

Needle in a Haystack

A Nation Mocked part 8

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

Version 1.0

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Somewhere on the vast plains of the Chakyik horde lies the body of a man crucial to the defence of Perrenland. Hardy folk are needed to find and retrieve the corpse, no questions asked, but you can always count on the Tiger Nomads to be inquisitive types... A one-round Perrenland Regional adventure set in the Canton of Yattenhied for APLs 4-12.

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

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For questions specific to this document, please e-mail your Triad at contact.per@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

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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 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.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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 Regional adventure, set in Perrenland. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The winter snows are thawing and Vorrudden Morgan, Voorstamman (Chief Minister) of the Canton of Yattenhied and Pfalzgraf (Duke) of the Mōrgenrood clan has a potentially disastrous situation on his hands. With the canton stripped of Auszug, Landwehr and Pax Mercuri troops due to the war in Central Perrenland, Wildstriders and even individual Grove members are now charged with patrolling the northern Yatils to assess the expected Tiger Nomad threat.

To complicate matters, Vorrudden is in the middle of a political dispute with the Voormann Orgus Bildgear over the control of the Canton's Landwehr. The Landwehr were recently stripped from the northern borders of Yattenhied and posted to the 2nd Armie for the containment of the Drelnza's forces in Nederboden. With the looming thaw, the Tiger Nomads are likely to begin raiding into Northern Yattenhied, so Vorrudden wants his Landwehr back.

Voormann Bildgear, who has the national interest in mind, has informed Vorrudden that the troops are needed where they are. Vorrudden does not agree, and has defied the Voormann and sent urgent recall dispatches to his Landwehr officers (mostly Mōrgenrood nobles) to bring their troops home.

Unfortunately, because the Landwehr have been seconded to bolster the ranks of the local 3rd Auszug (the Sturm Crows) they are legally now under the control of the Voormann. In response to the departure of nearly a thousand troops from the 3rd and the weakening of the containment lines bottling up Drelnza's forces, Voormann Bildgear has dispatched a veteran unit of the 6th Auszug to Exag to round up the missing troops and arrest them for desertion.

Political tensions are thus rife in the city of Exag between the supporters of the Voormann and the supporters of the Voorstamman. Unfortunately it also

means that lots of vital troops are not where they should be and the lines around Nederboden have been spread very thin indeed. Moreover, returning Landwehr have been arrested and are not in the North protecting the Canton, which is a double waste. As winter's grip on the region begins to loosen, the merest hint of the Canton's exposure would bring the whole bloodthirsty Tiger Nomad horde down upon the villages of Northern Yattenhied.

So when veteran Wildstrider Kallis Thurmman fails to report back from the north, alarm bells begin to ring. Divinations can only reveal that the ranger has been killed, and lies somewhere on the plains north and east of the Yatils. What in Beory's name was he doing so far from his assigned route?

ADVENTURE SUMMARY

INTRODUCTION

PCs gather in Exag, having been summoned from nearby alehouses, libraries and gaming halls. While being escorted to a meeting of some importance, the PCs come across a ragged bunch of hometown 3rd Auszugen/Landwehr under arrest by the members of the 6th, those most loyal to the Voormann.

The charge is desertion and threatens to ignite a powder keg of social and political dynamite that could threaten the safety of the entire, besieged nation. The PCs may get involved in a situation they cannot resolve.

1: MEET AND GREET

The PCs meet with Landgraf Jaan Slager, a high-ranking member of the Grove and the current head of the Wildstriders. The Voorstamman has recently placed Jaan in charge of coordinating the patrols of Grove members and Wildstriders on the northern border. This mostly involves coordinating deceptions to disguise the fact that the border is basically undefended – a pressing and stressful job.

Jaan tells the PCs that the cost of the ongoing war has seen Yattenhied canton stripped bare of the majority of its home defence forces (Landwehr) as well as the veteran 3rd Auszug that is recruited from Yattenhied. With winter snows thawing, Yattenhied is ripe for invasion by the Tiger Nomads on the northern border.

The few patrols they can muster were under the leadership of Kallis Thurmman, a veteran Wildstrider and former adventurer; however news has recently come to hand that Kallis was mysteriously killed far from his patrol route. They need to know what has happened to Kallis and they need to recover his remains. However, they have insufficient resources to do this themselves.

Jaan discloses that the PCs, ragged bunch that they are, happen to be the only option to infiltrate Tiger Nomad (Chakyik) territory to find out what he was doing so far off his patrol route.

2: GEAR UP

The PCs travel north for several days to the village of Maelgan's Shal following Jaan's orders to get advice

from another Wildstrider called Niesje. Niesje explains how thinly spread the patrols are and gives tips on how to handle the Chakyik, should the PCs be unfortunate enough to encounter any on their search (cultural and language difficulties).

Niesje also gives the PCs a map of the area Kallis and his Wildstrider group (including a Flan female druid named Yenge and a Quagaloogal lizardfolk ranger named Ri-Oogl, both missing as well), were supposed to be patrolling. She advises the PCs that the best way to navigate the northern area and to cross into Chakyik territory is along and then across the Teg River.

The PCs are also given the opportunity to buy specialised equipment to aid their quest.

3: THE TRAIL

Once on the trail, the party find hidden markings or inscriptions noting time and circumstance left by Wildstriders, perhaps even Kallis himself. There appears to be nothing untoward until they come across a hastily scratched marker that suggests he may have planned to travel down the Teg River in pursuit of unknown quarry.

4: PAPER, ROCK ... SCISSORS?

The PCs must descend from the perilous trail (at altitude) to get to the river. Any heavily encumbered PCs are dicing with death when doing so. The party may also find themselves caught in a rockslide in a particularly tricky part of the descent. Further down the trail they discover frozen, naked bodies of what appear to be Tiger nomads. Blood is spattered everywhere...a ripped cloak (standard Wildstrider issue) seemingly torn apart lies on the ground.

5: THE TEG

Travelling by water is the obvious option, but if the PCs did not find the *Folding Boat* earlier in encounter 3, they have only small, green trees with which to make a raft. They must decide whether to build something to travel quickly downriver or make the trek on foot.

Travelling either way brings them to a set of rapids. This is the best crossing point of the Teg to the northern shore in this area. Unfortunately it is also the best fishing spot for the local brown bear population, who waiting on rocks to catch salmon swimming upstream take an interest in the PCs. Humanoids are a much tastier prospect no?

If the PCs initiate hostilities, a druid of the Grove appears and attempts to curb their enthusiasm for violence. The PCs have found Kallis' two missing Wildstrider companions and can learn some valuable information and gain a guide if they act correctly toward them and their brown bear allies.

The Wildstriders tell the PCs of the tribal infighting amongst the nomads and of a tribe particularly fervent in their support of the Ilkhan 'spreading the word' where the Teg meets the Fler.

6: HUNTERS MEET HUNTERS

With or without Ri-Oogl, the PCs continue their trek on foot. They soon run afoul of a local clan of Frost Giants who are minions of a marzanna and followers of

the Baba Yaga and have been tasked with hunting for the remaining Wildstriders of Kallis' group.

7: CAMPSITE O' CLUES

Following the river, a large heavily wooded island at the junction of the two rivers is discovered. A hidden campsite and caches of supplies and equipment can be found on the northern shore of the Teg. Animal and humanoid prints also cover the area.

Scattered notes speak of a hunt for converts to a cult, including other tribes of the Chakyik under the express direction of Ilkhan Gajtak. The leader of the cult is only referred to as 'she'.

Finally, it mentions delivering captives to the Fort on the island. It is clear that the PCs must proceed across to this island to continue their search.

8: CULT OF THE FAMINE QUEEN

Upon the island the PCs discover a large wooden fort. The fort is currently unoccupied, as the residents are currently away.

The PCs can discover evidence of captives and sacrifice and it is clearly a religious site to the Baba Yaga (Famine Queen). Diary notes and other evidence can be found as to the activities of this evil cult.

At this point the leader of the cult, a marzanna and her minions return to the fort with a fresh set of captives.

If the PC were cautious in their approach to the fort they can get the drop on their enemy. If they were not then the enemy gets the drop on the PCs. Either way the PCs have a fight on their hands. If they survive then they discover the mummified head of Kallis around her neck and his journal in one of her pockets.

CONCLUSION

With the discovery of the head and journal of Kallis and the other information the PCs should return to Exag where Kallis is resurrected (giving them the idea of his stature in the organisation). The Wildstriders are deeply in their debt and a menace has been discovered that justified the Voorstamman's position.

The PCs are given an opportunity to present this evidence to the Rechter presiding over the desertion case against the Landwehr and may help gain their release.

PREPARATION FOR PLAY

Before you run this adventure you should visit the Perrenland website at <http://perrenland.rpga-apac.com> and familiarise yourself with relevant background material contained upon the site. In particular, the downloads page contains three documents that will assist you in running Perrenland adventures: *Perrenland Culture for Beginners*, *Perrenland Quick Reference*, and *Quaglands Glossary*. You should also be familiar with the contents of Appendices 3 and 4 of this adventure.

It is very important to know what meta-org each PC belongs to (especially clan and military meta-orgs); and have a working knowledge of what favours and curses they possess. Note that PCs with a home region

of Perrenland are assumed to wear clothing and badges that identify their membership in the publicly known, socially accepted meta-organisations (including the clans, the fighting forces, the Old Kerk, and the rechters). Players must tell their DM if their characters are concealing their membership in a meta-organisation during an adventure.

Any PC with an AR from one of the scenarios in the *A Nation Mocked* series (PER4-07, PERI4-04, PER5-02, PER5-03, PER5-04, PER5-06, PER6-03, PER6-04, PER6-05, PER6-06, PER6-07, or PER6-09) is considered part of a quasi-formal paramilitary unit known as Madriga's Jaegers.

As a result of the increased tensions in Exag, Voormannsgardt and members of the 6th receive a -4 circumstance penalty to charisma checks in Exag and any benefits from lifestyle or favours do not apply.

Conversely, members of the 3rd or Yattenhied Landwehr are looked upon as returning war heroes and many go out of their way to accommodate and cheer them on. They receive a +4 circumstance bonus to charisma checks in Exag as well as receiving free luxury lifestyle for the adventure as the populace welcomes them back.

Finally, please note the various regional effects on play, as set out in **Appendix 3: Perrenland Specific Effects**.

INTRODUCTION

Read or paraphrase the following when the players are ready to begin:

Exag: nestled within the Mounds of Dawn in central-western Perrenland, the Pearl of Yattenhied and heart of the Morgenrood clan has a cold, unfriendly feel to it these days. Its many festivals are on hold, with the war and famine holding the attention of its citizens instead. Hordes of refugees from Nederboden, who have swollen the city to bursting point, clog its wide streets. Nearly every house has the white banner of mourning flying, signifying that a favoured son or daughter of the city has fallen in battle far to the east. The elderly and the youth of the city are doing their best to maintain some order, dressed in hand-me-down Landwehr tabards.

Whether dragged out of an alehouse, escorted from a library or pulled from a gaming hall, you are being guided by Yelta, a strapping female acolyte of the Grove, through the streets on the way to meet with someone "about a matter of great importance". She seems ill disposed to conversation.

The meeting the party is being escorted to is with Landgraf Jaan Slager, a fact that terrifies Yelta as he is a hard taskmaster at best. At any sign of a PC slowing their pace behind her, she asks them to keep up, at first respectfully and then with increasing urgency. If questioned, she tells them they certainly want to keep this appointment, although she does not know its purpose.

Her starting attitude is *indifferent*, but she provides the following information if her attitude changes to *friendly*.

- The meeting is with her master, Landgraf Jaan Slager.
- The Landgraf does not brook tardiness, and will punish her if she is late in getting the PCs to the meeting.
- The meeting is at the headquarters of the Wildstriders in Exag.

When the PCs have finished introducing themselves and questioning Yelta, read or paraphrase the following.

Turning into the quadrangle across from your rendezvous point, a sharp cracking sound reverberates and echoes through the ancient buildings. Walking on, you see an Auszug soldier standing over a man who has his head in his hands, blood dripping slowly through his fingers.

The shocked crowd of locals who are standing around the scene have fallen silent. Before you a hundred or so parade-dressed Auszug troops in red and white uniforms with blazing sun insignia have under guard a smaller battle-dressed group of Auszug troops in green and brown with a rampaging crow insignia! They are being ordered to sit with their hands on the ground and are being disarmed. All the prisoners are dirty and look half starved. The commanding officer of the arresting troops wears a blue and silver cloak over his red and white uniform.

PCs who are members of the Auszug, Landwehr, Pax Mercuri, Morgenrood clan, Hussen clan, Khund clan, or Wildstrider meta-organisations, or who are members of Madriga's Jaegers know the following automatically; otherwise it takes a DC 15 Knowledge (local – Iuz) check or DC 10 Bardic Knowledge check.

- The troops under guard belong to the 3rd Auszug, otherwise known as the Sturm Crow.
- The Sturm Crow are based in and recruited from Exag and Yattenhied.
- Recently they were posted to Nederboden to battle the forces of Iggwilv and Drelzna.
- Those guarding them are members of the 6th Auszug, raised from across Perrenland.
- The 6th Auszug has started being referred to as the 'Voormann's Auszug' for their propensity at having a garrison in most major cities, where they are used to enact the Voormann's will if necessary.
- The 6th Auszug troops have arrested the members of the 3rd. This is unusual practice and would generally only occur in cases of insurrection or mutiny.

PCs who are members of the Voormannsgardt, Rechters, or the Voice of the Old Kerk meta-organisations know that desertion is one of the most serious offences under Perrenese law. The situation will likely cause uproar among the predominantly Morgenrood citizens of Yattenhied Canton if the troops are harshly dealt with.

All PCs know that the blue and silver cloak signifies that the officer is also a Rechter.

PC ACTIONS

Any PC asking Yelta about the commotion gets shocked silence from her.

Any PC asking a nearby citizen about the commotion from a nearby citizen gets a curt *Bildgear's lackeys at work again*.

If the party approaches an NCO or the commanding low echelon officer of the 6th Auszug to seek an answer, the result depends on their rank and status.

MEMBER OF THE 3rd AUSZUG OR YATTENHIED LANDWEHR, ANY RANK

Unfriendly reaction; regardless of rank, the PC is not offered a salute and gets the following reaction (modify to suit):

"Ah, another one of the deserting rabble. Consider yourself under arrest under article 34 of the military act for desertion of your posting in Nederboden."

It requires some fast-talking to avoid missing out on **Encounter 1** while the PC are dragged before a military Rechter and the situation is sorted out. A DC 15 Diplomacy check or proof of posting to Madriga's Jaegers (an AR from one of the scenarios listed in the **Preparation for Play** section above) is required to avoid missing **Encounter 1**.

MEMBER OF THE 6th AUSZUG, ANY RANK

Helpful reaction; regardless of rank, the PC is warmly greeted and told the following:

"Off-duty, eh? Well lucky you...not like these poor buggers who abandoned the front line. Apparently the Voorstamman called for the Yattenhied Landwehr to return to defend against the Tiger Nomads. His high and mighty [Voormann Bildgear] has ordered their arrest for deserting their posts; hope we don't have to execute 'em. Then again, if everyone ran off after a family member breaks a nail; the Famine queen would quickly have her way with us all, wouldn't she?"

In the background an arrested soldier loudly exclaims "The Voormann is abandoning the west to save the east!" before another harsh cuff induces silence.

HIGH ECHELON OFFICER IN ANOTHER AUSZUG, LANDWEHR OR THE PAX MERCURI, OR A RECHTER

Friendly reaction; the PC is respected and given all the correct salutes and deferment, and told the following in very formal tones.

"Sir, these soldiers have been arrested under article 34 of the military act for desertion. As such, I have been ordered by the Voormann to question and if necessary arrest all members of the 3rd Auszug who cannot prove that their posting to Exag is legitimate.

These soldiers came in this morning and when questioned claimed that the Voorstamman of Yattenhied had ordered them to return to bolster the defences of Yattenhied against what he 'claims' is a pending Tiger Nomad invasion from the north. The Voorstamman has no authority over Auszug troops or members of the Cantonal Landwehr who have been seconded to fill Auszug ranks, as these soldiers are.

I have thus, under the rule of law, arrested them, and as I am a rechter of Perrenland I intend to hear their cases before determining an appropriate koppelrijs for these troops.

I intend to hold a public trial in ten days to allow witnesses to be gathered. You are more than welcome to speak on their behalf, and to put your opinions into the public record."

In the background an arrested soldier loudly exclaims "The Voormann is abandoning the west to save the east!" before another harsh cuff induces silence.

SOLDIER, NCO, OR LOW ECHELON OFFICER IN ANOTHER AUSZUG, LANDWEHR OR PAX MERCURI
Indifferent reaction; the PC is respected but not of high enough rank to warrant a detailed explanation.

All other PCs are treated politely but not due a detailed explanation:

"Deserters, the Voormann has ordered their arrest. Now move along."

In the background an arrested soldier loudly exclaims "The Voormann is abandoning the west to save the east!" before another harsh cuff induces silence.

PC ATTEMPTS TO PASS JUDGMENT, RESCIND THE ARREST ORDER, OR OTHERWISE INTERFERE

Hostile reaction; this is not well received by the commanding officer, regardless of the PC's rank, standing, or membership in a meta-organisation, and draws the following response:

"I must advise you that under the law it is illegal to interfere in the conduct of a rechter's investigation! I regret that if you persist that I will be forced to arrest you as well. I suggest that you let this matter be resolved following due process. I will hold a public trial in ten days to allow witnesses to be gathered. You are more than welcome to speak on their behalf and to put your opinions into the public record at that time. Now please move away!"

A DC 10 Knowledge (local - Iuz) or Profession: Lawyer check confirms that what the rechter says is true.

If a PC persists in interfering, they are arrested and miss **Encounter 1** while they are tried, found guilty, and assigned a *koppelrijs* of 150gp to pay within ten days. If the PC is an officer of in the Auszug, Landwehr or Pax Mercuri, they also get the **Passed Over** penalty on their AR.

DM NOTE

The PCs, despite rank or standing, have no authority to order the release of the arrested soldiers. If they attempt to free the soldiers, they are arrested, and the adventure may end early if they react aggressively. Make it as clear as you can that this is not a situation they can alter at this time.

PCs that draw weapons, start a fight, use magic, and so on to gain the release of the soldiers are arrested. The full force of the local authorities comes down upon them: even some of the members of the arrested 3rd help arrest the PC(s)! As a consequence, the PC(s) miss this adventure and spend 4 TUs in the local prison before they are released.

LEAVING THE SCENE

The following event happens to any PC who is a member of the Auszug, Landwehr, Pax Mercuri or Voormanngardt and is not a member of the 3rd Auszug:

You have reached your destination and are about to walk through the doorway of the building when a middle-aged woman steps resolutely in your path. Wearing a baker's apron over simple clothes, she puts hands on hips and theatrically spits at your feet. Turning her head upward, her fiery eyes glare at you before she spins on her heels. With her back to you, she plants her feet and crosses her arms. To move forward and through the doorway you will have to knock her over or push her aside. There is hushed silence: everyone in the crowd is watching to see how you handle this.

CULTURAL ODDITY: THE STANDING WOMAN

DC 10 Knowledge (local - Iuz) check: The Standing Woman is a traditional response made in public by the widow or mother of a soldier who has died defending Perrenland. It is done only when said woman feels that the death of her loved one has been slighted by an institution they died protecting.

- Spitting on the ground represents that the woman has lost respect in the institution the challenged person belongs to.
- Glaring represents that the woman has no fear of the repercussions.
- The turned back and blocking stance is the gravest of the three gestures. Touching the woman or moving her out of the way demonstrates to all who are watching that she is the wronged party – the movers gain the enmity of the crowd.
- If the challenged person kneels, it demonstrates that they recognise that the memory of the woman's fallen one has been slighted and that they swear to right the wrong. When this is done, the Standing Woman should move aside and let the challenged person pass.

If the PCs touch or move the Standing Woman, they receive the **Loss of Favour** penalty on their AR. The crowd hisses at the PCs, Lifestyle costs are doubled for the PCs in this adventure (for example, standard upkeep costs 48 GP), and any mundane items bought in

Exag cost 10% more than usual (total 160% because of the effect of the famine).

If the PCs kneel, the Standing Woman steps out of their way. Should the PCs fail to gain the release of the arrested troops in the **Conclusion**, they receive the **Oath Bound** penalty on their AR.

If the PCs find another way to enter the building (such as through a side door or by using magic), the Standing Woman waits and blocks their exit from the building at the end of **Encounter 1**.

Conversely, the following happens to any PC who is a member of the hometown 3rd Auszug or Landwehr:

Turning away from your arrested comrades, a number of townsfolk catch your eye. Several clench their fists in support, while others look in your direction and whisper, "That one'll sort this mess out". One unkempt boy, too young yet to serve, runs up to you, patting your back as he says, "Why are they taking our soldiers away? It's not right, that's what it is!" His mother quickly yanks him away, but not before a last fierce grin in your direction.

At this point, Yelta reminds the PCs that they are running late for their meeting and ushers the party to **Encounter 1**.

1: MEET AND GREET

Make sure you track the number of questions the PCs ask that match or come close to matching the questions Jaan can answer. The PCs need to ask at least three of them to get the XP for this encounter.

Moving on from the disturbance, your escort ushers you inside and bids you sit in the cavernous foyer of the ancient building. She explains the following before leaving.

"This is the headquarters of the Wildstriders in Yattenhied canton. The Wildstriders are a branch of the church of Fharlanghn sworn to the protection of those who need to brave the wilderness. They are particularly active amongst the remote settlements of Perrenland. Recently they have declared war on the Famine Queen, Iggwilv. Also recently they have put aside their old enmity with the Grove and joined forces with us. Both our groups have taken considerable losses during the war, and we have come to see the importance of each other. Their new leader is my teacher and he is a very tense man at the moment, so be attentive – good luck!"

After some time, an attendant enters, followed closely by a middle-aged man in formal robes who sits behind the foyer's desk.

- DC 10 Knowledge (religion) check: The robes are the ceremonial dress of a senior member of the Grove. He wears the holy symbol of Beory.
- DC 15 Knowledge (local - Iuz) check: The man is Jaan Slager, an outspoken Morgenrood Landgraf (Baron) infamous for his passionate politicking on

behalf of Yattenhied canton. He is also a high-ranking member of the Grove. Some say he has a conflict of interest as a result.

- DC 15 Bardic Knowledge check: According to tavern gossip, Jaan Slager is a feisty, retired adventurer who has pushed noses out of joint in Schwartzenuin, using his influence to aggressively campaign for the recall of the Yattenhied Landwehr from the war to defend the canton's north. He is a good friend and ally of Voorstamman Vorrudden.

If there are any Wildstrider or Grove members in the party, Jaan addresses them almost to the exclusion of the rest. Burdened with a near-defenceless northern sector of the canton as raiding season approaches, his ill-tempered demeanour hides a man pained at the plight of his canton.

The robed man sniffs as he looks you up and down. "I am Jaan Slager. You know the situation Perrenland finds itself in, and I'm reliably told you've had your part to play in her defence – all well and good," he waves his hand dismissively.

"While the Voormann and his cronies huff and puff from the comfort of Schwartzenuin, the north-western front of our nation is laid bare for the Chakyik to pick at as they please." He slams his fist on the desk, "he knows the winter frost is melting as we speak, but he does nothing!"

He pauses, before continuing, "A few brave souls guard the border in patrols of two or three, enough to act as advance warning of any nomad incursion...but little else. A former adventuring companion of mine coordinated the effort until recently."

QUESTIONS

- Why "until recently", did something happen? *"He failed to return from his assigned route three days ago. He's a vastly experienced tracker, a senior member of the Wildstriders in fact."*
- Who is he? *"His name is Kallis Thurmann but his name is not the issue. Even the stupidest amongst you [point at any likely PC] should know that this is a potential catastrophe. The Chakyik need only a hint of an undefended border and the whole screaming horde of them will fall upon us."*
- Chakyik? Who are they? *"The Tiger Nomads, fool!"*
- Why don't you help out? *"I'm needed here in Exag. Beory knows my adventuring days are long gone, especially since my wolf got eaten by a Gray Render a few years back."*
- Do you know where Kallis is? *"That's what I need you lot for. I'm sorry to say Kallis is dead: one of the Shool cast a powerful divination and all bloody Pelor would tell him is that Kallis' cold body lay under his shining glory in the lands of the Tiger."*
- "Under his shining glory"? *"That's how Pelor refers to those out under the sun. Now I know where his priests get that attitude from..."*

- What would you have us do? *"I need a small group of people to find out why Kallis was so far away from his assigned patrol area – it certainly isn't because he got lost! Retrieve the body and ensure our secret is not compromised. Was he set upon by nomads? If so, why haven't they struck at a village, as they usually would? Of more concern is that they have discovered our perilous situation and will return in greater numbers. This would spell doom for Yattenhied, perhaps even threaten the nation."*
- Where was his assigned patrol area? *"That I don't know for sure, somewhere in the northern Mounds of Dawn. I'm too damn busy getting food to the city that isn't roasted mountain goat!"*
- How long will it take to get there and back? *"Five, six days each way – probably about two weeks in total."*
- We want to give evidence at a trial in ten days time – we need to be back in Exag before then! *"If you want, I'll let the rechter know – I'm sure he'll be willing to postpone the trial once I explain the situation."*
- Did Kallis have any companions? *"I believe he had a druid and ranger in his team, as far as I know they are missing as well. Niesje will know more about this than I."*
- What will you pay for this service? *"Payment! Anything I can give you would only come from my own pocket. I've a few trinkets left from my younger days to be sure, but I'd sorely miss them should you demand them for your services. Do the job, and we'll discuss it upon your return. I will supply each of you with fourteen days of trail rations, get them from my attendant."*

If the PCs take more time than an impatient Jaan would give them to answer questions, cut them off, offer to answer one further question and then read or paraphrase the following:

"I have arranged for another of the Wildstriders to meet with you in Maelgan's Shal, Niesje is her name. She will give you an update and help you on your way. I have also arranged for you to have temporary access to any Old Seed area to conduct your search, as many of the areas in the North are taboo to non-Grove members. Each of you should wear this token openly once you leave the city."

With that he hands each of you a small silver leaf pendant on a sturdy chain. "These are not magical, but will allow you to provide a non-verbal explanation of your presence to any of the sentient guardians in the area. It is wild, fey country, so be on your guard, but they should leave you alone if they see these."

Your questions answered, Jaan motions to his attendant and stands. While walking from the room, he sighs, "Bring back Kallis if you can. We were the last of our company, and he deserves better than to rot under the sun." With that he strides purposefully out of sight.

DEVELOPMENT

The PCs receive fourteen days of trail rations for free, and can purchase more if they wish. Exag has a GP limit of 20,000gp for purchases. PCs who touched or moved the Standing Woman must pay 10% more for items they wish to purchase. Proceed to **Encounter 2**.

2: GEAR UP

The PCs have travelled for three days to get to Maelgan's Shal.

You travel north through the Mounds of Dawn for several days, skirting the north-western edge of Lake Quag, until you near Maelgan's Vale, the target area of your search. After hugging the coastline of Lake Quag for a short time you spot a small settlement off in the distance.

Coming into Maelgan's Shal, it is readily apparent that what was once a stopover point for merchants carrying their wine and cheese from Cli to the North or animal furs from Nentan has turned into little more than a Zee-Auszug outpost. Hell's Gloom has driven away or killed all but the hardiest of residents and traders. Now it is a posting perhaps reserved for those sailors who have earned the ire of their commanding officer. Two ill-kept members of the Zee-Auszug are posing as guards at the southernmost gate: they greet you with a gleam of opportunity in their eyes.

At this point the PCs need to get their way into the hamlet past the unfriendly guards.

If one or more are Low or High Echelon Officers in the Auszug, Landwehr or Pax Mercuri, they can show the appropriate documents to be shown through to Niesje.

A member of the Zee-Auszug of any rank gets the party straight in.

Otherwise, the characters must change the guards' attitude or trick them. If the guards become indifferent or a character succeeds on a DC 15 Bluff check, they agree to let the characters in for a 10 gp "toll". If the guards become friendly or a character succeeds on a DC 25 Bluff check, the guards let them in without paying a "toll".

If the party cannot get in, or become belligerent, Niesje wanders over to see what the commotion is and invites them into the camp.

Walking through the town, it is immediately apparent that most of the buildings are empty. The bay below the town, free of ice for the first time in months, has a single small Zee-Auszug ship at anchor.

The sound of hooves on the cobblestones reverberates much too loudly as you go to a large two storey building. Inside you are greeted by a short, dark Baklunish woman who bids you sit anywhere in the plush sitting room.

"I hope you find the house to your liking," Niesje smiles. "The merchant who owned it lost everything when his grape crop failed to thaw out last summer. Of course, the Pax came to his

rescue," she grins mischievously. "Apparently he's serving somewhere near Tenh, far, far away from his creditors."

"Anyway, to the business at hand. The snows are thawing and any day now we expect some kind of Tiger Nomad incursion – they try something just about every year the passes are open. I assume Jaan filled you in on our predicament? Good. That's the bad news out of the way, now for the worse news. We're in a little more trouble than he let on."

"There have been whispers that some Nomad tribes are undergoing a cultural and racial purification at the behest of their leader, the Ilkhan. The Chakyik are a motley crew, with various factions vying for the favour of their leader. This Ilkhan has openly welcomed envoys of the Old One, so we're understandably skittish at the moment. A group of these Ilkhan-pleasing radicals has been hunting us with some success recently, and I suspect Kallis has run afoul of them."

Niesje sighs. "The Chakyik are Baklunish and full of racial pride, so take extreme care to speak only their native tongue if you come across any. They aren't all bad, not yet anyway. Unfortunately you won't know if you're approaching a radical or a moderate until the arrows begin to fly."

Niesje waits patiently, expecting further questions from the party.

QUESTIONS

- "Purification"? *The Nomads are a pretty superstitious bunch. They've gotten into things like demon worship and various cults in the past. They renounce the Baklunish pantheon in favour of these quasi religions as the heart of their brutal culture, so nothing would surprise me.*
- But none of us speak Baklunish! *Really? Well that's no good. Best not get found then, eh?*
- What do we say or do if we are confronted? *Well, I'd work up a plan and a good story before you get there. Even speaking the language won't save you if you're clearly foreign spies. Importantly, don't run unless you absolutely have to. Sort the situation out diplomatically, or at the very least leave no witnesses.*
- You're Baklunish, can you come with us? *Oh, Rao no! I'm a Wolf Nomad, and they would know that from a mile away. I live to hunt and kill the brutes, not to whisper sugared words into their flea bitten ears. That's what you lot are here to do [wry grin].*

Niesje also knows how the Wildstriders go about pretending the border is properly defended. The ruse is that a very few Wildstriders cover the northern border of Yattenhied and run interference in the absence of the army. One tactic they use is lighting lots of fires at night, giving the appearance that a large company guards a pass or patrols along key vantage points where they would get advance warning of a raiding party.

This act hinges on the hope that the Chakyik don't wise up to the game. If anyone was sprung, they were under orders to hightail it to the nearest villages and start an evacuation. Under no circumstances were they to let themselves be captured – the nomads have ways of making the most loyal person sing a merry tune!

After the PCs are finished asking questions, read or paraphrase the following:

"Kallis didn't report back, and I understand he's dead somewhere across the River Teg, well north of his assigned route. He has two other members of the Wildstriders in his "stride", his team: a flan woman named Yenge who's a Druid of the Grove, and Ri-Oogl, a female Quagaloogal lizardfolk ranger. They are both missing as well and news of them would be welcome.

The primary thing I need you to determine is how and why Kallis ended dead across the River Teg, as we generally don't cross it. Was anything marking him as a Perrenese agent taken from the body? How did he die? To find that out you'll need to know where the body is before who or whatever killed him gets the Nomads curious. If they want to ask why a Perrender strayed so far from home, no doubt they'll do it by coming to pay us a visit."

Niesje points at a nearby table. "Now, there's a few trinkets that I've been experimenting with that might help you on your way – don't spread the word about them. I've got to keep my edge somehow, right?"

Niesje has an assortment of alchemical items and unusual equipment to sell to the party at standard prices. See **Appendix 2** for item details. She does not lend or give them to the party: she considers the act of offering to sell her treasured items enough help. The available items are:

- APL 4: Exploding Spike (MIC), Sleeping Spike (MIC), and Heward's Fortifying Bedroll (CM).
- APL 6: all of APL 4 plus Field Provisions Box (MIC).
- APL 8: all of APLs 4-6 plus Horizon Goggles (CM) and Murderer's Gloves (CM).
- APL 10: all of APLs 4-8 plus Wilding Clasp (MIC).
- APL 12: all of APL 4-10 plus Ring of Evasion (DMG).

Once the PCs have purchased any equipment, Niesje ushers them out the door, handing them a map. Give the players **Player Handout 1**:

"Take this map of the area, Kallis and his stride patrolled the south bank of the River Teg. From memory they had a camp about ten miles to the west of this island [point at the map] the island straddles where the Teg meets the Fler. Oh, and did I tell you not to wear anything that could connect you in an official capacity to Perrenland? One dead spy is already enough reason for the Chakyik to get angry. The Zee can sell you whatever supplies you may need, but watch their prices – they can be steep."

The party can explore Maelgan's Shal if they want, but it is nothing exciting: 52 buildings (most boarded up)

within a stockade, a Zee supply depot, dry dock and jetty. The town's inn, "The Spanked Trout", is boarded up.

The Zee have an assortment of supplies at the depot: any mundane items in the PHB can be purchased for an additional 20% more than the standard price (total 170% because of the effect of the famine), but membership of the Zee-Auszug or a DC 15 Bluff or Diplomacy check reduces this to an extra 10% (total 160%).

The members of the Zee in the town arrived a few weeks ago and relieved the previous ship. They have not strayed outside of the town's immediate area and know nothing of importance except that they are due to be relieved in a fortnight's time.

DEVELOPMENT

Once the party is ready to head north, proceed to **Encounter 3**.

3: THE TRAIL

The PCs have travelled for 3 days to get to this point.

Following the rudimentary map you travel north-east, leaving the plains of the Maelgan's Vale behind you and ascending the northernmost spur of the Yatils. Approaching the crest, you come across the beginnings of a rocky trail that leads over the other side and onto the Tegwald – a broad undulating plain of normally high grass that runs for some 60 miles to the north to the hills that mark the line of the River Teg and the northern border of Perrenland. The winter thaw has yet to release its final grip upon the plain, and snow still covers it in areas. This place offers little shelter or cover from watchful eyes.

Let the PC make their plans for crossing the plain: it should take about three days on foot and two on horse.

Build the tension and draw this out as you see fit or as time allows, and get them to work out watches and marching order. Allow them to hunt if they like, but note that there is a -5 circumstance penalty to skill checks to live off the land because of the long and protracted nature of Hell's Gloom.

If the PCs wish to travel at night using torches or other sources of light, allow a DC 10 Wisdom check to realize that this reveals their position to anyone in the region.

After the PCs cross the plain they can find Kallis' trail. All characters may attempt a DC 15 Search check to find the tracks, while characters with the Track feat may attempt a DC 15 Survival check to follow them. If nobody succeeds, they can try again in the morning; otherwise, read or paraphrase the following:

There are the remnants of a dozen small fires and a rabbit carcass in a sheltered area to the side of the trail. The area is littered with lots of humanoid boot-prints of a variety of sizes. To the north of the campsite is the beginning of a well-used bush trail.

If the characters explore the campsite, they learn the following with a DC 20 Search or Survival check:

The boot-prints are standard Perrenland military issue. Also, there appear to be markings scratched into the ground beside a tree [give the players **Player Handout 2**].

These are Wildstrider bush markings left by Kallis. Any Wildstrider in the party knows that these symbols are left as a guide for other Wildstriders. The PCs can work out what they are with any of the following checks:

- DC 10 Bardic Knowledge, Decipher Script or Survival check: The symbols are probably some kind of wilderness coding or markers.
- DC 20 Bardic Knowledge, Decipher Script or Survival check: The markings are symbols for small game, shelter and hidden key.

The hidden key denotes a box hidden expertly nearby. If the PCs work out what the marking means, they can find this cache with a DC 15 Search check.

The cache contains:

- a coil of elven rope (see **Appendix 2**);
- two springwalls (see **Appendix 2**);
- a pair of smuggler's boots (see **Appendix 2**);
- An immovable rod (DMG)
- a small wooden box about 12 inches long, 6 inches wide, and 6 inches deep, with three words inscribed on the inside of the box (a *folding boat* – the three words are the command words); and
- four different-sized pairs of Perrenland military boots filled with hardened clay and with sticks poking up from them (used to create decoy military campsites).

The note is written in Common, dated to fourteen days earlier, and reads:

Heading east along the Teg following the old trail, will meet you at the rapids. K

DEVELOPMENT

If the PCs find the campsite on the first attempt, it is now dusk, and they have to decide whether to camp or press on in the dark. If the party chooses to continue through the night, enforce the rules set out on page 164 of the *Player's Handbook* for forced marching. Also, if they are using torches or other sources of light on the bush trail, they attract the attention of the marzanna's servants in the area. As a result, she is automatically aware that the PCs are waiting for her at the Fort in **Encounter 8**.

Once the PCs decide to follow the trail, go to **Encounter 4**.

4: PAPER, ROCK ...SCISSORS?

The PCs reach the Teg late on the day following **Encounter 3**.

The trail is easy enough to follow and for several hours you press forward. Eventually you hear the sounds of a lively river, and as you draw close to it you can see that the trail goes down a sharp incline to the river proper. The Teg is quite wide and fast at the moment, swollen by the waters of the winter thaw.

- DC 20 Spot or Survival check (DC25 at night) reveals another set of Wildstrider markings left by Kallis [give the players **Player Handout 3**].
- DC 10 Bardic Knowledge, Decipher Script or Survival check: The symbols are probably some kind of wilderness coding or markers.
- DC 15 Bardic Knowledge, Decipher Script or Survival check: The markings are symbols for danger, follow river flow, weak/unstable, and avalanche.

The only river the markings could be referring to is the nearby Teg River.

TRAP

Allow the party a moment to consider the ramifications of the markings. Ask them to work out how they are going to get down the sharp incline.

The slope drops 20 feet at APL 4, 60 feet at APL 6, 70 feet at APL 8, 80 feet at APL 10 and 100 feet at APL 12, at a 35 degree incline.

- A rockslide occurs whenever two or more people or animals are navigating the slope at the same time.
- Only those navigating the incline or standing directly below it are affected.
- The trap resets each time as it is the weight of more than one person or animal that is dislodging the rocks.
- A successful Disable Device check shores up the slope, but it takes 4 hours of work.

APL 4 (EL 2)

Rockslide Trap: CR 2; mechanical; location trigger; automatic reset; DC20 Reflex save avoids; 20ft (2d6 fall); multiple targets (all targets on incline or immediately below); Search DC20; Disable Device DC18.

APL 6 (EL 4)

Rockslide Trap: CR 4; mechanical; location trigger; automatic reset; DC20 Reflex save avoids; 60ft (6d6 fall); multiple targets (all targets on incline or immediately below); Search DC20; Disable Device DC18.

APL 8 (EL 6)

Rockslide Trap: CR 6; mechanical; location trigger; automatic reset; DC25 Reflex save avoids; 70ft (7d6 fall); multiple targets (all targets on incline or immediately below); Search DC20; Disable Device DC18.

APL 10 (EL 8)

Rockslide Trap: CR 8; mechanical; location trigger; automatic reset; DC25 Reflex save avoids; 80ft (8d6 fall); multiple targets all targets on incline or immediately below); Search DC25; Disable Device DC25.

APL 12 (EL 10)

Rockslide Trap: CR 10; mechanical; location trigger; automatic reset; DC30 Reflex save avoids; 100ft (10d6 fall); multiple targets (all targets on incline or immediately below); Search DC25; Disable Device DC25.

Once the PCs have navigated the incline they can continue along the river. A little further down the trail, the party discovers a gruesome scene. Read or paraphrase the following:

Upon resuming your journey and rounding the first bend in the river, a truly horrific sight greets you. Half a dozen corpses lie naked on the river bank, victims of an obviously violent death. Dull brown swaths of blood contrast sharply against the thin layer of crisp, white snow, yet there is no real sign of a struggle, and no good reason to expose oneself in this freezing weather. A solitary, tattered cloak lies abandoned among the carnage.

The bodies are afflicted lycanthropes that Kallis fought and killed while on patrol. The cloak is Wildstrider standard issue and has been all but torn to shreds by the claws of the weretigers. Kallis left the scene quickly in pursuit of one who fled.

- DC 10 Knowledge (local - Iuz) check: The bodies are Baklunish humans, covered in ritual animist tattoo patterns of the Chakyik. All of them have an additional, much newer tattoo of a desiccated human head. Their backs are covered in recently healed claw marks, all inflicted in the same downwards pattern.
- DC 20 Knowledge (religion) check: The desiccated human head is the holy symbol of the new Cult of the Famine Queen, known to her followers as the Baba Yaga and to Perrenders as Iggywilv.
- DC 15 Knowledge (nature) check: The claw marks were made by a large cat.
- DC 15 Heal check: A weapon, likely of the slashing variety, caused all wounds.
- DC 25 Heal check: The weapon didn't cut as much as perhaps it should – it may have been a silver weapon.
- DC 15 Search check: Nothing in the immediate area could cause these injuries.
- DC 25 Search check: On the ground a little bit away from the fight scene is an arrow with a silver tip.
- DC 35 Search check: Hidden with haste under some bushes to the side of the fight scene are two empty potion vials and a small bag of a herb with two sprigs left on the stem.
- DC 20 Knowledge (nature) or Heal check: The herb in the bag is overripe and now useless belladonna (wolfsbane) and the potion vials likely contained curative magic.

Please refer to *Monster Manual* 178 for both the curative and poisoning effect of this herb. These herbs are good for a few days before their properties are useless.

The cloak is medium-sized, shaped for a humanoid, and has been shredded by some clawed creature. A Wildstrider immediately recognises it as standard issue

for a member of the organisation; otherwise a DC 10 Knowledge (local - Iuz) check is required.

- DC 20 Survival check, character must have the Track feat: There are a single set of humanoid tracks following a large animal's tracks further down the trail along the river to the east.
- DC 16 Knowledge (nature) check: The animal was a tiger.

DEVELOPMENT

Once the PCs have had their fill of the scene, they can continue down the trail to **Encounter 5**.

5: THE TEG

The trail leads on for a short time. If there was ever a doubt snow was thawing in the Yatils, the roar of the swollen river Teg dispels it. The air is crisp, and as you move closer to the river, the ground levels out into a small, wooded area by the water.

This is where Kallis took to the water in pursuit of the fleeing Nomad. Anyone who succeeded at following his trail can easily determine that he entered the water on a raft he made at the site.

If the PCs took the *folding boat* from the hidden box at the beginning of the trail, they can use it to follow Kallis down the Teg. Otherwise, a DC 15 Survival check allows enough wood to be collected to build a raft for the party to travel down.

To bind the wood together, two lengths of rope (or one 50' rope cut in two) and a DC 20 Use Rope secure the raft enough for travel. Should the party not succeed at the skill check, they still build the raft, but it breaks apart when they encounter the bears at the rapids.

If the PCs choose not to travel by boat or fail to build a raft, they may (with difficulty) travel by foot alongside the river. In this case, they encounter the bears near the river's edge. If the PCs use spells such as *fly* or *mass fly*, the spell expires as the PCs approach the location of the bears. Spells with a longer duration such as *phantom steed* and *wind walk* will allow the party to spot the encounter from the air. Alter the 'on foot' read-aloud text as appropriate.

If the party travels by boat/raft, read or paraphrase the following:

The river carries you forward at a startling pace as you begin your descent out of the Yatils proper. The ride becomes increasingly unsteady as you almost come undone on several large rocks hiding just beneath the surface.

Up ahead you see large shapes blocking your way, seemingly walking on water. They are facing away from you at first, and as you draw closer the unmistakable sight of several brown bears standing in the shallows comes into view. One looks behind, drops what appears to be half of a salmon, and bellows a greeting accompanied by an impressive show of his razor sharp teeth. There appears to be a new catch of the day!

If the party travels by foot, read or paraphrase the following:

After several hours of very difficult going, you round a significant corner in the river and it flattens out somewhat. Up ahead you see large shapes moving about. Although they are facing away from you at first, as you draw closer the unmistakable sight of several brown bears standing in the shallows comes into view. They are blocking your path, and unless you want to backtrack you are going to have to handle them. One looks behind, drops what appears to be half of a salmon, and bellows a greeting accompanied by an impressive show of his razor sharp teeth. There appears to be a new catch of the day!

The starting range for this encounter is 80 ft: refer to **Appendix 5** for this encounter.

CREATURES

Roll Initiative even though the bears do not attack unless threatened. The idea behind this encounter is for the PCs to show restraint: there is no XP to be gained from attacking or provoking the bears.

APL 4

Brown Bears (2): hp 51 each; *Monster Manual* 269.

APL 6

Brown Bears (4): hp 51 each; *Monster Manual* 269.

APL 8

Dire Bears (3): hp 63 each; *Monster Manual* 63.

APLs 10 and 12

Dire Bears (5): hp 63 each; *Monster Manual* 63.

XP Note

The XP for this encounter is only awarded if the PCs did not attack the bears.

DC 15 Knowledge (nature) check: The shallows of a river such as this one are a common place for bears to hunt salmon as they swim upstream to mate.

DC 20 Knowledge (nature) check: Bears often end a long hibernation at this time of year and aggressively hunt to rebuild their strength.

DC 25 Knowledge (nature) check: One of the bears is female. If a cub is nearby she will not hesitate to viciously end a threat.

DC 20 Spot check: You can't see any bears nearby apart from the adults in the water.

The bears attack only if they are attacked. They are the allies of Yenge and thus somewhat used to humanoids.

Tactics

If the PCs are travelling by raft and failed their DC 20 Use Rope check, it begins to fall apart at this point.

In the first round and each round thereafter, any PC who fails a DC 20 Balance check falls into the water.

If a falling PC attempts to grab another party member to stop this, the grabbed PC must make a DC 25 Balance check or also fall into the water.

The PCs do not need to make swim checks in this part of the river as it is very shallow, but it is extremely slippery and takes two full-round DC 20 Balance checks to get to one bank or the other.

If a PC fails two Balance checks while in the water, a bear moves over in an attempt to assist. This could be misinterpreted as an attack.

Since the bears are not looking for trouble they do not attack unless the PCs harm them. They do, however, bellow and carry on, which may worry the PCs.

Yenge and Ri-Oogl appear at the top of the initiative order at the beginning on the fourth round.

If the PCs and bears are fighting:

Splitting the air like a knife is a shrill cry of "Enough!" The bears pause for a moment, looking across the river before ceasing hostilities. Looking over, you notice an aging Flan woman with extensive tattoos, standing alongside an equally heavily tattooed reptilian humanoid. You recognize the tattoos as the markings of a druid of Obad-Hai and of a Quagaloogol lizardfolk. "Who are you, and why are you in this Old Seed area?"

If the PCs and bears are not fighting:

"Who are you, and why are you in this Old Seed area?" Looking over, you notice an aging Flan woman with extensive tattoos, standing alongside an equally heavily tattooed reptilian humanoid. You recognize the tattoos as the markings of a druid of Obad-Hai and of a Quagaloogol lizardfolk.

Give the PCs a chance to react before continuing.

If one of more of them is openly wearing the silver leaf pendant that Jaan gave them, or if they display it at this point then their attitude changes from unfriendly to friendly. Go to the **meet and greet** section below.

If the PCs all keep their pendants hidden then they are quizzed by an unfriendly druid and must change her attitude to friendly before they can move to the **meet and greet** section below.

MEET AND GREET

The druid moves across the water as if on land while casting her eye over the scene. "It would do you well to come with me now, and leave my bears to feed in peace: they have only just awakened and can be a little aggressive this time of year. Then we shall do introductions."

When the PCs agree they are escorted a safe distance from the river so that the bears can go about their business undisturbed.

CREATURES

Yenge: female human (flan) druid 9 (Sense Motive +9, languages: Common, Draconic, Flan).

Ri-Oogl: female lizardfolk ranger 5 (Survival +13, Track, languages: Baklunish, Common, Draconic, Flan).

If at least one PC is a full member of the Shool, Voice, or Grove meta-orgs, or if they have the tattoos of membership of the Quagaloogol lizardfolk, they receive the following ritual greeting from Ri-Oogl in Draconic, accompanied by a ritual dance that involves elaborate foot stomps while spinning in a lazy circle with her arms out wide.

I see you my brother/sister.

I hear you my friend.

I sense you my kin.

From afar ... I have watched you.

From afar ... I have heard you.

Like a dream ... I have awoken and you are before me.

Be at peace ... you are here now, within a watcher's gaze.

For the Hund will protect you... even if the reaper comes.

A Quagaloogol member should repeat the ritual greeting and conduct the ritual dance of the Quagaloogol. Not doing so is okay, but Ri-Oogl is surprised and is not offered as a guide in the morning.

The Druid introduces herself as Yenge (pron: yen-gee) and her Quagaloogol companion as Ri-Oogl (pron: Re-oog-ul).

Once the introductions are over:

Yenge says, "I see that you have been given passage through this Old Seed area, but I do not know any of you. What is your purpose here?"

Let the PCs explain themselves and what they are looking for. If they tell her they are seeking the body of Kallis, both Yenge and Ri-Oogl are very upset for some time, crying openly and lamenting his death. He was their friend and leader and they have been looking for him for days. He had left a trail marking that he would meet them at this camp. Eventually they calm down enough to offer the PCs a resting-place for the night, and take them to a very comfortable campsite. They keep to themselves that night, as they are far too upset to be good hosts.

DEVELOPMENT

If the PCs did not attack the bears and if any Quagaloogol members performed the ritual greeting and dance when introduced to Ri-Oogl, read or paraphrase the following:

After a good night's rest, Yenge and Ri-Oogl rejoin you in the morning. They have clearly reached some sort of decision: with red ringed eyes and her voice full of emotion, Yenge tells you that Ri-Oogl wishes to act as your guide, if you will accept her.

If the PCs accept Ri-Oogl as a guide, she tells the PCs the following:

- The rumours of tribal infighting among the Chakyik are true (if asked, Ri-Oogl does not know

about the cultural/racial purification alluded to by Niesje).

- She has heard of a clan practicing dark arts and spreading the word of the Ilkhan on an island where the Teg meets the Fler, and can lead the PCs there if they wish.
- The River Teg has many rapids and rocks between where they are currently and the island, but she knows the trails to follow through the hills to get to the island.
- Some of the Chakyik may be druids, as they can change into animal form.
- She is a guide, not a warrior, and will not aid them in battle.

If the PC attacked the bears or if any Quagaloogal members offended Ri-Oogl by not performing the ritual greeting and dance when introduced to her:

After a good night's rest, Yenge and Ri-Oogl rejoin you in the morning. They have clearly reached some sort of decision: with red ringed eyes and her voice full of emotion, Yenge tells you that some of the Chakyik have a camp of sorts on an island where the Teg meets the Fler. It may well be that these Chakyik were responsible for Kallis' death.

Yenge also warns you that the River Teg has many rapids and rocks between where you are currently and the island: she directs you to follow trails through the hills that parallel the River Teg if you wish to get to the island in one piece, and gives you a rudimentary map of where those trails are.

DM NOTE

he island is the location where Kallis pursued the fleeing weretiger. If this information doesn't seem to be working as a hook to get the PCs to investigate, have any prisoners in **Encounter 6** confirm that they saw a human matching Kallis' description going towards the island.

6: HUNTERS MEET HUNTERS

Walking alongside the river, you make poor time due to the uneven, rocky banks of the Teg. Eventually what passes for a trail here slowly separates you from the river's path.

Have any PC with the Track feat make a DC 20 Survival check to pick up that some tracks have been deliberately obscured. If the PCs have Ri-Oogl as a guide, she succeeds at this check. Read or paraphrase the following, as appropriate:

Suddenly, Ri-Oogl gestures you all to silence. She begins to carefully prod the snow covered ground, slowly uncovering large humanoid footprints that have been carefully hidden.

- DC 20 Survival check: The footprints are very recent, having certainly been made today. They are Large size.

- DC 15 Knowledge (nature) check: Given the size of the footprints and the terrain, there must be a frost giant nearby.

The footprints are those of some of the marzanna's frost giant allies, who have been tasked with hunting for intruders in this area. Occasionally they trade with Chakyik tribes, but are generally hostile to any and all they come across. They have seen the party travelling towards them and are setting up an ambush. See **Appendix 6** for details of the encounter site. At APL 4, the giants have left their pet Winter Wolves to guard the area while they are off hunting.

At APL 6 and above, if the party has not discovered the giant tracks or do not travel with Ri-Oogl, their enemies consume a *potion of invisibility* each before the party move within line of sight. At APL 6-10, have the PCs make a Spot check against the frost giant's Hide modifier of +15 (-4 size, -1 dex, +20 invisible). At APL 12, the frost giant maulers' Hide modifier is +17 (-4 size, +1 dex, +20 invisible). This check allows the PCs to be aware of the presence of the creatures; the enemies receive a further +20 to their Hide modifier for the PC to pinpoint the square(s) they occupy. Additionally, it is important to include distance modifiers of -1/10ft to the Spot check of each PC.

CREATURES

If nobody finds the tracks or spots the invisible giants, the PCs are ambushed and their enemies get a surprise round. The giants/wolves are at locations 1-3 and the front PC is at location 4. During this surprise round the giants throw their rocks, while the wolves (APL 4 only) use the surprise round to leap down and charge a PC.

If a PC or Ri-Oogl finds the tracks, they can approach with more caution. The enemies are at location A-C, with the lead PC at location D. In this case, the giant(s) and/or wolves must make Hide checks opposed by the PCs Spot checks, and vice versa.

APL 4 (EL 7)

Winter Wolves (2): hp 51; *Monster Manual* 256

APL 6 (EL 9)

Frost Giant (1): hp 133; *Monster Manual* 123

APL 8 (EL 11)

Frost Giants (2): hp 133 each; *Monster Manual* 123

APL 10 (EL 13)

Frost Giants (4): hp 133, each; *Monster Manual* 123

APL 12 (EL 15)

Frost Giant Maulers (4): hp 188 each; *Appendix 5*

Tactics

At APL 4, the Winter Wolves breathe during the first regular round, then attempt to close quickly with the party.

At APLs 6-10 The Giant(s) throw rocks for as long as they can, forcing the PCs to close with them. When the PCs engage, the Frost Giants attempt to sunder

melee opponents' weapons. If they are being pounded by ranged spells, they try and interrupt the spellcaster with readied ranged attacks, and if this fails they close with the spellcaster, charging if they can.

At APL 12 the Maulers rage and charge into combat, using the *Awesome Blow* feat to prevent PCs getting full-attack actions on them. Note that their hit points increase when raging.

If Ri-Oogl is present, she takes to the bushes and hides until the fight is over.

If the giants have consumed their *potions of invisibility*, they have nothing of value except their chain shirts and greataxes.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 36 gp; Coin 0 gp; Magic 25 gp – *potion of invisibility* (25 gp); Total 61 gp.

APL 8: Loot 73 gp; Coin 0 gp; Magic 50 gp – 2 *potions of invisibility* (25 gp each); Total 112 gp.

APL 10: Loot 146 gp; Coin 0 gp; Magic 100 gp – 4 *potions of invisibility* (25 gp each); Total 246 gp.

APL 12: Loot 133 gp; Coin 0 gp; Magic 100 gp – 4 *potions of invisibility* (25 gp each); Total 233 gp.

DEVELOPMENT

After the fight the PCs can either choose to rest up until morning or continue, either way proceed to **Encounter 7**.

7: CAMPSITE O' CLUES

The [next day/late afternoon] finds you descending a saddle in the ridgeline back down to the river. Keeping in sight of the Teg, the river soon widens considerably around a large island – the place where the Teg meets the Fler.

This is the island referred to in **Encounter 4**.

A DC 20 Knowledge (history) or Bardic Knowledge check reveals that the island is named Vuurz-Wald and is actually the most northerly mound of the Mounds of Dawn. It is the location of an ancient and long abandoned Ur-Flan settlement that was dedicated to the nature cults. Perren established a wooden fort here in the last year of his rule in 446 CY as part of his ambitious plan to re-populate the northern shore of Lake Quag, and during this time the ancient site was extensively looted. The Fort was abandoned along with most of the north shore settlements (with the exception of Ungra Balan and Maelgan's Shal) in 482 CY, when the dominion of Iggwilv and the long winter that marked that ten-year period began.

If the party moves toward the riverbank to look closer at the island, any PC with the Track feat can attempt a DC 15 Survival check (if present, Ri-Oogl succeeds on the check) to notice tracks leading to and from the river of large feline animals, medium sized humanoids and giants. A DC 16 Knowledge (nature) check (again, Ri-Oogl succeeds on the check) identifies the felines as tigers.

If the PCs search the area and succeed on a DC 20 Search check, they find a hidden campsite and four

stowage sites further along the riverbank directly across from the island.

Upon investigation, they find three sites with a couple of small two-person canoes hidden at each. Another site contains various packs of supplies, one harbouring a rudimentary notebook.

The notebook is heavily soiled with mud and blood. It has also sustained heavy water damage. Written in very poor Baklunish, it claims to be the diary of the Khan of tribe AdAlkzar and contains the following:

- Musings about the hunt for fitting sacrifices to offer the Baba-Yaga.
- Details about the recent honours bestowed upon the Khan by Ilkhan Gajtak for his efforts.
- Crazy ravings about the fun to be had with the conversions of captives to the "true way", including the long sacrifice ritual for those who resist.

If none of the PCs knows Baklunish or can use magic to read the text, Ri-Oogl volunteers that she knows Baklunish.

The campsite contains feline and humanoid (but not giant) tracks as above, and the PCs can identify the felines as tigers.

If the PCs did not find the campsite, they must make their own way across the river to the island.

DM NOTE

If they steal two or more canoes and/or take no precaution to cover their tracks/activities, the marzanna is aware that the PCs are at the Fort. If the PCs take all the canoes, the marzanna and her servants swim across to the island, and force their prisoners to do so as well.

DEVELOPMENT

Proceed to **Encounter 8** when the PCs cross the river to the island.

8: CULT OF THE FAMINE QUEEN

On arriving on the small island, it quickly becomes clear that it is inhabited, with the lingering smell of campfire smoke filling the heavy woodland on the island. You have arrived near some kind of refuse site, with broken pottery, smashed furniture and piles of bones littering the area. Otherwise, it is eerily silent in this place.

In the distance, there appears to be a fort-like structure, although few details can be made out from here.

DC 20 Survival check: There are no medium sized humanoid footprints in the area, only some large animal paw prints (feline) and giant footprints. These are the same as the prints across from the island.

DC 10 Heal check: all the bones are the remains of medium sized humanoids.

DC 20 Heal check: Close inspection of the bones reveals they are the remains of humans or possibly half-elves. Strangely, none of them seem to have died by

obviously violent means, although they lie in unnatural poses. Some have been here for months.

Once the PCs or their scouts approach the Fort, read or paraphrase the following:

This Fort is in ruins, but given the sturdiness of what remains it was originally very well constructed. It is a log structure, constructed on a raised stone platform that obviously predates the wooden walls. A 5-foot wide ditch runs around the perimeter of the Fort. This is as much for drainage as for additional protection. If the trees were ever cleared, it would have a commanding view in all directions, taking in both rivers and the adjacent wilderness. As it stands the regrowth that has occurred around the Fort now obscures the magnificent view.

Nature does not appear to have encroached within the fort itself, with the stone structure it is built around preserving its integrity. At first glance, a 10ft wide ramp leading up to a set of wooden gates seems to be the only entrance. The left side of the gate is open.

When the PCs approach the ruined fort, refer to Appendix 7 for the map of the fort.

TRAP

The PCs can find a disabled pit trap at the foot of the ramp into the fort.

- DC 20 Knowledge (architecture & engineering) check: There appears to be some initial work done on constructing traps on the outside of the building.
- DC 25 Search check: The 10ft by 10ft area directly in front of the ramp is actually a recently constructed and well disguised pit-trap. At the moment it is disabled.

All APLs (EL 4)

Spiked Pit Trap CR 4; mechanical; location trigger; automatic reset; DC20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC25; Disable Device DC25.

A further DC 25 Search check reveals the mechanism inside the gate that resets the trap. The PCs could arm the trap to protect the entrance while they explore inside.

INSIDE THE FORT

The Fort has four buildings, each originally a corner tower. The largest of these has completely collapsed in, leaving just an outer shell. Two of the others are partly collapsed, but the fourth seems to be in good repair. A mud brick earthen rampart with a stairway fills the gaps between each of the four towers. The central courtyard is large and clear of features except for some rubbish from the collapsed buildings and an old burned out bonfire.

In all locations, a DC 20 Survival check reveals the intermingled tracks of medium and large humanoids

alongside those of large felines. The prints appear to be of similar age.

Each of the letter locations on the map is described below.

LOCATION A: PIT TRAP

LOCATION B: GATE

LOCATION C

This tower still stands in reasonable repair. The door, which is currently open, has a crude bar lock on the outside. Inside, the tower has one large open room, the middle floor has collapsed onto the ground floor, leaving it strewn with debris. The place stinks of waste and rot. Along one wall several sets of manacles are affixed to a stout wooden beam. Other than this the place is empty.

LOCATION D

This tower is mostly ruined, it can still be entered but nothing is contained within.

LOCATION E

This tower is intact, except that the middle floor and stairwell have collapsed leaving it one single room with a very high ceiling. Much of the debris has been cleared to one side or used to construct rude furnishings, including a giant sized double bed in one corner. The place does not smell as bad as the other intact tower, but it still stinks. There are stores of supplies and a large central hearth, currently cold and containing powder-dry ash.

In the back left-hand corner a large curtained off area holds a shrine of horror - desiccated mummified heads upon a blood splattered altar.

Next to the altar are several glass jars containing heads floating in some sort of alchemical liquid, obviously part way through mummification and shrinkage processes.

DC 20 Knowledge (religion) check: The desiccated human head is the holy symbol of the new Cult of the Famine Queen, known to her followers as the Baba Yaga and to Perrenders as Iggwily.

A DC 20 Search check in this tower finds *Player Handout 4*.

LOCATION F

This tower has completely collapsed in, and only the lower parts of the walls remain standing.

DEVELOPMENT

Once the PCs have finished exploring, Freza the marzanna and her party return to the fort. Roll initiative!

If the PCs have not revealed their presence in earlier encounters: Freza the marzanna has no idea the PCs are in the Fort. Her party can be heard approaching the Fort by the PCs. Give the PCs five rounds to prepare before she arrives in front of the pit

trap. On round one it requires a DC 30 Spot check to see her party through the woods. For each round that passes the DC is reduced by 10, until on round four they are clearly visible. Once spotted, read or paraphrase the following.

Walking towards the Fort is a hideous female humanoid with snow white skin and long, vicious-looking clawed hands. She shuffles along awkwardly and although badly stooped, is still perhaps eight feet tall. She is dressed in ragged layers of poorly dressed fur and around her neck hangs a mummified head. This could well be the ugliest creature you have ever seen!

Beside her walks [2 Tiger nomads at APL 4, 2 tigers at APLs 6 and 8, 3 tigers at APLs 10 and 12]. *The creature is talking in Common, laughing at the pain and suffering she intends to inflict upon the three Flan captives chained and marching in front of them.*

- DC 18 Knowledge (nature): The creature is in fact a marzanna, or winter hag.
- DC 23: She is immune to cold damage but vulnerable to fire.
- DC 28: She can terrify and possibly kill if she fixes her gaze upon the unwary.
- DC 33: She has spell resistance and spell like abilities associated with cold.

If the PCs have reset the pit trap it goes off when the captives in front of the marzanna step on it. Before that happens, read or paraphrase the following:

It would appear that it is the helpless captives who will fall victim to the pit trap you have reset, not their captors!

The PCs can prevent this by disabling the pit trap (using the lever beside the gate) or by revealing themselves before round five. If the latter occurs, the marzanna surmises that the trap has been reset and stops her captives walking over it. If the PCs disable the trap the marzanna and her party leave her prisoners behind and all get across it and to the gate before it can be reset again.

Note that if the PCs have closed the gate the marzanna knows that something is up at the start of round four and takes evasive action.

If the PCs have revealed their presence in earlier encounters: the PCs may have alerted Marzanna to their presence in the region by doing any of the following:

- Travelling at night with a visible light source (**Encounters 4 to 7**)
- Taking two or more canoes (**Encounter 7**)
- Taking no precaution to cover their tracks (**Encounter 7**)

If so, the first thing the PCs notice is that it is beginning to snow quite heavily, as the marzanna uses

control weather to create a blizzard. She uses this to move up to the fort under cover.

Blizzard effects (as per *Frostburn* 13):

- Wind speeds over 50mph: all missile attacks are at -4 to hit except at point blank where they are -2.
- Whiteout conditions: -2 AC, no Dex to AC, movement half base Speed, Dex based skill checks as well as Search and Spot are made at -4. Everyone has total concealment at ranges greater than 10ft.
- All fire based magical effects are reduced to half damage.

The first opportunity the PCs have to see the marzanna and her party is when they climb over the wall between locations D and F, and PCs must be within 10ft of the walls and succeed on a Spot check opposed by their enemies' Hide checks to see them.

A flying sentry is hit by the strong winds and has need to land or take 1d6 points of bludgeoning damage per round. If said flying creature is in range and not invisible the marzanna hits it with *ice storm* to try and take it out of the fight early.

Note that the marzanna's allies are as affected by the blizzard as the PCs, but she does not care.

CREATURES

APL 4 (EL 7)

Marzanna: hp 52; *Appendix 1*

Cultists War3 (2): hp 27 each; *Appendix 1*

APL 6 (EL 9)

Marzanna Rgr1: hp 59; *Appendix 2*

Weretigers (2): hp 50 each; Tiger Form; *Monster Manual 174*

APL 8 (EL 11)

Marzanna Rgr4: hp 102; *Appendix 3*

Weretigers Bbn2 (2): hp 72 each; Tiger Form; *Appendix 3*

APL 10 (EL 13)

Marzanna Rgr6: hp 114; *Appendix 4*

Tiger animal companion: hp 45; *Appendix 4*

Weretigers Bbn4 (2): hp 93 each; Tiger Form; *Appendix 4*

APL 12 (EL 15)

Marzanna Rgr8: hp 130; *Appendix 5*

Tiger animal companion: hp 45; *Appendix 5*

Weretiger Cultists Bbn6 (2): hp 114 each; Tiger Form; *Appendix 5*

Tactics: the marzanna uses her *walls of ice* to split up the party so that her allies can take the PCs down one or two at a time. She tries to avoid combat herself.

Regardless of type, her allies rush to attack any PC they can, depending on the placement of her ice walls (she directs them with verbal commands if the blizzard conditions are in effect). The PCs can hear these commands as well and understand them if they can speak Baklunish.

At APL 6 and above the cultists are in tiger form. They rage at the beginning of combat, and attempt to kill any obvious arcane spellcasters as a priority. The marzanna attempts to assist by isolating spell-casters using her *walls of ice*. The marzanna uses her *ice storm* if she still has it once she has used her *walls of ice*.

The marzanna keeps her animal companion near to protect her and to provide her with a flanker if the PCs close into melee range. If forced into melee she tries fixing her Dreadful Eye on the most dangerous of the fighter types and goes for the rend at higher APLs. She attacks humans or dwarves where possible to take advantage of her Improved Favored Enemy (Human) ability.

If the PCs have Ri-Oogl with them, she bolts to save the captives after screaming in Common:

"The hag has Kallis' head around her neck! I will rescue her captives."

Ri-Oogl avoids combat, and does not take part in the battle no matter what happens. For example, she does not try to save the PCs, stabilise downed PCs, and so on. If the PCs lose, she flees (with or without the captives).

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 6 gp; Coin 0 gp; Magic 1333 gp – gloves of dexterity +4 (1333 gp); Total 1339 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 1333 gp – gloves of dexterity +4 (1333 gp); Total 1333 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 2666 gp – amulet of health +4 (1333 gp), gloves of dexterity +4 (1333 gp); Total 2666 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 3999 gp – amulet of health +4 (1333 gp), bracers of armour +4 (1333 gp), gloves of dexterity +4 (1333 gp); Total 3999 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 5499 gp – amulet of health +4 (1333 gp), bracers of armour +4 (1333 gp), gloves of dexterity +4 (1333 gp), ring of protection +3 (1500 gp); Total 5499gp.

DEVELOPMENT

The blizzard ends once the PCs have defeated the marzanna and her allies. They can search her body and recover the mummified head of Kallis she was using as a holy symbol, as well as his journal.

PCs that surrender or are captured by the marzanna are quickly sacrificed to make some very nice holy symbols for Drelzna. A special mission is required to recover the bodies.

At APL 6 and up, the PCs may be worried that they are infected with lycanthropy. However, the lycanthropes they fought were afflicted lycanthropes, unable to infect them with the curse of lycanthropy.

The freed captives relate their ordeal to the PCs. They hail from the nearby village of Nentan and are Perrenders. They all know Kallis, and help identify the holy symbol as his head.

The Journal of Kallis reveals the following:

- His informants have told him that the Ilkhan has fallen in with the Baba Yaga, Iggwilv.

- She has gifted the Ilkhan with lycanthropy (were-tiger) and he is testing his loyal followers by making them accept the curse.
- The Baba Yaga has promised that the north of Yattenhied will be open to his forces once the winter thaws take place, as the famine and her war has laid waste to the country.
- The Ilkhan has ordered all the Chakyik Khan's to his tent city on the Irum peninsula for a council of war in the spring. One Khan, the Khan of the Chakji people near the Burneal Forest, has refused in the name of Geshtai.

The PCs have recovered Kallis' head and should now leave the fort. If PCs decide to burn or make the Fort magically secure, please email what they have done to triad69@optusnet.com.au using the subject line "PER7-02 Fort Actions".

CONCLUSION

If the PCs defeated the marzanna, they have recovered Kallis' head, and thus saved him.

Returning to Exag, Kallis is resurrected! He is clearly very important to the Wildstriders, who are deeply in your debt. Also, the looming menace to the north, long suspected, has been revealed.

The bitterness of the local populace has only increased in your time away from the city. After some delays, those Sturm Crow accused of deserting their posts will stand trial on the morrow. Exag is at a standstill, as thousands await a verdict with baited breath...

The PCs gain the **Favour of Jaan Slager & Kallis Thurmann**.

If the PCs failed to recover Kallis' head then they are either dead or have returned to Exag in disgrace. They do not gain the Favour of Jaan Slager & Kallis Thurmann.

DEVELOPMENT

The day the PCs arrive back they find out that the trial of the deserters is set to take place on the morrow, after being long delayed. The PCs can, if they wish, make representations at the trial on behalf of the soldiers by presenting what they have learned to justify the position of the Voorstamman. Feel free to broaden this section during a home game.

To successfully influence the rechter and secure the soldiers' release requires a DC 20 Perform (oratory) or Diplomacy check. The PCs receive a +5 circumstance bonus if they refer to the recently-discovered threat of a Tiger Nomad invasion, and an additional +5 circumstance bonus if they mention the likely alliance between the Famine Queen and the Tiger Nomads. If the PCs succeed, the soldiers are rested and refitted before they are sent to defend the north.

If the PCs fail, the Rechter takes a hard line: the soldiers are fined six months wages as *kopprijs* and sent under guard back to Nederboden.

Regardless of success or failure, the PCs avoid the **Oath Bound** penalty on the AR if they try to help the soldiers, as it was the effort that counted.

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.

1: MEET AND GREET

Ask at least three pertinent questions of Jaan:

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

4: PAPER, ROCK ... SCISSORS?

Trigger, disable or avoid the rockslide:

APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP
APL 12	300 XP

5: THE TEG

Avoid attacking the bears:

All APLs	60 XP
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6: HUNTERS MEET HUNTERS

Defeat all enemies:

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

7: CAMPSITE O' CLUES

Discover the hidden diary:

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

8: CULT OF THE FAMINE QUEEN

Defeat the marzanna and the cultists:

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

DISCRETIONARY ROLEPLAYING AWARD:

APL 4	45 XP
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APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

TOTAL POSSIBLE EXPERIENCE:

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

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

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

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

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

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

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

6: HUNTERS MEET HUNTERS

APL 4: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 6: Loot 36 gp; Coin 0 gp; Magic 25 gp – *potion of invisibility* (25 gp); Total 61 gp.

APL 8: Loot 73 gp; Coin 0 gp; Magic 50 gp – 2 *potions of invisibility* (25 gp each); Total 112 gp.

APL 10: Loot 146 gp; Coin 0 gp; Magic 100 gp – 4 potions of invisibility (25 gp each); Total 246 gp.

APL 12: Loot 133 gp; Coin 0 gp; Magic 100 gp – 4 potions of invisibility (25 gp each); Total 233 gp.

8: CULT OF THE FAMINE QUEEN

APL 4: Loot 6 gp; Coin 0 gp; Magic 1333 gp – gloves of dexterity +4 (1333 gp); Total 1339 gp.

APL 6: Loot 0 gp; Coin 0 gp; Magic 1333 gp – gloves of dexterity +4 (1333 gp); Total 1333 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 2666 gp – amulet of health +4 (1333 gp), gloves of dexterity +4 (1333 gp); Total 2666 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 3999 gp – amulet of health +4 (1333 gp), bracers of armor +4 (1333 gp), gloves of dexterity +4 (1333 gp); Total 3999 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 5499 gp – amulet of health +4 (1333 gp), bracers of armor +4 (1333 gp), gloves of dexterity +4 (1333 gp), ring of protection +3 (1500 gp); Total 5499 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 6 gp; Coin 0 gp; Magic 1333 gp; Total 1339gp (adventure cap = 675 gp).

APL 6: Loot 36gp; Coin 0 gp; Magic 1358 gp; Total: 1394 gp (adventure cap = 900 gp).

APL 8: Loot 73 gp; Coin 0 gp; Magic 2716 gp; Total 2789 gp (adventure cap = 1300 gp).

APL 10: Loot 146 gp; Coin 0 gp; Magic 4099 gp; Total 4245 gp (adventure cap = 2300 gp).

APL 12: Loot 133 gp; Coin 0 gp; Magic 5599 gp; Total 5732 gp (adventure cap = 3300 gp).

ADVENTURE RECORD ITEMS

Passed Over: A superior officer has dragged your PC over the coals. Your next promotion requires either double the usual number of favours or double the time served. If you are already at the top rank then you have been demoted one rank instead: adjust your Military service record immediately.

Loss of Favour: If you have an unused Perrenland regional favour, it has been cancelled. Choose the favour, and have the DM cross it out immediately.

Oath Bound: You have made an oath to try and regain the honour of a dead soldier for his mother, and have failed to deliver on your promise. This may come back to haunt you later.

Favour of Jaan Slager & Kallis Thurmman: You receive both Kallis and Jaan's eternal gratitude.

Kallis uses his influence within the Wildstriders on your behalf. You gain Regional access to Niesje's items, marked with a † below.

Jaan puts you in touch with his contacts in the Old Kerk. If you spend 4 TUs working for the Old Kerk or one favour or influence point of the Old Kerk, you gain Regional access to one of the following: *Armor of the Fallen Leaves* (MIC) or *Dawnstar* (MIC) or *Spear of Retribution* (MIC, replace all references to Gruumsh with Vathris).

ITEM ACCESS

APL 4:

- *Folding boat* (Adventure; DMG)
- *Exploding spike* (Adventure; MIC) †
- *Heward's fortifying bedroll* (Adventure; CM) †
- *Sleeping spike* (Adventure; MIC) †
- *Elven rope* (Adventure; A&EG)

- *Smuggler's boots* (Adventure; A&EG)
- *Springwall* (Adventure; A&EG)

APL 6 (all of APL 4 plus the following):

- *Field provisions box* (Adventure; MIC) †

APL 8 (all of APLs 4-6 plus the following):

- *Horizon Goggles* (Adventure; CM) †
- *Murderer's Gloves* (Adventure; CM) †

APL 10 (all of APLs 4-8 plus the following):

- *Immovable Rod* (Adventure; DMG)
- *Wilding Clasp* (Adventure; MIC) †

APL 12 (all of APLs 4-10 plus the following):

- *Ring of Evasion* (Adventure; DMG) †

APPENDIX 1: APL 4

8: CULT OF THE FAMINE QUEEN

CULTIST

CR 2

Male Human (Baklunish) Warrior 3

N Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Baklunish, Common

AC 15, touch 11, flat-footed 14

(+1 dex, +3 armor, +1 shield)

hp 27 (3 HD)

Fort +6, **Ref** +4, **Will** +3

Speed 20 ft. in Hide armor (4 squares), base movement 30 ft.

Melee club +5 (1d6+2)

Ranged shortbow +4 (1d6)

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

Base Atk +3; **Grp** +5

Combat Gear 20 arrows

Abilities Str 14, Dex 12, Con 16, Int 10, Wis 10, Cha 10

Feats Iron Will, Lightning Reflexes, Toughness

Skills Intimidate +6, Ride +7, Survival +3

Possessions combat gear plus hide armor, club, short bow

FREZA (MARZANNA)

CR 6

CE Medium monstrous humanoid (cold)

Init +3; **Senses** Listen +14, Spot +14

Languages Baklunish, Common, Giant

AC 22, touch 13, flat-footed 19

(+3 dex, +9 natural)

hp 52 (8 HD)

Immune cold

Resist; **SR** 15

Fort +6, **Ref** +9, **Will** +7

Weakness fire

Speed 30 ft. (6 squares), base movement 30 ft., swim 30 ft.

Melee 2 claws +13/+13 (1d6+5)

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

Base Atk +8; **Grp** +13

Atk Options Blind-Fight, rend

Special Actions Dreadful eye

Spell-Like Abilities (CL 8th):

At will—*dancing lights*, *ghost sound* (DC11), *obscuring snow*, *pass without trace*, *ray of frost* (+11 ranged touch)

3/day—*bestow curse* (+13 melee touch; DC15), *numbing sphere* (DC13), *wall of ice* (DC15)

1/day—*ice storm*

1/week—*control weather*, *nightmare* (DC16)

‡ Already cast

Abilities Str 21, Dex 16, Con 14, Int 14, Wis 13, Cha 13

SQ darkvision 90ft.

Feats Alertness, Blind-Fight, Great Fortitude

Skills Concentration +13, Craft (Leatherworking) +7, Hide +8, Listen +14, Spot +14, Swim +16

Possessions combat gear plus mummified head of Kallis, Kallis' journal, *gloves of dexterity* +4

Dreadful Eye (Su) Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target may succeed on a DC15 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on a DC15 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma based.

Rend (Ex) A marzanna that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+7 points of damage.

APPENDIX 1: APL 6

8: CULT OF THE FAMINE QUEEN

FREZA (MARZANNA)

CR 7

Female marzanna ranger 1

CE Medium monstrous humanoid (cold)

Init +3; **Senses** Listen +14, Spot +14

Languages Baklunish, Common, Giant

AC 22, touch 13, flat-footed 19

(+3 dex, +9 natural)

hp 59 (9 HD)

Immune cold

Resist; **SR** 15

Fort +8, **Ref** +11, **Will** +7

Weakness fire

Speed 30 ft. (6 squares), base movement 30 ft., swim 30 ft.

Melee 2 claws +14/+14 (1d6+5)

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

Base Atk +9; **Grp** +14

Atk Options Blind-Fight, rend, favoured enemy (humans +5)

Special Actions Dreadful eye

Spell-Like Abilities (CL 8th):

At will—*dancing lights*, *ghost sound* (DC11), *obscuring snow*, *pass without trace*, *ray of frost* (+12 ranged touch)

3/day—*bestow curse* (+14 melee touch; DC15), *numbing sphere* (DC13), *wall of ice* (DC15)

1/day—*ice storm*

1/week—*control weather*, *nightmare* (DC16)

‡ Already cast

Abilities Str 21, Dex 16, Con 14, Int 14, Wis 13, Cha 13

SQ darkvision 90ft., favoured enemy (humans +5), wild empathy +2

Feats Alertness, Blind-Fight, Great Fortitude, Improved Favoured Enemy, Track^B

Skills Concentration +13, Craft (Leatherworking) +7, Hide +8, Listen +14, Spot +14, Survival +9, Swim +16

Possessions combat gear plus mummified head of Kallis, Kallis' journal, *gloves of dexterity* +4

Dreadful Eye (Su) Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target may succeed on a DC15 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on a DC15 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma based.

Rend (Ex) A marzanna that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+7 points of damage.

8: CULT OF THE FAMINE QUEEN

WERETIGER CULTISTS (TIGER FORM) CR 6

Male Lycanthrope Barbarian 2
N Large humanoid (human, shapechanger)
Init +4; **Senses** Listen +6, Spot +6
Languages Baklunish, Common

AC 18, touch 13, flat-footed 14; uncanny dodge
(-1 size, +4 dex, +5 natural)
AC while raging 16, touch 13, flat-footed 12; uncanny dodge
(-1 size, +4 dex, +5 natural, -2 raging)
hp 72, 88 while raging (8 HD); DR 5/silver.
Fort +12, +14 while raging, **Ref** +9, **Will** +5, +7 while raging.

Speed 50 ft. (10 squares), base movement 50 ft.
Melee 2 claws +13/+13 (1d8+8) and bite +8 (2d6+4)
Melee while raging 2 claws +15/+15 (1d8+10) and bite +10 (2d6+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +18, +20 while raging
Atk Options improved grab, pounce, rake
Special Actions rage 1/day

Abilities Str 27, 31 while raging, Dex 18, Con 18, 22 while raging, Int 10, Wis 12, Cha 10
SQ Alternate form, low-light vision, scent, tiger empathy +4, uncanny dodge
Feats Alertness^B, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will^B, Toughness
Skills Balance +12, Climb +12, +14 while raging, Handle Animal +7, Hide +4, Listen +6, Move Silently +16, Spot +6, Survival +9

Improved Grab (Ex) If a tiger hits with a claw or bite attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake in the following round.
Pounce (Ex) If a tiger charges a foe, it can make a full attack, including two rake attacks.
Rake (Ex) Attack bonus +13 melee, +15 while raging, damage 1d8+4, 1d8+5 while raging.
Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks.

FREZA (MARZANNA) CR 10

Female marzanna ranger 4
CE Medium monstrous humanoid (cold)
Init +3; **Senses** Listen +15, Spot +15
Languages Baklunish, Common, Giant.

AC 22, touch 13, flat-footed 19
(+3 dex, +9 natural)
hp 102 (12 HD)
Immune cold
Resist; **SR** 15
Fort +11, **Ref** +13, **Will** +8
Weakness fire

Speed 30 ft. (6 squares), base movement 30 ft., swim 30 ft.
Melee 2 claws +17/+17 (1d6+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +17
Atk Options Blind-Fight, rend, favoured enemy (human +5), combat style (two-weapon fighting)
Ranger Spells Prepared (CL 2):
1st—*magic fang*
Spell-Like Abilities (CL 8th):
At will—*dancing lights*, *ghost sound* (DC11), *obscuring snow*, *pass without trace*, *ray of frost* (+15 ranged touch)

3/day—*bestow curse* (+17 melee touch; DC15), *numbing sphere* (DC13), *wall of ice* (DC15)
1/day—*ice storm*
1/week—*control weather*, *nightmare* (DC16)

† Already cast

Abilities Str 21, Dex 16, Con 18, Int 14, Wis 14, Cha 13
SQ darkvision 90ft, favored enemy (humans +7), wild empathy +5, animal companion
Feats Alertness, Blind-fight, Endurance^B, Great Fortitude, Improved Favored Enemy, Natural Bond, Track^B
Skills Concentration +15, Craft (Leatherworking) +7, Hide +11, Knowledge (geography) +5, Knowledge (nature) +5, Listen +15, Move Silently +12, Spot +15, Survival +17, Swim +16
Possessions combat gear plus mummified head of Kallis, Kallis' journal, *gloves of dexterity* +4, *amulet of health* +4

Dreadful Eye (Su) Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target may succeed on a DC 17 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on a DC 17 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma based.
Rend (Ex) A marzanna that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+7 points of damage.
Animal Companion (Ex) Freza does not have an animal companion with her during this adventure.

8: CULT OF THE FAMINE QUEEN

WERETIGER CULTISTS (TIGER FORM) CR 8

Male Lycanthrope Barbarian 4
N Large humanoid (human, shapechanger)
Init +4; **Senses** Listen +6, Spot +6
Languages Baklunish, Common

AC 18, touch 13, flat-footed 14; uncanny dodge
(-1 size, +4 dex, +5 natural)
AC while raging 16, touch 13, flat-footed 12; uncanny dodge
(-1 size, +4 dex, +5 natural, -2 raging)
hp 93, 113 while raging (10 HD); DR 5/silver.
Fort +13, +15 while raging, **Ref** +10, **Will** +6, +8 while raging.

Speed 50 ft. (10 squares), base movement 50 ft.
Melee 2 claws +16/+16 (1d8+9) and bite +14 (2d6+4)
Melee while raging 2 claws +18/+18 (1d8+11) and bite +16 (2d6+5)
Space 10 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +21, +23 while raging
Atk Options improved grab, pounce, rake
Special Actions rage 2/day

Abilities Str 28, 32 while raging, Dex 18, Con 18, 22 while raging, Int 10, Wis 12, Cha 10
SQ Alternate form, low-light vision, scent, tiger empathy +4, uncanny dodge, trap sense +1
Feats Alertness^B, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will^B, Multiattack, Toughness
Skills Balance +12, Climb +13, +15 while raging, Handle Animal +7, Hide +4, Listen +6, Move Silently +20, Spot +6, Survival +13

Improved Grab (Ex) If a tiger hits with a claw or bite attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake in the following round.
Pounce (Ex) If a tiger charges a foe, it can make a full attack, including two rake attacks.
Rake (Ex) Attack bonus +16 melee, +18 while raging, damage 1d8+4, 1d8+5 while raging.
Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks.

FREZA (MARZANNA)

CR 12

Female marzanna ranger 6
CE Medium monstrous humanoid (cold)
Init +3; **Senses** Listen +15, Spot +15
Languages Baklunish, Common, Giant.

AC 26, touch 13, flat-footed 23
(+3 dex, +4 armor, +9 natural)
hp 114 (14 HD)
Immune cold
Resist; **SR** 15
Fort +12, **Ref** +14, **Will** +9
Weakness fire

Speed 30 ft. (6 squares), base movement 30 ft., swim 30 ft.
Melee 2 claws +19/+19 (1d6+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +14; **Grp** +19
Atk Options Blind-Fight, rend, favoured enemy (human +7, dwarf +5), improved combat style (two-weapon fighting)
Ranger Spells Prepared (CL 3):
1st— *magic fang*, *speak with animals*
Spell-Like Abilities (CL 8th):
At will—*dancing lights*, *ghost sound* (DC11), *obscuring snow*, *pass without trace*, *ray of frost* (+17 ranged touch)

3/day—*bestow curse* (+19 melee touch; DC15), *numbing sphere* (DC13), *wall of ice* (DC15)
1/day—*ice storm*
1/week—*control weather*, *nightmare* (DC16)

† Already cast

Abilities Str 21, Dex 16, Con 18, Int 14, Wis 14, Cha 13
SQ darkvision 90ft, favored enemy (humans +7), wild empathy +7, animal companion (link, share spells)
Feats Alertness, Blind-fight, Endurance^B, Great Fortitude, Improved Favored Enemy, Natural Bond, Track^B
Skills Concentration +19, Craft (Leatherworking) +7, Hide +15, Knowledge (geography) +5, Knowledge (nature) +6, Knowledge (religion) +5, Listen +15, Move Silently +16, Spot +15, Survival +21, Swim +16
Possessions combat gear plus mummified head of Kallis, Kallis' journal, *gloves of dexterity* +4, *amulet of health* +4, *bracers of armor* +4

Dreadful Eye (Su) Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target may succeed on a DC 18 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on a DC 18 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma based.

TIGER (ANIMAL COMPANION)

Large animal
Init +2; **Senses** Listen +3, Spot +3

AC 19, touch 12, flat-footed 18
(-1 size, +2 dex, +3 natural)
hp 45 (6 HD)
Fort +8, **Ref** +7, **Will** +3

Speed 40ft. (8 squares), base movement 40ft.
Melee 2 claws +9/+9 (1d8+3) and bite +4 (2d6+3)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +14
Atk Options Improved grab, pounce, rake

Abilities Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
SQ Low-light vision, scent
Feats Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw)
Skills Balance +6, Hide +3, Listen +3, Move Silently +9, Spot +3, Swim +11

Improved Grab (Ex) If a tiger hits with a claw or bite attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake in the following round.
Pounce (Ex) If a tiger charges a foe, it can make a full attack, including two rake attacks.
Rake (Ex) Attack bonus +9 melee, damage 1d8+3.
Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks

6: HUNTERS MEET HUNTERS

FROST GIANT MAULER CR 11

Male frost giant Barbarian 2

CE Large Giant (cold)

Init +5; **Senses** Listen +3, Spot +10

Languages Common, Giant

AC 23, touch 10, flat-footed 22; uncanny dodge
(-1 size, +1 dex, +4 armour, +9 natural)

AC while raging 21, touch 8, flat-footed 20; uncanny dodge
(-1 size, +1 dex, +4 armour, +9 natural, -2 raging)

hp 188, 220 when raging (16 HD)

Immune cold

Fort +19, +21 while raging, **Ref** +5, **Will** +7, +9 while raging

Weakness fire

Speed 50 ft. in chain shirt (10 squares), base movement 50 ft.

Melee slam +22/+22 (1d4+11) or

Melee unarmed strike +22/+17/+12 (1d4+11)

Melee while raging slam +24/+24 (1d4+13) or

Melee while raging unarmed strike +24/+19/+14 (1d4+13)

Ranged rock +13/+8/+3 (2d6+11)

Ranged while raging rock +13/+8/+3 (2d6+13)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +27, +31 while raging

Atk Options Awesome Blow, Improved Bull Rush, Improved Grapple, Power Attack, rock throwing

Special Actions rage 1/day

Combat Gear *potion of invisibility*

Abilities Str 33, 37 when raging, Dex 11, Con 24, 28 when raging, Int 10, Wis 16, Cha 8

SQ fast movement, low-light vision, rock catching, uncanny dodge

Feats Awesome Blow, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack

Skills Climb +15, +17 while raging, Craft (Armorsmithing) +6, Intimidate +18, Jump +17, +19 while raging, Spot +10, Survival +9

Possessions combat gear plus chain shirt

8: CULT OF THE FAMINE QUEEN

WERETIGER CULTISTS(TIGER FORM) CR 10

Male Lycanthrope Barbarian 6

N Large humanoid (human, shapechanger)

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

Languages Baklunish, Common

AC 18, touch 13, flat-footed 14; uncanny dodge
(-1 size, +4 dex, +5 natural)

AC while raging 16, touch 13, flat-footed 12; uncanny dodge
(-1 size, +4 dex, +5 natural, -2 raging)

hp 114, 138 while raging (12 HD); DR 5/silver.

Fort +14, +16 while raging, **Ref** +11, **Will** +7, +9 while raging.

Speed 50 ft. (10 squares), base movement 50 ft.

Melee 2 claws +18/+18 (1d8+9) and bite +16 (2d6+4)

Melee while raging 2 claws +20/+20 (1d8+11) and bite +18 (2d6+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +23, +25 while raging

Atk Options improved grab, pounce, rake

Special Actions rage 2/day

Abilities Str 29, 33 while raging, Dex 18, Con 18, 22 while raging, Int 10, Wis 12, Cha 10

SQ Alternate form, low-light vision, scent, tiger empathy +4, improved uncanny dodge, trap sense +2

Feats Alertness^B, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will^B, Multiattack, Power Attack, Toughness

Skills Balance +12, Climb +13, +15 while raging, Handle Animal +7, Hide +8, Listen +6, Move Silently +23, Spot +6, Survival +16

Improved Grab (Ex) If a tiger hits with a claw or bite attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake in the following round.

Pounce (Ex) If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +18 melee, +20 while raging, damage 1d8+4, 1d8+5 while raging.

Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks.

FREZA (MARZANNA) CR 14

Female marzanna ranger 8

CE Medium monstrous humanoid (cold)

Init +3; **Senses** Listen +18, Spot +18

Languages Baklunish, Common, Giant.

AC 29, touch 16, flat-footed 26
(+3 dex, +4 armor, +9 natural, +3 deflection)

hp 130 (16 HD)

Immune cold

Resist; **SR** 15

Fort +13, **Ref** +15, **Will** +9

Weakness fire

Speed 30 ft. (6 squares), base movement 30 ft., swim 30 ft.; woodland stride

Melee 2 claws +21/+21 (1d6+5)

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

Base Atk +16; **Grp** +21

Atk Options Blind-Fight, rend, favoured enemy (human +7, dwarf +5), improved combat style (two-weapon fighting)

Ranger Spells Prepared (CL 4):

2nd— *protection from energy (fire)*¹

1st— *magic fang, speak with animals*

‡ Already cast

Spell-Like Abilities (CL 8th):

At will—*dancing lights, ghost sound* (DC12), *obscuring snow, pass without trace, ray of frost* (+19 ranged touch)

3/day—*bestow curse* (+21 melee touch; DC16), *numbing sphere* (DC13), *wall of ice* (DC15)

1/day—*ice storm*

1/week—*control weather, nightmare* (DC17)

‡ Already cast

Abilities Str 21, Dex 16, Con 18, Int 14, Wis 14, Cha 14

SQ darkvision 90ft, favored enemy (humans +7), wild empathy +10, animal companion (link, share spells), woodland stride, swift tracker

Feats Alertness, Blind-fight, Endurance^B, Great Fortitude, Improved Favored Enemy, Natural Bond, Track^B

Skills Concentration +23, Craft (Leatherworking) +7, Hide +15, Knowledge (geography) +5, Knowledge (nature) +6, Knowledge (religion) +6, Listen +18, Move Silently +16, Spot +18, Survival +21, Swim +16

Possessions combat gear plus mummified head of Kallis, Kallis' journal, *gloves of dexterity* +4, *amulet of health* +4, *bracers of armor* +4, *ring of protection* +3

Dreadful Eye (Su) Three times per day a marzanna can cast her dire gaze upon any single creature within 30 feet. The target may succeed on a DC 19 Will save or become panicked for 10 rounds. Creatures that are panicked by a marzanna's dreadful eye must succeed on

a DC 19 Fortitude save or die from fright. This is a mind-affecting fear effect. The save DC is Charisma based.

TIGER (ANIMAL COMPANION)

Large animal

Init +2; **Senses** Listen +3, Spot +3

AC 19, touch 12, flat-footed 18

(-1 size, +2 dex, +3 natural)

hp 45 (6 HD)

Fort +8, **Ref** +7, **Will** +3

Speed 40ft. (8 squares), base movement 40ft.

Melee 2 claws +9/+9 (1d8+3) and bite +4 (2d6+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +14

Atk Options Improved grab, pounce, rake

Abilities Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6

SQ Low-light vision, scent

Feats Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw)

Skills Balance +6, Hide +3, Listen +3, Move Silently +9, Spot +3, Swim +11

Improved Grab (Ex) If a tiger hits with a claw or bite attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake in the following round.

Pounce (Ex) If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +9 melee, damage 1d8+3.

Skills Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks

APPENDIX 2: NEW RULES ITEMS

FEATS

IMPROVED FAVORED ENEMY [GENERAL]

You know how to hit your enemies where it hurts.

Prerequisites: Favored enemy ability, base attack bonus +5.

Benefit: You deal another 3 points of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

Source: *Complete Warrior* 101

NATURAL BOND [GENERAL]

Prerequisite: Animal Companion.

Benefit: Add three to your effective druid level for the purpose of determining bonus Hit Dice, extra tricks, special abilities and other bonuses that your animal companion receives (see page 36 of the *Player's Handbook*). This bonus can never make your effective druid level exceed your character level.

Source: *Complete Adventurer* 111

ITEMS

ELVEN ROPE

Elven rope is finer than silk. It has 40 hit points and can be burst with a DC 25 Strength check. It is so supple that it grants a +3 circumstance bonus on Use Rope checks. Coils of Elven rope are sold in 20-foot lengths and are extremely rare outside of elven settlements. Price 50 gp.

Source: *Arms & Equipment Guide* 24

EXPLODING SPIKE

Price (Item Level): 1500gp (5th).

Body Slot: - (held)

Caster Level: 11th

Aura: Moderate (DC 20) evocation

Activation: Standard (manipulation)

Weight: ½ lb.

An *exploding spike* becomes invisible 1 round after you plant it firmly into the ground. Thereafter, as soon as any creature comes within 10 feet of it, the spike explodes in a fireball that deals 10d6 points of fire damage (Reflex DC 14 half) to every creature within 20 feet of it. This blast destroys the spike.

During the round that an *exploding spike* remains visible after being planted, any creature can safely remove it from the ground (a standard action) to render it harmless and ready for reuse.

Prerequisites: Craft Wondrous Item, *fireball*.

Cost to Create: 750gp, 60xp, 2 days.

Source: *Magic Item Compendium* 160

FIELD PROVISIONS BOX

Price (Item Level): 2000gp (6th).

Body Slot: - (held)

Caster Level: 5th

Aura: Faint (DC 17) conjuration

Activation: Standard (command)

Weight: 1lb.

When activated, a *field provisions box* provides a full day's sustenance (food and water) for up to fifteen humans and five horses, providing a full day's sustenance.

A *field provisions box* functions once per day.

Prerequisites: Craft Wondrous Item, *create food and water*.

Cost to Create: 1000gp, 40xp, 2 days.

Source: *Magic Item Compendium* 160

HEWARD'S FORTIFYING BEDROLL

Less well known than Heward's other great creation but still a boon to adventurers everywhere, this bedroll grants the benefit of a full night's sleep in a fraction of the time.

This item appears to be a normal, if well made, bedroll. The cushioning is thick, the stitching skilled. It is made of dark green cloth with a dull yellow interior. It smells faintly comforting, a mix of burning firewood and goose down.

To activate the magic of the bedroll, you need merely to climb into it (a move action) and spend 1 uninterrupted hour resting. Each bedroll functions once per day.

Heward's Fortifying Bedroll grants you the benefits of a full 8 hours of rest – including the elimination of fatigue or exhaustion, natural healing, and the ability to prepare or ready arcane spells – over the course of a single hour. Spells cast within the last 8 hours still count against your daily limit as normal.

After using *Heward's Fortifying Bedroll*, you can't get the same benefit again (either from the same or different item) until 48 hours have passed.

Faint transmutation; CL 3rd; Craft Wondrous Item, *Sleep*; Weight 2lbs; Price 3000 gp.

Source: *Complete Mage* 132

HORIZON GOGGLES

These goggles feature small oval lenses in a wire-thin frame. When worn, they are difficult (Spot DC15) for others to notice. The world seems particularly clear and three-dimensional when viewed through the goggles, which glow faintly any time you nock a bow or otherwise prepare to use a ranged weapon.

Horizon Goggles are active as long as they are worn; they require no special action to activate.

Horizon Goggles grant you the benefits of the Far Shot feat (increases range increment of projectile weapons by 50%, and thrown weapons by 100%).

These goggles also increase the range of spells and spell-like abilities that require ranged attack rolls by 50%.

Faint divination; CL 3rd; Craft Wondrous Item, *near horizon* (CM 111); Price 8000 gp.

Source: *Complete Mage* 133

MURDERER'S GLOVES

These gloves, always found in pairs, appear to be made of very thin deer or lambskin leather. They are dyed black and seem well worn, feeling soft and supple to the touch.

Murderer's Gloves function only for wearers who have the sneak attack, skirmish or sudden strike ability.

The instant the wearer has delivered his sneak attack, skirmish (as the *invisibility* spell PH 245) or sudden strike; he turns invisible for 1 round.

Moderate Illusion. CL 7th; Craft Wondrous Item, unseen strike (CM 122); Price 16000 gp; Weight 1lb.

Source: *Complete Mage* 133

SLEEPING SPIKE

Price (Item Level): 3500gp (8th).

Body Slot: - (held)

Caster Level: 9th

Aura: Moderate (DC 19) enchantment

Activation: Standard (manipulation)

Weight: ½ lb.

A *sleeping spike* becomes invisible 1 round after you plant it firmly into the ground. Thereafter, as soon as any creature comes within 10 feet of it, the spike emits a *sleep* effect (Will DC 17 negates) in a 20 foot radius burst that affects all creatures with 10 Hit Dice or fewer. The spike is destroyed when the *sleep* effect is triggered.

During the round that an *sleeping spike* remains visible after being planted, any creature can safely remove it from the ground (a standard action) to render it harmless and ready for reuse.

Prerequisites: Craft Wondrous Item, *symbol of sleep*.

Cost to Create: 1750gp, 140xp, 4 days.

Source: *Magic Item Compendium* 185

SMUGGLER'S BOOTS

These otherwise normal high boots have hinged heels that swing open to reveal small storage spaces. Each can hold one or two Fine objects, such as a vial of poison. In addition, the inside lining of the boot can be removed to hide thin, flat objects like a map or slender dagger. It requires a successful DC 30 Search check to locate items hidden in the boots. Price 10 gp.

Source: *Arms & Equipment Guide* 30

SPRINGWALL

This gnome-crafted device consists of a very thin wire mesh that is tightly wrapped up into a ball roughly the size of a fist. When the ball is thrown and strikes a hard surface, it springs open, creating a flexible metal mesh wall 10 feet high and 10 feet wide (hardness 0, 5hp). The extremely thin mesh is difficult to see (DC 20 Spot check). A creature who walks or runs into the mesh must make a Reflex save (DC 15) to avoid being entangled as if by a net (see chapter 7 of the *Player's Handbook*). Once the springwall has been used in this manner, it cannot be used again. Price 60 gp.

Source: *Arms & Equipment Guide* 25

WILDING CLASP

Price (Item Level): 4000gp (8th).

Body Slot: -

Caster Level: 5th

Aura: Faint (DC 17) transmutation

Activation: -

Weight: -

A *wilding clasp* can be attached to any item worn on the body. When so worn, a clasp prevents the worn item

from melding into your new form when you use a wild shape (so as long as the item could reasonably be worn in the new form). Thus, the item remains functional and can be used normally in your new form.

Prerequisites: Craft Wondrous Item, wild shape.

Cost to Create: 2000gp, 160xp, 4 days.

Source: *Magic Item Compendium* 190

APPENDIX 3: 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, Iggwilv. 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.

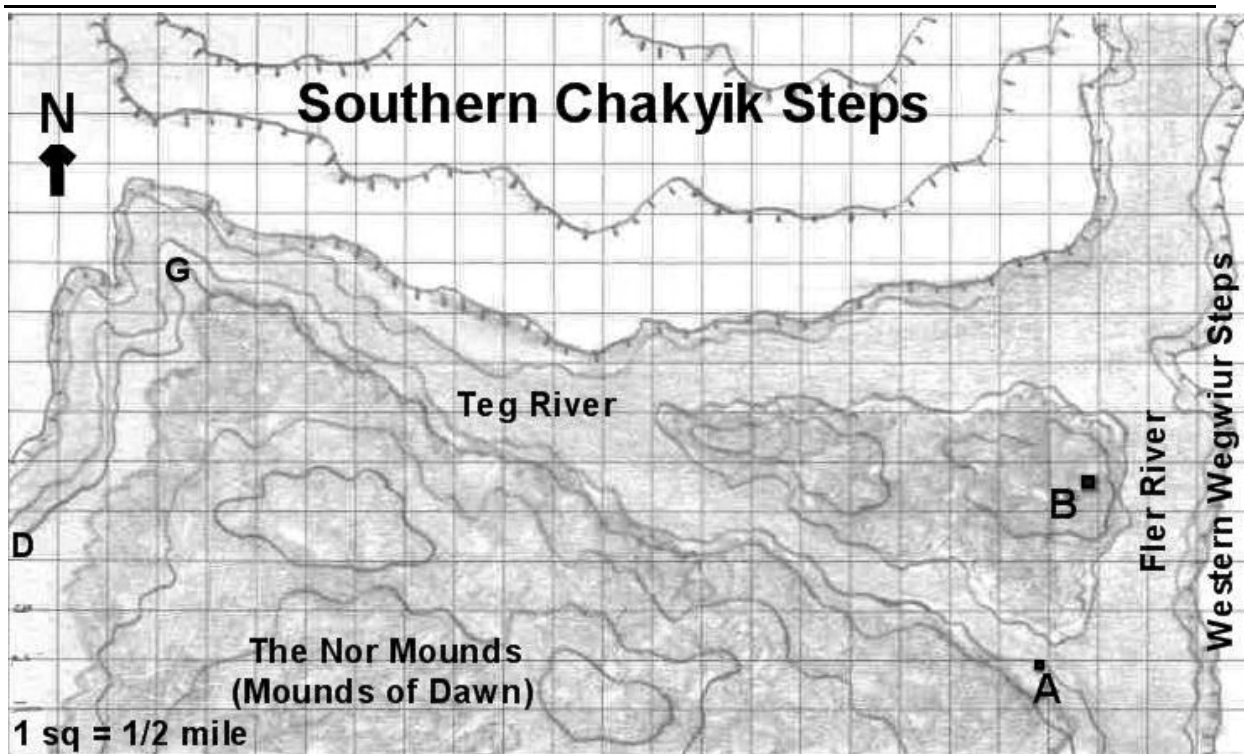
Lifestyle and upkeep costs have also doubled (PCs with free upkeep still pay 0 gp). If a PC has a discount on lifestyle and upkeep costs, the discount applies after the costs have been doubled. For example, standard upkeep with a 50% discount would cost 12 gp ($12 \times 2 = 24$, $24 / 2 = 12$); rich upkeep with a 20 gp discount would cost 80 gp ($50 \times 2 = 100$, $100 - 20 = 80$).

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 that they 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 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.

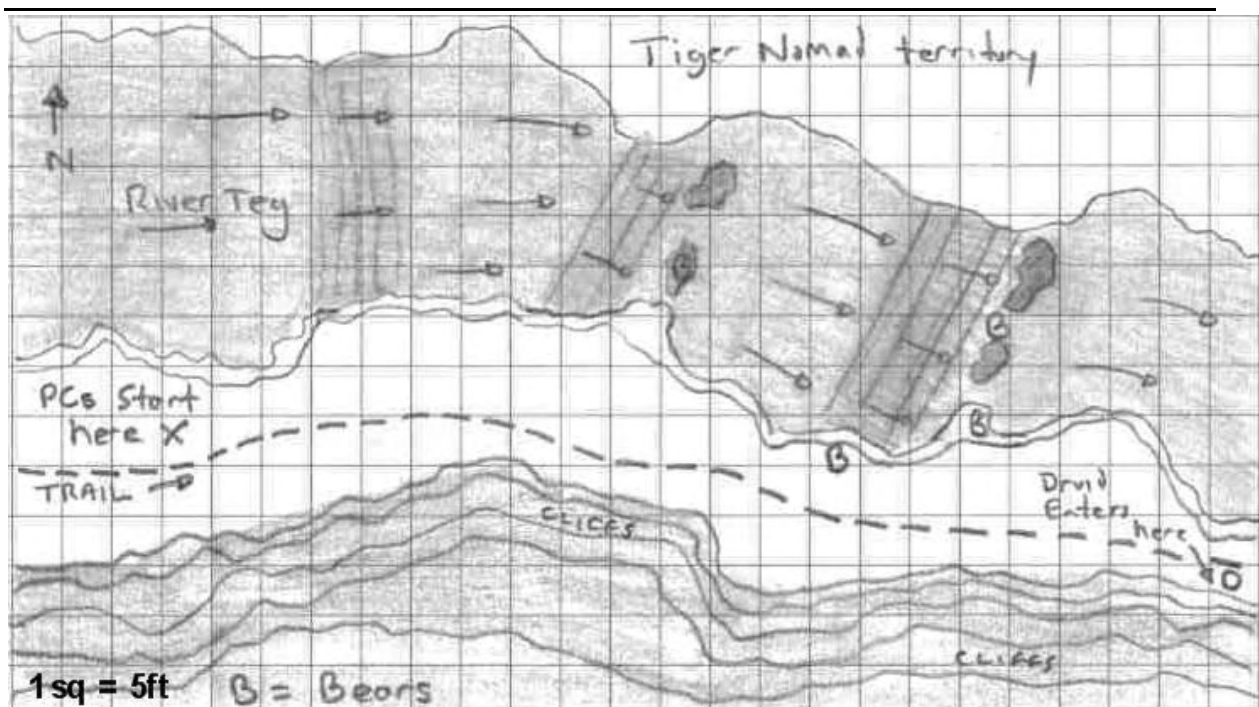
PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they do so to help the needy. The PC gains the circumstance bonus to skill checks as if they had paid for the next best category of upkeep. The PC begins the game having cast the spell(s) earlier on the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

APPENDIX 4: DM'S MAP (ENCOUNTERS 5–8)

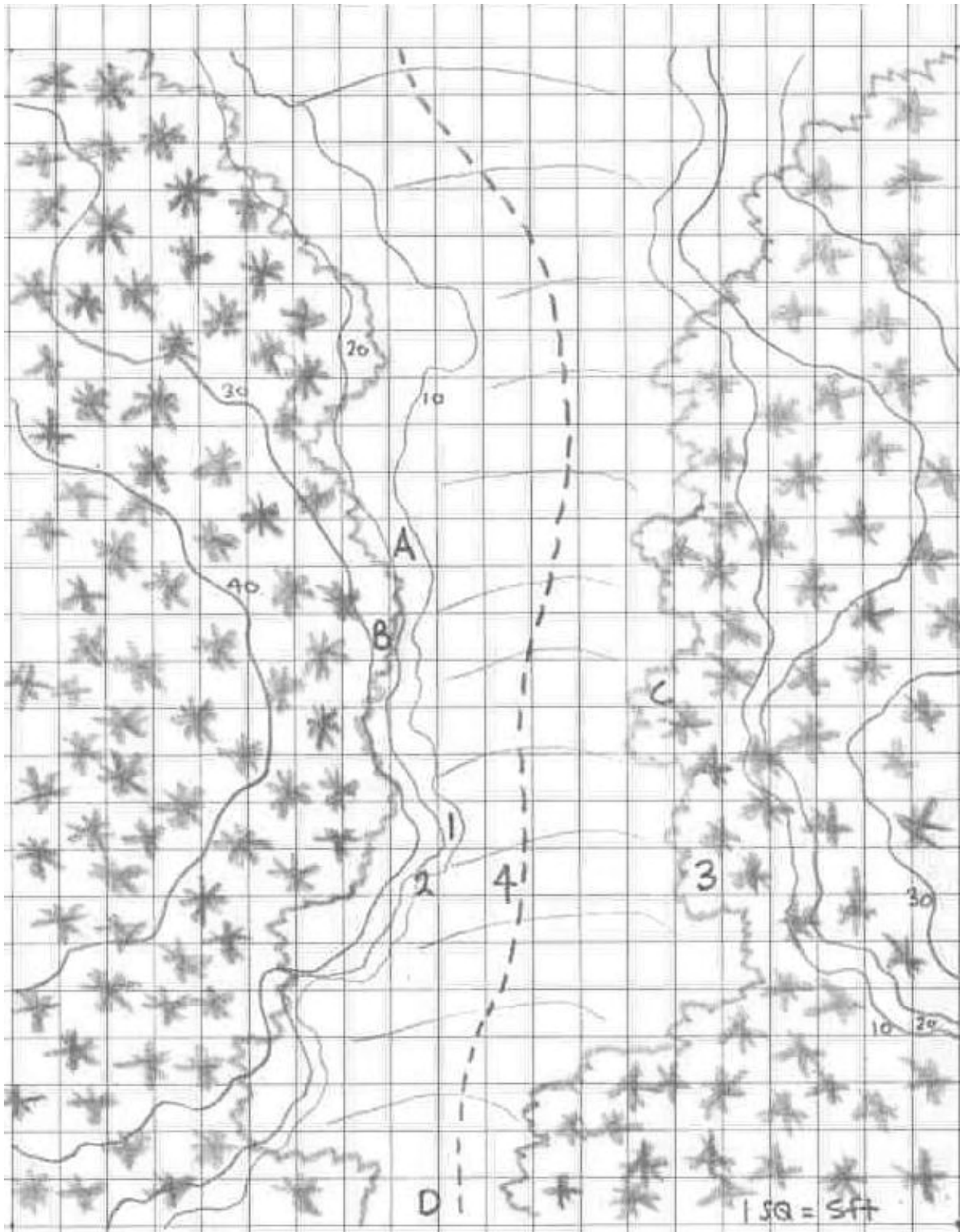


- D = Encounter 5, Meeting with the Druid
- G = Encounter 6, Frost Giant territory
- A = Encounter 7, Hidden Caches and Campsite
- B = Encounter 8, the Fort

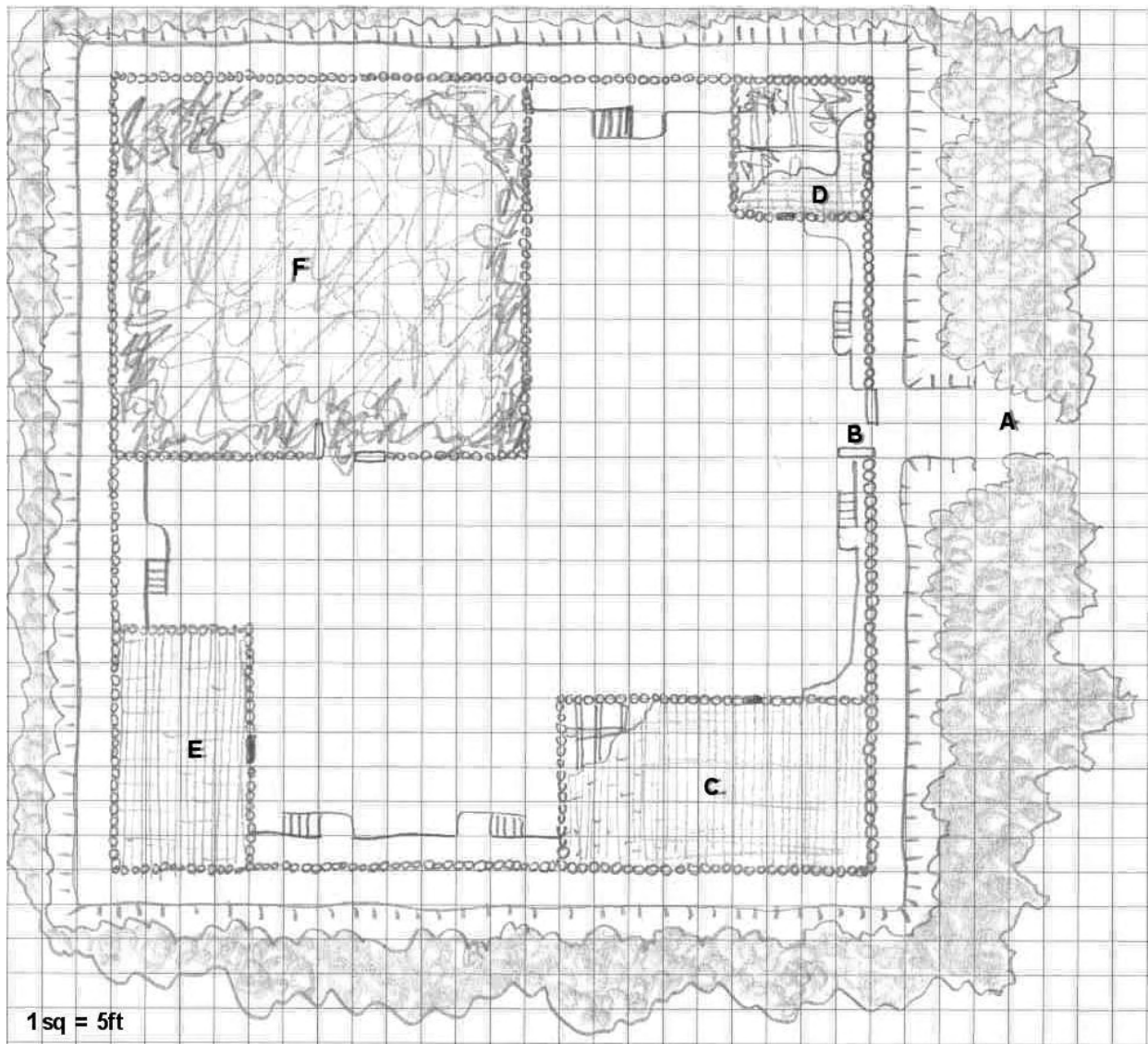
APPENDIX 5: MAP FOR ENCOUNTER 5



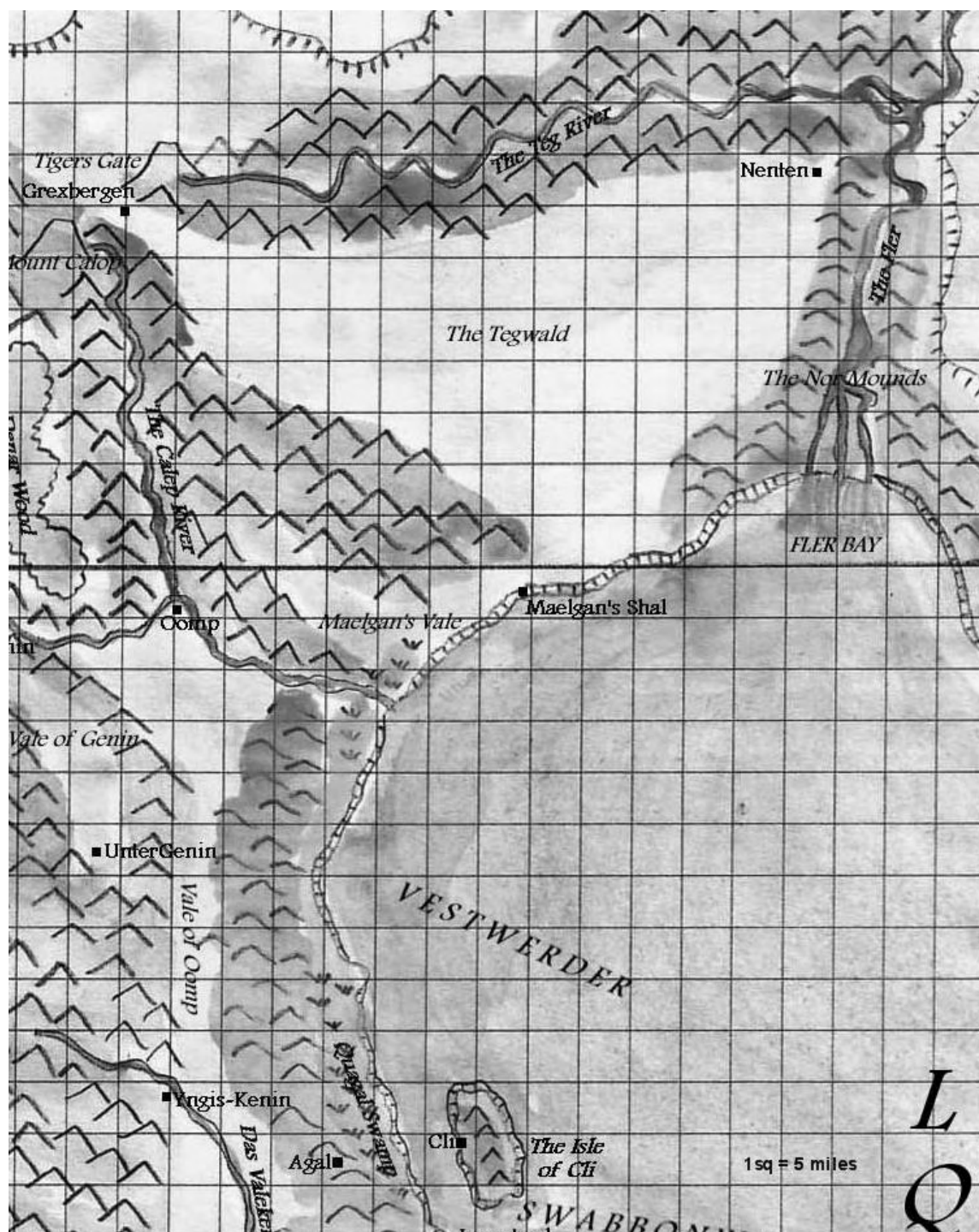
APPENDIX 6: MAP FOR ENCOUNTER 6

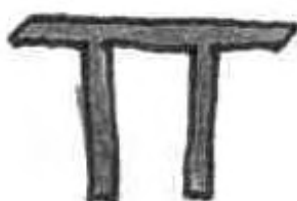
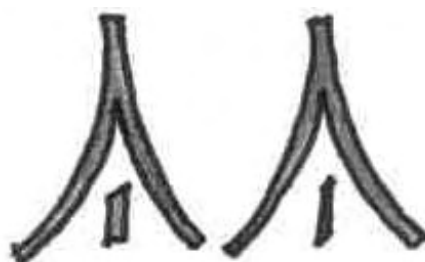


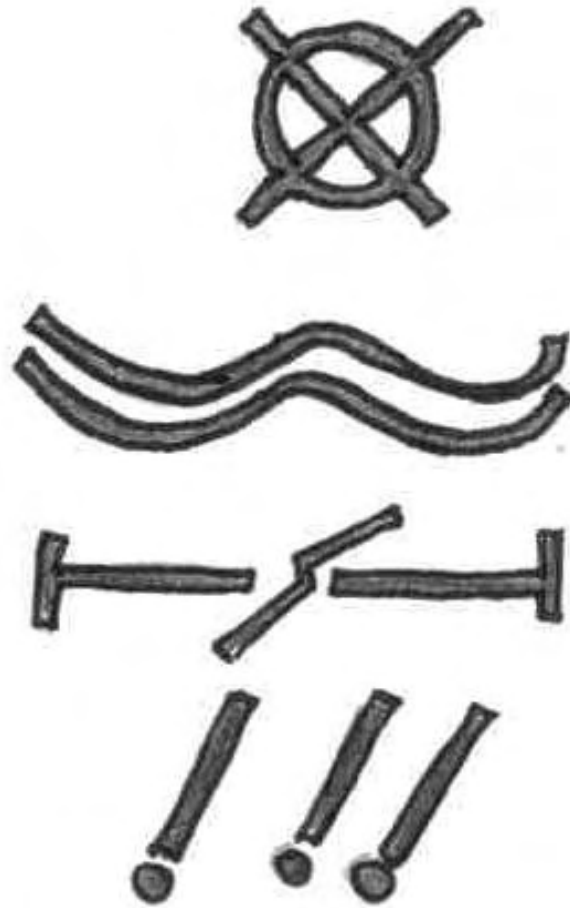
APPENDIX 7: MAP FOR ENCOUNTER 8



PLAYER HANDOUT 1: MAP OF THE TEGWALD (KALLIS' RANGING)







Freza, I was most distressed to hear about the death of your sister, especially as she was so close to what we seek in the Burneal.

I do not feel that the island you have found is the one we are looking for, although it matches the description quite well. I say this because our mother already had knowledge of this island.

Please continue to press our Chakyik allies to our cause; our mother is waxing diplomatic at the Ilkhan's court, so perhaps she will be able to coordinate their springtime raids into a springtime invasion.

Perrenland is beginning to fracture but not quickly enough for our purposes. I am thinking that this fort of yours, if you could secure it, may afford us a staging point to strike at Ungra Balan. The Perrenders have established it as a secure base of operations on the North shore. If we could disrupt the supplies they are collecting from the surrounding countryside we may be able to continue to reap the rewards of the Famine and the cult will blossom!

Speaking of which, I have desperate need for new holy symbols of the cult. I have arranged for a shipment of the chemicals you need from our friends in Traft. You should have enough to make several dozen. I also need a particularly potent one for a candidate I have picked out so if you could get the head of a powerful victim that would serve me well.

Take care and give my regards to your sisters for me.

Drelnza Vuurz

Regent of the Quaglands

Daughter of the BabaYaga.