

PER8-03

Return to the Quaglands

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

Version 1.0

by Gary Johnson

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A sudden crisis leaves Schwartzenbruin at risk of a devastating attack by the forces of evil. Heroes are needed to travel to the Quaglands in search of a stop-gap solution – but can they find what they're looking for in time? A one-round Perrenland Regional adventure starting in Schwartzenbruin for APLs 6-12 that may be of particular interest to those familiar with the events of *The Voormann's Daughter* regional plot arc. Animal companions may have difficulty participating in parts of this scenario.

Resources for this adventure [and the authors of those works] include *Complete Divine* [David Noonan], *D&D v3.5 Accessory Update* [Andy Collins, David Noonan, James Wyatt], *Manual of the Planes* [Bruce Cordell, Jeff Grubb, David Noonan], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Monster Manual III* [Rich Burlew, Eric Cagle, Jesse Decker, Andrew Finch, Gwendolyn Kestrel, Rich Redman, Mathew Sernett, Chris Thomasson, Nathan Toomey], *PER 4-05 Regicide* [James Dempsey, Mark Somers, Bruce Paris, Patrick Williamson, with thanks to Adam Cowan].

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 the Perrenland Triad point of contact (POC) at baparis@ozemail.com.au; 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 books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and *Spell Compendium*.

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 organized by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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 one-round regional adventure, set in Perrenland. All characters from the Perrenland region pay 1 Time Units. Out of region characters pay 2 Time Units.

Information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The Girdle of Dian has protected the city of Schwartzenbruin for centuries by making it impossible for foes to *teleport* into the city. In recent years, this has protected the city from the demons in the service of luz, as they can at most be *summoned* into the city by agents of Old Wicked for a few minutes. As a consequence, Perrenland's military planners have been able to reduce Schwartzenbruin's garrison well below that which would otherwise be required to protect the centre of government from an attack by luzian forces.

Unfortunately, while the Girdle's location within the Fortress of Dian is carefully concealed and well guarded, no defence is perfect. Two days ago, the Girdle of Dian went missing – stolen by someone so clever and resourceful that nobody noticed them come or go. The thief seems not to have been an luzian agent, as the minions of Old Wicked did not immediately descend on the unprotected city. However, that period of grace is about to end: luzian spies have become aware of the sudden recall of significant troop deployments to Schwartzenubruin, and Old Wicked's demons are about to begin testing the city's defences, days before those troops can reach the city.

ADVENTURE SUMMARY

The PCs begin in the New City district of Schwartzenubruin, where they are enjoying one of the city's many festivals. (**Introduction**). The festivities are interrupted across the city by demons, who cause mayhem and carnage until they are driven off or killed (**Encounter 1 – combat encounter**).

After the attack, the PCs are asked by a patrol of the Bruinsgardt to accompany them to the Colleges of Rao in the Old City district. There, Hetshoolmann Ilse Tongeren of the Shool of Rao tells the characters that the demons were able to attack in such numbers because the Girdle of Dian has been stolen (**Encounter 2**). The Girdle must be replaced before the demons return and wreak further havoc: however, the Old Kerk has not been able to locate the missing Girdle. Fortunately, one of the Old Kerk's best-kept secrets is that there is an interplanar passage to an alternate Oerth hidden in the Mounds of Dawn. As the most powerful heroes who can be spared from the defence of Schwartzenubruin, the PCs are asked to travel to the alternate Oerth, locate their version of the Girdle of Dian, and bring it back to Schwartzenubruin.

The PCs teleport to the entrance to the interplanar passage in the Mounds of Dawn, using magic scrolls provided by the Old Kerk if necessary, then pass through the interplanar passage to the alternate Oerth (**Encounter 3**). The PCs travel to Exag, and learn that the Girdle of Dian, known as Perren's Belt in the alternate Oerth, is held in the Palatine Museum of Antiquities (**Encounter 4**). The Museum is holding an exhibition about the legendary rebel Perren, which has been prepared by the famous archaeologist and curator Karl Hussen.

The PCs may seek assistance from Karl and/or his fiancée, Hanne Weisspeer, in getting

access to Perren's Belt (**Encounter 5**). Alternately, they may decide to break into the Museum and search Karl's rooms for clues. However the PCs manage to get to the storage basement that houses Perren's Belt, when they arrive they find a cleric of Nerull named Beregor and his vampire servants already searching for the artefact (**Encounter 6 – combat encounter**). Beregor was sent to steal the belt by "the Famine Queen", who seeks to foil a prophecy which states that the hero who wears Perren's Belt will stop her conquering the Principality of Exag.

After deciding whether or not to take Perren's Belt back to Schwartzenubruin, the PCs return to the Mounds of Dawn and re-enter the interplanar passage. Waiting in the demiplane that connects the two Oerths is a group of demons who have been sent by Iggwilv to stop the Old Kerk's plan to protect Schwartzenubruin (**Encounter 7 – combat encounter**).

Once the PCs leave the demiplane, they return to Schwartzenubruin and deliver Perren's Belt to the Old Kerk (**Conclusion**). Perren's Belt is used to provide the same protective benefits as the Girdle of Dian used to provide, preventing any further demon attacks, and the PCs are rewarded for their efforts.

PREPARATION FOR PLAY

You should determine before play if any of the PCs are exiles because they supported the heresy: they may be treated differently in **Encounter 2**. You should also note if any PC is an elf, half-elf, and/or member of Clan Kershane: if yes, they may be more likely to know about the Girdle of Dian (see **DM's Aid 2** for details).

Part of this scenario takes place on an alternate Oerth. Please read **DM's Aid 3** before running this scenario, as it contains useful background information about the alternate Oerth and how it is different to the PCs' Oerth. Also, this scenario uses alternate versions of two major Perrenland NPCs, namely Karl Hussen (the villain from the first Perrenland regional plot arc, *The Voormann's Daughter*) and Hanne Weisspeer (who played a major role in both *The Voormann's Daughter* and *A Nation Mocked* regional plot arcs). Information is available at <http://perrenland.rpga-apac.com/gazetteer/politics.php> about their Perrenland counterparts.

Parts of this scenario are set in the cities of Schwartzenubruin and the alternate Oerth's Exag. The information available at <http://perrenland.rpga-apac.com/gazetteer/settlements.php> may be

useful, particularly the *Schwartzenbruin* document and map.

Encounters 4 and 5 are potentially open-ended roleplaying encounters in the alternate Oerth's Exag. If you have an inflexible 4 hour time limit on playing time, you cannot spend more than 1 hour on these encounters. Please note the suggestions on how to manage the characters so that they complete all critical interactions with NPCs in a timely way and move on to the second half of the scenario with enough time to complete everything.

When running this scenario, please keep in mind that it has two themes: the dangerous quest and what might have been.

The challenges presented to the PCs in this scenario, both combat and non-combat, are intended to emphasise that the PCs are powerful people undertaking a high-stakes mission. The two combats against outsiders are APL+3 combats, which should prove challenging for most groups; the combat on the alternate Oerth is APL+0, which should be relatively straightforward for most groups. Likewise, the skill checks required to succeed at non-combat tasks on the alternate Oerth have been set at reasonably low DCs, particularly for higher-level PCs. Hopefully this mix makes it seem that the PCs face powerful demonic enemies who want to stop their mission, while the PCs are themselves significantly more powerful than other human opponents.

In addition, by requiring that the PCs travel to an alternate Oerth, the scenario builds in one of the common features of high-level D&D play. Again, hopefully this creates a sense that this mission is exceptional, and that by extension the PCs undertaking it are also exceptional.

The alternate Oerth also facilitates the theme of what might have been. The PCs get to find out about an alternate Perren, providing a different perspective on the current Voormann. There is the opportunity to interact with the alternate Hanne Weisspeer and Karl Hussen, which may be of particular interest to players who participated in *The Voormann's Daughter* regional plot arc. Beregor's mission hints that the happiness of the alternate Oerth may be about to end, and introduces a dilemma for the PCs to consider.

Finally, please note the various Perrenland Specific Effects on play, as set out in **DM's Aid 1: Perrenland Specific Effects**.

Good gaming!

INTRODUCTION

Schwartzenbruin, the capital of Perrenland, is famous for many reasons – the grandeur of its

public buildings, the wealth of its more respectable residents, the wide variety of exotic and commonplace goods available in its markets and shops, the splendour of its entertainments. The city is also famous for holding many festivals, great and small, throughout the year. One such festival has just commenced with the setting of the sun: now, in the early hours of a balmy summer evening, the streets and parks of Schwartzenbruin are full of people wearing masks. You are in the New City district, surrounded by revellers, musicians, pie-sellers, acrobats, and no doubt thieves as well – the street is a glorious riot of colour, noise, and aromas.

Development: Give the PCs a minute or two to interact with the festival before proceeding to **Encounter 1**.

1: FESTIVAL OF TERROR

The sounds of the festival change from a happy tumult of talking, music and laughter to screams of terror and the crash of breaking glass! People surge around the corner at the end of the street, knocking over the pie-seller's stall in their panic to get away from something that is chasing them.

Refer to **DM's Aid 5** and map the street: place the PCs around Area 1 on the map and about twenty NPC civilians between Area 1 and the end of the street, with most between the PCs and the pie-seller's overturned wagon. Allow each of the PCs to perform a standard or a move action in response to the read-aloud text above before placing the demons around Areas 2 and 3 and rolling for initiative.

All PC weapons are peace-knotted unless the player told you otherwise during the **Introduction**. It requires a DC 12 Use Rope check to untie a peace-knot as a move action that does not provoke an attack of opportunity, DC 14 check to untie a peace-knot while moving.

In case it becomes important, there is a door approximately every 4 to 6 squares along the front of the buildings; a 4 in 6 chance that the wall in any square without a door contains a window; and a 2 in 6 chance that any window on the ground floor is a display window that fills the entire square.

Creatures: Demons are attacking revellers across the city, and three demons are attacking the revellers near the PCs. Two of the demons start in

the street, while a third is on a nearby rooftop (an arrow demon at APLs 6 and 8, a vrock at APL 10, a hezrou in *gaseous form* at APL 12).

All APLs

Innocent bystanders (20): expert 1 (AC 10, Fort +0, Ref +0, Will +2); hp 4 (each).

APL 6 (EL 9)

Abyssal Ravager: hp 22; see *Appendix 1*.

Arrow Demon: hp 135; see *Appendix 1*.

Babau: hp 66; *MM* 40.

APL 8 (EL 11)

Arrow Demon (2): hp 135 each; see *Appendix 1*.

Vrock: hp 113; *MM* 48.

APL 10 (EL 13)

Hezrou: hp 138; *MM* 44.

Vrock (2): hp 113 each; *MM* 48.

APL 12 (EL 15)

Glabrezu: hp 174; *MM* 43-44.

Hezrou (2): hp 138 each; *MM* 44.

Tactics: The demons are growing bored with causing mayhem and carnage, and are eager to test their strength against a challenging foe. They have a starting attitude of *hostile* towards the PCs; if their attitude changes to *indifferent* or better, the demons invite the PCs to join in the rampage and continue attacking the bystanders. Otherwise, once the PCs reveal themselves, the demons focus their attacks on the PCs and use their most destructive abilities without restraint.

The demons fight as individuals, not as a team: for example, they don't concentrate fire on one PC, or *summon* a demon into a position that helps one of the other demons. They do avoid injuring other demons with their attacks.

The bystanders flee past the PCs and down the alleyways if they can do so without provoking attacks of opportunity from the demons; if not, they cower in terror.

If they have the ability, individual demons *summon* other demons to help them fight the PCs when reduced to less than 50% of their starting hit points. Individual demons (except for the abyssal ravager, which doesn't have the ability) *teleport* or *dimension door* away when reduced to 10 hit points or less if they can; if not, they fight to the bitter end. The demons have been called, not summoned, to the prime material plane, and thus do not disappear when they are killed.

After 10 rounds of combat, the demons receive telepathic instructions to leave Schwartzbruin and regroup. Those who can *teleport* or *dimension door* away do so on their next action; those who cannot (including the abyssal ravager) remain behind and continue the fight.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 13 gp (100 arrows, 50 adamantine arrows, 50 alchemical silver arrows); Coin 0 gp; Magic 500 gp – *large +1 mighty (Str 20) composite longbow* (2 @ 250 gp each); Total 513 gp.

APL 8: Loot 27 gp (200 arrows, 100 adamantine arrows, 100 alchemical silver arrows); Coin 0 gp; Magic 1000 gp – *large +1 mighty (Str 20) composite longbow* (4 @ 250 gp each); Total 1027 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

Detect Magic Results: *Large +1 mighty (Str 20) composite longbow* (faint evocation).

Development: When the fighting ends, the surviving civilians return to the street in search of their friends and relatives, living or dead. The attacks elsewhere in the city end after one minute, when the demons receive telepathic instructions to leave Schwartzbruin and regroup.

The survivors can tell the PCs that the demons teleported into the street and began attacking the closest people. PCs who succeed on an appropriate skill check know that the Girdle of Dian should have prevented the attack (see **DM's Aid 2** for additional information): if none of the PCs succeed at this check, an NPC tells them this.

The sounds of panic begin to abate, replaced with the shrill whistles of the town guard – the Bruinsgardt. It seems there were other battles elsewhere in Schwartzbruin – you can make out a thick column of smoke rising from the Shore district on the mainland. A dozen men and women bearing longswords come down the street from the north: their bear-helms and bear-skin cloaks mark them as Bruinsgardt. Their leader calls out, “What news? What happened here?”

Kersten Bruinsmann: male human (flan) warrior 4 (Int +0, Sense Motive +2, Spot +2).

While Kersten finds out from the PCs what happened, the Bruinsgardt begin assisting the civilians. Once the PCs have told him their version of events, Kersten dispatches two Bruinsgardt back to Perren's Keep with a verbal report. Kersten may identify an exiled PC (see **DM's Aid 1**): if he does, he doesn't attempt to arrest the PC, but does covertly include that information in his verbal report.

Kersten asks the PCs to stay with him and his squad and help the civilians while waiting for further instructions. If the PCs refuse to stay, he looks disappointed but doesn't stop them going: the Hetshoolmann's messenger finds them elsewhere in the city.

Several minutes later, the two Bruinsgardt return with a message for you. "Friends, Hetshoolmann Ilse Tongeren of the Shool of Rao asks you to meet her immediately at the Colleges of Rao to discuss this matter of national importance. Come, we will take you there."

If the PCs accept this invitation, the two Bruinsgardt lead them north through Perren's Gate and the Old City district to the Colleges of Rao. Go to **Encounter 1**.

If the PCs decline the invitation, the two Bruinsgardt emphasise how important the Hetshoolmann is and how serious the situation is. If the PCs still refuse to meet with the Hetshoolmann, the scenario ends.

2: THE COLLEGES OF RAO

Your guides lead you through the complex of Old Kerk buildings south and east of the Fortress of Dian, past the Hospice of Zodal and the Old Temple, to the Colleges of Rao. Perhaps the most famous university in all of Perrenland, the Colleges of Rao provide those who attend with a well-rounded, balanced education. It is a place of serenity and reason, fully in keeping with the tenets of its divine patron.

At the building's door, the Bruinsgardt hand you over to the college's porter, a well-groomed man in a scholar's robe emblazoned with the white heart of Rao. The porter leads you through the building to the Hetshoolmann's chambers, where he lets you into a sitting room and leaves to fetch the Hetshoolmann.

Hetshoolmann Ilse Tongeren arrives within a minute, carrying a sheaf of papers in one

hand. She looks dishevelled: her white metal holy symbol is half-tucked into a pocket of her robe, and strands of her grey hair have come loose from the tight bun they were tied into.

Ilse waves at you with her free hand as she makes her way to a seat, and says, "Thank you for coming so quickly! My apologies for the informality of this meeting – there were some vrockcs dancing in the third lecture hall, and getting rid of them took some doing. So, who is everyone?"

Hetshoolmann Ilse Tongeren: female human (oeridian) cleric 12 (Int +2, Sense Motive +20, Spot +5).

During the PCs' introductions, Ilse may identify an exiled PC (see **DM's Aid 1**). If she does, she acknowledges them as exiles and encourages any who are heretics to consider renouncing the heresy and returning to communion with the Old Kerk "for the good of the nation". After the introductions are completed:

"Well, now. I understand that you were responsible for fighting one of the many demonic raiding parties that hit Schwartzenbruin a little while ago. You may be wondering how the raids could have happened when the Girdle of Dian was protecting us." She grimaces. "Well, it's not protecting us. In fact, it's been stolen – stolen for the past two days. We don't know who stole the Girdle: the guardians didn't see anyone take it, and our most powerful spells can't discern their identity or their location."

Ilse leans back in her chair. "As you probably appreciate, the Girdle was always Schwartzenbruin's greatest defence against the demonic servants of Old Wicked and the Famine Queen. We – the Old Kerk and the Auszug – have been scrambling to get sufficient other forces back here to compensate for the Girdle's loss. It's going to take the best part of a week for that to happen – and judging by what happened just now, that's a week we don't have."

She looks at you slyly. "Luckily, we have an option to explore ... if you're willing to travel somewhere you've never been before?"

Ilse waits for the PCs to confirm their willingness and/or interest before continuing.

"You have probably never heard of Govert Deleben. He was the priest of Sernberge for

over 50 years, up to his death in 542 CY. It's a small, out of the way village in the Mounds of Dawn, perhaps 20 miles from Exag – and he was a quiet, ordinary-seeming man. Nobody in the Old Kerk suspected he was anything else, until after he died and people read his diary.”

Ilse leans forward and speaks softly, in a conspiratorial near-whisper. “Govert wasn't from the Oerth – well, not from this one. He was from another Oerth!”

She straightens up and speaks normally once more. “According to Govert's diary, he came to our Oerth through a portal in the Mounds of Dawn using a special planar rod and a scroll of plane shift. His diary is full of comparisons between our world and his world. For example, he was being hunted by the followers of the Prince of Exag for supporting an unsuccessful rebellion against the Great Kingdom. The rebellion started on the 100th anniversary of the sack of *Schwartzenbruin* and the death of the ‘rebel’ Perren. Perren was famous for wearing a tremendously powerful magic belt, known as *Perren's Belt!*”

Ilse gives you an optimistic look. “So you see, we can't locate our Girdle of Dian, but we know where to find the next best thing!” She starts leafing through her papers. “I have some things that will help you – where are they? Ah, yes! Here they are: two scrolls of greater plane shift, two scrolls of greater teleport – specially prepared to allow the caster to take five companions with them – a description of the location of the portal – Govert's own words, you appreciate – and Govert's planar fork.” She fishes the last out of a pocket and holds it up in front of her.

“So, there you are. Everything you need to go to the alternate Oerth, find the alternate Girdle of Dian, and bring it back here as quickly as you can, so that we can reactivate its protective magic, shield *Schwartzenbruin* from the imminent demonic invasion, and send our troops back to the front lines where they're most needed. Any questions?”

Sample responses to some expected questions.

What's the Girdle of Dian exactly? *Oh! My apologies, I thought you were familiar with it. Let me explain.* Ilse knows all the information available in **DM's Aid 2** about the Girdle of Dian, and shares it with the PCs.

So the Girdle actually belongs to Kershane? Well, I suppose you could view it that way – however, it's been in *Schwartzenbruin* for

five centuries, and more importantly, it's needed right here, right now.

How are we going to bring the Girdle back with us if it's dimensionally locked? That's not an inherent property of the Girdle. The Old Kerk know how to trigger that magical effect using the Girdle, but it's a complex process that requires specialised knowledge. We've done it before – however, I'm bound by an oath not to say more about it. Trust me on this: the alternate Oerth's Girdle is very unlikely to have that effect activated.

How soon do you want us to go? *Straight away, if you can – the scrolls enable you to go directly to the portal using Govert's description, then travel to the other world. The sooner you go, the sooner you return – and the sooner you return, the sooner the city is safe!*

What do we do when we get there? Well, I'd go to Exag and see what I could learn about Perren's Belt. Govert's diary makes it clear that Exag was the capital of the local representative of the Great Kingdom, so even if Perren's Belt isn't there I'm sure you can find someone to help you with your investigations.

What's this other Oerth like? Well, let me see. It seems the Great Kingdom never collapsed; there is a Prince at Exag who rules the Quaglands; *Schwartzenbruin* was burned to the group after the last clan rebellion in 392 CY; the Old Kerk led some rebellions in the fifth century CY, including the rebellion in 492 CY that sent Govert fleeing to our Oerth. According to my summary notes, those are the highlights. Everything we know is one hundred years old, of course – things may be very different now!

What makes you think Perren's Belt is the Girdle of Dian? Well, I don't know for sure – Govert's diary doesn't refer to the Girdle of Dian at all. However, Perren's Belt was apparently a very powerful magic item, possibly an artefact, and the Girdle of Dian was in our *Schwartzenbruin* in the 4th century CY. I'd say it's probably the Girdle of Dian.

What if it isn't? Look elsewhere, I suppose!

Why send us? Why not send more powerful adventurers? To the best of my knowledge – which is considerable – you're the most powerful individuals in *Schwartzenbruin* who can be spared from the defence of the city.

Why should I help? The Old Kerk excommunicated me! I appreciate that you have strong feelings about your beliefs – however, I'm sure you also have strong feelings about our nation and our people. You're not doing this for the Old Kerk – you're doing this for all those innocent people out there in the streets and homes of

Schwartzenbruin, for the children and for the elderly!

Do we get a reward? Of course! You will be amply recompensed for your efforts.

Can we have some of our reward now? Sorry, I don't have anything for you – except for the scrolls, of course. They're worth around 10,000 gp, and you're welcome to keep them if you don't have to use them. Is that enough for you?

Can we check the scene of the theft before we go? Maybe we'll find a clue that the guardians missed. I doubt you'll be allowed inside the Fortress of Dian – following the theft, even members of the Grove have to go through some lengthy tests to establish their identity before they can enter. In any case, even if you did find a clue, it wouldn't help you get the Girdle from Govert's Oerth any quicker. Please don't get distracted from what we need you to do!

My friend is a centaur, so the scroll isn't powerful enough to teleport us all. What are we supposed to do? Hmm, that's a problem, all right. Nothing else for it, we'll give you four extra scrolls of greater teleport so that you can travel there in two groups.

What about my animal companion? If you can take it with you, then do so. Otherwise, we'll take good care of it while you're on our mission.

PCs who want to know more about alternate Oerths and planar travel can attempt a Knowledge (the Planes) skill check.

Less than DC 10: There are other Oerths?

DC 10: Everyone knows there are other Oerths – for example, the goddess Mayaheine is an ascended paladin of Pelor from another world – but who knows how to get there!

DC 15: Alternate prime material planes exist, but it's difficult to travel between them. The easiest way to travel to another Oerth is to find a demiplane that acts as a corridor between worlds – something like what Govert describes in his diary. The demiplane probably won't be like either material plane – spells and items that involve interacting with other dimensions probably won't work there, and other things may be different as well.

DC 20: Aside from a demiplane, it may be possible to reach an alternate prime material plane by travelling deep into the plane of shadow. However, such a trip would surely be very hazardous, and there would be no guarantee that you would reach the right alternate plane – or any plane at all!

Ilse gives the PCs the four scrolls (eight if there is a centaur in the group) and Govert's description of his journey through the portal (**Players' Handout 1**) when they ask for them or when they are ready to leave, whichever occurs first.

When the PCs have finished talking with Ilse:

“Thank you for taking on this mission – this quest. Please travel as quickly as you can, and return as soon as is possible. Every hour that passes brings us closer to a full-scale demonic invasion of Schwartzenbruin!”

Treasure: The PCs can gain the following treasure here:

All APLs: Loot 0 gp; Coin 0 gp; Magic 1686 gp – *divine scroll of greater plane shift* (2 @ 189 gp each), CL 15 *arcane scroll of greater teleport* (6 @ 218 gp each); Total 1686 gp.

Troubleshooting: The PCs may not have a spellcaster who can use the *arcane scrolls of greater teleport* and/or the *divine scrolls of greater plane shift*. If that is the case, Ilse offers the services of Othlin Morgenrood, one of her best students.

Othlin Morgenrood: male human (oeridian) cleric 3/wizard 3 (cleric CL 6th, wizard CL 6th, Int 17, Wis 18).

Othlin casts *read magic* and deciphers the writing on all four scrolls. Ilse lends Othlin a *headband of intellect +2* and a *peripart of wisdom +2* (both included above) so that he has the requisite ability scores to activate the scrolls. If there are 6 PCs, Ilse also provides Othlin with four additional *scrolls of greater teleport* so that he can ferry the PCs to and from Govert's portal in two groups.

Development: When the PCs have finished talking with Ilse, they should travel to Govert's portal. Go to **Encounter 3** when they do so.

3: GOVERT'S PORTAL

The standing stones are as Govert described them, two upright and the third leaning so close to one that they almost touch. You can see the lights of Sernberge in the valley below, and feel the cool chill in the evening breeze. It seems little has changed here in the past hundred years.

If Othlin teleported the PCs here but is not needed to open the portal to the demiplane:

“Right,” says Othlin. “I’ll travel down to the village and wait for you there. Good luck and the blessings of the gods go with you.”

If Othlin teleported the PCs here and is needed to open the portal to the demiplane:

“Right,” says Othlin. “If you’re ready, I’ll open the portal. Please stand clear of the circle, in case something happens to anyone inside the stones when the spell is cast.”

When the PCs or Othlin cast *plane shift* or use the *scroll of greater plane shift*.

The planar fork rings loudly on the night air when it is rapped against the standing stone. As expected, blue-green mist roils up within the circle, obscuring the stones on the far side. Are you ready to link hands and enter?

The caster can take up to seven other willing creatures with them through the portal, as long as everyone is holding hands. Otherwise, anyone who enters the mist remains on the prime material plane.

You walk into the mist, and through to the other side. The other side isn’t the far side of the stone circle – instead, you are inside a large cavern, with irregular stone walls and smooth stone floors. The ceiling varies between 20 and 30 feet in height.

Refer to **DM’s Aid 4** for information about the demiplane, and map the demiplane using **DM’s Aid 6** as the PCs travel through it.

The PCs can leave the demiplane through either blue-green mist without having to cast any spell. When they leave through the blue-green mist to the alternate Oerth:

You walk into the mist again, and emerge on the far side of the circle. Aside from the blue-green mist behind you, which fades when the last of you step through, it seems almost identical to where you left from. The pale great moon, Luna, and the aquamarine lesser moon, Celene, both hang in the sky where you last saw them. The only difference you can see are the lights of Sernberge below – they are greater in number and intensity than before.

If Othlin transported the PCs here:

“I’ll wait here for you,” says Othlin, “and keep out of the way of the people down below. If you’re not going to make it back by the day after tomorrow, please send word – otherwise, I’ll assume things have gone wrong and I’ll go back by myself using the other scroll.”

Development: It is now 8 PM at night, and the PCs can travel from Govert’s portal to Exag by any means at their disposal (including requisitioning or purchasing riding horses at Sernberge). It is 1 mile through trackless hills from the portal to Sernberge, then 20 miles along the road through the hills from Sernberge to Exag. If the PCs fly in a straight line, it is only 16 miles from the portal to Exag. Go to **Encounter 4** when they arrive at Exag.

4: THE GLORY OF EXAG

Exag is located on a plateau at the point where the hills of the Mounds of Dawn make the transition into low-lying mountains of the Yatils. It is a majestic city, originally built by the Oeridians when they first crossed the Yatils and entered the Flanaess twelve hundred years ago. The design features favoured by the early Oeridians, such as domes, white washed walls, and sewers, have been maintained over time.

In Perrenland, Exag has been attacked and raided a number of times. As a result, the city is only half-full: many of the buildings within the walls are deserted, and entire suburbs lie in ruins.

In the alternate Oerth, Exag has never experienced such a decline: as the capital of the Principality of Exag, it is crowded with residents, tourists, and fortune-seekers. The city is a prosperous, thriving hub of activity that draws people from across the Quaglands.

Review **DM’s Aid 3** for additional background information about the alternate Oerth and Exag.

Exag (large city): conventional power centre (Prince Tarant); AL LG; 40,000 gp limit; Assets 1,800,000 gp; Population 18,000 adults, 4,000 children; mixed (79% human, 9% halfling, 5% dwarf, 3% gnome, 2% elf, 1% half-elf, 1% half-orc).

Depending on the how quickly the PCs travel from Govert’s portal to Exag, they may arrive during the night or as late as the following morning. The gates of the city are guarded during the day and closed at night. Any reasonable plan the PCs

come up with to get into the city (such as flying over the walls, sneaking in through the sewers, or even just walking through the open gates during the day with their weapons peace-knotted) succeeds.

Once they are in the city, the PCs can choose what they want to do when and in what order. As DM, there are two key points to keep in mind during this open-ended encounter.

First is that the PCs are slightly out of place in the alternate Oerth's Exag, especially if the PCs don't try to blend in. The most likely ways for PC to stand out are as follows.

- Wearing their Perrender 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 you as DM if their PCs are concealing their meta-organisation membership.
- Speaking in Stamtaal or Flan.
- Using Stamtaal terms instead of "plain English" terms while speaking in Common (for example, "auszug" instead of "army"; "rechter" instead of "judge").

PCs doing these or similar things are considered eccentrics, uneducated country bumpkins or Flan traditionalists, and have a -2 penalty to all Charisma-based skill checks when interacting with Exag NPCs (the starting attitude of Exag NPCs remains *indifferent*). To use a real world parallel, NPCs treat the PCs as if they were heavily-accented Scots wearing traditional highland garb visiting contemporary London.

Also, note that the PCs receive no benefits from any of their Perrenland meta-organisations when interacting with alternate Oerth NPCs. In particular, neither rechters nor skamtegrars are considered sacrosanct by NPCs.

The second point is that the open-ended nature of exploring a city means the characters may split up, attempt to interact with multiple NPCs simultaneously, and do other potentially time-intensive role-playing that's fun but not directly relevant to the mission of finding Perren's Belt. However, if you have an inflexible 4 hour time limit on playing time you cannot spend more than 1 hour on **Encounter 4** and **Encounter 5**. If that is the case, it is recommended that you encourage the PCs not to be distracted or lose focus, and if necessary remind them that any delay could result in a devastating attack on Schwartzenbruin.

Strategic Overview

The PCs' goal is to locate Perren's Belt, which is in a crate in one of the basements of the Palatine Museum of Antiquities. Karl Hussen knows the Belt's location; there are also papers in his rooms at the museum that detail the Belt's location. If the PCs' investigation runs out of momentum and they don't know how to proceed, encourage them to (continue to) investigate Karl Hussen and/or the Palatine Museum of Antiquities.

Timeline of Events in Exag

The PCs arrive at Govert's portal at 8 PM on the first night of this scenario. As in Schwartzenbruin, the city of Exag is celebrating a festival, and most people are in the streets and wearing masks.

The next morning, the festival ends and people begin cleaning the streets. The second day is a work day, and the Palatine Museum of Antiquities is open from 9 AM to 5 PM. The streets are mostly cleaned by the end of the day.

The third day is also a work day, and the Palatine Museum of Antiquities is again open from 9 AM to 5 PM. The streets are completely cleaned by the end of the day.

The fourth day is Godsdag, the day of worship. The Palatine Museum of Antiquities is open in the afternoon from 1 PM to 5 PM, but not in the morning.

The next two days are work days, followed by Freeday, the day of rest (and the only day the Palatine Museum of Antiquities is not open). After Freeday are another three work days, then Godsdag, and so on.

Looking for Clues

The PCs can learn the following in Exag.

Spot (anywhere in a public place): Note that PCs who look for posters on walls or check the public notice boards receive a +10 circumstance bonus to this check.

DC 20: A poster that includes the word "Perren" catches your eye. Looking closer, you learn that "the life and times of the rebel Perren" is the theme of a current exhibition at the Palatine Museum of Antiquities.

DC 30: A much less obvious poster also mentions the Palatine Museum of Antiquities. It's a recruitment poster targeting adventurers who are interested in joining an archaeological expedition to the southern Yatils in a month's time. The poster directs anyone who's interested in knowing more to contact the Curator of the Museum, Karl Hussen.

Gather Information (no particular topic)

DC 10: They say that the Baron of Niederschlauss, Orgus Bildgear, has been refused permission to leave court and return to Traff! No doubt Prince Tarant is concerned that the Baron may disobey him and try to carve out a fiefdom for himself in the Sepia Uplands. Who in their right mind would want to have those unruly gnomes as vassals, anyway?

DC 15: It's generally agreed that Prince Tarant's mistress, the elf Felosial, has gone too far with her demands this time. She wasn't satisfied with being gifted the income of the County of Riberlund for the next fifty years – apparently she wants the Prince to give her the courtesy title of Countess as well! What cheek!

DC 20: Everyone knows that Sir Karenin Weisspeer has sent his daughter Hanne a firmly worded letter insisting that she break her engagement and return home to Krestible, or be disowned! I'm glad to see him finally put his foot down – it's good that she lives by herself, and not with that Karl Hussen, but it's not right for a member of the gentry to be engaged to a commoner – particularly an archaeologist!

Gather Information (Perren and/or Perren's Belt)

DC 10: Perren? Yeah, I've heard of him. He was a rebel, right? A long time ago?

DC 15: There's an exhibition about him at the Museum of Antiquities – might be worth a look if you're interested in him. I think they've got a human-sized dummy dressed up in the battle gear they took from his body after the sack of Schwarzenbruin. That might include his belt.

DC 20: From what I remember of the tales my mother told me, he was the last high priest of the Flan gods. They say he didn't die in the fires of Schwarzenbruin, but was taken away on a boat to sleep under Lake Quag, and return in our greatest hour of need. But that's a child's story – my apologies for wasting your time!

Gather Information (Palatine Museum of Antiquities)

DC 10: The Museum is in the centre of the city, near the Gardens of the Four Winds. The Prince owns everything in the Museum, including the building. Admission is free, but you're encouraged to donate a coin or two when you visit. It's open during the day every day except Freeday.

DC 15: The curator, Karl Hussen, puts on different exhibitions each season. The current exhibition is about some of the famous rebels of

yesteryear, including Perren. The previous exhibition was much less interesting – it was about some of the Ur-Flan pots and pans from Kir Russ that the curator's been digging up for the past decade or so.

Gather Information (Karl Hussen)

DC 15: Karl Hussen is the curator of the Palatine Museum of Antiquities. He's held that job for the last five years. Karl's engaged to Hanne, the daughter of Sir Karenin Weisspeer from Krestible, even though he's a commoner and she's gentry.

DC 20: Karl lives at the Museum, in the curator's suite, but is often seen about town with Hanne – and people say he sometimes visits her town house, possibly overnight!

Gather Information (Hanne Weisspeer)

DC 15: Hanne Weisspeer is the daughter of Sir Karenin Weisspeer from Krestible. She's engaged to a commoner named Karl Hussen, much to her father's displeasure. He's the curator of the Palatine Museum of Antiquities.

DC 20: Hanne has a town house in the city, not too far from the Museum where Karl Hussen works and lives. She often visits him at the Museum, and people say she sometimes stays there overnight!

In addition, the PCs may know the following about their Oerth's versions of Karl Hussen and Hanne Weisspeer.

Knowledge Local (Iuz's Border States)

DC 10: Karl Hussen was a famous outlaw who was hunted down and killed a few years ago. He kidnapped Hanne Weisspeer, the daughter of Voormann Karenin Weisspeer, and destroyed the meeting chamber of the Concatenated Council of All Perrenland while it was in session. Agents of Iuz were somehow responsible for corrupting Karl and leading him into a life of villainy.

DC 15: Before he was outlawed, Karl was a candidate for the position of Voormann, seeking to follow in the footsteps of his father, Voormann Franz Hussen. Karl and Hanne were friends before he was outlawed, and became lovers after he kidnapped her in 592 CY. Hanne was rescued shortly before her father's re-election as Voormann, then kidnapped again, and finally rescued (for the last time) when Karl was killed late in 593 CY, shortly before giving birth to a daughter, Karennie.

DC 20: Though it is unusual for a woman to join a man's clan, Hanne and Karennie moved to

Riberlund in 594 CY and joined the household of Pfalzgraf Karla Hussen, Karl's mother. They stayed in the city of Riberlund throughout the war against Iggwilv's undead army in 595 and 596 CY. Both Hanne and Karennie played a major role in finding the Diadem of Kir Russ in 597 CY.

Talking to the Authorities

Law-abiding PCs may decide to contact the authorities and obtain permission to borrow Perren's Belt. The PCs are dismissed as drunk or delusional by the first guards they approach, but if they persist they are taken more and more seriously, particularly if they present evidence to support their claims of coming from another world (such as Perrenland coins, the planar rod, or Govert's written account of his interplanar journey).

It takes two full days of meetings, interviews, and negotiations for the PCs to be permitted to investigate Perren's Belt and determine if it is indeed the artefact they need. Give the PCs an opportunity to get impatient with the delays and leave to continue their quest without official sanction. Otherwise, Karl Hussen is introduced to the PCs on the evening of the third day and takes them to the Palatine Museum of Antiquities.

Hanne's Town House

Hanne lives in a two-storey town house near the Palatine Museum of Antiquities. The ground floor contains a living area and a kitchen, while the upper floor contains a bedroom and a bathroom with running water. There are several points of entry: the front door from the street opens into the living room, there is a back door from the walled-off garden to the kitchen, and there are several windows on the upper floor. The doors have average locks (DC 25 Open Lock), while the windows have simple locks (DC 20 Open Lock).

The town house is very tidy (thanks to Hanne's housekeeper, who visits twice a week), and doesn't feel particularly lived-in. Hanne spends little time at her town house, as she prefers to be out socialising or spending time with Karl at the Museum. She is at her apartment from 2 AM to 8 AM on the second day, from 4 PM to 8 PM on the second day, and from 6 PM on the third day to 8 AM on the fourth day (see **DM's Aid 8** for more information on Hanne's activities during this scenario).

PCs who search Hanne's town house find little of use to them in locating Perren's Belt. While Hanne has a key to Karl's suite in the Museum, she carries it with her and doesn't leave it in her town house.

Palatine Museum of Antiquities

The Palatine Museum of Antiquities was originally a palace owned by the Princes of Exag. The palace was mostly used for storing artworks and other treasures acquired by the Princes, while the Princes and their court resided at one of the two larger palaces in the city. Eighty years ago, a Prince of Exag with an interest in history declared that the palace was now a Museum of Antiquities, and had the various items in the palace prepared for public display.

The Palatine Museum of Antiquities is a large, expansive network of multistorey buildings. Two wings stretch to either side of the central building, which is topped by a very large dome. The inside of the dome is painted with scenes from history, including the arrival of the Oeridians at Exag and the crowning of Nasran, the first Overking of the Great Kingdom. Entry to the Museum is free, but there are donation boxes scattered around the Museum.

The Museum is open to the public on most days from 9 AM to 5 PM. It is open in the afternoon on Godsdag (day 4 of this scenario) from 1 PM to 5 PM. The only day the Museum is not open is Restday (day 7 of this scenario).

During opening hours, the Museum has a steady flow of visitors, punctuated every few hours by the arrival of a classroom of children brought to the Museum by their teacher. The Museum employs a number of unarmed guides to walk around the Museum, talk with visitors about particular items, and to stop visitors misbehaving.

Perren's Display

The Museum's current exhibition is on the famous rebels of the fourth century CY, with a mannequin of Perren occupying centre stage. There is always a guide named Jann near Perren's display, and a stack of prints available for those who are interested (**Players' Handout 2**). The mannequin is wearing a mundane replica of Perren's Belt: the original is kept elsewhere in the Museum.

If asked, Jann tells the PCs that the Museum Curator, Karl Hussen, referred to the original Belt when the replica was designed. If the PCs want to meet with Karl, Jann takes them to Karl's office if they improve Jann's attitude from *indifferent* to *friendly* or *helpful*.

Karl's Rooms

Karl lives and works in a suite of rooms on the third level of the east wing of the Palatine Museum of Antiquities. All the rooms are cluttered and

disorganised, and pottery shards nestle in cupboards next to unfolded tunics.

Karl spends much of his time at the Museum, both working in his office and living in his private rooms. He is at the Museum from 2 AM on the second day to 6 PM on the third day, and returns to the Museum at 4 AM on the fourth day. In addition, Hanne is with Karl at the Museum from 8 PM on the second day to 8 AM on the third day. See **DM's Aid 8** for more information on Karl and Hanne's activities during this scenario.

On those rare occasions when Karl is not in his suite, the door is locked (DC 25 Open Lock). He doesn't usually close his windows, so it is possible to climb up the outer wall and into his rooms (DC 25 Climb).

Karl's rooms contain a number of items that are useful to the PCs. His office has a ring of keys that includes the key to the basement where Perren's Belt is stored (DC 15 Search), while a folder of papers on a bookshelf in his bedroom contains a list of items that were used in creating the Perren display and their locations in the Museum, including the location of Perren's Belt in the basement (DC 20 Search). Karl knows where both of these items are, and can easily find them if asked to do so by the PCs.

Sneaking Around the Museum

The Museum is guarded by unarmed tour guides during opening hours and by armed security guards at night. In addition, there are numerous visitors and Museum employees about during opening hours, and a handful of Museum employees work back into the early evening. However, nobody is particularly keeping an eye on the PCs, and apart possibly from Karl Hussen and Hanne Weisspeer, nobody is capable of stopping the PCs if they get up to trouble.

Any reasonable plan the PCs come up with to sneak around the museum (such as sneaking in disguised as couriers, having a PC cause a public scene so that the other PCs can duck through a door while everyone is distracted, or using *invisibility* and sneaking along behind a security guard as they open and close doors) succeeds. If you decide a skill check (such as Bluff, Disguise, Forgery, Hide or Move Silently) is required, a DC 15 skill check is sufficient to succeed against any NPC except Karl and Hanne: refer to **Appendix 1** when the PCs are interacting with them. Modify this DC as appropriate for the situation: for example, if a PC is disguised as a guard, the DC to fool another guard should be increased by at least the "recognises on sight" familiarity modifier.

Troubleshooting: If the PCs are somehow caught by an NPC, give them an opportunity to deal with the NPC (including apologising for "getting lost" and leaving quietly, or even attempting to knock the NPC out) before having the NPC cause a scene and attempt (unsuccessfully) to stop the PCs doing whatever they're doing in the Museum. If need be, the NPC raises a hue and cry, which is taken up throughout the Museum and the streets beyond: if the PCs do not leave within a minute, they are harried by increasingly powerful squads of guards, soldiers and adventurers until they are forced to flee the Museum.

If the PCs are caught by Karl or Hanne, go to **Encounter 5**.

Development: Go to **Encounter 5** if the PCs meet with Karl Hussen and/or Hanne Weisspeer at any stage. Otherwise, go to **Encounter 6** when the PCs go to the basement of the Palatine Museum of Antiquities to find Perren's Belt.

5: FAMILIAR FACES

The PCs could meet Karl and/or Hanne at a number of locations, but are most likely to encounter them either at the Palatine Museum of Antiquities (where Karl works and lives) or Hanne's town house (where Hanne lives). See **Encounter 4** for descriptions of those two locations.

Karl Hussen: male human (flan) marshall 4/rogue 4; hp 44; see *Appendix 1*.

Hanne Weisspeer: female human (flan) bard 4/rogue 2; hp 30; see *Appendix 1*.

Karl and Hanne have a starting attitude of *indifferent* towards the PCs, unless the PCs are caught breaking into Karl's private rooms or Hanne's town house. If that occurs, Karl and Hanne's first reaction is to consider them thieves, and their starting attitude is *unfriendly*.

If the PCs tell him about their quest and/or about coming from an alternate Oerth, Karl is intrigued: the PCs gain a +2 circumstance bonus to any Diplomacy check to change his attitude. If Karl's attitude is or becomes *indifferent*, he tells the PCs about Perren and Perren's Belt. If the PCs change Karl's attitude to *friendly* or *helpful*, he tells them where Perren's Belt is and offers to take them to collect it.

Hanne is suspicious of the PCs, even if they tell her the truth about their quest and/or about coming from an alternate Oerth: the PCs have a -2 circumstance penalty to any Diplomacy check to

change her attitude. If Karl is present, Hanne stays in the background and observes how the PCs interact with him. If Karl is not present and Hanne's attitude is or becomes *indifferent*, she agrees to introduce the PCs to Karl. If the PCs change Hanne's attitude to *friendly* or *helpful*, she tells the PCs that Karl knows where Perren's Belt is.

Both Hanne and Karl can tell the PCs the information in **DM's Aid 3** about Perren and Perren's Belt, and more generally about the history of the alternate Oerth. Note that Hanne has heard of Iggwilv, but Karl hasn't. Neither Hanne nor Karl know the history of Perren's Belt before Perren owned it.

Either can confirm that the information in **Players' Handout 2** is accurate, as Karl did the research for that handout with some help from Hanne. If the PCs ask, both can confirm that Perren's Belt either doesn't have the *dimensional lock* effect of Girdle of Dian or that effect hasn't been activated.

If the PCs ask about their personal lives or background, Karl and Hanne share the following information if their attitude is *friendly* or *helpful*:

- They first met in Yatilskaad in 591 CY, while Karl was organising his first expedition to explore the ruins of Kir-Russ, an ancient Ur-Flan city.
- The following year, they met again in Krestible when Karl was travelling through on his way to Kir-Russ. On an impulse, Hanne offered to accompany Karl on the second expedition, despite her father's reservations.
- Hanne accompanied Karl back to Exag when the second expedition ended, despite her father's objections, and moved into a town house near the Museum.
- Hanne and Karl travel together throughout the year. They spend most of summer in the south at Kir Russ, Yatilskaad and Krestible, and spend most of the rest of the year at Exag.
- Karl was appointed Museum Curator in 593 CY, and they got engaged shortly afterwards.
- Sir Karenin Weisspeer hasn't yet approved their engagement, so they can't get married without eloping (and Hanne becoming a commoner). Hanne is confident her father will change his mind eventually; Karl is less certain.
- They don't have any children: they don't want an illegitimate child, so they're waiting to be married before starting a family.

Troubleshooting: Karl and Hanne do not initiate combat with the PCs. If forced into combat, Karl and Hanne use defensive tactics whenever possible, and surrender if defeat seems inevitable: they also use their abilities to best assist any allies present. Karl is very protective of Hanne, and surrenders if she is taken prisoner. By comparison, Hanne attempts to escape and organise a rescue party if Karl is taken prisoner.

As they do not expect combat, Karl and Hanne do not have all their magical equipment with them. The PCs receive no XP if for some reason they fight and defeat Karl and Hanne. In addition, killing them and/or robbing them of their equipment are considered an evil act: please report any PCs who do this to the Triad at perrenland-triad@rpga-apac.com.

Development: Go to **Encounter 6** when the PCs go to the basement of the Palatine Museum of Antiquities to find Perren's Belt, with or without Karl and/or Hanne.

6: A RIVAL FOR THE PRIZE

Map the basement using **DM's Aid 7**.

You open the door to the basement. It is crowded with many wooden boxes, crates, and chests. The crates are stacked three or four high, sometimes reaching almost to the 20 ft high ceiling of the room.

The centre of the basement is illuminated by an empty potion vial that glows as brightly as a torch and sits on top of a half-opened crate. Other nearby crates and boxes have been opened, and some of their contents emptied out onto the floor.

A mostly bald man with a war scythe ceases to search through a crate and looks up at you. His black hooded cloak has been thrown back, revealing his lacquered black full plate underneath. Over the armour is a rust-red tabard decorated with a bone white skull and scythe. He fixes his pale blue eyes on you and rasps, "Pitiful fools! You have sealed your fate!"

Creatures: The PCs have just interrupted Beregor, an Old Faith cleric of Nerull (DC 10 Knowledge (religion) check to identify the symbol on his tabard). He has been sent to Exag by the order of the Famine Queen (the alternate Oerth's Iggwilv) to locate Perren's Belt.

Beregor is accompanied by one or two undead servants. They infiltrated the museum by

dominating the museum's crate handlers and directing them to carry them into the basement inside coffin-shaped crate(s). Beregor's servants have determined which basement the Belt is stored in, and had their crate(s) transferred there so that they can assist Beregor in finding the Belt.

Minutes ago, Beregor entered the basement through the ventilation window by drinking a *potion of gaseous form*. After dismissing the effect and returning to his normal self, Beregor cast *light* on the empty potion flask so that he could search the basement for Perren's Belt.

APL 6 (EL 6)

Beregor: male human cleric 4; hp 28; see *Appendix 1*.

Vampire Spawn: hp 29; *MM* 253-254.

APL 8 (EL 8)

Beregor: male human cleric 6; hp 42; see *Appendix 1*.

Vampire Spawn (2): hp 29 each; *MM* 253-254.

APL 10 (EL 10)

Beregor: male human cleric 9; hp 63; see *Appendix 1*.

Vampire: hp 32; *MM* 250-251.

APL 12 (EL 12)

Beregor: male human cleric 11; hp 77; see *Appendix 1*.

Vampire (2): hp 32 each; *MM* 250-251.

Tactics: Beregor and his servant(s) have a starting attitude of *hostile*, and immediately go on the offensive to try and stop the PCs before they can raise a general alarm.

If given the opportunity to go on the offensive, Beregor casts *silence* on the door so that the PCs can't raise a hue and cry. Otherwise, Beregor uses his spells to attack the PCs or heal his servants. He enters melee with his scythe as a last resort, preferring spontaneous *inflict* spells when in melee combat (particularly combined with his Profane Boost feat).

Beregor's servant(s) advance up the stairs to engage the PCs in melee and *dominate* non-spellcasters with their gaze. Their first priority is to stop the PCs attacking Beregor, and their second priority is to stop the PCs escaping and raising the alarm.

Beregor and his servant(s) fight without mercy, facing death with equanimity in the service of Nerull, the Hater of Life. If reduced to 0 hit points, the vampire(s) assume gaseous form and return to

their crate, where they revert to physical form and spend an hour resting on a bed of soil.

If his attitude changes to *unfriendly* or *indifferent*, Beregor gives the PCs one round to swear allegiance to him, then directs his servant(s) to *dominate* the PCs and have them help with the search. If at any stage the PCs refuse to cooperate with being *dominated* or finding the Belt, Beregor instructs his servant(s) to kill them. Once the Belt is located, Beregor has the PCs killed (if *unfriendly*) or killed and turned into vampires (if *indifferent*).

If his attitude changes to *friendly*, Beregor asks the PCs to help him in his mission to obtain Perren's Belt, and if they agree he direct(s) his servants to *dominate* them "as a safety measure". If his attitude changes to *helpful*, Beregor allows the PCs to help without first being *dominated*. If at any stage the PCs refuse to cooperate with finding the Belt or being *dominated*, Beregor instructs his servants to defeat them so that they can be sacrificed to Nerull once the Belt is found. Once the Belt is located, Beregor invites the PCs to leave in peace (if *friendly*) or to leave with him and enter the service of Nerull and the Famine Queen (if *helpful*).

If present, Karl Hussen and Hanne Weisspeer take part in the combat if their attitude towards the PCs is *helpful*. Otherwise, they wait outside the basement until it becomes clear whether or not the PCs are going to win or lose the battle, then join the battle or retreat to raise the alarm respectively.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 191 gp (masterwork scythe, masterwork sickle, masterwork full plate, silver holy symbol); Coin 0 gp; Magic 16 gp – *scroll of desecrate* (16 gp); Total 207 gp.

APL 8: Loot 154 gp (masterwork sickle, masterwork full plate, silver holy symbol); Coin 50 gp; Magic 209 gp – *scroll of desecrate* (16 gp), +1 *scythe* (193 gp); Total 363 gp.

APL 10: Loot 48 gp (masterwork sickle, silver holy symbol, masterwork chain shirt); Coin 50 gp; Magic 1079 gp – *scroll of desecrate* (16 gp), *potion of haste* (2 @ 62 gp), +1 *full plate* (220 gp), +1 *scythe* (193 gp) +1 *spiked chain* (193 gp), +2 *peripart of wisdom* (333 gp); Total 1177 gp.

APL 12: Loot 69 gp (masterwork sickle, silver holy symbol, 2 masterwork chain shirts); Coin 150 gp; Magic 1834 gp – *scroll of desecrate* (16 gp), *potion of haste* (3 @ 62 gp), +2 *full plate* (220 gp), +1 *keen scythe* (693 gp) +1 *spiked chain* (2 @ 193 gp), +2 *peripart of wisdom* (333 gp); Total 2053 gp.

Detect Magic Results: +1 *full plate* (faint evocation), +2 *full plate* (moderate evocation), +1 *scythe* (faint evocation), +1 *keen scythe* (faint evocation and moderate transmutation), +1 *spiked chain* (faint evocation), +2 *periapt of wisdom* (moderate transmutation), *potion of haste* (faint transmutation), *scroll of desecrate* (faint evocation).

Development: Perren's Belt is still inside the crate Karl Hussen put it in after making the copy for the museum display. If Karl is present, he knows exactly where the crate is: otherwise, the PCs must find the crate (DC 10 Search check to find the crate when searching the square, DC 20 Spot to notice the crate's label when looking over the room). The Belt is the only artefact in the basement, so *detect magic* can identify its overwhelming aura, and thus its location: see **DM's Aid 2** for more information about the Belt's appearance and its magical properties.

NPC guards hear the sound of battle and arrive five minutes after the combat ends unless

- Beregor cast his *silence* spell on the doorway,
- the combat ended within two rounds, or
- the PCs took measures to avoid the sounds of battle being audible outside the basement (such closing the basement door within two rounds of the battle starting).

If Karl Hussen isn't with the PCs, the guards raise a hue and cry and attempt (unsuccessfully) to stop the PCs doing whatever they're doing in the basement. The hue and cry is taken up throughout the Museum and the streets beyond: if the PCs do not leave within a minute, they are harried by increasingly powerful squads of guards, soldiers and adventurers until they are forced to flee Exag.

If Beregor is killed or captured, the PCs find **Players' Handout 3** on his body. The PCs can also question Beregor if he is still alive: if they improve his attitude to *friendly* or *helpful*, he tells them about his mission, that the Famine Queen is the new leader of the Cult of Nerull in the Quaglands, and that her triumph is, like death itself, inevitable. If asked, Karl and Hanne have not heard of the Famine Queen or of the prophecy.

The prophecy mentioned in Beregor's note gives the PCs a dilemma to resolve. Do they leave Perren's Belt here so that the Famine Queen can be defeated, or do they take the Belt back to Perrenland so that Schwartzenbruin can be protected? There is no right answer to this dilemma, though the best course of action is

probably for the PCs to ensure that news of the prophecy gets to someone in authority and to promise to return Perren's Belt as soon as they can.

If Karl and/or Hanne are present, they insist that the PCs leave the Belt with them unless their attitude is *helpful*, in which case they agree with whatever the PCs decide to do. If Karl and/or Hanne do not get their way, they do not initiate combat with the PCs, but attempt to escape and raise the alarm, and raise a hue and cry if they cannot. Either course of action leads to the same outcome as given above.

After the PCs decide what they want to do with Perren's Belt and travel back to Govert's portal, go to **Encounter 7**.

Troubleshooting: A PC can wear Perren's Belt if they wish: refer to **DM's Aid 2** for the artefact's abilities and effects.

7: RETURNING TO PERRENLAND

The journey back to Govert's portal is uneventful. If Othlin travelled through the portal with the PCs and they have returned within the agreed time, he is waiting for them at the standing stones.

You walk through the mist again, returning to the demiplane that connects the alternate Oerth to yours. As you make your way towards the exit back to Perrenland, it becomes clear that you are not alone. "Mortals! You have returned – no doubt with whatever it is you have travelled so far to find. Tell me what it is, and perhaps your end will not be so terrible!"

Creatures: luz's spies quickly learned that the PCs met with Hetshoolmann Inge Tongeren, then teleported to Govert's portal and travelled through it to another plane. A small group of demons (plus a charmed giant at APL 8) have been *plane shifted* into the demiplane, with strict instructions not to leave until they learn what the PCs were sent to do and ensure that whatever it is cannot stop the imminent attack on Schwartzenbruin.

The group's leader is Toran (an incubus at APLs 6 and 8, a glabrezu at APL 10, and a nalfeshnee at APL 12), an ambitious demon who wants to ensure that he gets all the credit for stopping the PCs. At APLs 6 and 8, he is accompanied by Kir-an-tur, an arrogant Palrethee who is deeply disappointed that Toran is in charge instead of himself, and a loyal minion (an abyssal ravager at APL 6, a *charmed* fire giantess named

Ulla at APL 8). At higher APLs, Toran is accompanied by an obedient retriever.

APL 6 (EL 9)

Abyssal Ravager: hp 22; see *Appendix 1*.

Toran the Incubus: hp 33; *MM* 47-48.

Kir-an-tur the Palrethee: hp 60; see *Appendix 1*.

APL 8 (EL 11)

Ulla the Fire Giant: hp 142; *MM* 121.

Toran the Incubus, advanced with elite array: hp 54; see *Appendix 1*.

Kir-an-tur the Palrethee: hp 60; see *Appendix 1*.

APL 10 (EL 13)

Toran the Glabrezu: hp 174; *MM* 43-44.

Retriever: hp 95; *MM* 46-47. Note the retriever's hit points have been recalculated.

APL 12 (EL 15)

Toran the Nalfeshnee: hp 175; *MM* 45-46.

Retriever, advanced: hp 181; see *Appendix 1*.

Tactics: The demons have a starting attitude of *hostile* to the PCs. However, Toran begins by negotiating with the PCs, hoping to find out what they were doing and why. If given the chance, at APLs 6 and 8 he uses his spell-like abilities to *suggest* that the PCs explain themselves and to *charm* them into cooperating with him. At APLs 10 and 12 he tries to intimidate the PCs into revealing the answers.

If the PCs refuse to cooperate or threaten the demons, they attack. Toran continues to talk to the PCs during the battle, trying to set them against each other and find out the information he wants to know. The demons use their most powerful attacks to try and defeat the PCs: with the exception of Kir-an-tur, the demons work together and make best use their abilities and powers to defeat the PCs.

Note that the demons cannot use their teleportation or summoning abilities in the demiplane. This provides a -1 EL adjustment (already taken into account above).

If the PCs change a demon's attitude to *indifferent*, the demon stops attacking that PC until that PC stops cooperating with the demon. If the demon's attitude is changed to *friendly* or better, the demon attempts to subdue, charm, or otherwise capture the PC alive. In addition, if the demon's attitude is changed to *helpful*, the demon doesn't attempt to capture the PC until that PC

stops cooperating with the demon. Note that the retriever is a construct, and cannot be influenced by the PCs: if Toran is unable to give the retriever a new command, it continues to follow his last instructions until the bitter end.

If the PCs tell the demons enough about their quest that the demons can guess who has Perren's Belt, the demons focus on capturing the Belt and/or the PC's body (dead or alive). Both Toran and Kir-an-tur flee with the Belt if they can: Toran instructs the retriever to seize the Belt and bring it to him. Should a demon escape through the mist back to Perrenland with the Belt, it seeks to make good on its escape with all the abilities at its disposal.

Toran and Kir-an-tur fight to the death unless their attitude is improved to *indifferent* or better. If that occurs, they try to flee back to Perrenland when reduced to 10 hit points or less. The others all fight to the bitter end no matter what.

If Othlin is present, he retreats back to the edge of the mist leading to the alternate Oerth. If pressed to help by the PCs, he replies, ***I have no spells prepared that will help against such foes!*** He does cast *cure* spells on the PCs if they retreat to his location.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 0 gp; Coin 0 gp; Magic 692 gp – +1 *flaming longsword* (692 gp each); Total 692 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 692 gp – +1 *flaming longsword* (692 gp each); Total 692 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

Detect Magic Results: +1 *flaming longsword* (moderate evocation).

Development: After the battle is won, the PCs can heal their wounds and continue back to Perrenland. Othlin casts *cure* spells on the PCs if he is present or if they seek him out in Sernberge. When the PCs are ready to leave the Mounds of Dawn, go to the **Conclusion**.

CONCLUSION

When the PCs return to Perrenland, they must decide what they do next. Most likely they return to Schwartzenbruin, with or without Perren's Belt, to report to Hetshoolmann Ilse Tongeren. Alternately, they may decide to keep Perren's Belt for themselves, deliver it to Kershane as

compensation for the “loss” of the Girdle of Dian, or take somewhere else for some reason.

Troubleshooting: This situation could lead to party in-fighting if the PCs cannot agree on where to take Perren’s Belt. If inter-PC combat is about to break out, remind the players that as per the LCGS, voluntarily attacking another PC with the intent of causing serious or permanent harm, without the other player’s permission, means your character’s alignment automatically shifts to evil and immediately becomes an NPC.

If the PCs return to Schwartzenuin with Perren’s Belt before the evening of the third day:

Hetshoolmann Ilse Tongeren is extremely pleased on your return with Perren’s Belt. “This is marvellous – you’ve done everything we hoped for! Marvellous!” Ilse takes Perren’s Belt from you and has it delivered to the Castle of Dian, where the Old Kerk uses the Belt to restore the wards over the city. The Old Kerk gives you a cash reward for your efforts, as do other public figures and organisations of Schwartzenuin, and you are feted for your deeds.

The PCs receive the Favour of the Colleges of Rao and the Loved in Schwartzenuin items on the AR.

If the PCs return to Schwartzenuin with Perren’s Belt on or after the evening of the third day:

Hetshoolmann Ilse Tongeren is pleased on your return with Perren’s Belt. “This is good – we’ve withstood a second demon raid in your absence, and now there won’t be a third.” Ilse takes Perren’s Belt from you and has it delivered to the Castle of Dian, where the Old Kerk uses the Belt to restore the wards over the city. The Old Kerk gives you a cash reward for your efforts.

The PCs receive the Favour of the Colleges of Rao item on the AR.

If the PCs return to Schwartzenuin without Perren’s Belt:

Hetshoolmann Ilse Tongeren is disappointed that you have returned without Perren’s Belt. “This is not good – even if we hold out for the next few days, having to bring so many soldiers back to defend Schwartzenuin will reduce the nation’s ability to battle Old Wicked

elsewhere.” Regardless, the Old Kerk gives you a cash reward for your efforts. There is another demon raid in the days between your return and the arrival of the city’s reinforcements. The city is safe for now, but at what cost?

If the PCs did not find Perren’s Belt, they receive the Loathed in Schwartzenuin item on the AR. However, if they found Perren’s Belt and deliberately chose to leave it behind after learning of the Famine Queen and the prophecy, they do not receive the Loathed in Schwartzenuin item but do receive the A Principled Stand item. Likewise, if a PC stole Perren’s Belt from the group, the other PCs do not receive the Loathed in Schwartzenuin item but do receive the Favour of the Colleges of Rao item.

If the PCs take Perren’s Belt to Kershane:

Delivering Perren’s Belt to Kershane is greatly appreciated by Prince Naugrim’s government. According to the prince’s agent, Talath Duilthandir, “only the return of the original Girdle of Dian would be valued more highly. Our treaty obligations with Perrenland mean that we cannot publicly acknowledge your gift, but I can assure you that your deeds have been noted.” You receive a cash reward for your actions, and are feted within Kershane. Elsewhere, however, your failure to protect Schwartzenuin becomes common knowledge, and you are found guilty of treason and exiled from Perrenland.

The PCs receive the Loathed in Schwartzenuin, Traitor to Perrenland, and Kershane Patriot items on the AR.

If the PCs keep Perren’s Belt for themselves:

Your failure to protect Schwartzenuin becomes common knowledge, and you are found guilty of treason and exiled from Perrenland. Even worse, Perren’s Belt is stolen from you.

The PCs receive the Loathed in Schwartzenuin and Traitor to Perrenland items on the AR.

Development: The PCs may ask Ilse Tongeren to advocate for the Belt to be returned to the alternate Oerth once the additional troops arrive at Schwartzenuin. Ilse is *indifferent* to this request unless it comes from an exiled heretic PC who refuses to repudiate the heresy, in which case she is *unfriendly*.

If the PCs improve Ilse's attitude to *helpful*, she persuades Schwardenbruin's military commanders to change their plans so that the Belt can be returned. Otherwise, the PCs must expend one Perrenland favour of an appropriate NPC or organisation (DM's call) for each step Ilse's attitude is away from *helpful* to bring sufficient additional influence to bear on the military commanders for them to change their plans.

The PCs can either deliver the Belt themselves, using their own resources, or have the Old Kerk deliver it on their behalf. Ilse Tongeren does not provide additional scrolls of *teleport* or *plane shift* to assist the PCs in travelling between the Oerths.

- If the PCs personally take Perren's Belt back to the alternate Oerth, they receive the A Principled Stand item on the AR in addition to any other items already mentioned above.
- If the PCs personally take Perren's Belt to Kershane or to the alternate Oerth's Kershane, they receive the Kershane Patriot item on the AR in addition to any other items already mentioned above.
- If the PCs attempt to keep Perren's Belt for themselves, it is stolen from them.

Regardless of what they do with Perren's Belt, all PCs receive access to the Govert's Portal item on the AR and to the demiplane's *planar fork*.

Treasure: The PCs gain the following treasure here unless they kept Perren's Belt for themselves:

APL 6: Loot 0 gp; Coin 500 gp; Magic 0 gp; Total 500 gp.

APL 8: Loot 0 gp; Coin 500 gp; Magic 0 gp; Total 500 gp.

APL 10: Loot 0 gp; Coin 1500 gp; Magic 0 gp; Total 1500 gp.

APL 12: Loot 0 gp; Coin 1500 gp; Magic 0 gp; Total 1500 gp.

If the PCs gain the treasure, they gain access to all the *scrolls of plane shift*, *greater plane shift*, *teleport* and *greater teleport* in the Item Access section of the AR, plus access to the +1 *flaming longsword* at APLs 10 and 12. Otherwise, they only gain access to any scrolls given to them by Hetshoolmann Ilse Tongeren in **Encounter 2** that they did not use during the scenario.

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: Festival of Terror

Kill, defeat or drive off the demons

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

6: A Rival for the Prize

Kill, defeat or drive off Beregor and his allies

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

7: Returning to Perrenland

Kill, defeat, bypass or evade the demons

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

Discretionary roleplaying award

Many different things could merit this reward, including (but not limited to) in-character interaction between players, exploring the alternate Oerth, interacting with Kurt and Hanne, and choosing to deliver the belt to Kershane instead of Schwardenbruin.

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total possible experience:

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.

1: Festival of Terror

APL 6: Loot 13 gp (100 arrows, 50 adamantine arrows, 50 alchemical silver arrows); Coin 0 gp; Magic 500 gp – *large +1 mighty (Str 20) composite longbow* (2 @ 250 gp each); Total 513 gp.

APL 8: Loot 27 gp (200 arrows, 100 adamantine arrows, 100 alchemical silver arrows); Coin 0 gp; Magic 1000 gp – *large +1 mighty (Str 20) composite longbow* (4 @ 250 gp each); Total 1027 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

2: The Colleges of Rao

All APLs: Loot 0 gp; Coin 0 gp; Magic 1686 gp – *divine scroll of greater plane shift* (2 @ 189 gp each), *CL 15 arcane scroll of greater teleport* (6 @ 218 gp each); Total 1686 gp.

6: A Rival for the Prize

APL 6: Loot 191 gp (masterwork scythe, masterwork sickle, masterwork full plate, silver holy symbol); Coin 0 gp; Magic 16 gp – *scroll of desecrate* (16 gp); Total 207 gp.

APL 8: Loot 154 gp (masterwork sickle, masterwork full plate, silver holy symbol); Coin 50 gp; Magic 209 gp – *scroll of desecrate* (16 gp), +1 *scythe* (193 gp); Total 363 gp.

APL 10: Loot 48 gp (masterwork sickle, silver holy symbol, masterwork chain shirt); Coin 50 gp; Magic 1079 gp – *scroll of desecrate* (16 gp), *potion of haste* (2 @ 62 gp), +1 *full plate* (220 gp), +1 *scythe* (193 gp) +1 *spiked chain* (193 gp), +2 *periapt of wisdom* (333 gp); Total 1177 gp.

APL 12: Loot 69 gp (masterwork sickle, silver holy symbol, 2 masterwork chain shirts); Coin 150 gp; Magic 1834 gp – *scroll of desecrate* (16 gp), *potion of haste* (3 @ 62 gp), +2 *full plate* (220 gp), +1 *keen scythe* (693 gp) +1 *spiked chain* (2 @ 193 gp), +2 *periapt of wisdom* (333 gp); Total 2053 gp.

7: Returning to Perrenland

APL 6: Loot 0 gp; Coin 0 gp; Magic 692 gp – +1 *flaming longsword* (692 gp each); Total 692 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 692 gp – +1 *flaming longsword* (692 gp each); Total 692 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

Conclusion

APL 6: Loot 0 gp; Coin 500 gp; Magic 0 gp; Total 500 gp.

APL 8: Loot 0 gp; Coin 500 gp; Magic 0 gp; Total 500 gp.

APL 10: Loot 0 gp; Coin 1500 gp; Magic 0 gp; Total 1500 gp.

APL 12: Loot 0 gp; Coin 1500 gp; Magic 0 gp; Total 1500 gp.

Total Possible Treasure

APL 6: Loot 204 gp; Coin 500 gp; Magic 2894 gp; Total 3598 gp (adventure cap = 900 gp).

APL 8: Loot 181 gp; Coin 550 gp; Magic 3587 gp; Total 4318 gp (adventure cap = 1300 gp).

APL 10: Loot 48 gp; Coin 1550 gp; Magic 2765 gp; Total 4363 gp (adventure cap = 2300 gp).

APL 12: Loot 69 gp; Coin 1650 gp; Magic 3520 gp; Total 5239 gp (adventure cap = 3300 gp).

ADVENTURE RECORD ITEMS

Favour of the Colleges of Rao: Hetshoolmann Ilse Tongeren rewards you with free tuition at the Colleges of Rao in Schwartzenuin. You gain access to the following alternate class features: adrenaline boost (*PH2*), aligned strike (*CC*), antiquarian (*CC*), bardic knack (*PH2*), charging smite (*PH2*), curse breaker (*CM*), deity's favour (*PH2*), healing hymn (*CC*), hymn of fortification (*CC*), pool of healing (*CC*), spellbreaker song (*CM*), spontaneous domain casting (*PH2*) and spontaneous rejuvenation (*PH2*).

Loved in Schwartzenuin: Word of your contribution to the safety of the city quickly spreads, and many offer you gifts and hospitality as tokens of their gratitude. For one year from the date of this AR you receive free luxury upkeep in regional scenarios set in Schwartzenuin and free standard upkeep in all other regional scenarios.

Loathed in Schwartzenuin: Word of your failure quickly spreads, and many view you as a coward, an incompetent, or worse. For one year from the date of this AR all upkeep costs during regional scenarios are doubled. In addition, anything that provides you with free or reduced upkeep has no effect in regional scenarios set in Schwartzenuin.

A Principled Stand: You had a difficult choice, and you have done what you think is right. A higher power approves of your decision and aids you in a future time of need. You may re-roll a failed saving throw once, after the DM advises what the consequences of failure are (for example, how much damage you take, if your character is unconscious or killed, and so on). Mark this favour as used once you have re-rolled a failed saving throw.

Traitor to Perrenland: You recovered Perren's Belt but chose not to deliver it to Hetshoolmann Ilse Tongeren. As a consequence, you have been convicted of treason and sentenced to exile.

Kershane Patriot: You delivered Perren's Belt to the Principality of Kershane. While Prince Naugrim publicly denies that the Belt is in Kershane, he privately rewards you with an offer of special training in ancient elven spellcasting techniques. You gain access to the Duskblade class (*PH2*).

Govert's Portal: You know the location of Govert's portal in the Mounds of Dawn. With the right planar fork, you can travel to the demiplane that leads to and from the alternate Oerth.

ITEM ACCESS

APLs 6 to 10:

- *+1 flaming longsword* (Adventure; *DMG*)
- *arcane scroll of plane shift* (Adventure; *DMG*)
- *divine scroll of plane shift* (Adventure; *DMG*)
- *arcane scroll of plane shift, greater* (Adventure; *SpC*; CL 15th; 3000 gp)
- *divine scroll of plane shift, greater* (Adventure; *SpC*; CL 13th; 2275 gp)
- *arcane scroll of teleport* (Adventure; *DMG*)
- *divine scroll of teleport* (Adventure; *PH*, CL 9th; 1125 gp)
- *arcane scroll of teleport, greater* (Adventure; *PH*; CL 15th; 2625 gp)
- *divine scroll of teleport, greater* (Adventure; *PH*; CL 15th; 2625 gp)

APL 12 (all of APLs 6-10 plus the following):

- *+1 keen scythe* (Adventure; *DMG*)

APPENDIX 1: ALL APLS

5: FAMILIAR FACES

KARL HUSSEN

CR 8

Male human (flan) marshall 4/rogue 4

N Medium humanoid (human)

Init +2; **Senses** Listen +10, Spot +10

Languages Common, Elven, Flan, Old Oeridian, Ur-Flan

AC 13, touch 13, flat-footed 13; uncanny dodge (+2 Dex, +0 armor, +1 deflection)

hp 44 (8 HD)

Resist evasion

Fort +7, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares)

Melee +1 rapier +9/+4 (1d6+1/18-20) or

Melee masterwork dagger +9/+4 (1d4/19-20) or

Ranged masterwork dagger +9 (1d4/19-20)

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

Base Atk +6; **Grp** +6

Atk Options Combat Expertise, Improved Disarm, +2d6 sneak attack

Special Actions grant move action 1/day

Abilities Str 10, Dex 14, Con 12, Int 16, Wis 8, Cha 16

SQ marshall auras, trapfinding, trap sense +1

Feats Combat Expertise, Improved Disarm, Skill Focus (Diplomacy)^B, Weapon Finesse

Skills Balance +7, Bluff +8, Climb +5, Diplomacy +15, Gather Information +5, Hide +6, Knowledge (architecture & engineering) +8, Knowledge (dungeoneering) +8, Knowledge (local) +8, Knowledge (history) +8, Listen +10, Move Silently +6, Search +8, +10 to find secret doors, Sense Motive +4, Speak Language (Elven, Ur-Flan), Spot +10, Tumble +7, Use Magic Device +13

Possessions combat gear plus +1 rapier, masterwork dagger, +1 vest of resistance, +1 ring of protection, +2 cloak of charisma, key to Karl's suite at the Museum

Marshall Auras (Ex) Karl exerts an effect on allies in his vicinity. He can project one minor aura and one major aura at a time.

Projecting an aura is a swift action, and the aura remains in effect until Karl uses a free action to dismiss it or activates another aura of the same kind (major or minor). Karl can have an aura active continually, and can have an aura in effect at the start of a combat encounter, even before his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling or calming allies. Karl sizes up the enemy, his allies, and the terrain, then gives his allies the direction that they can use to do their best.

Karl's aura affects all allies within 60 feet (including himself) who can hear his voice and understand his language. An ally must have an Intelligence score of 3 or higher to gain the bonus. Karl's aura is dismissed if he is dazed, unconscious, stunned,

paralysed, or otherwise unable to be heard or understood by his allies.

Karl knows the following minor auras:

- Motivate Dexterity: +3 circumstance bonus on Dexterity checks, Dexterity-based skill checks, and Initiative checks.
- Motivate Intelligence: +3 circumstance bonus on Intelligence checks and Intelligence -based skill checks.

Karl knows the following major aura:

- Motivate Care: +1 circumstance bonus to Armour Class.

Grant Move Action (Ex) Karl can direct and motivate his allies to act immediately. Once per day as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after Karl's turn is over.

Physical Description: Karl Hussen is a tall, lean and handsome man in his late twenties. His long, flowing dark hair is well kept. He usually has a slight smile on his face, as if the goings-on of the world amuse him.

HANNE WEISSPEER

CR 6

Female human (flan) bard 4/rogue 2

N Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Elven, Flan, Old Oeridian, Ur-Flan

AC 12, touch 11, flat-footed 11

(+1 Dex, +1 armor)

hp 30 (6 HD)

Resist evasion

Fort +3, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares)

Melee masterwork rapier +6 (1d6-1/18-20) or

Melee masterwork dagger +6 (1d4-1/19-20) or

Ranged masterwork dagger +6 (1d4-1/19-20)

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

Base Atk +4; **Grp** +3

Atk Options Combat Expertise, +1d6 sneak attack

Special Actions Bardic music 4/day (countersong, *fascinate*, inspire courage +1)

Bard Spells Known (CL 4th):

2nd (1/day)—*invisibility*, *suggestion* (DC 15)

1st (3/day)—*charm person* (DC 14), *cure light wounds*, *ventriloquism* (DC 14)

0 (3/day)—*dancing lights*, *detect magic*, *flare* (DC 13), *ghost sound* (DC 13), *light*, *prestidigitation*

† Already cast

Abilities Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 16

SQ Bardic knowledge +8, trapfinding

Feats Alertness, Combat Expertise, Iron Will, Weapon Finesse

Skills Bluff +12, Decipher Script +11, Diplomacy +18, Gather Information +10 Hide +1, Knowledge (arcana) +7, Knowledge (history) +11, Knowledge (local) +7, Knowledge (nobility & royalty) +7, Listen +2, Move Silently +1, Perform (sing) +12, Sense Motive +9, Speak Language (Flan, Ur-Flan), Spot +2, Use Magic Device +12

Possessions combat gear plus masterwork rapier, masterwork dagger, +1 vest of resistance, +1 bracers of armour, spell component pouch, keys to Hanne's town house, key to Karl's suite at the Museum

Physical Description: Hanne Weisspeer is a slender and pretty young woman in her mid twenties. She has steady gray eyes, and ties her straight dark brown hair back in a loose ponytail. Her mouth is often quirked in a slight smile, as if she views the world with a cynical air.

APPENDIX 1: APL 6

1: FESTIVAL OF TERROR

ABYSSAL RAVAGER **CR 5**
CE Large outsider (chaotic, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7
Languages Abyssal, Common

AC 17, touch 13, flat-footed 13
(-1 size, +4 Dex, +4 natural armor)
hp 22 (3 HD)
Resist acid 10, cold 10
Fort +6, **Ref** +7, **Will** +4

Speed 50 ft. (10 squares)
Melee Sting +6 (1d4+4 plus poison)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +10

Abilities Str 17, Dex 19, Con 17, Int 6, Wis 12, Cha 8
SQ Scent, poison
Feats Track, Weapon Focus (sting)
Skills Jump +9, Listen +7, Move Silently +10, Sense Motive +7, Spot +7, Survival +7

Poison (Ex) Injury, Fortitude DC 14, initial and secondary damage 2d6 Str.

Scent (Ex) Abyssal ravagers can detect opponents within 30 feet by sense of smell (60 feet if the opponent is upwind, 15 feet if the opponent is downwind). They do not detect the exact location of the opponent, but know it is present somewhere within range. Abyssal ravagers can take a move action to note the direction of the scent, and whenever they come within 5 feet of the opponent they automatically pinpoint the opponent's location.

Physical Description: This creature resembles a grotesquely transformed hyena, at least five feet tall at the shoulder and nearly ten feet from its snout to the base of its tail. It has baleful eyes and elongated jaws full of overlarge teeth. Patches of scaly hide show through its coarse, shaggy fur, and a row of curving spines juts from its backbone. Its long, warty tail is equipped with a vicious stinger.

ARROW DEMON **CR 7**
CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)
Init +4; **Senses** darkvision 60 ft., telepathy 100 ft.; Listen +16, Spot +16
Languages Abyssal, Celestial, Draconic

AC 19, touch 14, flat-footed 15
(+4 Dex, +5 natural armor)
hp 135 (10 HD); DR 5/cold iron and good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 18
Fort +16, **Ref** +11, **Will** +10

Speed 40 ft. (8 squares)
Ranged 2 large +1 mighty (Str 20) composite longbows +14/+14/+9/+9 (2d6+6/x3) with symmetrical archery or

Ranged 2 large +1 mighty (Str 20) composite longbows +12/+12/+12/+7/+7 (2d6+6/x3) with symmetrical archery and rapid shot or

Melee 4 claws +15/+15/+10/+10 (1d6+5)

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

Base Atk +10; **Grp** +15

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions *Summon tanar'ri*

Combat Gear 50 adamantine arrows, 50 alchemical silver arrows

Spell-Like Abilities (CL 10th):

4th (at will)—*dimension door* (self plus 50 pounds of objects only)

Abilities Str 21, Dex 19, Con 29, Int 14, Wis 16, Cha 12

SQ Close combat shot, oversized weapons, spell-like abilities, symmetrical archery, overcome damage reduction

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Balance +17, Bluff +14, Climb +18, Concentration +22, Hide +17, Jump +22, Listen +16, Move Silently +17, Sense Motive +16, Spot +16

Possessions combat gear plus 2 large +1 mighty (Str 20) composite longbows, 100 arrows

Close combat shot (Ex) Arrow demons do not incur attacks of opportunity for firing a bow while threatened. In addition, an arrow demon can shoot its bows to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.

Overcome damage reduction (Su) An arrow demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Oversized weapons (Ex) Arrows demons can use bows of any kind that are up to one size larger than their size allows without penalty.

Summon tanar'ri (Sp) Once per day, an arrow demon can either automatically summon 1d6 dretches (MM 42) or attempt to summon another arrow demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Symmetrical archery (Ex) Arrow demons have an amazing ability to wield two bows at once in unison. Any time an arrow demon could make a single attack with a bow, it can attack with both of its bows at -2 to all its attack rolls that round. For example, when making an attack action, an arrow demon can fire one arrow from each bow at its normal attack bonus minus 2, and when making a full-attack action, it can fire one arrow from each bow for each of its normal iterative attacks (two arrows from each bow, each shaft at a -2 penalty). An arrow demon takes no additional penalties for using multiple weapons as long as it is using only bows.

Telepathy (Su) Arrow demons can communicate telepathically with any creature within 100 feet that has a language.

Physical Description: Lean and wiry, this four-armed creature holds two powerful longbows in its left arms and draws the strings back in parallel with its right arms. The massive arrows notched in the bows draw the eye, and the emaciated limbs with which it holds its twin bows obviously conceal an abyssal strength. The creature's gray skin is oily and moist, and it is entirely hairless. The creature's long legs end in four-jointed toes, and it grips the ground as it walks.

6: A RIVAL FOR THE PRIZE

BEREGOR **CR 4**

Male human (flan) cleric 4
NE Medium humanoid (human)
Init +3; **Senses** Listen +3, Spot +3
Languages Common, Flan

AC 17, touch 9, flat-footed 17
(-1 Dex, +8 armor)

hp 28 (4 HD)

Fort +6, **Ref** +0, **Will** +7

Speed 20 ft. (4 squares) in full plate; base speed 30 ft.

Melee masterwork scythe +4 (2d4/x4) or

Melee masterwork sickle +4 (1d6) or

Melee touch spell +3 touch

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

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

Atk Options death touch

Special Actions spontaneous casting, rebuke undead 4/day (+3, 2d6+5, 4th)

Combat Gear *scroll of desecrate*

Cleric Spells Prepared (CL 4th, 5th for evil spells):

2nd—*cure moderate wounds*, *death knell*^P, *hold person* (DC 15), *silence*

1st—*cause fear* (DC 14), *command* (DC 14), *deathwatch*, *magic weapon*, *obscuring mist*, *protection from good*^P

0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *light* †, *read magic*

D: Domain spell. Deity: Nerull. Domains: Death, Evil

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 16, Cha 13

Feats Improved Initiative, Martial Weapon Proficiency (scythe), Profane Boost

Skills Concentration +9, Knowledge (religion) +8, Heal +10, Spellcraft +8

Possessions combat gear plus masterwork scythe, masterwork sickle, masterwork full plate, silver holy symbol of Nerull, tabard embroidered with holy symbol of Nerull, parchment with written instructions (see **Players' Handout 3**)

Physical Description: Beregor is a thickset man in his late thirties. His blue eyes focus intensely on whatever is unfortunate enough to attract his attention. What remains of his blonde-gray hair hangs limply down from the sides and back of his otherwise bald head. Beregor wears a rust-red tabard decorated with a bone white skull and scythe (the holy symbol of Nerull) over his lacquered black full plate. In public, he conceals his tabard and his appearance beneath a tightly-drawn black hooded cloak.

7: RETURNING TO PERRENLAND

ABYSSAL RAVAGER **CR 5**

CE Large outsider (chaotic, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7

Languages Abyssal, Common

AC 17, touch 13, flat-footed 13

(-1 size, +4 Dex, +4 natural armor)

hp 22 (3 HD)

Resist acid 10, cold 10

Fort +6, **Ref** +7, **Will** +4

Speed 50 ft. (10 squares)

Melee Sting +6 (1d4+4 plus poison)

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

Base Atk +3; **Grp** +10

Abilities Str 17, Dex 19, Con 17, Int 6, Wis 12, Cha 8

SQ Scent, poison

Feats Track, Weapon Focus (sting)

Skills Jump +9, Listen +7, Move Silently +10, Sense Motive +7, Spot +7, Survival +7

Poison (Ex) Injury, Fortitude DC 14, initial and secondary damage 2d6 Str.

Scent (Ex) Abyssal ravagers can detect opponents within 30 feet by sense of smell (60 feet if the opponent is upwind, 15 feet if the opponent is downwind). They do not detect the exact location of the opponent, but know it is present somewhere within range. Abyssal ravagers can take a move action to note the direction of the scent, and whenever they come within 5 feet of the opponent they automatically pinpoint the opponent's location.

Physical Description: This creature resembles a grotesquely transformed hyena, at least five feet tall at the shoulder and nearly ten feet from its snout to the base of its tail. It has baleful eyes and elongated jaws full of overlarge teeth. Patches of scaly hide show through its coarse, shaggy fur, and a row of curving spines juts from its backbone. Its long, warty tail is equipped with a vicious stinger.

TORAN THE INCUBUS

Physical Description: This gorgeous man has a perfect build, flawless olive skin, lustrous

curly black hair, sensuous lips and cruel grey eyes. He is dressed in tight scarlet leather breeches with a cloth-of-gold sash around his waist and golden sandals on his feet. The upper half of his body is bare, showing off his lean, muscular and hairless chest.

KIR-AN-TUR THE PALRETHEE **CR 8**
CE Medium outsider (chaotic, evil, extraplanar, fire, tanar'ri)
Init +3; **Senses** darkvision 60 ft., telepathy 100 ft.; Listen +12, Spot +12
Languages Abyssal, Celestial, Draconic

AC 23, touch 13, flat-footed 20; Dodge (+3 Dex, +10 natural armor)
hp 60 (8 HD); DR 10/good
Immune electricity, fire, poison
Resist acid 10; **SR** 18
Fort +9, **Ref** +9, **Will** +7
Weakness cold vulnerability

Speed 30 ft. (6 squares)
Melee +1 *flaming longsword* +14/+9 (1d8+7+1d6 fire/19-20) or
Melee 2 slams +12 (1d8+4 plus demonic burn)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +12
Atk Options Combat Expertise
Special Actions *Summon tanar'ri*
Spell-Like Abilities (CL 8th):
4th (1/day)—*fear* (DC 14)
2nd (at will)—*see invisibility*
1st (at will)—*detect good*
0th (at will)—*detect magic*

Abilities Str 19, Dex 16, Con 16, Int 13, Wis 12, Cha 11
SQ Fiery shield, demonic burn
Feats Combat Expertise, Dodge, Weapon Focus (longsword)
Skills Bluff +11, Diplomacy +15, Hide +14, Intimidate +2, Knowledge (arcana) +12, Listen +12, Sense Motive +12, Search +12, Spellcraft +14, Spot +12
Possessions +1 *flaming longsword*

Cold vulnerability (Ex) Kir-an-tur takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.
Demonic burn (Ex) Any creature hit by Kir-an-tur's slam attack must succeed at a Reflex DC 17 save or catch on fire (*DMG* 303).
Fiery shield (Sp) Kir-an-tur is wreathed in scorching flames that cause damage to each creature that attacks him with a natural or hand-held melee weapon. Such an attack deals normal damage to Kir-an-tur (assuming his damage reduction is overcome) but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; CL 8th). Reach weapons, such as longspears, do not endanger their users in this way.
Summon tanar'ri (Sp) Once per day, Kir-an-tur can attempt to summon another palrethee with a 30%

chance of success. This ability is the equivalent of a 3rd-level spell.

Telepathy (Su) Kir-an-tur can communicate telepathically with any creature within 100 feet that has a language.

Physical Description: This tall, emaciated creature is humanoid in shape and sheathed in blue-white flames. Beneath the flames, it has blood-red skin and the vestigial remnants of bony white wings. The creature is armed with a longsword which it wields in both hands: the flames around its body also flicker around the blade of its sword.

APPENDIX 1: APL 8

1: FESTIVAL OF TERROR

ARROW DEMON

CR 7

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft., telepathy 100 ft.; Listen +16, Spot +16

Languages Abyssal, Celestial, Draconic

AC 19, touch 14, flat-footed 15

(+4 Dex, +5 natural armor)

hp 135 (10 HD); DR 5/cold iron and good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 18

Fort +16, **Ref** +11, **Will** +10

Speed 40 ft. (8 squares)

Ranged 2 *large* +1 *mighty* (Str 20) composite longbows +14/+14/+9/+9 (2d6+6/x3) with symmetrical archery or

Ranged 2 *large* +1 *mighty* (Str 20) composite longbows +12/+12/+12/+7/+7 (2d6+6/x3) with symmetrical archery and rapid shot or

Melee 4 claws +15/+15/+10/+10 (1d6+5)

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

Base Atk +10; **Grp** +15

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions *Summon tanar'ri*

Combat Gear 50 adamantine arrows, 50 alchemical silver arrows

Spell-Like Abilities (CL 10th):

4th (at will)—*dimension door* (self plus 50 pounds of objects only)

Abilities Str 21, Dex 19, Con 29, Int 14, Wis 16, Cha 12

SQ Close combat shot, oversized weapons, spell-like abilities, symmetrical archery, overcome damage reduction

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Balance +17, Bluff +14, Climb +18, Concentration +22, Hide +17, Jump +22, Listen +16, Move Silently +17, Sense Motive +16, Spot +16

Possessions combat gear plus 2 *large* +1 *mighty* (Str 20) composite longbows, 100 arrows

Close combat shot (Ex) Arrow demons do not incur attacks of opportunity for firing a bow while threatened. In addition, an arrow demon can shoot its bows to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.

Overcome damage reduction (Su) An arrow demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Oversized weapons (Ex) Arrows demons can use bows of any kind that are up to one size larger than their size allows without penalty.

Summon tanar'ri (Sp) Once per day, an arrow demon can either automatically summon 1d6

dretches (MM 42) or attempt to summon another arrow demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Symmetrical archery (Ex) Arrow demons have an amazing ability to wield two bows at once in unison. Any time an arrow demon could make a single attack with a bow, it can attack with both of its bows at -2 to all its attack rolls that round. For example, when making an attack action, an arrow demon can fire one arrow from each bow at its normal attack bonus minus 2, and when making a full-attack action, it can fire one arrow from each bow for each of its normal iterative attacks (two arrows from each bow, each shaft at a -2 penalty). An arrow demon takes no additional penalties for using multiple weapons as long as it is using only bows.

Telepathy (Su) Arrow demons can communicate telepathically with any creature within 100 feet that has a language.

Physical Description: Lean and wiry, this four-armed creature holds two powerful longbows in its left arms and draws the strings back in parallel with its right arms. The massive arrows notched in the bows draw the eye, and the emaciated limbs with which it holds its twin bows obviously conceal an abyssal strength. The creature's gray skin is oily and moist, and it is entirely hairless. The creature's long legs end in four-jointed toes, and it grips the ground as it walks.

6: A RIVAL FOR THE PRIZE

BEREGOR

CR 6

Male human (flan) cleric 6

NE Medium humanoid (human)

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

Languages Common, Flan

AC 17, touch 9, flat-footed 17

(-1 Dex, +8 armor)

hp 42 (6 HD)

Fort +7, **Ref** +1, **Will** +8

Speed 20 ft. (4 squares) in full plate; base speed 30 ft.

Melee +1 *scythe* +5 (2d4+1/x4) or

Melee masterwork sickle +5 (1d6) or

Melee touch spell +4 touch

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

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

Atk Options death touch

Special Actions spontaneous casting, rebuke undead 4/day (+3, 2d6+7, 6th)

Combat Gear *scroll of desecrate*

Cleric Spells Prepared (CL 6th, 7th for evil spells):

3rd—*animate dead*^D, *bestow curse* (DC 16), *invisibility purge*, *speak with dead* (DC 16)

2nd—*cure moderate wounds, darkness, death knell^P, hold person* (DC 15), *silence*

1st—*cause fear* (DC 14), *command* (DC 14), *deathwatch, divine favour, obscuring mist, protection from good^P*

0—*cure minor wounds, cure minor wounds, detect magic, light* †, *read magic*

D: Domain spell. Deity: Nerull. Domains: Death, Evil
† Already cast

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 16, Cha 13

Feats Combat Casting, Improved Initiative, Martial Weapon Proficiency (scythe), Profane Boost

Skills Concentration +11, +15 on the defensive or in a grapple, Knowledge (religion) +10, Heal +12, Spellcraft +10

Possessions combat gear plus +1 *scythe*, masterwork sickle, masterwork full plate, silver holy symbol of Nerull, tabard embroidered with holy symbol of Nerull, parchment with written instructions (see **Players' Handout 3**), 6 black onyx gems worth 50 gp each (material component for *animate dead*)

Physical Description: Beregor is a thickset man in his late thirties. His blue eyes focus intensely on whatever is unfortunate enough to attract his attention. What remains of his blonde-gray hair hangs limply down from the sides and back of his otherwise bald head. Beregor wears a rust-red tabard decorated with a bone white skull and scythe (the holy symbol of Nerull) over his lacquered black full plate. In public, he conceals his tabard and his appearance beneath a tightly-drawn black hooded cloak.

7: RETURNING TO PERRENLAND

TORAN THE INCUBUS, ADVANCED WITH ELITE ARRAY **CR 9**

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +3; **Senses** darkvision 60 ft., telepathy 100 ft.; Listen +22, Spot +22

Languages *tongues*

AC 21, touch 12, flat-footed 19; Dodge, Mobility (+2 Dex, +9 natural armor)

hp 54 (8 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 18

Fort +9, **Ref** +8, **Will** +9

Speed 30 ft. (6 squares)

Melee 2 claws +8 (1d6)

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

Base Atk +8; **Gp** +8

Special Actions Energy drain, *summon tanar'ri*, push the weak mind

Spell-Like Abilities (CL 12th):

7th (at will)—*ethereal jaunt* (self plus 50 pounds of objects only), *greater teleport* (self plus 50 pounds of objects only)

4th (at will)—*charm monster* (DC 24)

3rd (at will)—*suggestion* (DC 23)

2nd (at will)—*detect thoughts* (DC 22)

1st (at will)—*detect good*

0th (at will)—*detect magic*

Abilities Str 10, Dex 15, Con 16, Int 16, Wis 16, Cha 31

SQ Change shape, overcome damage reduction

Feats Dodge, Mobility, Persuasive

Skills Bluff +23, Concentration +14, Diplomacy +14, Disguise +21, +23 to act in character, Escape Artist +13, Hide +13, Intimidate +25, Knowledge (the planes) +14, Listen +22, Move Silently +13, Search +15, Spot +22, Use Rope +2, +4 with bindings

Change shape (Su): Toran can assume the form of any small or medium humanoid.

Energy drain (Su) Toran drains energy from a mortal he lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, Toran must start a grapple, which provokes an attack of opportunity. Toran's kiss or embrace bestows one negative level (Fortitude DC 24 to remove in 24 hours time). The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from Toran (Will DC 24 negates).

Summon tanar'ri (Sp) Once per day, Toran can attempt to summon a vrook with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Overcome damage reduction (Su) Toran's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Telepathy (Su) Toran can communicate telepathically with any creature within 100 feet that has a language.

Tongues (Su) Toran has a permanent *tongues* ability (CL 12th), and usually uses verbal communication with mortals.

Physical Description: This gorgeous man has a perfect build, flawless olive skin, lustrous curly black hair, sensuous lips and cruel grey eyes. He is dressed in tight scarlet leather breeches with a cloth-of-gold sash around his waist and golden sandals on his feet. The upper half of his body is bare, showing off his lean, muscular and hairless chest.

KIR-AN-TUR THE PALRETHEE **CR 8**

CE Medium outsider (chaotic, evil, extraplanar, fire, tanar'ri)

Init +3; **Senses** darkvision 60 ft., telepathy 100 ft.; Listen +12, Spot +12

Languages Abyssal, Celestial, Draconic

AC 23, touch 13, flat-footed 20; Dodge (+3 Dex, +10 natural armor)

hp 60 (8 HD); DR 10/good

Immune electricity, fire, poison

Resist acid 10; **SR** 18

Fort +9, Ref +9, Will +7

Weakness cold vulnerability

Speed 30 ft. (6 squares)

Melee +1 *flaming longsword* +14/+9 (1d8+7+1d6 fire/19-20) or

Melee 2 slams +12 (1d8+4 plus demonic burn)

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

Base Atk +8; **Grp** +12

Atk Options Combat Expertise

Special Actions *Summon tanar'ri*

Spell-Like Abilities (CL 8th):

4th (1/day)—*fear* (DC 14)

2nd (at will)—*see invisibility*

1st (at will)—*detect good*

0th (at will)—*detect magic*

Abilities Str 19, Dex 16, Con 16, Int 13, Wis 12, Cha 11

SQ Fiery shield, demonic burn

Feats Combat Expertise, Dodge, Weapon Focus (longsword)

Skills Bluff +11, Diplomacy +15, Hide +14, Intimidate +2, Knowledge (arcana) +12, Listen +12, Sense Motive +12, Search +12, Spellcraft +14, Spot +12

Possessions +1 *flaming longsword*

Cold vulnerability (Ex) Kir-an-tur takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Demonic burn (Ex) Any creature hit by Kir-an-tur's slam attack must succeed at a Reflex DC 17 save or catch on fire (*DMG* 303).

Fiery shield (Sp) Kir-an-tur is wreathed in scorching flames that cause damage to each creature that attacks him with a natural or hand-held melee weapon. Such an attack deals normal damage to Kir-an-tur (assuming his damage reduction is overcome) but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; CL 8th). Reach weapons, such as longswords, do not endanger their users in this way.

Summon tanar'ri (Sp) Once per day, Kir-an-tur can attempt to summon another palrethee with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Telepathy (Su) Kir-an-tur can communicate telepathically with any creature within 100 feet that has a language.

Physical Description: This tall, emaciated creature is humanoid in shape and sheathed in blue-white flames. Beneath the flames, it has blood-red skin and the vestigial remnants of bony white wings. The creature is armed with a longsword which it wields in both hands: the flames around its body also flicker around the blade of its sword.

6: A RIVAL FOR THE PRIZE

BEREGOR

CR 9

Male human (flan) cleric 9

NE Medium humanoid (human)

Init +3; **Senses** Listen +4, Spot +4

Languages Common, Flan

AC 18, touch 9, flat-footed 18

(-1 Dex, +9 armor)

hp 63 (9 HD)

Fort +8, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares) in full plate; base speed 30 ft.

Melee +1 *scythe* +7/+2 (2d4+1/x4) or

Melee masterwork sickle +7/+2 (1d6) or

Melee touch spell +6 touch

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

Base Atk +6; **Grp** +6

Atk Options death touch

Special Actions spontaneous casting, rebuke undead 4/day (+3, 2d6+11, 10th)

Combat Gear *scroll of desecrate*, *potion of haste*

Cleric Spells Prepared (CL 9th, 10th for evil spells):

5th—*greater command* (DC 19), *slay living*^D (DC 19)

4th—*air walk*, *death ward*, *freedom of movement*, *unholy blight*^P (DC 18)

3rd—*animate dead*^D, *bestow curse* (DC 17), *blindness/deafness* (DC 17), *invisibility purge*, *speak with dead* (DC 17)

2nd—*cure moderate wounds*, *darkness*, *death knell*^P, *gentle repose*, *hold person* (DC 16), *silence*

1st—*cause fear* (DC 15), *command* (DC 15), *cure light wounds*, *deathwatch*, *divine favour*, *obscuring mist*, *protection from good*^P

0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *light* †, *guidance*, *read magic*

D: Domain spell. Deity: Nerull. Domains: Death, Evil

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 19, Cha 13

Feats Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency (scythe), Profane Boost

Skills Concentration +14, +18 on the defensive or in a grapple, Knowledge (religion) +13, Heal +16, Spellcraft +13

Possessions combat gear plus +1 *scythe*, masterwork sickle, +1 *full plate*, +2 *periapt of wisdom*, silver holy symbol of Nerull, tabard embroidered with holy symbol of Nerull, parchment with written instructions (see **Players' Handout 3**), 6 black onyx gems worth 50 gp each (material component for *animate dead*)

Physical Description: Beregor is a thickset man in his late thirties. His blue eyes focus intensely on whatever is unfortunate enough to attract his attention. What remains of his blonde-

gray hair hangs limply down from the sides and back of his otherwise bald head. Beregor wears a rust-red tabard decorated with a bone white skull and scythe (the holy symbol of Nerull) over his lacquered black full plate. In public, he conceals his tabard and his appearance beneath a tightly-drawn black hooded cloak.

APPENDIX 1: APL 12

6: A RIVAL FOR THE PRIZE

BEREGOR

CR 11

Male human (flan) cleric 11
NE Medium humanoid (human)
Init +3; **Senses** Listen +4, Spot +4
Languages Common, Flan

AC 19, touch 9, flat-footed 19
(-1 Dex, +10 armor)

hp 77 (11 HD)

Fort +9, **Ref** +2, **Will** +11

Speed 20 ft. (4 squares) in full plate; base speed 30 ft.

Melee +1 *keen scythe* +9/+4 (2d4+1/19-20, x4) or

Melee masterwork sickle +9/+4 (1d6) or

Melee touch spell +8 touch

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

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

Atk Options death touch

Special Actions spontaneous casting, rebuke undead 4/day (+3, 2d6+13, 12th)

Combat Gear *scroll of desecrate*, *potion of haste*

Cleric Spells Prepared (CL 11th, 12th for evil spells):

6th—*antilife shell* (DC 20), *create undead*^P

5th—*greater command* (DC 19), *slay living*^D (DC 19), *spell resistance*

4th—*air walk*, *death ward*, *freedom of movement*, *unholy blight*^P (DC 18), *poison* (DC 18)

3rd—*animate dead*^P, *bestow curse* (DC 17), *blindness/deafness* (DC 17), *cure serious wounds*, *invisibility purge*, *speak with dead* (DC 17)

2nd—*cure moderate wounds*, *darkness*, *death knell*^P, *gentle repose*, *hold person* (DC 16), *silence*

1st—*cause fear* (DC 15), *command* (DC 15), *cure light wounds*, *deathwatch*, *divine favour*, *obscuring mist*, *protection from good*^P, *shield of faith*

0—*cure minor wounds*, *cure minor wounds*, *detect magic*, *light* †, *guidance*, *read magic*

D: Domain spell. Deity: Nerull. Domains: Death, Evil

† Already cast

Abilities Str 10, Dex 8, Con 14, Int 12, Wis 19, Cha 13

Feats Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency (scythe), Profane Boost

Skills Concentration +16, +20 on the defensive or in a grapple, Knowledge (religion) +15, Heal +18, Spellcraft +15

Possessions combat gear plus +1 *keen scythe*, masterwork sickle, +2 *full plate*, +2 *periapt of wisdom*, silver holy symbol of Nerull, tabard embroidered with holy symbol of Nerull, parchment with written instructions (see **Players' Handout 3**), 6 black onyx gems worth 50 gp each (material component for *animate dead*), 3 black onyx gems worth 200 gp each (material component for *create undead*)

Physical Description: Beregor is a thickset man in his late thirties. His blue eyes focus intensely on whatever is unfortunate enough to attract his attention. What remains of his blonde-gray hair hangs limply down from the sides and back of his otherwise bald head. Beregor wears a rust-red tabard decorated with a bone white skull and scythe (the holy symbol of Nerull) over his lacquered black full plate. In public, he conceals his tabard and his appearance beneath a tightly-drawn black hooded cloak.

7: RETURNING TO PERRENLAND

RETRIEVER, ADVANCED

CR 14

CE Gargantuan construct (extraplanar)

Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 23, touch 9, flat-footed 20

(-4 size, +3 Dex, +14 natural armor)

hp 181 (22 HD); fast healing 5

Immune disease, death, mind-affecting, necromancy, paralysis, poison, sleep and stunning effects

Fort +7, **Ref** +10, **Will** +7

Speed 50 ft. (10 squares)

Melee 4 claws +26 melee (3d6+14) and bite +21 melee (2d6+7) and

Ranged eye ray +15 touch

Space 20 ft.; **Reach** 15 ft.

Base Atk +16; **Grp** +42

Atk Options Improved grab, eye rays

Abilities Str 39, Dex 17, Con —, Int —, Wis 11, Cha 1

SQ *Find target*

Improved grab (Ex) If a retriever hits with its bite attack, it can then 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 grips the opponent fast in its mouth. This is the method by which it usually “retrieves” things.

Eye rays (Su) A retriever’s eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The four eye effects are:

- **Fire:** Deals 12d6 points of fire damage to the target (Reflex DC 24 half).
- **Cold:** Deals 12d6 points of cold damage to the target (Reflex DC 24 half).
- **Electricity:** Deals 12d6 points of electricity damage to the target (Reflex DC 24 half).
- **Petrification:** Turns the target to stone permanently (Fortitude DC 24 negates).

Find target (Sp) When ordered to find an item or a creature, a retriever does so unerringly, as though guided by *discern location*. The being giving the

order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th-level spell.

Physical Description: This creature looks like an enormous spider, standing three times as tall as a human. Its forelegs end in massive cleavers. Four bulbous eyes, a malevolent gleam in each one, rise out of its carapace.

APPENDIX 2: NEW RULES ITEMS

FEATS

Profane Boost

You can channel negative energy to increase the power of inflict wounds spells cast near you.

Prerequisite: Ability to rebuke undead.

Benefit: You can spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximised, with no adjustment to the spell's level or casting time.

Source: *Complete Divine* 84

SPELLS

Plane Shift, Greater

Conjuration (Teleportation)

Level: Cleric 7, sorcerer/wizard 8

You and the others link hands, and you concentrate on the forked copper rod. You rap the fork against your thigh and speak the words of the spell. You know where you're going, and as the landscape around you fades, a new plane takes shape around you.

This spell functions like *plane shift* (PH 262), except that if you have visited the desired location, the spell takes you to the precise location (rather than 5 to 500 miles distant).

Source: *Spell Compendium* 159

DM'S AID 1: PERRENLAND SPECIFIC EFFECTS

Exiled: You have been tried by a rechter, convicted of a serious crime, and sentenced to exile from the Quaglands. This has the following effects on play.

1. The TU cost of all regional adventures are doubled (2 TU for a 1-round adventure, 4 TU for a 2-round adventure).
2. While in Perrenland, you are unprotected by the law – an outlaw – unless you choose to repudiate the heresy or stall the imposition of your sentence (see 3 below).
3. You must tell your DM at the start of the game which of the following options your character is taking as they travel through Perrenland.
 - *Repudiate the heresy* [only available to those exiled for supporting the heresy]. Your sentence of exile is removed if you expend 1 Perrenland favour or 2 uitlander favours to obtain suitable character witnesses who testify to your sincere change of heart. If you had it, you lose access to the Heretic organisation. You also have a -2 circumstance penalty to all Diplomacy checks made to influence the attitude of heretic and traditionalist NPCs, as neither faction trusts your loyalty. Have your DM note that you have repudiated the heresy and have this penalty in the Notes section of the Adventure Record.
 - *Stall the imposition of your sentence through the legal system* by having additional character witnesses testify on your behalf. This expends 1 Perrenland favour or 2 uitlander favours per adventure, but does not change the rechter's decision to sentence you to exile.
 - *Conceal your identity* by wearing a disguise and using a different name. During the adventure, you must succeed on any required Disguise check and always use a false name to successfully alter your appearance: if not, you run the risk of an NPC recognising you (see 4 below) and positively identifying you as an outlaw. In addition, if you were not positively identified during the adventure, you must succeed on a DC 15 Bluff or Disguise check at the end of the adventure or be positively identified.
 - *Partially conceal your identity by wearing a disguise* but using your own name. During the adventure, you must succeed on any required Bluff check or run the risk of an NPC recognising your name (see 4 below) and becoming suspicious of your disguise. If that occurs, you must succeed on a Disguise check or be positively identified as an outlaw. In addition, if you were not positively identified during the adventure, you must succeed on a DC 15 Bluff or Disguise check at the end of the adventure or be positively identified.
 - *Partially conceal your identity by using a different name* but not wearing a disguise. During the adventure, you automatically run the risk of an NPC recognising your appearance (see 4 below). If that occurs, you must succeed on a Bluff check or be positively identified as an outlaw. In addition, if you were not recognised during the adventure, you must succeed on a DC 15 Bluff check at the end of the adventure or be positively identified.
 - *Travel openly*. You are positively identified by NPCs during and after the adventure.
4. To recognise your appearance or your name as that of an outlaw, an NPC must succeed on a DC 25 Intelligence check, using your equivalent character level (ECL) as a circumstance bonus to the roll. The NPC may use their Knowledge: Local (Iuz's Border States) skill instead of their Intelligence check if they have ranks in the skill.
5. Your character may be arrested if they are positively identified by a lawfully aligned non-heretic Perrenland NPC and reported to the authorities. During the adventure, the scenario states if an NPC will do this, and what the consequences are if they do. If you are positively identified after the adventure, the TU cost of the adventure is doubled again (4 TU for a 1-round adventure, 8 TU for a 2-round adventure) as you spend weeks resisting arrest, escaping from custody, avoiding the authorities, and so on. You have a -5 circumstance penalty to all Bluff and Disguise checks to conceal your identity in future Perrenland scenarios, as you are now notorious as an outlaw who travels incognito throughout Perrenland. Have your DM note that you have this penalty in the Notes section of the Adventure Record.

DM'S AID 2: THE GIRDLE OF DIAN

The Girdle is a broad leather belt worked with silver thread. A large central disk holds a fist-sized star-shaped stone of a metallic hue.

The Girdle of Dian (called Perren's Belt on the alternate Oerth) is a major artefact. It radiates an aura of overwhelming transmutation magic, and the sole method of destroying it is not known.

While worn, the Girdle of Dian has the following effects:

- The caster level of any spell cast is increased by 1d4 levels.
- The caster and any creatures that are touching the caster are immune to the caster's harmful spell effects.
- There is a 10% chance that any spell cast is heightened to 9th spell level, empowered, and widened.

For example, a 6th level wizard wearing the Girdle of Dian casts *fireball*. The caster level of the *fireball* is 6 + 1d4, increasing the range, damage, and other spell effects that are based on caster level. In addition, there is a 10% chance the *fireball* is heightened to a 9th spell level (increasing the Reflex save DC by 6), has a 40ft radius, and does 1½ times its normal damage.

The Girdle of Dian radiates a powerful variant of the *dimensional lock* spell (duration permanent, area of effect is a 5 mile radius, does not interfere with summoning spells). Perren's Belt does not radiate this magical effect.

PCs may attempt the following skill checks to know more about the Girdle of Dian. Reduce the DCs by 5 for PCs who are elves or half-elves with a home region of Perrenland and by 5 for PCs who are members of Clan Kershane. These modifiers are cumulative: that is, reduce the DCs by 10 for an elf or half-elf PC with a home region of Perrenland who is a member of Clan Kershane.

Knowledge: Local (Iuz's Border States) or Bardic Knowledge

DC 10: Schwartzbruin is protected by an artefact called the Girdle of Dian.

DC 15: The Girdle completely blocks all extradimensional travel throughout the city as if everything in the city was affected by a *dimensional lock*. This effect does not prevent summoning spells from working.

DC 20: The Girdle was originally an elven artefact from Kershane, but has been in Schwartzbruin for over five centuries. Some adventurers conspired to steal the Girdle in 594 CY, but some heroes foiled their plan.

DC 25: Nobody knows how the Girdle came to be in Schwartzbruin, or why it hasn't been returned to Kershane now that the elves have emerged from their hidden city. Kershane has not received any payment or compensation for the loss of the Girdle.

Knowledge: History or Bardic Knowledge

DC 20: The Girdle is named after its previous owner, the wizard Dian Weirtherlihte. Dian sacrificed himself by using a tremendously destructive spell to end the battle against the treacherous Tilfias Rood and his Aerdi warriors outside the walls of Kershane in 142 CY.

DC 25: Nobody knows how the Girdle survived, or travelled to Schwartzbruin. Dian and everyone near him were killed by the tremendously destructive spell he evoked, and all the bodies were found inside the magical barrier – the Shroud of Souls – that appeared at the end of the battle, isolating Kershane from the outside world for centuries.

DC 30: At the time of the battle against Tilfias Rood, the Girdle of Dian did not prevent extradimensional travel. Instead, it generally improved the power of Dian's spells, and sometimes made them more potent than Dian expected.

DM'S AID 3: THE ALTERNATE OERTH

Sometimes the fate of a world rests on a single decision. Up to the death of Overking Jiranen of House Rax in the spring of 213 CY, the history of the alternate Oerth was identical to that of the Oerth. On both worlds, Jarenen's son Malev secretly auctioned the office of the Overking among his relatives. On the Oerth, Malev's cousin Zelcor won the bidding, and the negligence, decadence and dimwittedness of Zelcor and his heirs oversaw the rapid decline and disintegration of the Great Kingdom. On the alternate Oerth, Malev's cousin Karn won the bidding, and the dutifulness, prudence and wisdom of Karn and his heirs oversaw the continued glory of the Great Kingdom.

As the Great Kingdom never went into decline on the alternate Oerth, the Viceroyalty of Ferrond never declared independence in 254 CY. Instead of focusing their attention on political squabbles and crises within the Great Kingdom, the Viceroys focused on expanding and solidifying the Great Kingdom's control over the peripheral territories of the Viceroyalty – particularly the rebellious and disobedient Flan clans of the Quaglands. Recognising that it was difficult to exert effective control over the Quaglands from their capital at Dyvers, Ferrond established the Principality of Exag late in the 3rd century CY, granting the prince dominion over and responsibility for the Quaglands.

Throughout the 4th century CY, the princes of Exag engaged in a two-pronged strategy to break the power of the Flan clans over the general population of the Quaglands. On the one hand, loyal clan leaders were granted noble titles and positions at the court; on the other, disloyal clan leaders were put down with sword and fire, but any followers who surrendered were spared. Over the decades, the strategy had the desired effect of breaking down the political cohesion of the clans, as the losers of intra-clan feuds and power struggles found a ready and powerful ally who would overthrow their clan rivals in exchange for their oaths of fealty and loyalty.

The last effective clan resistance to the Prince of Exag was dealt with in 392 CY, when the rebellious island town of Schwardenbruin was burned to the ground by the forces of the Prince and his ennobled Flan allies. The leader of the resistance, a charismatic Old Faith priest named Perren, is known to have died in the fire: however, legends claim that he escaped, and waits somewhere beneath the waters of Lake Quag until his people's darkest hour, when he will return and lead the Flan to glory. The priests and druids of the Old Faith continued to lead sporadic uprisings and revolts throughout the 5th century, diminishing in frequency and intensity as the years passed. An archmage named Iggwilv attempted to overthrow the Prince in 480 CY, but her plot was foiled and she disappeared into obscurity. Gouvert fled through the demiplane to Oerth while one of the last uprisings was being suppressed in 492 CY.

So, what are some key differences between present-day Perrenland and the alternate Quaglands?

- The Great Kingdom continues to rule over most of the Flanaess, and has ruled over the Quaglands for centuries. Feudalism is the dominant political structure throughout the Great Kingdom, including the Quaglands: clan affiliations are much less important to Quaglanders than they are to Perrenders.
- In general, the alternate Oerth is more peaceful and stable. With no luz, the Greyhawk Wars didn't happen. What's more, even if there had been a major Fruztii invasion, the unified Great Kingdom of the alternate Oerth is much more capable of holding off and driving back barbarian invaders than the squabbling states of the Oerth.
- Iggwilv is a little-known minor villain from a century ago (Knowledge (History) DC 20 or Bardic Knowledge DC 15 for a Quaglander NPC to know of her). More importantly, she never imprisoned Graz'zt. As a consequence, luz doesn't exist on the alternate Oerth: the Quaglands have been at peace for decades.
- Perren is a major legendary figure from two centuries ago (Bardic Knowledge DC 5 or Knowledge (History) DC 10 for a Quaglander NPC to have heard of him, anyone who exceeds the DC by 10 or more knows the stories about him mentioned above). He was the leader of the Old Kerk, but never united the clans under his leadership.
- The destruction of Schwardenbruin in 392 CY greatly weakened the Old Kerk, and the decline of the clans worsened the situation. The Oeridian gods are now more prevalent throughout the Quaglands than the Flan gods, and the influence of the Old Kerk has declined to a level similar to the worship of the Old Faith in most parts of Perrenland's Oerth: that is, predominantly rural and focused on nature.

- The roles and populations of Exag and Schwarzenbruin are reversed in the Quaglands. Exag is the capital city, with a population of over 18,000 adults; Schwarzenbruin is a small town of about 3,000, and the ruins of the old city are still visible on parts of the island.
- The current Prince of Exag is Prince Tarant. He rules over most (but not all) of the territory that belongs to Perrenland. Exceptions are the Sepia Uplands (independent), the Clatspurs (which belong to the Viceroyalty of Ferrond) and Quagfludt (also part of Ferrond). Kershane has chosen to remain hidden from the Aerdi-dominated Quaglands, and is unknown to Quaglander NPCs. Khundholm does not exist, as Barandon did not succeed on his quest to sound the magic horn Olhupe-Baraknoror.
- With the exception of luz, most other named NPCs from Perrenland exist in the Quaglands and are doing similar things. For example, Hanne Weisspeer's father is Sir Karenin Weisspeer of Krestible, a noble knight and distinguished military leader. The counterpart of the former Voormann, Orgus Bildgear, is the Baron of Niederschlauss and has been trying to create support at the Prince's court for the conquest of the Sepia Uplands. The archmage Iggwilv has succeeded her mother as the Famine Queen of the far north, and is conspiring with the cult of Nerull to overthrow the Principality of Exag and rule the Quaglands herself.
- The major difference in an NPC's background that matters in this scenario affects Karl Hussen. In Perrenland, Karl's mother Karla is the Voorstammann (elected Pfalzgraf) of Clan Hussen and the Hintervoormann of Nederboden canton, while his father Franz was the Voormann from 576 to 584 CY. In the Quaglands, Karl's family lost control of Clan Hussen over 200 years ago, and became commoners long ago.

DM'S AID 4: THE DEMIPLANE

The demiplane connects the same location in the Mounds of Dawn on two Oerths, and is accessible only at those two locations. Access to the demiplane requires the ability to *plane shift*; however, magic is not required to leave the demiplane, as characters can walk out of the demiplane into the Oerth of their choice.

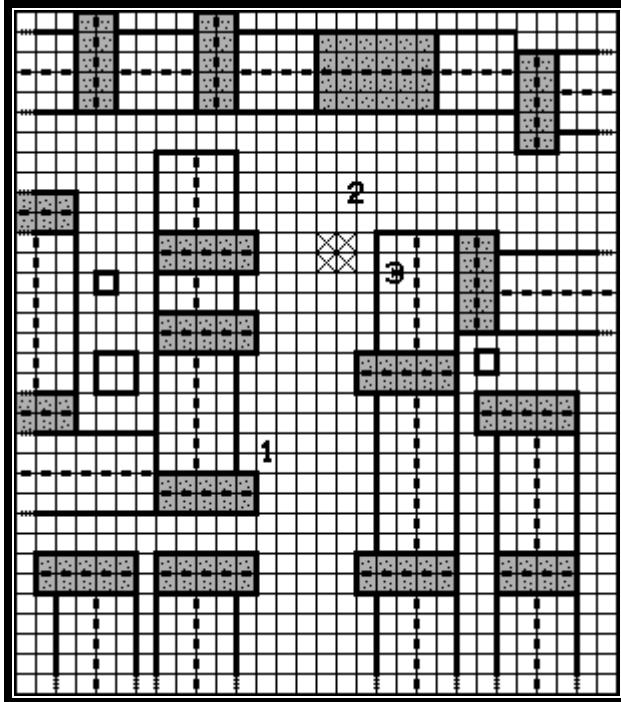
The demiplane has the following traits:

- Normal gravity.
- Normal time.
- Self-contained shape: anyone who travels more than 30 ft. past the edge of the map in **DM's Aid 6** re-enters the opposite edge of the map.
- Alterable morphic: objects remain where they are and what they are unless affected by physical force or magic.
- No elemental or energy traits.
- No alignment traits.
- Limited magic: the demiplane does not connect to the transitive planes (the astral plane, ethereal plane, and the plane of shadow). As a consequence, conjuration (calling), conjuration (summoning), conjuration (teleportation) and illusion (shadow) spells, spell-like abilities and effects do not work within the demiplane. In addition, it is not possible to access nondimensional spaces within magic items (including *bags of holding*, *Heward's handy haversacks*, *portable holes* and *quivers of Ehlonna*) while in the demiplane.


DM'S AID 5: MAP OF SCHWARTZENBRUIN'S STREETS


LEGEND

Scale: 1 square = 5 ft.



■ ■ ridge of roof (creatures adjacent to the ridge can attack across the ridge as if attacking across a low obstacle, but creatures further down the roof cannot)

 steeply sloped roof of three storey building (30 feet above ground, creatures must spend 2 squares to move one square towards ridge, characters running or charging away from ridge must succeed on a DC 10 Balance check upon entering the first steep slope square or stumble, creatures who fail this check stumble and must end their movement 1d2×5 feet later, characters who fail by 5 or more fall prone in the square where they end their movement)

 steeply sloped roof of two storey building (20 feet above ground, creatures must spend 2 squares to move one square towards ridge, characters running or charging away from ridge must succeed on a DC 10 Balance check upon entering the first steep slope square or stumble, creatures who fail this check stumble and must end their movement 1d2×5 feet later, characters who fail by 5 or more fall prone in the square where they end their movement)

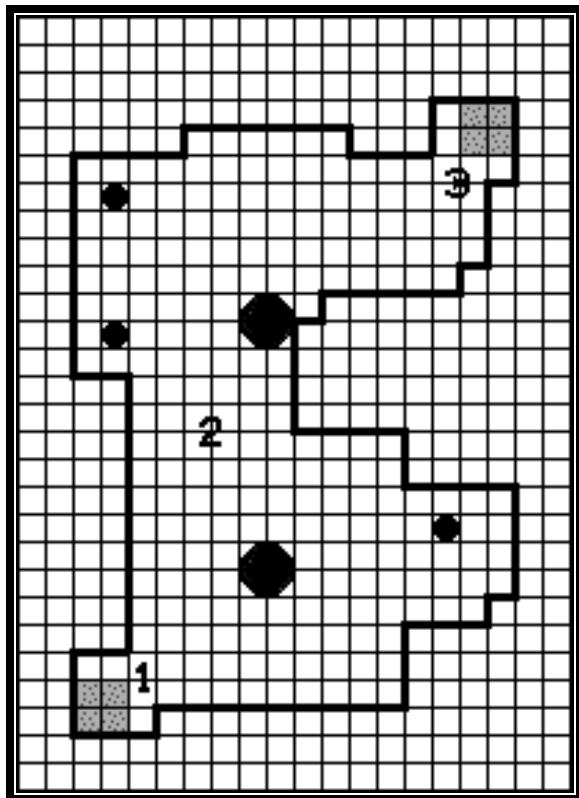
□ flat roof of one story building (10 feet above ground)

⊠ squares containing the pie-seller's overturned wagon (provides cover)

KEY

- 1 PCs start near here
- 2 melee demons start near here
- 3 sniper demon starts near here

DM'S AID 6: MAP OF THE DEMIPLANE



LEGEND

Scale: 1 square = 5 ft.

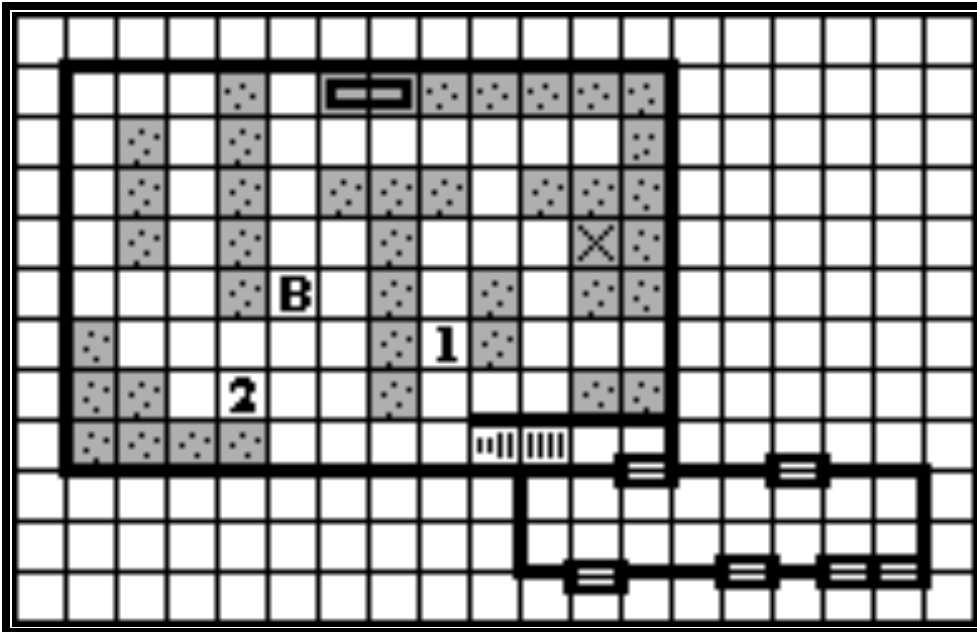
- blue-green mist (obscures all sight, including darkvision, beyond 5 ft., creatures 5 ft. away have concealment, creatures more than 5 ft. away have total concealment)
- ◆ stone pillar (hardness 8, 540 hit points)
- big stone pillar (hardness 8, 1620 hit points, Tiny size creatures can pass through the gap between the pillar and the wall without their movement being affected, Small size creatures must squeeze, creatures of Medium size or greater must use Escape Artist skill)

Ceiling height varies between 20 and 30 ft.

KEY






- 1 portal to the PC's Oerth
- 2 **Encounter 7** only – demons start here
- 3 portal to the alternate Oerth

DM'S AID 7: MAP OF THE MUSEUM'S BASEMENT



LEGEND

Scale: 1 square = 5 ft.

-  boxes and crates (height varies from 10 ft. to 15 ft., considered a lightly obstructed difficult surface, DC 12 Balance check to run or charge – see *PH 67*)
-  coffin(s) for Beregor's servants (buried under other boxes and crates)
-  double doors (lead back into the main part of the museum)
-  locked door (strong wooden door, average lock)
-  steps down into basement

KEY

- B** Beregor's starting location
- 1** servant's starting location
- 2** second servant's starting location
- X** square containing crate holding Perren's Belt

DM'S AID 8: HANNE AND KARL'S SCHEDULE

8 PM day 1 to 2 AM day 2: Hanne and Karl are in the streets of Exag attending the festival.

2 AM to 8 AM day 2: Hanne is sleeping at her town house while Karl is sleeping at his suite in the Museum.

8 AM to 4 PM day 2: Hanne is socialising with friends around Exag while Karl is working in his office at the Museum.

4 PM to 8 PM day 2: Hanne is preparing dinner at her town house while Karl is working in his office at the Museum.

8 PM to 10 PM day 2: Hanne and Karl eat dinner together in Karl's suite at the Museum.

10 PM day 2 to 8 AM day 3: Hanne and Karl are sleeping at Karl's suite in the Museum.

8 AM to 6 PM day 3: Hanne is socialising with friends around Exag while Karl is working in his office at the Museum.

6 PM to 10 PM day 3: Karl and Hanne eat dinner together at Hanne's town house.

10 PM day 3 to 4 AM day 4: Karl and Hanne are sleeping at Hanne's town house.

4 AM to 6 AM day 4: Hanne is sleeping at her town house while Karl is at his suite in the Museum.

PLAYERS' HANDOUT 1: GOVERT'S DIARY EXTRACTS

The text on the scroll has been neatly written by one person. The ink is fresh and dry.

Extracts from various entries in Govert Deleben's diary, reordered to match the original sequence of events in 492 CY.

I knew from Freda's sending that the rebellion was over, almost before it began, and that our only hope of a better life was if what Bernal had told us was true. I held tightly to the rod and the magic scroll, and began the steep walk up from Sernberge to the standing stones. It was perhaps only a mile as the bird flies, but even walking as quickly as I dared in the dark it must have taken me an hour, perhaps more.

The standing stones sit on the summit of a steep hill. They form a circle, six paces across from one side to the other. Only three of the six stones remain standing, and one of those leans perilously close to the next, almost touching its straighter companion about two-thirds of the way up its side. The third is opposite the crooked stone, alone and proud. Of the three that have fallen, the one that lies between the two straight stones has toppled into the circle, its tip barely missing the base of its opposite. The other two, which once stood between the crooked and the solitary stone, have both fallen outwards, splayed apart as if pushed back and aside by a giant.

From the summit, you can see the lights of Sernberge below you, flickering through the windows of the houses. I felt no warmth for that village then, though it has been my home for so long now that I cannot help but wonder if they would have been as kind to me then as they were when I came down from the summit after the journey, alone and lost.

Once I saw that there were many carrying torches, I knew that it was not Freda. No doubt the Baron's steward had received news of the events at Exag and, realising that I was a fleeing rebel, had roused the villagers to come and arrest me. Knowing how long the trek had taken me, I waited for the best part of an hour. My heart sank with every passing minute, and I wished that I had the ability to send Freda a final message. Oh, to talk with her one more time!

I struggled with the words of the scroll. I garbled them so badly the first time that when I tapped the rod on the standing stone, nothing happened! I did better the second time. When I tapped the stone, the space inside the circle filled with a thick blue-green mist. A burly man tried to seize my shoulder, but I was so determined to escape that I pulled free of his grasp and hurled myself into the mist. I have no doubt that if he had kept his hold on me, he would have accompanied me into the passage – Bernal told me that the magic would bring up to seven others with me, so long as they were holding me when I entered the mist.

I landed heavily on a rough stone floor, and bruised my knee. The mist was so thick that I could barely see my hand before my face. I reached around carefully, finding a wall with my hands, and began to follow it out of the mist. After three paces, I was out of the mist, and could see that I was in a large cavern. I walked ahead, following the wall as it turned to the left, past a great stone pillar. The cavern widened, and a second mighty pillar in the centre held up the roof. When I reached that pillar, I could see the far wall of the cavern in the shadows, and a second miasma of the mist.

Steeling my nerves, I walked boldly into that mist. After a half-dozen paces, I walked out of the stone circle, past the solitary standing stone on the far side of the stone circle. I panicked at first, turning this way and that to try and spot my enemies, as the mist faded from view. However, I was alone – alone on the hill, and alone in a new world.

The village was different. There was no manor house, no steward. There were fewer villagers, and while they seemed poorer and hungrier, they all wore their clan colours with pride. I was in a state of shock, and they assumed my condition – and my lack of knowledge of the ways of the world – was because I had hidden in the hills for the past ten years to avoid some tyrant named Iggwily. They had no priest, and perhaps Freda would come through the portal. I agreed to stay, thinking it would only be for a few weeks, perhaps a month.

PLAYERS' HANDOUT 2: THE MUSEUM EXHIBITION'S DESCRIPTION OF PERREN

The text and images on this sheet of paper have been printed using a wood carving.

Everyone has heard of Perren, the crazed priest of the Old Faith who rallied disaffected troublemakers from across the Quaglands to his island city of Schwartzenuin. You may have been told the story of how, at the height of the final battle for the city, Perren left on a swan-boat that dove beneath the waves of Lake Quag, where he waits until his people's darkest hour, when he will return and lead the Flan to glory.

There is a line drawing of a man standing on the back of a swan-boat that is diving under the waves.

But who was Perren really?

Perren was a real person who lived about two hundred years ago. He was the leader of an Old Faith religious movement called the Old Kerk, which had its headquarters at Schwartzenuin. He was mistakenly worried that the Prince was mistreating his vassals and that the Old Faith was going to be banned. Neither of these was true, but Perren wouldn't listen to reason and insisted on starting a rebellion that got many people killed and the town of Schwartzenuin burned to the ground.

The mannequin before you has been made to look like Perren did at the final battle for Schwartzenuin. We don't know exactly what Perren looked like because there are no surviving portraits of him. However, historians wrote down what Perren looked like and what clothes and armour he wore to the final battle. We also know exactly what his belt looked like because of how Perren died.

The mannequin is a reasonable approximation of Perren as a young man.

Perren was killed when the building he was in burned to the ground at the end of the Battle of Schwartzenuin. The fire was so hot that everything burned, and nobody could be recognised. However, Perren was famous for owning a magic belt, and the fire didn't harm the belt at all. That belt is held here, in the Museum: the belt on the mannequin isn't the actual belt, but was carefully made to look exactly like the belt.

Perren's body was so badly burned that it wasn't buried. Instead, it was cremated on a funeral pyre. This made Perren's family very unhappy, because they wanted to keep his head as a trophy on their wall! However, it was the most decent way to deal with his body.

There is a line drawing of a traditional Perrender house with heads on the wall.

Perren was the leader of the last big rebellion against the Prince's rightful rule over the Quaglands. So many rebels were killed in the battle of Schwartzenuin that ever since there have only been small local rebellions, usually by misguided peasants.

PLAYERS' HANDOUT 3: THE CLERIC'S PARCHMENT

The message on this scrap of parchment is written in Flan, and reads as follows.

Beregor,

The Reaper's servants prepare to act, as commanded by the Famine Queen. However, she does not wish to reveal her glory while that which was prophesied may still come to pass. To ensure that her dominion over the Quaglands will not be ended by the wearer of the belt, she has decreed that she is to wear it herself. You must take it from the Museum of Antiquities, so that what she has decreed comes to pass. Send word to me when you have it.

CRITICAL EVENTS SUMMARY

If you DM this scenario in May 2008, please answer these questions and send the results to perrenland-triad@rpga-apac.com. All results received by 31 May 2008 count towards the Perrenland critical events summary.

1. Did the PCs return to Schwartzenbruin with Perren's Belt? Yes or no?
2. Did any PC receive the Traitor to Perrenland AR item? If yes, who?
3. Did any PC receive the Kershane Patriot AR item? If yes, who?

Thanks in advance for sending in your results!