to the party, the food has been spiked with a slow acting poison, designed to deepen sleep. This is a variant of the oil of taggit poison (DMG 297). The villains of the piece hope that this should be enough to dull the adventurer's

senses while they take care of their targets. For the effects of the poison, please see below.

In fact, the young couple in the dining room ARE the assassins, but they make no hostile actions towards the party. They are simply observing the group and wish to see if the drug has been discovered.

A DC (16 + APL) Sense Motive check will indicate that the couple are keeping an eye on their group. Should the couple be questioned, then the male will ask if the lady with them is Mârin Weisspeer, the Ambassador to Greyhawk city. The female will say "trust you to know something like that".

A further DC (16 + APL) Sense Motive check will be required to realise that they are bluffing and that something is wrong.

Should the couple be accused of lying (or anything else), then they will play innocent and attempt to leave the inn. If the PCs refuse to allow them to leave, then the bad guys will turn and attack the PCs.

DM Note: If a fight does start, then the three other adventurers in the inn will not help during the fight, although they will make bets on who falls first. Not all of them are betting on the PCs.

If the players eat the meal, then have the group make a DC 16 Profession (Cook) check to notice that there is something wrong with the food. While the poison does not have a "taste" itself, its presence in the dish has affected the other spices.

At this point, if the PCs detect the drug, they can choose to play along with it or if the party fails to notice the drug or play along with it, then the assassins, believing they have the upper hand, will strike later that night. If on the other hand, they react to the drug, then the couple will simply abandon the plan and attempt to try again on a later occasion.

Poison: Modified *oil of taggit* poison. Ingested DC 15 fortitude save; Primary damage: 0; Secondary damage: deep sleep. The modification is that secondary damage takes place 30 minutes after ingestion and causes the character to be sleepy and dozy for 1d3 hours. A character can be woken up (DC 15 fortitude check), but for the period of time they would normally be asleep, take a -4 penalty to all actions.

If aware of the poison, they are able to force themselves to stay awake with a DC 15 fortitude save.

Kûrt will offer to assist the heroes in the fight with the enemy. Mârin will advise against it, but if the PCs side with Kûrt, she will acquiesce to their wishes. Should he fight, he will be cautious and primarily protect Sonia from being harmed.

APL 8 (EL 8)

Hanali: Wiz7: hp 45; See Appendix One

Labelas: Rog7: hp 37; See Appendix One

APL 10 (EL 10)

Hanali: Wiz9: hp 55; See Appendix One

Labelas: Rog7/ShadowDancer2: hp 49; See Appendix One

APL 12 (EL 12)

Hanali: Wiz11: hp 64; See Appendix One

Labelas: Rog7/Shadow Dancer4: hp 72; See Appendix One

APL 14 (EL 14)

Hanali: Wiz13: hp 72; See Appendix One

Labelas: Rog7/Shadow Dancer6: hp 86; See Appendix One

Note: The ELs have been reduced by 1 to reflect the fact that Kûrt and Mârin will attempt to help the PCs in the fight (albeit in a limited capacity). Mârin will use bard song to assist the PCs, while Kûrt will fight to the best of his abilities. Also, if they are smart, the PCs can use the information about the poison to set themselves up for an ambush on the bad guys.

Troubleshooting

The poison is designed to give the PCs a subtle clue that someone is planning on making an attempt on their lives in the near future, and not meant to give them an overly disadvantageous position. It is possible, through bad luck, that all the PCs fail their saving throw against the poison – or ignore the fact that they can wake the other PCs up. Should this happen, then you should have the bad guys get “discovered” by one of the other denizens of the tavern when infiltrating Mârin’s room (and then deciding to retreat until they can make a safer approach). As a DM, you may need

to improvise, but this is seen as preferable to placing the PCs at a severe disadvantage.

Tactics

Hanali and Labelas are ideally attempting to take some of the party out via the use of the poison. Should it succeed, they will attempt to use their potions of invisibility (and, at the higher APLs, Labelas will use his Shadow Dancer abilities) to sneak past the PCs to take out Mârin. They are opportunists and prefer to fight when they have the advantage. Should the PCs decide to take the fight to them though, they will not hesitate to defend themselves. Obviously the PCs are the greater threat, so Hanali and Labelas will attempt to take them down and deal with Mârin later. Hanali has cast Mage Armor and False Life just before entering the inn. Depending on the APL, these spells will last between 7 and 13 hours.

Encounter Five: The Return of the Cavalry

As the last assailant falls to the floor, you hear rushing coming from the stairs in the hallway. Readying your swords for more assassins, you are surprised to see Erwin and two other men come into your room.

“My thanks to you,” he says. “And the thanks of the Weisspeer clan and that of Perrenland go to you too. You’ve taken care of the assassins, as I thought you would.”

His men move to quickly tie up and stabilize the two villains, gather their things, and begin to take them away. They take the coin pouch from their belts, give a laugh and toss it in your direction. “They won’t need this anymore” says one of them.

Should the players start to protest, Erwin will stop them and say *“I have the orders and authority to take these men away for interrogation. You have done your part in keeping Mârin and Perrenland safe, and we have now to do our part. Don’t worry – it will be put toward the war effort. Nothing will be wasted.”* If they complain about Erwin taking the villains’ gear away, he will relent and let them take it saying *“I suppose that you do deserve it. You did do most of the work.”* This is just a flavour

effect and the PCs should get the full gold reward for the encounter assuming success.

Should the PCs decide at this point to turn Jenna over, then Erwin will look impressed and take her too. It will be clear to all that Mârin isn't entirely happy with this (she was fond of Jenna after all), but will understand that it needs to be done.

Conclusion

The assassins captured, Mârin is happy to continue onto Krestible herself. It's only a day's travel, and she feels safe. If the PCs wish to see her there, she is more than happy for them to accompany her there. If this is the case, then modify the text as appropriate.

It is with some reluctance that you part ways with your charges. Now that they're safe, there is no reason that you need to accompany them the rest of the way. Before she leaves Mârin presses a note into your hands. "I want to thank you for what you've done. I'm in your debt, and hopefully, at some stage, I will get the chance to reward you appropriately. In the meantime, if you take this note to the Church of Zilchus, they will be able to provide some small reward. It's not much in the grand scheme of things, but I would like you to have it anyway."

As Mârin leaves, you wonder if you have more questions than answers. Who hired these two? Who is Erwin, and what is his agenda? And what is happening within the Weisspeer clan that could be so bad that it's forced the recall of such a lady?

For now, these and many more questions remain unanswered. Only time will tell if you will ever find out what's happening.

The End

Experience Point Summary

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

Encounter Three

APL8 210 xp
APL10 240 xp
APL12 270 xp
APL14 300 xp

Encounter Two

APL8 240 xp
APL10 300 xp
APL12 360 xp
APL14 420 xp

Discretionary roleplaying award

APL8 112 xp
APL10 135 xp
APL12 157 xp
APL14 180 xp

Total possible experience:

APL8 562 xp
APL10 675 xp
APL12 787 xp
APL13 900 xp

Treasure Summary

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

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

may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter Four: The Inn

APL 8: L: 0 gp; C: 550 gp; M: 0 gp

APL 10: L: 0 gp; C: 1050 gp; M: 0 gp

APL 12: L: 0 gp; C: 1350 gp; M: 0 gp

APL 14: L: 0 gp; C: 2900 gp; M: 0 gp

Conclusion

APL 8: L: 0 gp; C: 100 gp; M: 0 gp

APL 10: L: 0 gp; C: 200 gp; M: 0 gp

APL 12: L: 0 gp; C: 300 gp; M: 0 gp

APL 14: L: 0 gp; C: 400 gp; M: 0 gp

Total Possible Treasure

APL 8: L: 0 gp; C: 650 gp; M: 0 gp - Total: 650 gp

APL 10: L: 0 gp; C: 1250 gp; M: 0 gp - Total: 1250 gp

APL 12: L: 0 gp; C: 1650 gp; M: 0 gp - Total: 1650 gp

APL 14: L: 0 gp; C: 3300 gp; M: 0 gp - Total: 3300 gp

Appendix One – APL 8

Encounter Four

Hanali: Female Grey Elf Wizard7 ; CR 9; Medium humanoid; HD (7d4)+7(+13); hp 32 (45); Init +7; Spd Walk 30 ft.; AC 17, touch 13, flat-footed 14, Base Atk +3; Grp+2; Atk: +4 Melee (1d4-1/x2, dagger (masterwork)) or +7 Ranged (1d4/x2, dagger (masterwork/Thrown) , Range 10 ft.); Full Atk: +4 Melee (1d4-1/19-20x2, dagger (masterwork)) or +7 Ranged (1d4/19-20x2, dagger (masterwork/Thrown) , Range 10 ft.); SA ; SQ familiar (toad) (Ex); AL: N; SV Fort +4, Ref +6, Will +6; Str 10, Dex 16, Con 12, Int 19, Wis 10, Cha 10

Skills and Feats: Concentration +11, Decipher Script +9, Knowledge (Arcana) +14, Knowledge (Local – IUZ Border States) +8, Knowledge (The Planes) +7, Profession (Actor) +10, Sense Motive +2, Spellcraft +16, Spot +6; Empower Spell, Improved Initiative, Quicken Spell, Spell Focus (Evocation).

Possessions: potion of *invisibility*; potion of *cure moderate wounds* (2); *cloak of resistance* +1; *broach of shielding*; adventurer's outfit; dagger (masterwork) (x4);

Prepared Spells (4/5/4/3/2 DC:14+spell level; 15+spell level (Evocation)) 0th– *acid splash*, *mage hand*, *read magic*, *touch of fatigue* ; 1st– ~~*mage armor*~~, *magic missile* (2), *ray of enfeeblement*, *shield* ; 2nd– *detect thoughts*, ~~*false life*~~, *mirror image*, *scorching ray* ; 3rd– *fireball* (2), *suggestion* ; 4th– *Evard's black tentacles*, *invisibility (greater)*;

Spellbook: 0—[*all PHB*]; 1st—[*cause fear*, *chill touch*, *disguise self*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *sleep*, *true strike*]; 2nd—[*cat's grace*, *detect thoughts*, *eagle's splendour*, *false life*, *fox's cunning*, *mirror image*, *scorching ray*]; 3rd—[*fireball*, *fly*, *haste*, *suggestion*] ; 4th—[*Evard's black tentacles*, *invisibility (greater)*, *scrying*].

Labelas: Male Wood Elf Rogue7 ; CR 9; Medium humanoid; HD (7d6)+7; hp 37; Init +5; Spd Walk 30 ft.; AC 19, touch 14, flat-footed 19, Base Atk +5; Grp+8; Atk: +9 Melee (1d6+4/18-20x2, +1 Rapier) or +10 Ranged (1d4+3/19-20x2, dagger (masterwork/Thrown) , Range 10 ft.); Full Atk: +9 Melee (1d6+4/18-20x2, +1 Rapier) or +10 Ranged (1d4+3/19-20x2, dagger (masterwork/Thrown) , Range 10 ft.); SA - ; SQ - ; AL: N; SV Fort +3, Ref

+9, Will +2; Str 16, Dex 18, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Bluff +10, Disguise +10, Gather Information +12, Hide +13, Knowledge Local (IUZ – Border States) +5, Listen +7, Move Silently +13, Perform (Dance) +10, Profession (Actor) +10; Combat Reflexes, Dodge, Mobility.

Possessions: Rapier (+1); Chain Shirt (+1); dagger (masterwork) (x4);

Appendix Two – APL 10

Encounter Four

Hanali: Female Gray Elf Wizard9 ; CR 11; Medium humanoid; HD (9d4)+9(+15); hp 40 (55); Init +7; Spd Walk 30 ft.; AC 17, touch 13, flat-footed 14, Base Atk +4; Grp+3; Atk: +5 Melee (1d4-1/x2, dagger (masterwork)) or +8 Ranged (1d4/x2, dagger (masterwork/Thrown) , Range 10 ft.); Full Atk: +5 Melee (1d4-1/19-20x2, dagger (masterwork)) or +8 Ranged (1d4/19-20x2, dagger (masterwork/Thrown) , Range 10 ft.); SA ; SQ familiar (toad) (Ex); AL: N; SV Fort +5, Ref +7, Will +7; Str 10, Dex 16, Con 12, Int 22, Wis 10, Cha 10

Skills and Feats: Concentration +13, Decipher Script +13, Knowledge (Arcana) +18, Knowledge (Local – IUZ Border States) +10, Knowledge (The Planes) +11, Profession (Actor) +12, Sense Motive +3, Spellcraft +20, Spot +6; Empower Spell, Improved Initiative, Maximize Spell, Quicken Spell, Spell Focus (Evocation).

Possessions: potion of *invisibility*; potion of *cure moderate wounds* (2); *headband of intellect* +2; *cloak of resistance* +1; *broach of shielding*; adventurer's outfit; dagger (masterwork) (x4);

Prepared Spells (4/5/5/4/2/1 DC:16+spell level; 17+spell level (Evocation)) 0th– *acid splash*, *mage hand*, *read magic*, *touch of fatigue* ; 1st– ~~*mage armor*~~, *magic missile* (2), *ray of enfeeblement*, *shield* ; 2nd– *detect thoughts*, ~~*false life*~~, *mirror image*, *scorching ray* (2); 3rd– *blink*, *fireball* (2), *suggestion* ; 4th– *Evard's black tentacles*, *invisibility (greater)* ; 5th– *wall of force* ;

Spellbook: 0—[all PHB]; 1st—[*cause fear*, *chill touch*, *disguise self*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *sleep*, *true strike*]; 2nd—[*cat's grace*, *detect thoughts*, *eagle's splendour*, *false life*, *fox's cunning*, *mirror image*, *scorching ray*, *spider climb*, *touch of idiocy*]; 3rd—[*blink*, *displacement*, *fireball*, *fly*, *haste*, *suggestion*] ; 4th—[*enervation*, *Evard's black tentacles*, *invisibility (greater)*, *scrying*] ; 5th—[*baleful polymorph*, *wall of force*].

Labelas: Male Wood Elf Rogue7/Shadow Dancer2 ; CR 11; Medium humanoid; HD (7d6)+(2d8)+9; hp 49; Init +8; Spd Walk 30 ft.; AC 19, touch 14, flat-footed 19, Base Atk +6/+1; Grp+10; Atk: +11 Melee (1d8+5/19-20x2, +1 Longsword) or +11 Ranged (1d4+4/19-20x2,

dagger (masterwork/ Thrown) , Range 10 ft.); Full Atk: +11/+6 Melee (1d8+5/19-20x2, +1 Longsword) or +11/+6 Ranged (1d4+3/19-20x2, dagger (masterwork/Thrown) , Range 10 ft.); SA - ; SQ - ; AL: N; SV Fort +3, Ref +12, Will +2; Str 18, Dex 19, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Bluff +12, Disguise +10, Gather Information +12, Hide +15, Knowledge Local (IUZ – Border States) +5, Listen +9, Move Silently +15, Perform (Dance) +12, Profession (Actor) +12; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Possessions: Longsword (+1); Chain Shirt (+1); Gauntlets of Ogre Power; dagger (masterwork) (x4);

Appendix Three – APL 12

Encounter Four

Hanali: Female Grey Elf Wizard11 ; CR 13; Medium humanoid; HD (11d4)+11(+16); hp 48 (64); Init +8; Spd Walk 30 ft.; AC 19, touch 14, flat-footed 15, Base Atk +5; Grp+4; Atk: +6 Melee (1d4-1/x2, dagger (masterwork)) or +10 Ranged (1d4/x2, dagger (masterwork/Thrown) , Range 10 ft.); Full Atk: +6 Melee (1d4-1/19-20x2, dagger (masterwork)) or +10 Ranged (1d4/19-20x2, dagger (masterwork/Thrown) , Range 10 ft.); SA ; SQ familiar (toad) (Ex); AL: N; SV Fort +6, Ref +7, Will +7; Str 10, Dex 18, Con 12, Int 22, Wis 10, Cha 10

Skills and Feats: Concentration +15, Decipher Script +15, Knowledge (Arcana) +20, Knowledge (Local – IUZ Border States) +10, Knowledge (The Planes) +13, Profession (Actor) +14, Sense Motive +4, Spellcraft +22, Spot +6; Empower Spell, Improved Initiative, Maximize Spell, Quicken Spell, Spell Focus (Evocation).

Possessions: *amulet of natural armor* +1, *gloves of dexterity* +2, *potion of invisibility*; *potion of cure moderate wounds* (2); *headband of intellect* +2; *cloak of resistance* +1; *broach of shielding*; adventurer's outfit; dagger (masterwork) (x4);

Prepared Spells (4/5/5/5/3/2/1 DC:16+spell level; 17+spell level (Evocation)) 0th– *acid splash*, *mage hand*, *read magic*, *touch of fatigue* ; 1st– ~~mage armor~~, *magic missile* (2), *ray of enfeeblement*, *shield* ; 2nd– *detect thoughts*, ~~false life~~, *mirror image*, *scorching ray* (2); 3rd– *blink*, *fireball* (2), *suggestion* (2) ; 4th– *Evard's black tentacles*, *invisibility (greater)* (2) ; 5th– *baleful polymorph* ; *wall of force* ; 6th– *mass suggestion* ;

Spellbook: 0—[all PHB]; 1st—[*cause fear*, *chill touch*, *disguise self*, *identify*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *sleep*, *true strike*]; 2nd—[*cat's grace*, *detect thoughts*, *eagle's splendour*, *false life*, *fox's cunning*, *mirror image*, *scorching ray*, *spider climb*, *touch of idiocy*]; 3rd—[*blink*, *displacement*, *fireball*, *fly*, *haste*, *suggestion*, *tongues*] ; 4th—[*bestow curse*, *enervation*, *Evard's black tentacles*, *illusory wall*, *invisibility (greater)*, *scrying*] ; 5th—[*baleful polymorph*, *break enchantment*, *cone of cold*, *wall of force*] ; 6th—[*dispel magic (greater)*, *mass suggestion*].

Labelas: Male Wood Elf Rogue7/Shadow Dancer4 ; CR 13; Medium humanoid; HD (7d6)+(4d8)+22; hp 72; Init +8; Spd Walk 30 ft.; AC 19, touch 14, flat-footed 19, Base Atk +8/+3; Grp+12; Atk: +13 Melee (1d8+5/19-20x2, +1 Longsword) or +13 Ranged (1d4+4/19-20x2, dagger (masterwork/ Thrown) , Range 10 ft.); Full Atk: +13/+8 Melee (1d8+5/19-20x2, +1 Longsword) or +13/+8 Ranged (1d4+3/19-20x2, dagger (masterwork/Thrown) , Range 10 ft.); SA - ; SQ - ; AL: N; SV Fort +5, Ref +13, Will +3; Str 18, Dex 19, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Bluff +14, Disguise +10, Gather Information +12, Hide +17, Knowledge Local (IUZ – Border States) +5, Listen +11, Move Silently +17, Perform (Dance) +14, Profession (Actor) +14; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Possessions: Longsword (+1); Chain Shirt (+1); Gauntlets of Ogre Power; Amulet of Health +2; dagger (masterwork) (x4);

Appendix Four – APL 14

cold, wall of force ; 6th—*[dispel magic (greater), mass suggestion]* ; 7th—*[force cage]*.

Encounter Four

Hanali: Female Grey Elf Wizard13 ; CR 15; Medium humanoid; HD (13d4)+13(+16); hp 56 (72); Init +8; Spd Walk 30 ft.; AC 21, touch 16, flat-footed 17, Base Atk +5/+0; Grp+5; Atk: +7 melee (1d4-1/x2, dagger (masterwork)) or +10 Ranged (1d4/x2, dagger (masterwork/Thrown) , Range 10 ft.); Full Atk: +6/+1 Melee (1d4-1/19-20x2, dagger (masterwork)) or +11/+6 Ranged (1d4/19-20x2, dagger (masterwork/Thrown) , Range 10 ft.); SA ; SQ familiar (toad) (Ex); AL: N; SV Fort +7, Ref +8, Will +10; Str 10, Dex 18, Con 12, Int 23, Wis 10, Cha 10

Skills and Feats: Concentration +17, Decipher Script +17, Knowledge (Arcana) +22, Knowledge (Local – IUZ Border States) +10, Knowledge (The Planes) +15, Profession (Actor) +16, Sense Motive +4, Spellcraft +24, Spot +6; Empower Spell, Improved Initiative, Iron Will, Maximize Spell, Quicken Spell, Spell Focus (Evocation).

Possessions: ring of protection +2, amulet of natural armor +1, gloves of dexterity +2, potion of invisibility; potion of cure moderate wounds (2); headband of intellect +2; cloak of resistance +1; broach of shielding; adventurer's outfit; dagger (masterwork) (x4);

Prepared Spells (4/6/6/5/5/4/3/1 DC:16+spell level; 17+spell level (Evocation))
0th— *acid splash, mage hand, read magic, touch of fatigue* ; 1st— ~~*mage armor*~~, *magic missile* (3), *ray of enfeeblement, shield* ; 2nd— *detect thoughts, false life, mirror image, scorching ray* (3); 3rd— *blink, fireball* (2), *suggestion* (2) ; 4th— *bestow curse, enervation, Evard's black tentacles, invisibility (greater)* (2) ; 5th— *baleful polymorph* (2); *wall of force* (2); 6th— *dispel magic (greater), mass suggestion* (2); 7th— *force cage* ;

Spellbook: 0—*[all PHB]*; 1st—*[cause fear, chill touch, disguise self, identify, mage armor, magic missile, ray of enfeeblement, shield, sleep, true strike]*; 2nd—*[cat's grace, detect thoughts, eagle's splendour, false life, fox's cunning, mirror image, scorching ray, spider climb, touch of idiocy]*; 3rd—*[blink, displacement, fireball, fly, haste, suggestion, tongues]* ; 4th—*[bestow curse, enervation, Evard's black tentacles, illusory wall, invisibility (greater), scrying]* ; 5th—*[baleful polymorph, break enchantment, cone of*

Labelas: Male Wood Elf Rogue7/Shadow Dancer6 ; CR 15; Medium humanoid; HD (7d6)+(6d8)+26; hp 86; Init +9; Spd Walk 30 ft.; AC 21, touch 14, flat-footed 21, Base Atk +9/+4; Grp+13; Atk: +14 Melee (1d8+5/19-20x2, +1 Longsword) or +15 Ranged (1d4+4/19-20x2, dagger (masterwork/ Thrown) , Range 10 ft.); Full Atk: +14/+9 Melee (1d8+5/19-20x2, +1 Longsword) or +15/+10 Ranged (1d4+3/19-20x2, dagger (masterwork/Thrown) , Range 10 ft.); SA - ; SQ - ; AL: N; SV Fort +7, Ref +16, Will +5; Str 18, Dex 20, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Bluff +16, Disguise +10, Gather Information +12, Hide +20, Knowledge Local (IUZ – Border States) +5, Listen +13, Move Silently +20, Perform (Dance) +16, Profession (Actor) +16; Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack.

Possessions: Longsword (+1); Chain Shirt (+1); Gauntlets of Ogre Power; Amulet of Health +2; cloak of resistance +1; ring of protection +2; dagger (masterwork) (x4);

Appendix Five – NPCs (The Ambassador and Friends)

Mârin: Female Human Bard6/Aristocrat6; Age 47; Medium humanoid; HD (6d8)+(6d6); hp 57; Init +2; Spd Walk 30 ft.; AC 17, touch 12, flat-footed 15, Base Atk +8; Grp+8; Atk: +8 Melee or +10 Ranged; Full Atk: +8/+3 Melee or +10/+5 Ranged; SA -; SQ -; AL: NG; SV Fort +4, Ref +9, Will +10; Str 10, Dex 15, Con 10, Int 14, Wis 10, Cha 16

Skills and Feats: Bluff +10, Diplomacy +28, Gather Information +24, Knowledge History +17, Knowledge Local (IUZ Border States) +17, Knowledge Local (Core) +17, Knowledge Nobility +17, Knowledge Religion +8; Perform (Sing) +17; Skill Focus (Diplomacy), Skill Focus (Gather Information), Leadership, Negotiator.

Personality: Mârin is a well-dressed willowy woman, not unattractive, with graying brown hair. She should be played as a wise mother or spinster aunt, one who knows all the children's tricks and is fondly tolerant of them. She is gently stern and somewhat disapproving of horseplay. This is a time for business; games can come later (she does know how to let her hair down).

Kûrt: Male Human Aristocrat2/Fighter4; Age 26; Medium humanoid; HD (2d10)+(4d8)+12; hp 47; Init +3; Spd Walk 30 ft.; AC 18, touch 13, flat-footed 15, Base Atk +5; Grp+7; Atk: +9 (1d8+3/19-20x2, Longsword +1) or +8 Ranged; Full Atk: +9 Melee (1d8+3/19-20x2, Longsword +1) or +8 Ranged; SA -; SQ -; AL: NG; SV Fort +6, Ref +4, Will +4; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +3, Gather Information +9, Knowledge History +8, Knowledge Local (IUZ Border States) +8, Knowledge Local (Core) +8, Knowledge Nobility +8, Ride +12, Swim +2; Blind Fighting, Combat Reflexes, Dodge, Leadership, Mounted Combat, Weapon Focus (Longsword).

Personality: Kûrt is a quiet and watchful young man who gives the impression of disciplined competence. He is not afraid of combat, although his first priority is to ensure Mârin's and Sofia's safety.

Sofia Weisspeer: Female Human Aristocrat3; Age 28; Medium humanoid; HD (3d8); hp 18; Init +2; Spd Walk 30 ft.; AC 12, touch 12, flat-footed 10

Personality: Sofia is a petite young woman with dark hair and pale skin. Physically, she resembles her sister Hännè, although unlike Hännè, Sofia gives the impression of being a bubbly and vivacious lass. She is all smiles and chatter and a personable lady whose good nature is hard to repress.

Jenna: Doppelganger. See Monster Manual page 57; hp 22.

Personality: Jenna is quiet and reserved. Primarily her task is to keep an eye on Mârin and her group and report back to her employer when she returns to Greyhawk City. When the PCs approach, she will keep a very low profile, and all she will do is keep up her masquerade as a lowly clerk (age 24) who doesn't know much. She is otherwise friendly, but will only talk to those who directly talk to her. If discovered to be a doppelganger, she will surrender to the PCs and only try and make good an escape if the opportunity presents itself. She is a non-combatant unless forced to defend herself.

Fleda: Expert 2. hp: 10. AC: 10

Personality: Fleda is quiet and bookish, although quite a competent clerk. She is a pacifist who abhors combat, and feels quite sick when she sees it. Her interests are cooking and the pursuit of knowledge.

Jorge: Expert 2. hp: 10. AC: 10

Personality: Jorge is gregarious, but socially incompetent. He is a fairly bright lad (an excellent clerk), but unfortunately doesn't have the social skills of a diplomat. He is also at heart a fairly scared young man who is afraid of both heights and arcane magic. Mârin has taken it as a personal goal to see the young man's confidence improved.

Player Handout One: Map of South East Perrenland



Judge Aid One Perrenland Specific Effects

The Eruption of Mount Hellspaar

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

Hell's Gloom: These effects occur in all Perrenland regional adventures.

- Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traff, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- Altitudes greater than 6000 ft. (St Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tielmannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

The Nightmare: Many folk, including the PCs, 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 (Iggwilv). At the start of each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Willpower save they suffer a -1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

The Freeze of the Famine Queen: Winter has descended early on the Quaglands and has not lifted. This has the following effects on this regional adventure.

- The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.
- Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- Small icebergs now litter Lake Quag creating navigational hazards.
- Crops that were set for harvest have been blighted. Most of Perrenland has not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.
- The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- Hoarding has become common but has yet to be outlawed.
- The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro scenarios) in all Perrenland regional adventures.
- Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12 gp rather than 6gp.
- The survival DC for PCs who live off the land has risen to 25.

- PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.
- PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

Divination spells within Perrenland

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

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

Divination: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

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

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an

overwhelming feeling that the land is being blighted.

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

Commune: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

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

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

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

APL 2: *Summon Monster II* (Fiendish monstrous spider, Medium); see below.

APL 4: *Summon Monster IV* (Howler); see *Monster Manual* pg 154.

APL 6: *Summon Monster VI* (Fiendish monstrous spider, Huge); see below.

APL 8: *Summon Monster VII* (Babau); see *Monster Manual* pg 40.

APL 10: *Summon Monster VIII* (Vrock); see *Monster Manual* pg 48.

APL 12: *Summon Monster IX* (Hezrou); see *Monster Manual* pg 44.

The PCs get no XP for this encounter as they could have avoided it. The summoned monster will stay for APL + 5 rounds.

Contact other plane: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud popping when it reaches its destination, and the

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

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse^B). * See *Monster Manual* pg 288 for notes.

Fiendish Huge Monstrous Spider: CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRP +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1*, Jump +4*, Spot +4*). * See *Monster Manual* pg 288 for note