

By Courage Tempered

A Two-Round Dungeons & Dragons® Living Greyhawk™ Perrenland Regional Special Mission

Version 1.0

by Gary Johnson

Reviewed by: Andrew Cowan

A terrible draconic creature preys on caravans entering Perrenland along the Krestingtrek, but leaves all caravans leaving Perrenland unharmed. What dark scheme lies behind the attacks? A two-round Perrenland Regional special mission adventure set in Krestible Canton for APL 12 of particular interest to weaponsmiths and armoursmiths seeking to build a national reputation for excellence.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Divine* [David Noonan], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons] and *Races of the Wild* [Skip Williams].

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 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 two-round regional special mission, set in Perrenland. All characters from the Perrenland region pay 2 Time Units. Out of region characters pay 4 Time Units.

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

ADVENTURE BACKGROUND

Rondar (an agent of luz who has previously appeared in the adventure backgrounds of PERSM5-02 and PER7-01) travelled into the Yatils on a mission to disrupt travel into Perrenland along the Krestingtrek. Accompanied by his allies Gwion and Bren, Rondar found a gargantuan wyvern named Grabak. Rondar used his evangelist class ability to "convert the unfaithful" and change Grabak's alignment to Chaotic Evil, then persuaded Grabak to attack caravans and travellers approaching Krestible. The attacks are intended to weaken morale in Krestible and

undermine the pro-Perrender sentiments currently promoted by the government of Ket.

Rondar, Gwion and Bren are now based at Grabak's lair, which is near the steading of Fiolnir Sturlessen and his family. Fiolnir is a half-dragon fire giant who is famous among the giants of the Yatils for winning a smithing contest at the court of the Sakhut. Fiolnir was awarded a golden hammer, which is mounted in a prominent place above the door to his smithy, and the title "Greatest Smith of the Yatils".

ADVENTURE SUMMARY

The PCs begin in the city of Krestible, where they learn of a draconic creature raiding trade caravans on the Krestingtrek. (**Introduction**).

When the PCs investigate, they encounter Grabak, the wyvern responsible for the attacks (**Encounter 1**). During the battle, Grabak mentions the name Rondar, someone who may be known to the PCs as an agent of Iuz.

The PCs go to Grabak's lair, either to track down the wyvern after he fled the battle or to deal with Rondar. As they grow near their destination, they pass Fiolnir's smithy (**Encounter 2**). Fiolnir is a boastful half-red dragon fire giant who claims to be the best smith of the Yatils. He wagers his golden hammer against any challenger for that title, and if he loses challenges the PCs to a fight in an attempt to win back the hammer.

After leaving Fiolnir's smithy, the PCs go to Grabak's lair, where they encounter Grabak's sons (and Grabak, if he survived the previous battle with the PCs) in the main cavern (**Encounter 3**). Rondar, Gwion and Bren wait in the tunnels behind the main cavern, and fight when the PCs find them (**Encounter 4**).

The PCs return to Krestible, where they are feted as heroes for their deeds (**Conclusion**). Skilful smiths may achieve national prominence for their role in keeping the Krestingtrek safe and/or outdoing "the greatest smith of the Yatils".

PREPARATION FOR PLAY

This scenario begins in the city of Krestible. The information available at <http://perrenland.rpga-apac.com/gazetteer/settlements.php> may be useful during the **Introduction**, particularly the Krestible document and map.

PCs who have played PERSM5-02 (*Silver is Better than Gold*) and/or PER7-01 (*Where Roodbergs Fear to Tread*) recognise the name "Rondar" as a shadowy manipulator who turns people to the service of Iuz.

This scenario is relatively straightforward action-adventure. There's nothing particularly complex happening at the narrative level: instead, there's a series of set-pieces with NPC villains. When playing the part of the major villains, keep in mind that Grabak is the dull-witted but cunning brute; Fiolnir is the archetypal Norse robber-giant, driven by his pride and his need to avoid being publicly shamed as weak; and Rondar is the suave, seductive voice of temptation, luring the weak-willed to evil.

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

Good gaming!

INTRODUCTION

There is trouble on the Krestingtrek, the mountain road that leads from the city of Krestible to Yatilsskaad. For the last month, a terrible draconic creature has been destroying trade caravans from Ket when they are less than a day out of Krestible. In response, the Krestible city council has called for adventurers to deal with the creature, and has raised a 6000 gp reward through a 1 gp poll tax on city residents.

The PCs can learn the following in Krestible with a DC 10 Gather Information check.

- The creature attacks trade caravans as they approach Krestible, striking anywhere from half a day to two days out from the city.
- The creature doesn't attack trade caravans leaving Krestible, obvious military patrols, or individual travellers.
- The creature is an enormous two-legged reptile with dark brown scales, bat wings and a stinger on the end of its tail. Eyewitnesses describe it as "bigger than a house".
- The creature's favourite tactic appears to be picking things up with its feet, flying up some distance, and dropping what it's carrying.
- The creature's stinger injects a powerful poison. Nobody who has been stung by the creature has survived.
- Survivors report that the creature typically eats some of the horses, scatters the caravans across nearby mountains, and carries the bodies of the best-equipped travellers away with it when it leaves.
- The most recent attack was only three days ago. Several members of the Auszug accompanied the caravan, but they were no

match for the creature, which killed one [Melian – see **Encounter 3**] and drove the others away.

- Most of the Perrenland Hunting and Fishing Society are on a fishing expedition in Lake Quag – otherwise, they would definitely conduct a dragon hunt!

Refer to the Krestible City document on the Perrenland website if the PCs wish to interact with Krestible NPCs, including the Perrenland Hunting and Fishing Society.

The PCs can learn the following about the creature with a Knowledge (arcana) check.

DC 17: The creature is an unusually big wyvern. Wyvern poison is very deadly (initial and secondary damage 2d6 Con).

DC 22: Wyverns are distant cousins of the true dragons. They speak Draconic, but are nowhere near as intelligent as a true dragon.

DC 27: Wyverns are aggressive hunters, but are usually neither good nor evil.

Development: The PCs must travel along the Krestingtrek and/or into the Yatils to encounter Grabak: go to **Encounter 1**.

Troubleshooting: If the PCs *scry*, buff and *teleport* to attack Grabak in his lair, go to **Encounter 3**. After dealing with Rondar, Gwion and Bren in **Encounter 4**, Fiolnir attempts to rob the PCs before they have a chance to leave.

1: WYVERN ON THE WING

Grabak leaves his lair some 30 miles south-west of Krestible every day to fly up and down the Krestingtrek looking for trade caravans. The PCs encounter Grabak if they spend at least half a day

- more than 8 miles from Krestible on the Krestingtrek, or
- more than 10 miles southwest of Krestible flying over the Yatils.

Creatures:

APL 12 (EL 13)

Grabak the Wyvern: hp 273; *Appendix 1*.

Tactics: Grabak begins the encounter 400 ft from the PCs (if flying over the Yatils) or 200 ft from the PCs (if travelling along the Krestingtrek). Grabak initiates combat unless the PCs are travelling away

from Krestible along the Krestingtrek; in that case, he leaves them alone until they attack him.

Grabak uses his hover feat to perform full attack sequences while flying. If he grapples an opponent, Grabak takes the -20 penalty to not be considered grappled when doing so, then flies them up into the air and drops them from 200 ft. He avoids landing to engage in melee, preferring to take advantage of his reach to attack while hovering outside the reach of his opponents.

While fighting, Grabak tells the PCs that **Rondar told Grabak adventurers would come eventually – you have great treasures for Grabak to add to his hoard!** It is important that you give the PCs this clue, so that they know Rondar is behind the attacks and that Grabak is the name of the wyvern.

PCs who have played PERSM5-02 (*Silver is Better than Gold*) and/or PER7-01 (*Where Roodbergs Fear to Tread*) recognise the name “Rondar” as a shadowy manipulator who turns people to the service of luz.

Grabak breaks off combat and retreats when reduced to 100 hit points or less. He flies directly towards his lair.

Development: The PCs can attempt to follow Grabak into the Yatils. To reach Grabak’s lair, they must travel across 10 miles of trackless mountains (x½ speed if on foot), then along 10 miles of alpine meadows (x¾ speed if on foot), and finally along 5 miles of a rugged mountain track (x¾ speed if on foot) that leads past Fiolnir Sturlessen’s steading. Go to **Encounter 2**.

If Grabak makes it back to his lair, he tells Rondar about the PCs and receives 3 *cure serious wounds* and 3 *cure moderate wounds* from Gwion, healing 130 hp of damage.

Troubleshooting: If the PCs have no other way to locate Grabak, have an appropriate Krestible NPC encourage them use *find the path* to travel to “Grabak’s lair”. If necessary, they can purchase up to three *scrolls of find the path* from an appropriate organisation (such as the Old Kerk, the Auszug, or the Perrenland Hunting and Fishing Society).

2: THE FIRE GIANT’S STEADING

The 10 ft wide trail you are on hugs the side of a mountain, with a steep drop to your right. As you travel along, you hear the distant sound of a hammer striking an anvil. The sound slowly grows louder as you advance, until you round a bend and can see the source of the sound

some 100 ft away. The trail widens ahead, and is about 20 ft wide where it passes an open pair of giant-sized stone doors, each about 15 ft high and 10 ft wide. A large golden hammer, decorated with intricate engravings, sits above the lintel. Through the doors you can see a dull red glow, and hear the sounds of a smith hard at work. Beyond the doors, the trail continues along the side of the mountain.

When the PCs move close enough to see in the door, refer to **DM's Aid 2**:

Everything in the smithy is giant-sized, including the smith. He looks similar to a 12 ft tall dwarf with bright orange hair, except that he also has reddish scales, reptilian eyes, bat-like wings, and clawed hands. Although you can feel the heat of the smithy from the trail, he is wearing full plate and doesn't seem to be sweating. His greatsword is strapped to his back.

Creatures:

APL 12 (EL 12)

Fiolnir Sturlessen: male half-red dragon fire giant; hp 180; *Appendix 1*.

Fiolnir hears the PCs approaching unless they exceed his DC 24 Listen check. He is arrogant, boastful, and initially *unfriendly* to the PCs. Fiolnir asks the PCs what they are doing in the mountains, and is disappointed if they haven't sought him out to buy **the best weapons in the Yatils**.

Fiolnir knows the following information:

- He lives in this steading with his wife Andvari and teenaged daughter Skafi.
- His father Fiornir was a fire giant and his mother was a red dragon who called herself Husni.
- He forges the best weapons and armour in the Yatils, including his own armour and sword.
- When he visited the court of the Sakhut (ruler of the giants of the Yatils), he was awarded the title "Greatest Smith of the Yatils" and the golden hammer that sits above the smithy door.
- Grabak's lair is a mile further along the mountain trail.
- Grabak leaves him and his family alone because his mother was a dragon.

- Grabak has at least two sons who live with him.

Fiolnir's wife Andvari and daughter Skafi emerge from the steading after about a minute to see who Fiolnir is talking to. Andvari looks like a typical fire giant, while Skafi resembles her father and is a half-red dragon fire giant.

If asked about Grabak, Fiolnir requires the PCs to buy at least one masterwork weapon from him before he tells them where to find his lair. All of Fiolnir's weapons are large sized.

Given the opportunity, Fiolnir boasts about how he won it in an open contest because he is the greatest smith. If any PC admits to also being a weaponsmith or armoursmith, Fiolnir insists that he is better, and wagers his golden hammer on his skill. **My weapons are sharper, my armour sturdier: I stake my golden hammer on it! What will you stake on your reputation, if you have courage – or were your boasts hollow?**

If the PC accepts Fiolnir's challenge and offers an appropriate stake (DM's call, any item worth at least 6000 gp is sufficient), Fiolnir and the PC compare their best weapon and/or armour. Fiolnir describes the quality of the items, and expects the PC to do the same.

I forged my greatsword with time and care: many times my hammer struck true, until the blade was sharp. The pommel I crafted with great skill, until the lattice-work was intricate: a beautiful thing. Many times have I used my sword in battle, and never has it failed me. Only when I stayed my hand did my enemies live.

My armour I made myself, on this anvil. It fits me like a second skin, a ward against harm. No blow strikes true: all slip on the curved plates, the force turned aside. Many times has it been tested, and always to my advantage: the foe falls at my feet.

After the PC has described their best weapon and/or armour, compare the PC's Craft modifier with Fiolnir's +19 modifier. Whichever is greater has forged the better weapon and/or armour, and wins the contest.

If beaten, Fiolnir grudgingly takes down his hammer and gives it to the PC. Unwilling to lose his hammer forever, Fiolnir proposes a second challenge.

You may have more skill than I do, but skill's not the only thing that matters. The true test of

our craft is in battle. I challenge you to fight me, winner to take the hammer.

If the PC refuses the challenge, Fiolnir threatens to follow them and fight at a time that suits him best. Fiolnir is willing to fight the PC's champion; he's also willing to fight all the PCs at once, as that's no different to what would happen if he did follow them and rob them later. If the PC demands a stake from Fiolnir, he offers them his armour and weapon: ***if you best me, they are yours.***

Andvari tries to talk Fiolnir out of challenging the PCs, but he insists that he cannot bear the shame of being without his hammer, as anyone who visits will know that someone is a better smith than him. Skafi is silent and glares at the PCs.

Tactics: Fiolnir begins combat with his breath weapon. Once in melee, Fiolnir targets the PC who won the golden hammer. If the PC won the contest with a weapon, Fiolnir shifts 5 BAB to damage with Power Attack and uses Improved Sunder to try and break the PC's weapon.

If the PCs improved Fiolnir's attitude to *friendly* or *helpful*, he asks the PCs if they concede the battle (and the hammer) when the first PC is close to going down. If the PCs improved Fiolnir's attitude to *helpful*, he attempts to cause non-lethal damage instead of lethal damage when a PC is close to going down but refuses to concede.

Fiolnir concedes if reduced to 30 hp or less, and gives the PCs his greatsword and full plate.

Treasure: The PCs can gain the following treasure here:

APL 12: Loot 295 gp (large masterwork greatsword, large masterwork full plate); Coin 1000 (golden hammer) gp; Magic 0 gp; Total 295 gp.

The golden hammer is a large gold-plated iron hammer (the tool, not the weapon). It is engraved with geometric patterns and the words "Greatest Smith of the Yatils" in Giant.

Troubleshooting: If the PCs attack Andvari and Skafi, they retreat into the stading, close and bar the doors, and flee through the stading's back door into the mountains (Skafi carries her mother with her as she flies).

If the PCs don't accept Fiolnir's second challenge, Fiolnir follows the PCs at a discreet distance. He waits for them to emerge from Grabak's lair and attacks, trying to regain his hammer and steal their equipment.

If Fiolnir never challenged the PCs (because none of the PCs are weaponsmiths or armoursmiths) and his attitude is not *helpful*, Fiolnir follows the PCs at a discreet distance. He waits for them to emerge from Grabak's lair and attacks, trying to steal their equipment. If his attitude is *helpful*, Fiolnir doesn't try to rob the PCs, and they receive XP for evading him.

Development: The PCs travel on to Grabak's lair: go to **Encounter 3**.

3: GRABAK'S LAIR

A mile beyond the smithy, you see a wide cave mouth over 50 ft wide and at least 30 ft high. It is up a steep slope to one side of the trail.

If Grabak survived **Encounter 1**, he and his sons are in area 1, on the lookout for intruders. If not, Grabak's sons are lazing about waiting for his return, and are considered distracted when making Listen and Spot checks.

Creatures:

APL 12 (EL 13)

Grabak the Wyvern: hp 273; *Appendix 1*.
Wyverns (2): hp 59 each; *MM* 259.

The wyverns use their flight as best they can to gain an advantage over the PCs, including dropping PCs on stalagmites. Grabak fights to the death against intruders in his lair: his sons fight just as bravely until their father is killed or unconscious, at which point they flee out the cave mouth and don't return.

Treasure: The PCs can gain the following treasure here from Grabak's treasure hoard at location B:

APL 12: Loot 112 gp (spyglass, 3 tanglefoot bags, masterwork spiked chain); Coin 1333 gp; Magic 368 gp – *bracers of armour* +2 (333 gp), *scroll of halt undead* (31 gp), *potion of pass without trace* (4 gp); Total 1813 gp.

Detect Magic Results: *bracers of armour* +2 (moderate conjuration), *scroll of halt undead* (faint necromancy), *potion of pass without trace* (faint transmutation).

The PCs also find several body parts plus one mostly intact body. The corpse is Melian, a male grey elf wearing the badge of clan Kershane and the 7th Auszug (3 arrows across an elm tree). Melian was killed 3 days before the start of the **Introduction** while acting as a caravan guard.

Development: Bren hears the sounds of battle in area 1 from area 4, and alerts Rondar and Gwion in area 3. When the PCs proceed into the tunnels and reach area 3, go to **Encounter 4**.

4: ANOTHER PLAN FOILED

Bren has joined Rondar and Gwion in area 3 and alerted them to the PCs' presence. When the PCs arrive, Bren is standing in front of the western corridor if the PCs approach from area 2 or the eastern corridor if the PCs approach from area 4; Gwion is standing in front of the southern corridor; and Rondar is standing in the middle of area 3.

Creatures:

APL 12 (EL 15)

Rondar: male human (oeridian) bard 5/evangelist 5/mindbender 4; hp 80; *Appendix 1*.

Gwion: female human (flan) favoured soul 11; hp 66, 88 with *bear's endurance*; *Appendix 1*.

Bren: female minotaur barbarian 5; hp 103, 125 when raging; *Appendix 1*.

Rondar and Gwion have cast a number of spells before the PCs' arrive, some of which are cast every morning (and thus have been cast even if the PCs surprise them).

Spells on Rondar:

- *Undetectable Alignment* (cast every morning, duration 24 hours)
- *Endure Elements* (cast every morning by Gwion, duration 24 hours)
- *Shield Other* (cast every morning by Gwion, duration 11 hours, range 50 ft.)
- *Harmonise* (duration 7 minutes)
- *Mirror Image* (4 images, duration 7 minutes)

Spells on Gwion:

- *Endure Elements* (cast every morning, duration 24 hours)
- *Create Food and Water* (cast every morning)
- *Greater Magic Weapon* (cast every morning on masterwork greatsword, duration 11 hours)
- *Freedom of Movement* (duration 110 minutes)
- *Magic Circle Against Good* (duration 110 minutes)
- *Invisibility Purge* (duration 11 minutes)
- *Bear's Endurance* (duration 11 minutes)
- *Bull's Strength* (duration 11 minutes)
- *Shield of Faith* (duration 11 minutes)

Spells on Bren:

- *Endure Elements* (cast every morning by Gwion, duration 24 hours)
- *Eternal Charm* (cast by Rondar – note that Bren has been well treated by Rondar and Gwion, and remains their friend and ally even if the *eternal charm* lapses)

In addition, Rondar uses subsonics to *inspire courage* in all three if they are aware of the PCs.

Tactics: Rondar expected adventurers to interfere eventually, and he and his group have planned for the occasion. Bren and Gwion's orders are to protect Rondar and keep the PCs from getting to him while he uses his abilities to charm and manipulate the PCs. Gwion and Bren fight in silence while Rondar is conscious, as he uses his telepathy to communicate with the other two and to relay messages between them. Rondar talks throughout combat, using his personal charm and seductive voice to inspire his allies, weaken his enemies, and charm his victims.

Bren rages in the first round of combat and engages the PCs in melee. She doesn't use Power Attack unless she is confident that at least two of her three greataxe attacks are likely to hit, as Rondar has drilled into her the importance of hitting opponents as often as she can.

Gwion uses *greater command* ("halt!") in the first round of combat, and again in the second round if 50% of the PCs resisted the effect in the first round. If given time, she prepares for melee with *righteous might*, *divine power* and *divine favour*. If Gwion has difficulty hitting an opponent's AC, she casts *slay living* or *poison* and attempts to deliver the spell with a melee touch attack. Gwion stays within 50 ft. of Rondar at all times.

Rondar uses his Perform (Oratory) skill to *inspire dread* in the first round of combat, and then uses *convert the unfaithful* against the most dangerous PCs in the following three rounds. He then uses *eternal charm* before resorting to using his disguise spell feat and casting *charm monster*. Rondar uses *ironskin chant* on an ally for the first five rounds of combat (preferring Gwion over Bren if both are in melee). Rondar stays within 50 ft. of Gwion at all times.

Rondar flees when one of his allies is dead or unconscious. Both Gwion and Bren fight to the end, protecting Rondar as he flees. Gwion stays and fights unless Rondar is dead, in which case she flees. Bren does not flee unless forced to do so by magic.

Treasure: The PCs can gain the following treasure here:

APL 12: Loot 191 gp (masterwork dagger, masterwork greatsword, masterwork full plate); Coin 133 gp; Magic 6794 gp – *wand of cure light wounds* (62 gp), *potion of cure serious wounds* (62 gp), *+1 chain shirt* (104 gp), *large +1 chain shirt* (112 gp), *+1 ring of protection* (166 gp), *+2 longsword* (692 gp), *large +1 greataxe* (195 gp), *vest of resistance +3* (750 gp), *amulet of health +2* (333 gp), *periapt of wisdom +2* (333 gp), *cloak of charisma +4* (2 @ 1333 gp each), *belt of strength +4* (1333 gp), *handy haversack* (166 gp); Total 7298 gp.

Detect Magic Results: *wand of cure light wounds* (62 gp), *potion of cure serious wounds* (faint conjuration), *+1 chain shirt* (faint abjuration), *large +1 chain shirt* (faint abjuration), *+1 ring of protection* (faint abjuration), *+2 longsword* (moderate evocation), *large +1 greataxe* (faint evocation), *vest of resistance +3* (faint abjuration), *amulet of health +2* (moderate transmutation), *periapt of wisdom +2* (moderate transmutation), *cloak of charisma +4* (moderate transmutation), *belt of strength +4* (moderate transmutation), *handy haversack* (moderate conjuration).

Development: If *Fiolnir* followed the PCs at the end of **Encounter 2**, he attacks them when they leave Grabak's lair. Otherwise, the PCs can return to Krestible, their mission accomplished: go to the **Conclusion**.

CONCLUSION

You return to Krestible as conquering heroes, victorious in your mission to protect trade on the Krestingtrek and triumphant in your success at rooting out the servants of Old Wicked. The city of Krestible celebrates with you, and the 6000 gp reward is yours to collect.

Treasure: The PCs can gain the following treasure here:

APL 12: Loot 0 gp; Coin 1000 gp; 0 gp; Total 1000 gp.

If Grabak is killed or captured, the PCs receive the *Defender of Krestible* item on the AR. If the PCs decline to take the reward, they receive the *Generosity is its Own Reward* item on the AR.

The PC who won the contest with *Fiolnir* can keep the golden hammer without having to buy it from the other PCs. If this occurs, that PC receives the *Fiolnir's Hammer* item on the AR, and the golden

hammer does not count towards treasure gained by the PCs. Only one PC may receive this AR item.

If the PCs return the corpse of Melian to Krestible, his Auszug companions arrange for him to be raised from the dead. If this occurs, the PCs receive the *Melian's Gratitude* item on the AR.

Finally, any PC who qualifies may be appointed weaponsmith and/or armoursmith to the Voormann. To qualify, a PC must meet at least three of the following conditions, as appropriate for the AR item:

- Has the Craft Magic Arms & Armour feat.
- Has 10+ ranks in Craft (armoursmithing) and/or Craft (weaponsmithing).
- Crafted a weapon and/or suit of armour worth 15000+ gp that was used in the fight against Grabak.
- Has the *Fiolnir's Hammer* item on the AR.

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: Wyvern on the Wing

Defeat or kill Grabak
APL 12 390 XP

2: The Fire Giant's Steading

Defeat, kill or evade Fiolnir Sturlessen
APL 12 360 XP

3: Grabak's Lair

Bypass, defeat, kill or evade the wyverns
APL 12 60 XP

Defeat or kill Grabak if he escaped **Encounter 1**
APL 12 390 XP

4: Another Plan Foiled

Defeat, kill or capture Rondar, Gwion and Bren
APL 12 450 XP

Discretionary roleplaying award

APL 12 315 XP

Total possible experience:

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.

2: The Fire Giant's Steading

APL 12: Loot 295 gp (large masterwork greatsword, large masterwork full plate); Coin 1000 gp (golden hammer); Magic 0 gp; Total 1295 gp.

3: Grabak's Lair

APL 12: Loot 112 gp (spyglass, 3 tanglefoot bags, masterwork spiked chain); Coin 1333 gp; Magic 368 gp – *bracers of armour* +2 (333 gp), *scroll of halt undead* (31 gp), *potion of pass without trace* (4 gp); Total 1813 gp.

4: Another Plan Foiled

APL 12: Loot 191 gp (masterwork dagger, masterwork greatsword, masterwork full plate); Coin 133 gp; Magic 6794 gp – *wand of cure light wounds* (62 gp), *potion of cure serious wounds* (62 gp), +1 *chain shirt* (104 gp), *large +1 chain shirt* (112 gp), +1 *ring of protection* (166 gp), +2 *longsword* (692 gp), *large +1 greataxe* (195 gp), *vest of resistance* +3 (750 gp), *amulet of health* +2 (333 gp), *periapt of wisdom* +2 (333 gp), *cloak of charisma* +4 (2 @ 1333 gp each), *belt of strength* +4 (1333 gp), *handy haversack* (166 gp); Total 7298 gp.

Conclusion

APL 12: Loot 0 gp; Coin 1000 gp (reward); Magic 0 gp; Total 1000 gp.

Total Possible Treasure

APL 12: Loot 598 gp; Coin 3466 gp; Magic 7162 gp; Total 11426 gp (adventure cap = 3300 gp)

ADVENTURE RECORD ITEMS

Defender of Krestible: During your next adventure set in Krestible Canton you receive a +2 circumstance bonus to all Charisma-based skill checks plus free Standard Upkeep.

Generosity is its Own Reward: You receive a +2 circumstance bonus to all Charisma-based skill checks plus free Standard Upkeep in all future adventures set in Krestible Canton.

Fiolnir's Hammer: You have bested the "Greatest Smith of the Yatils" with your smithing skills, and rightly own the large golden hammer given to Fiolnir Sturlessen by the Sakhut. However, your victory shamed Fiolnir, and he and/or his kin may seek revenge on you in the future.

Melian's Gratitude: Melian offers to teach you ancient elven spellcasting techniques. You gain access to the Duskblade class (*PH2*).

Weaponsmith By Appointment to the Voormann: News of your skill has reached the Voormann at Schwartzenbruin. In recognition that you are undoubtedly the most skilled weaponsmith in Perrenland, you have been awarded the title of "Weaponsmith by Appointment to the Voormann."

Armoursmith By Appointment to the Voormann: News of your skill has reached the Voormann at Schwartzenbruin. In recognition that you are undoubtedly the most skilled armoursmith in Perrenland, you have been awarded the title of "Armoursmith by Appointment to the Voormann."

APPENDIX 1: APL 12

1: WYVERN ON THE WING

GRABAK THE WYVERN **CR 13**
CE Gargantuan dragon
Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +27, Spot +30
Languages Draconic

AC 19, touch 6, flat-footed 19
(-4 size, +0 Dex, +13 natural)
hp 273 (21 HD)
Fort +18 **Ref** +12, **Will** +13; **Immune** *sleep*, paralysis

Speed 20 ft. (4 squares), fly 60 ft. (average)
Melee sting +29 (2d6+12 plus poison) or
Melee talon +29 (4d6+12) or
Melee bite +29 (4d8+12) or
Melee sting +29 (2d6+12 plus poison) and bite +27 (4d8+12) and 2 wings +27 (3d6+6) and 2 talons +27 (4d6+12)
Space 20 ft.; **Reach** 15 ft.
Base Atk +21; **Grp** +45
Atk Options Cleave, Power Attack, improved grab

Abilities Str 35, Dex 10, Con 23, Int 6, Wis 12, Cha 9
Feats Ability Focus (Poison), Alertness, Cleave, Flyby Attack, Hover, Improved Flight, Multiattack^B, Power Attack, Wingover
Skills Hide +12, Listen +27, Move Silently +24, Spot +30

Improved Grab (Ex) To use this ability, Grabak must hit with its talons. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and stings.
Poison (Ex) Injury, Fortitude DC 28, initial and secondary damage 2d6 Con.
Skills +3 racial bonus to Spot checks.

Physical Description: This two-legged lizard is as big as a house. It has a long tail tipped with a thick knot of cartilage from which a stinger protrudes much like that of a scorpion. It has leathery bat wings and enormous jaws filled with long, sharp teeth.

2: THE FIRE GIANT'S STEADING

FIOLNIR STURLESSEN **CR 12**
Male half-red dragon fire giant
LE Large dragon (fire)
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +19, Spot +20
Languages Common, Draconic, Giant

AC 28, touch 8, flat-footed 28
(-1 size, -1 Dex, +12 natural, +8 armor)
hp 180 (15 HD)
Fort +15 **Ref** +4, **Will** +9; **Immune** *sleep*, paralysis, fire

Speed 30 ft. in full plate (6 squares), base movement 40 ft., fly 80 ft. (average)

Melee mwk greatsword +25/+20/+15 (3d6+21/19-20) and bite +19 (1d8+7) or
Melee 2 claws +24 (1d6+14) and bite +19 (1d8+7) or
Range rock +10 (2d6+14 plus 2d6 fire)
Space 10 ft.; **Reach** 10 ft.
Base Atk +11; **Grp** +29
Atk Options Great Cleave, Improved Overrun, Improved Sunder, Power Attack, breath weapon, rock throwing
Combat Gear molten rocks

Abilities Str 39, Dex 9, Con 23, Int 12, Wis 14, Cha 13
SQ Rock catching, vulnerability to cold
Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack
Skills Climb +18, Craft (armoursmith) +19, Craft (weaponsmith) +19, Intimidate +19, +23 against Medium creatures, Jump +18, Listen +19, Speak Language (draconic), Spot +20
Possessions combat gear plus large masterwork greatsword, large masterwork full plate

Breath Weapon (Su) 30 ft. cone of fire 1/day, Reflex DC 23, 6d8 fire.

Rock Throwing (Ex) Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A Large fire giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The range increment is 120 feet for a fire giant's thrown rocks.

Rock Catching (Ex) A Large giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Physical Description: This giant resembles a mammoth dwarf with coal-black skin covered with crimson scales, bright orange hair from which red horns extend back over his head towards his neck, frilled ears, smaller horns on his cheeks, chin and nose, clawed hands, bat-wings, and a protruding jaw that reveals dirty, ivory fangs.

4: ANOTHER PLAN FOILED

RONDAR

CR 14

Male human (oeridian) bard 5/evangelist 5/
mindbender 4

CE Medium humanoid (human)

Init +5; **Senses** telepathy 100 ft.; Listen -1, Spot -1

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Flan, Giant, Goblin, Infernal, Old Oeridian, Orc, Sylvan

AC 17, touch 13, flat-footed 16

(+1 Dex, +5 armour, +1 deflection)

hp 80 (14 HD)

Fort +11, **Ref** +10, **Will** +14

Speed 30 ft. (6 squares)

Melee +2 *longsword* +10/+5 (1d8+2/19-20) or

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

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

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

Special Actions Bardic music and great orator 10/day (countersong, *fascinate*, inspire courage +2, inspire competence, inspire dread, inflame the righteous, convert the unfaithful), *push the weak mind* 1/day, *mindread* 2/day, *eternal charm* 1/day

Combat Gear *wand of cure light wounds* (50 charges)

Bard Spells Known (CL 7th):

3rd (1/day)—*charm monster* (DC 19), *haste*

2nd (4/day)—*glitterdust* (DC 18), *harmonise* †, *mirror image* †, *suggestion* (DC 18)

1st (5/day)—*charm person* (DC 17), *disguise self*, *grease* (DC 17), *undetected alignment* †

0 (3/day)—*dancing lights*, *detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*

† Already cast

Abilities Str 10, Dex 12, Con 15, Int 14, Wis 8, Cha 22

SQ Bardic knowledge +7, fast talk, skill mastery (Bluff, Diplomacy, Sense Motive), skill boost (Bluff, Diplomacy, Intimidate, Sense Motive)

Feats Combat Casting, Disguise Spell, Improved Initiative, Ironskin Chant, Persuasive, Subsonics

Skills Bluff +25, Concentration +14, +18 when casting on the defensive, Diplomacy +30, Disguise Gather Information +15, Intimidate +20, Knowledge (local – luz's Border States) +7, Knowledge (nobility and royalty) +7, Knowledge (religion) +7, Knowledge (the planes) +7, Perform (oratory) +10, Sense Motive +16, Speak Language (celestial, dwarven, elven, flan, giant, goblin, infernal, old oeridian, orc, sylvan), Spellcraft +10

Possessions combat gear plus +1 *chain shirt*, +1 *ring of protection*, +2 *longsword*, masterwork dagger, *cloak of charisma* +4, *vest of resistance* +3, *amulet of health* +2, *handy haversack*, holy symbol (luz), platinum ring worth 50 gp, 50 pp, 200 gp

Great orator (Su) Rondar can inspire, protect, and otherwise improve the situation of his allies simply by speaking clearly and being heard. This ability is similar to the bard's bardic music ability.

Inspire dread imposes a –4 penalty on Will saves on all enemies within 30 feet of Rondar. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as Rondar speaks and for 3 rounds thereafter. *Inspire dread* is a mind-affecting ability.

Inflame the righteous allows Rondar to wreath himself and any of his allies within 30 feet in divine flame. Each beneficiary of this ability gains the benefit of the *fire shield* spell (CL 10) except that the damage caused by the spell is purely divine and not subject to a creature's resistance or immunity to fire. Delivering this oratory requires a full-round action to activate and requires concentration each round to continue the effect. The effect lasts as long as Rondar speaks and for 3 rounds thereafter.

Convert the unfaithful lets Rondar attempt to convert a single enemy within 30 feet to the righteousness of his beliefs (DC 21 Will save partial, creatures with an alignment subtype are immune). If the creature succeeds, it is shaken for one round. If the creature fails the saving throw, it is effectively charmed by Rondar (similar to a *charm monster* spell) and temporarily assumes Rondar's alignment of Chaotic Evil and acts accordingly. This may mean that some of the creature's class abilities, spells or other abilities are unavailable for the duration of Rondar's charm effect (10 days). After 10 days, the creature can choose to remain Chaotic Evil or to shift back to its original alignment. If it chooses to change back, it must make a second DC 21 Will save or need an *atonement* spell to gain back any abilities it lost due to the temporary alignment change.

Fast Talk (Ex) Rondar knows the right thing to say at the right time, and takes a –5 penalty instead of the usual –10 penalty on rushed Diplomacy checks.

Skill Mastery (Ex) Rondar can take 10 when using Bluff, Diplomacy and Sense Motive even if stress and distractions would normally prevent him from doing so.

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

Skill Boost (Ex) Rondar is a consummate manipulator, and has a +2 competence bonus on Bluff, Diplomacy, Intimidate and Sense Motive checks.

Push the Weak Mind (Sp) Once per day, Rondar can influence the actions of a living creature of up to Large size as per the *suggestion* spell (Will DC 19 negates), except that the range is 100 feet and the duration is 9 hours. Rondar can communicate the suggested course of action telepathically if he chooses.

Mindread (Sp) Twice per day, Rondar can read the surface thoughts of a living creature within 100 feet. This is a mind-affecting ability (Will DC 18 negates) that requires a standard action and line of sight to establish, is equivalent to a 2nd-level

spell, requires concentration to maintain, and has a maximum duration of 10 minutes. Creatures of animal intelligence have only simple, instinctual thoughts. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Eternal Charm (Sp) Once per day, Rondar can charm a living creature of up to Large size as per the *charm monster* spell (CL 9, Will DC 20 negates), except that the range is 100 feet and the duration is permanent. Rondar can have only one creature so charmed at any given time. If he attempts to use this power on a second creature, the first *eternal charm* is automatically broken (regardless of the success of the second *eternal charm*). The effect is also broken if Rondar or one of his allies injures the creature. *Dispel magic* has no effect on an *eternal charm*, but *break enchantment* can free the creature.

Physical Description using hat of disguise: A somewhat plain man of average height with tanned fair skin, long jet black hair tied back behind his head, black eyes and a lean, saturnine face.

Actual Physical Description: An attractive tall man with an olive complexion, brown hair, fierce gray eyes and a strong jaw line.

GWION

CR 11

Female human (flan) favoured soul 11

CE Medium humanoid (human)

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

Languages Common

AC 21, touch 13, flat-footed 21

(+0 Dex, +8 armour, +3 deflection)

hp 66, 88 with *bear's endurance* (11 HD)

Resist electricity 10, fire 10

Immune *freedom of movement*

Fort +8, +10 with *bear's endurance*, Ref +7, Will +10; +2 resistance against good opponents (*magic circle against good*)

Speed 40 ft. (8 squares)

Melee with *bull's strength* +2 *greatsword* (*greater magic weapon*) +14/+9 (2d6+8/19-20) or

Melee +2 *greatsword* (*greater magic weapon*) +12/+7 (2d6+5/19-20) or

Melee with *bull's strength* mwk *greatsword* +13/+8 (2d6+6/19-20)

Melee mwk *greatsword* +11/+6 (2d6+3/19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp +10, +12 with *bull's strength*

Atk Options Power Attack

Favoured Soul Spells Known (CL 11th):

5th (5/day)—*greater command* (DC 18), *righteous might*, *slay living* (DC 18)

4th (7/day)—*divine power*, *freedom of movement* †, *greater magic weapon* †, *poison* (DC 17)

3rd (7/day)—*bestow curse* (DC 16), *create food and water* †, *cure serious wounds*, *invisibility purge* †, *magic circle against good* †

2nd (7/day)—*bear's endurance* †, *bull's strength* †, *cure moderate wounds*, *death knell*, *shield other* †, *silence* (DC 15)

1st (8/day)—*cure light wounds*, *divine favour*, *doom* (DC 14), *endure elements* † † †, *obscuring mist*, *shield of faith* †

0 (6/day)—*create water*, *cure minor wounds*, *detect magic*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*, *resistance*

† Already cast

Abilities Str 14, 18 with *bull's strength*, Dex 10, Con 12, 16 with *bear's endurance*, Int 8, Wis 16, Cha 20

Feats Armour Proficiency (heavy), Combat Casting, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (*greatsword*)^B

Skills Concentration +15, +19 when casting on the defensive, Spellcraft +13

Possessions masterwork full plate, masterwork *greatsword*, *cloak of charisma* +4, *periapt of wisdom* +2, holy symbol (Iuz), platinum ring worth 50 gp

Physical Description: This bronze-skinned woman has traditional blue-gray flan tattoos on her face and hands. Her tightly-curved black hair barely falls below her shoulder-blades, but if straightened would probably reach her waist. She stares fiercely with her bright amber eyes, as if giving her whole attention to whatever she is looking at.

BREN**CR 9**

Female minotaur barbarian 5

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., scent; Listen +13, Spot +6**Languages** Giant**AC when raging** 19, touch 9, flat-footed –; natural cunning, improved uncanny dodge (+1 Dex, +5 armour, +5 natural, -2 rage)**AC** 21, touch 11, flat-footed –; natural cunning (+1 Dex, +5 armour, +5 natural)**hp** 103, 125 when raging (11 HD)**Immune** *maze***Fort** +12, +14 when raging, **Ref** +7, **Will** +5, +7 when raging**Speed** 40 ft. (8 squares)**Melee when raging** +1 *greataxe* +22/+17/+12 (3d6+17/x3) and gore +16 (1d8+11) or**Melee when raging** gore +21 (1d8+11) or**Melee** +1 *greataxe* +20/+15/+10 (3d6+14/x3) and gore +14 (1d8+9) or**Melee** gore +19 (1d8+9)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +11; **Grp** +24, +26 when raging**Atk Options** Cleave, Power Attack, powerful charge, rage 2/day**Combat Gear** *potion of cure serious wounds***Abilities** Str 28, 32 when raging, Dex 12, Con 18, 22 when raging, Int 8, Wis 8, Cha 8**SQ** Trap sense +1**Feats** Cleave, Great Fortitude, Power Attack, Track**Skills** Intimidate +10, +14 against Medium creatures, Listen +13, Search +3, Spot +6**Possessions** combat gear plus *large +1 chain shirt, large +1 greataxe, belt of strength +4***Natural Cunning (Ex)** Bren possesses innate cunning and logical ability that gives her immunity to *maze* spells, prevents her from ever becoming lost, and prevents her from ever being flat-footed.**Powerful Charge (Ex)** Bren can charge an opponent, lowering her head to bring her mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows Bren to make a single gore attack that deals 4d6+12 points of damage (4d6+15 when raging).**Skills** +4 racial bonus to Listen, Search and Spot checks.

Physical Description: This woman looks like an incredibly tall, powerfully muscled human, covered in shaggy fur beneath her tunic and chain shirt, with the head of a bull. Her dark eyes gleam with savage fury.

APPENDIX 2: NEW RULES ITEMS

FEATS

Disguise Spell

You can cast spells without observers noticing.

Prerequisite: Perform (any) 9 ranks, bardic music.

Benefit: You can cast spells unobtrusively, mingling verbal and somatic components into your performances. To disguise a spell, make a Perform check as part of the action used to cast the spell. Onlookers must match or exceed your check result with a Spot check to detect that you're casting a spell (your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't). Unless the spell visibly emanates from you, or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell can't be identified with a Spellcraft check, even by someone who realises you're casting a spell. The act of casting still provokes attacks of opportunity as normal.

Source: *Complete Adventurer* 108

Improved Flight

You have gained greater manoeuvrability when flying than you would normally have.

Prerequisite: Natural fly speed.

Benefit: Your manoeuvrability while flying improves by one category (see *MM* 312). For example, if your normal manoeuvrability is poor, it becomes average.

Source: *Races of the Wild* 151

Ironskin Chant

You can channel the power of your bardic music to enable yourself to ignore minor injuries.

Prerequisite: Bardic music, Concentration 12 ranks, Perform 12 ranks.

Benefit: As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/- to yourself or to one ally within 30 feet who can hear you until the start of your next turn. This feat does not function in an area of magic *silence*.

Source: *Complete Adventurer* 113

Subsonics

Your music can affect even those who do not consciously hear it.

Prerequisite: Perform (any) 10 ranks, bardic music.

Benefit: You can produce music or poetics so subtly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect opponents within range with your music, but unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

Source: *Complete Adventurer* 112

SPELLS

Harmonise

Transmutation

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action.

Source: *Races of Stone* 162

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).

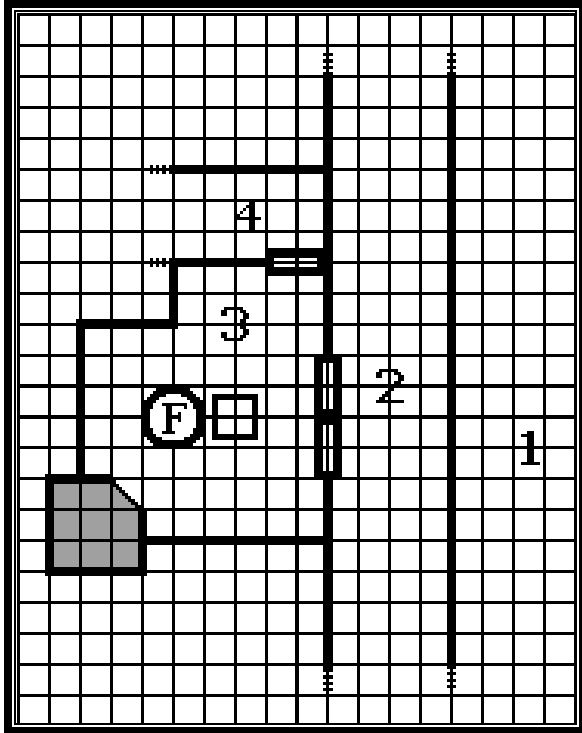
3. You must tell your DM at the start of the game which of the following options your character is taking as they travel through Perrenland.

- *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 identify* 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 identify 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 Perrender 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 identify 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: FIOLNIR'S SMITHY



LEGEND

Scale: 1 square = 5 ft.

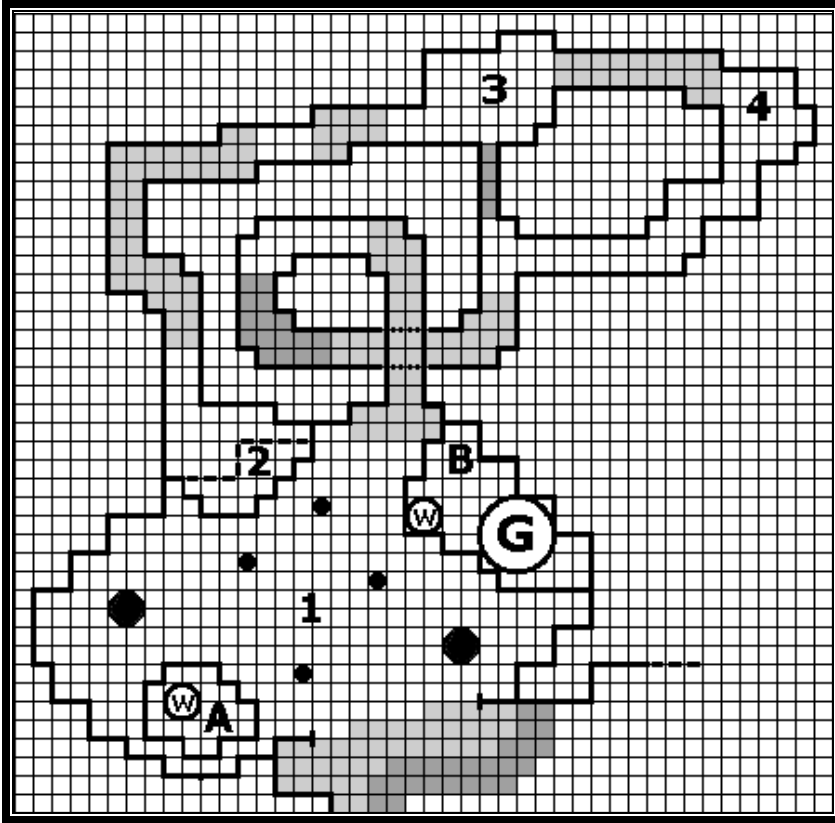
Ceiling height throughout the steading is 20 ft.

-  lava "furnace" (*DMG* 304)
-  iron anvil (hardness 10, 2880 hit points)
-  stone door (hardness 8, 360 hit points)
- F Fiolnir's starting location

KEY

- 1 bottom of 100 ft cliff
- 2 trail along side of mountain
- 3 Fiolnir's smithy
- 4 corridor into rest of steading

DM'S AID 3: GRABAK'S LAIR



LEGEND

Scale: 1 square = 5 ft.

All squares contain natural stone floors (creatures must spend 2 squares to move one square, +5 DC all Balance and Tumble checks, cannot run or charge)

--- corridor crosses above lower corridor

■ ■ edge of cavern

□ gentle slope (considered higher ground)

■ steep slope (considered higher ground, creatures must spend 2 squares to move one square up, creatures running or charging down 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 1d2x5 feet later, creatures who fail by 5 or more also fall prone)

● stalagmite (10 ft high, functions like pit spike if creature dropped onto square, +10 attack bonus, damage 1d8 +1 per 10 ft fallen to maximum of +5, creature also takes falling damage to top of stalagmite)

● big stalagmite (20 ft high, functions like pit spike if creature dropped onto square, +10 attack bonus, damage 2d6 +1 per 10 ft fallen to maximum of +5, creature also takes falling damage to top of stalagmite)

W Wyvern's starting location

G Grabak's starting location (if present)

KEY

1 cavern (90 ft. ceiling)

A mesa (20 ft. high)

B ledge (50 ft. high)

2 balcony (70 ft. high, 10 ft. ceiling, 20 ft. ceiling in cavern)

3 Rondar and Gwion's room (30 ft. ceiling)

4 Bren's room (20. ft ceiling)

Ceiling height in all corridors is 10 ft.