

PER6-09

A Nation Mocked: Relief Mission

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

Version 1.0

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The vampire lord Drelnza has taken over her mother's old home of Kir Russ and has begun expanding her holdings into the surrounding region. A cry for help from a new ally has adventurers making their way to Khundholm, from where a relief mission will be dispatched. A one-round Regional adventure set in Perrenland for APLs 4-12. Khund and members of the Old Kerk may find this adventure to their liking. PCs below 4th are warned that they play this adventure at their peril. Note that this adventure is not suitable for large creatures.

Resources for this adventure [and the authors of those works] include *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, and Erik Mona].

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

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

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer

characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

| | Mundane Animals Effect on APL | # of Animals | | | |
|--------------|-------------------------------------|--------------|---|----|----|
| | | 1 | 2 | 3 | 4 |
| CR of Animal | 1/4 & 1/6 | 0 | 0 | 0 | 1 |
| | 1/3 & 1/2 | 0 | 0 | 1 | 1 |
| | 1 | 1 | 1 | 2 | 3 |
| | 2 | 2 | 3 | 4 | 5 |
| | 3 | 3 | 4 | 5 | 6 |
| | 4 | 4 | 6 | 7 | 8 |
| | 5 | 5 | 7 | 8 | 9 |
| | 6 | 6 | 8 | 9 | 10 |
| | 7 | 7 | 9 | 10 | 11 |

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters from Perrenland pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

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

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

ADVENTURE BACKGROUND

This adventure follows on from the discovery of the ruins of Kir Russ in *PER 1-08 Promises to Keep*, the battle to keep Iggywilv's forces out of the ruins in *PER 4-04 Battles in the Yatils*, and the search for a way to defeat Iuz and his mother in *PER 5-06 Beneath the Citadel*. It is also part of the Nation Mocked series, and follows on from the events of *PER 6-07 The Schwartzstadt Heresy*.

At this point in Perrenland's history, the vampire lord Drelnza has taken the ruins from what was left of the 3rd Auszug and is both consolidating her position and preparing to expand her new realm.

ADVENTURE SUMMARY

The adventure begins with the PCs en route to Dunoloree Llith (East Gate) in Khundholm, in answer to a call for help to relieve the svirfneblin who inhabit the halls beneath Kir Russ. The gnomes are besieged by Drelnza's forces on one side and her new-found Duergar allies on the other. If the gnomes are not relieved soon then this group of svirfneblin face extermination! As the declared allies of Perrenland, this cannot be allowed to happen!

Encounter 1: On the way to Khundholm there is a brief distraction as the PCs come across a priest and some troops from the 2nd Auszug who are having a "disagreement." The PCs have the chance to resolve this in any way they see fit, but there are consequences for their actions, no matter what they choose.

Encounter 2: Arriving in Khundholm, the PCs are briefed about the need to rescue the svirfneblin in order to cement the alliance. The mission is not to save the gnomes homes – those are considered lost (for now). The gnomes themselves are to be brought to Khundholm where they will find both shelter and plenty of work to do in kicking the remaining Derro and Duergar out of the lower halls of Dunoveer Llith (Middle Gate).

Encounter 3: Assuming they accept the mission, the PCs are part of a larger group sent to break the svirfneblin out of the siege. Entering into Kir-Russ the PCs find a breeding experiment being guarded by some demons and have some hard moral decisions to make. They also have a chance of finding a significant message.

Encounter 4: Leaving the breeding nests the PCs are free to complete the journey to Kir Russ, where they are ordered to use a previously unknown (to surface

dwellers) secret entrance to get into the tunnels and try to smash a way through for the svirfneblin to escape. Unfortunately, the entrance is not only secret, it's also trapped. Setting off the trap is not only painful, but warns the besiegers that someone is coming.

Encounter 5: Once past the trap (one way or another) the PCs follow the tunnel to a cavern, where a group of svirfneblin are desperately trying to fight off some Duergar on one side and some of Drelnza's forces on the other. Drelnza's forces are between the svirfneblin and the PCs. If the PCs can defeat Drelnza's troops, all that remains is a mad rush to the relative safety of the surface, where the Duergar will not follow.

Conclusion: In the conclusion, rewards and favours are handed out as appropriate to the success of the mission.

PREPARATION FOR PLAY

You should check to see which PCs have the Notice of the Old Hag from *PER4-04 Battles in the Yatils*, and/or the Further Notice of Igglwlv from *PER5-06 Beneath the Citadel*. While the witch-queen isn't appearing in this adventure, her daughter is, and mum keeps a weather eye on her enemies at all times.

If anyone has any kind of automatic trap sense ability, now would be the time to find that out too. Rather than ask straight out, it is better to ask each PC to let you know what special abilities they have, and what spells they cast each morning that have a duration of most of the day (or longer).

It should be noted that the Gloom has been lifted from Perrenland but the famine will not be vanquished so quickly. Lifestyle costs are still doubled, and PCs can earn +2 to all CHA based checks if they donate their lifestyle to feeding the poor (but they begin the adventure fatigued in this case, unless someone is casting *Heroes Feast* each day).

It's probably worth having each PC roll five or six d20's and record the results on a sheet of paper, along with each PCs Spot, Listen, Hide, and Move Silently modifier – and any other skills you think might be useful to note. You'll need at least four per PC for Encounter 3. You should also pre-roll the checks for the monsters in that encounter so as not to telegraph the battle that is about to commence.

Finally, take a look at each character sheet and note the PCs weight (with their normal gear). This will be important in Encounter 4.

INTRODUCTION

The sun is shining, still a bit of a novelty in this part of Perrenland, with the gloom so recently lifted. But

your mission today is in answer to a call to arms from Khundholm – an indication that there are still evils to be battled. The roads are not entirely safe, which is why you find yourself in the company of other travellers.

This is where the PCs get to introduce themselves, if they don't already know each other. Once that's been done, go straight to Encounter 1.

ENCOUNTER 1: A MORAL DILEMMA

As you crest a rise you spot a running figure about a hundred yards in front of you. It is clearly a man and he is obviously in some distress. His robes have been torn, and hang in ribbons from his waist. Some two hundred yards beyond him a group of five horsemen crest another rise. Spotting the man, they let out a whoop and charge down towards him. If you move quickly, you should reach the fugitive about the same time as the horsemen.

The running man is a cleric of the Old Kerk: Hergen Vuurmalder. His is a follower of the so-called Schwartzstadt Heresy, whose stated aims are to cleanse the Old Kerk of the Shrine of Nerull and to discover the evil behind the hidden shrine. He is a good man, who honestly feels that Perrenland is being deceived by a great lie seeded in the old days by the Hus (whom he calls the "servants of the Reaper" in his sermons). He is a cleric of the shrine of Mayaheine.

The five horsemen are members of the 2nd Auszug. Their commander, Kiesten Hussen, is a junior officer and also a member of the Old Kerk. He is follower of the traditional ways and is deeply angered that Hergen has been preaching to a nearby village that they should not pay homage to Nerull when they pray at the shrine of the Old Kerk. In addition, Hergen has besmirched clan Hussen, claiming that all Hussens are servants of the Reaper (Nerull) and pawns of the "Great Lie". Kiesten is a cleric of the shrine of Allitur. He is very lawful and honestly believes that those who follow the Schwartzstadt Heresy are seeking the destruction of the Old Kerk. Hergen has inflamed this belief, in front of many witnesses, by openly claiming that Kiesten and his traditionalist ilk should free themselves of their slavery and rise with the heretics to break the pact with Nerull by removing his shrines from the Old Kerk temples. In a rush of pious rage Kiesten took his horse-whip to Hergen in front of the villagers.

Hergen, in fear of his life, used a *sound burst* and killed one of Kiesten's men who was in the area of effect

(the man had a weak heart), and taken off across the fields. Initially stunned by the situation Kiesten has mustered his men and set off in pursuit. He is going to set a very strong example and hang Hergen both for the Heresy and the crime of murder. Hergen doesn't have the energy to run further, or the breath to cast any more spells.

The PCs have several options at this point:

Remind About The Law: According to Perrenese law, Hergen is at least guilty of manslaughter (if not murder), and a 1000gp Kopris is the appropriate sentence. Hergen cannot afford this however, leaving exile (or execution if convicted of murder) as the only alternative. Kiesten is also guilty, albeit on the lesser charge of assault (due to his flogging of Hergen earlier). But as Kiesten was the highest ranking official in town (before the PCs arrival), his actions could be considered appropriate given his authority at the time.

General Intervention: PCs can intervene and try and diffuse the situation, using Bluff, Diplomacy or Intimidate checks to change Kiesten's attitude. He starts the encounter unfriendly to the PCs and hostile towards Hergen. The PCs will need to change his attitude towards their intervention before they can change his attitude towards Hergen. There are several outcomes that are possible (see below).

Rechter PCs Play Judge: If there is a PC Rechter present, both sides will (reluctantly) accept the Rechter's judgement of the matter. PCs who have a Rechter in their group, and who intervene, automatically gain the *traditionalist favour* at the end of this scenario (no matter in whose favour the conflict is resolved). They have shown an adherence to the traditions of Perrenese law.

Senior Auszug PCs Intervene: Any PC who is a senior Auszug member can simply pull rank on Kiesten and order him to stand down. He will obstinately obey, but will continue to call for a harsh sentence for Hergen.

Ritter PCs Intervene: A Ritter (Knight) of Perrenland can also pull rank similar to senior Auszug personnel, but to do so involves borrowing the Voormann's authority (costing an appropriate Perrenland favour in return).

Old Kerk PCs Intervene: Any member of the Old Kerk above 8th level can also use their influence to mediate the dispute, but they do not actually have any legal authority. They can still influence Kiesten's attitude, and gain a +5 circumstance bonus to any diplomacy or Intimidate checks to do so.

Convince Kiesten not to hang Hergen: If the PC's convince Kiesten not to hang him, he will still not want to let Hergen get away with his actions unscathed. He insists on a harsh sentence for the cleric and will want to place him under arrest himself to ensure he reaches trial.

The PC's may not trust Kiesten (thinking he will hang Hergen after they have left), but he will stand by his word if convinced not to hang the cleric.

Arrest Hergen themselves: Rechter, Ritter and senior Auszug PC's may try to take Hergen into custody themselves to prevent his execution (or to deliver a more fitting punishment). They will need to show suitable credentials for Kiesten to allow this to happen (appropriate favours, badges medals, etc). There is no Rechter present in town and the local law enforcement is Kiesten and his unit, so the PC's will have to take Hergen with them to Dunoloree Llith.

Stand by and watch what happens: Kiesten and his men catch up with Hergen and promptly hang him from a tree until he is dead. Hergen takes some time to die as there is no gallows and he will die from strangulation. The PCs have ample opportunity to intervene and cut him down before this happens if they so choose.

Attack the horsemen: This would be very bad and it should be pointed out that the horsemen are members of the Auszug and that their leader is clearly a cleric of the Old Kerk and the shrine of Allitur. If the PCs insist on attacking then run the combat. However, if even one soldier escapes he will report the PCs actions and at the end of the adventure Perrender authorities arrest the PCs and the adventure costs them an additional 20TUs in prison. The PC's may instead try to inflame the Auszug into attacking, by intimidating or goading them with insults. Even though they didn't attack first, the PCs are still held responsible, and are eventually caught & imprisoned for 4TUs (record this in the play notes on the AR).

Arrest Kiesten: Rechter, Ritter and senior Auszug PC's may try to arrest Kiesten instead. He will protect such an action strongly, and will question the PC's authority to do this. The PCs will also need to convince Kiesten's troops of this action (treat their attitude as unfriendly). Hergen will of course voice his thanks to the PCs.

Assist Kiesten in capturing Hergen: The Horsemen are grateful, but Hergen spits rhetoric at the PCs - accusing them of being servants of Hus. Kiesten pronounces Hergen a heretic and hangs him from a nearby tree. This takes some time as there is no gallows and Hergen will die from strangulation. The PCs have ample opportunity to intervene and cut him down before he expires if they so choose.

Assist Kiesten to hang Hergen: The PCs have shown their true colours and receive the traditionalist favour. Again, Hergen dies slowly and in obvious pain. Merciful PCs may wish to put him out of his misery with a well placed strike from a sword.

Let Hergen go: If the PCs let Hergen go, Kiesten will resume the hunt once he learns of the PC's action.

Tactics: If the PCs insist on attacking the soldiers, the soldiers attempt to flee, in five different directions. It is 1500 feet back to the village and if even one soldier makes it back, the PCs actions get reported. Unless the PCs are willing to slaughter the entire village (an evil act – no beg pardons) their actions result in their arrest and incarceration at the end of the adventure. The horses do not fight except in self-defence, and thus are not included in the EL for this encounter.

Treasure: Nil. Anything taken from the Auszugen will be confiscated at the end of the adventure.

Development: There are no experience points awarded for engaging in combat in this encounter. Experience is awarded for resolving the situation by other means.

Please note PC actions on the critical events summary.

All APLs: (EL 5)

Kiesten Hussen: male human fighter 1/cleric 3; hp 29; Appendix 1.

Soldiers (4): male dwarf warrior 1; hp 6, 8, 7, 7; *Monster Manual* 91.

Light warhorse (5): hp 22, 22, 22, 22, 22; *Monster Manual* 274.

ENCOUNTER 2: DUNOLOREE LLITH

The distraction of Old Kerk politics behind you, your journey to Dunloree Llith is completed without further delays. There are many, many, Dwur and adventurers of all races gathered here. Clearly, this is to be a major effort that you are to be asked to join. It's not long before Borlgot the Canny, the seneschal to the Haig Righ, mounts a makeshift podium and raises his arms for silence.

Once the crowd quiets down, Borlgot speaks. "The peoples of Khundholm and of Perrenland have forged an alliance, and to this alliance have been added the clans of the Svirfneblin who dwell beneath the ruins of the bastion of Kir Russ. It is these new-found allies who now call upon the aid of the Khund, and of Perrenland, to relieve them from the siege they are currently suffering.

Make no mistake, good people; we do not seek to drive out the forces of the witch queen's undead daughter – yet." He pauses for a moment to let that "yet" sink in. "For now, we seek to harass those forces and distract them long enough for an intrepid band of heroes to break through to the beleaguered gnomes

and lead them back here. Here, they will find safe haven for a time, and they can be a part of the plans to drive the forces out evil out of the Yatil Mountains forever!"

"Moradin's Farg hur nar karngr broon!" [Trans: "Moradin's Forge will not fall again"!]
Every dwarf voice joins him in this final litany, as do many non-dwarves who have clearly heard it all before.

The Intrepid band of heroes mentioned by Borlgot is of course the PCs. Many of the folk gathered will not be returning – the price to be paid for helping out one's allies. And yet nobody seems to doubt this is a mission that must be undertaken. The PCs are free to mingle with whomever they choose at this point—but the talk is mostly about just who these "intrepid heroes" might be, and how suicidal they must be feeling to take up such a mission.

After a few minutes of chatting, a dwarf approaches the PCs and asks them to accompany him to see Borlgot, who has a special request for them. Basically, they meet with Borlgot and accept the mission, or the adventure is over.

Assuming they agree to the meeting, here is what Borlgot has to say, once he has offered them a seat and refreshments:

"Thank you all for coming. No doubt you, like many others, are wondering just who this intrepid band of heroes who are going to break through and lead the gnomes to safety might be. Well, King Barandon was hoping it would be you. He, and I, are aware that folk such as yourselves have a high level of expenses in doing what you do, and the Haig Righ is willing to compensate you for your time as well as for any reasonable costs you may incur in this undertaking.

*We are also aware that many of you choose to do what you do with no thought of financial reward, but we Dwur are practical folk and even the most altruistic of you has expenses. I can offer you [APL * 50gp] each for this undertaking, as well as some healing magic should it be required when this is over.*

Our clerics are very busy, but I am told that Moradin will grant his blessing to any healing magic up to a critical wound, and that a single one of you may be returned from the dead for half the cost of the diamond dust, should it be necessary. What say you?"

What they should say at this point is "Yes." There is no more money to be offered – this is by no means the only battle being fought or planned at this time and each has its own expenses. Asking for more money will forfeit the Favour of the Khund at the end of the adventure. Borlgot

will answer any questions he can, but he has no idea what forces are pressing the gnomes. The best he can offer is the usual “demons and undead are the favoured forces of our enemies.”

One thing Borlgot will point out is information about a previously unknown secret entrance to the tunnels in the Yatil Mountains near the ruins of Kir Russ. The PCs should use this entrance to get around the ruins and into the tunnels beyond. They are cautioned to avoid all contact with the inhabitants of the city. Borlgot's final point is that the tunnels are often cramped and even medium sized creatures will find the going difficult at times. He counsels against large sized creatures (including centaur PCs) undertaking this mission, though he does not outright forbid this. Players of centaurs who wish to change to a different PC at this point may do so, but they forfeit the xp from Encounter 1.

There is time for the purchase of anything from the PHB that the PCs may want, up to 750gp per item. Holy Water and anti-toxin are available in effectively unlimited quantities. Once the PCs are ready to proceed, go to Encounter 3.

ENCOUNTER 3: THE FIEND BRIDES

You have been on the march in the subterranean tunnels running from Khundholm for almost two days now, sometimes catching sight of some of the other forces heading towards Kir Russ, but mostly you've been keeping away from them. They are the distraction that's going to get you into the primary area; though it wouldn't do to be caught up in whatever mayhem they'll be engaged in. Soon it will be time to find a place to camp for another night of nothing happening, but tomorrow you should reach the primary location and then the real work will begin.

It is the stench and the wailing that alerts you to the fact that something very wrong is up ahead.

The PCs have unwittingly now entered into the Kir-Russ Demopolis, and are approaching one of the larger chambers. The area was once the breeding pits of the Cult of the Fiend.

This chamber is like a huge “domino” standing upright. It is very narrow for its height and stretches upwards for four hundred feet (though it is only 50ft wide and 100 long). It has entry points at both of the long ends: the one the PCs are approaching and one directly opposite to them.

At roughly 10ft intervals, on all sides of the chamber rising to the top, are small individual balconies, each approximately 7ft wide that jut out 3 feet. These are nesting boxes and can be accessed via their open top. They were designed to house the fiend-brides of the cult; and from this place, in ancient times, many half-fiends were spawned.

Drezlna has put this location, long idle, back into production. The stench and the wailing are being made by the twenty seven victims of demonic pregnancy (with vrock as fathers) who are currently being held here by their demonic guards: three chasme demons and a small but growing host of Ekolids.

The chasme guards are here as much to guard the women as to keep control of the Ekolids, although at various times the chasme (and a number of the Ekolids) are away on mischief, so the nature of who the PCs will find here will vary depending on the APL. The chasme are also used, at times, as messengers by Drezlna.

Both the chasme and the Ekolids were former servants of Pazuzu, who have sworn allegiance to Drezlna in exchange for their lives. The chasme, being Tanar'ri, are extracting a great deal of pleasure out of being able to dominate and torment the obyrith Ekolids. In turn, the Ekolids are biding their time waiting for their numbers to grow so that they can get some payback.

The pregnant women are all Hussen women, captured in the invasion of Nederboden by Iggywilv's army last year. Having survived the deprivations of their vrock “husbands” they are now enduring the ultimate horror of growing a demon child for Drezlna.

All of them are now completely insane, with the exception of one: 17 year old Inga NerderHus, a 7th level cleric of Zodal from Riberlund.

If the PCs manage to defeat the demonic guards, then Inga attracts the PCs attention and they can learn the above information from her; plus the information below (which she has overheard in the six months she has been here). She is seven months pregnant.

- Drezlna often comes here to view her new army being spawned.
- The birth itself is not fatal, but what happens afterward *is*. The ekolids are allowed to lay their eggs within the new mother, which kill her as the grubs eat their way out. Every woman here knows this. This knowledge (combined with other deprivations) has driven them over the edge into insanity. More than fifty ekolids have been born this way since she has been here.
- Nearly a dozen half-fiends have been born already. Each is collected by Drezlna in person and she is like a devoted new mother each time

with all of them. She has heard her say things like, “Ah my beautiful new baby boy, mummy is here now”.

- The chasme have denied the ekolids access to three of the new mothers recently and have taken them away, she does not know where to or why.
- If the PCs don't kill her and the other mothers, she will contrive to do it herself as this is the only mercy that Zodal can deliver. After what has happened to her, she has no urge to live longer than it takes to do what she can to foil Drelnza's depraved plans for her and the other women.

A MORAL DILEMMA

In the circumstances the only thing the PCs can do, given that the demons could return at any minute, is to kill the mothers to be. They are all in the lower nesting boxes. This will be terrible work, but is the correct thing to do. **Character decisions will affect the future plot of Perrenland Adventures.**

Paladins (and PC's with strong ethical obligations) may well find themselves in a real predicament here. Killing the women is not an evil act as such, but it will give any PC with an alignment other than Chaotic Neutral the “**Blooded Hand**” item from the AR.

If the PCs as a group do not kill the women then Inga will try and do it herself if they free her and give her a weapon, before taking her own life. PCs may try and rescue the women. This is impossible, except for PCs with a lot of *teleport* spells. PCs can *teleport* the women to safety and they can be saved this way, but the rest of the adventure is over for these PCs. They do, however, get the “**Heroic Deed**” item on the AR.

PCs without lots of *teleport* spells who insist on the rescue action will be overwhelmed as they try and make it out on foot. They are captured and tormented and suffer the “**Plaything of a Chasme**” AR item.

The PCs can kill the women and try to rescue Inga and if necessary she will play along, but at the first opportunity she will take her own life with dagger to the heart, jumping off a cliff style of behaviour. Taking her further into the adventure would be a folly.

Creatures:

APL 4 (EL 6)

Ekolid (2): hp 39 each; *See Appendix 1.*

APL 6 (EL 8)

Ekolid (4): hp 39 each; *See Appendix 1.*

APL 8 (EL 10)

Chasme: hp 76; *See Appendix 1.*

APL 10 (EL 12)

Chasme (2): hp 76 each; *See Appendix 1.*

APL 12 (EL 15)

Ekolid (3): hp 61 each; *See Appendix 1.*

Advanced Chasme (3): hp 85 each; *See Appendix 1*

All APLs

Inga NederHus, female human LG, hp 8, Cleric 1, Old Kerk (Zodal).

Tactics: Draw a 50ft by 100ft rectangle for this combat. The Demons are lurking up around the 300ft mark, they start hidden and will use hide and move silently to descend into combat.

The ekolids prefer to use their *fly* ability to inflict wounds and inject eggs, and for their aura of madness to do it's stuff before they close in for the kill. At APL 12 they use their fly-by attack to be very annoying to PCs with spell casting abilities.

The chasme prefer to torment their opponents using their speed and manoeuvrability in flight to maintain ranged superiority while constantly harassing their opponents with *insect plague* and *telekinesis spell-like abilities*. For the first three rounds of combat they will target PCs with heavy armour or high looking strengths with their quickened *rays of enfeeblement*. They use their power attack against lightly armoured or spell-casting PCs.

PCs who make a DC 15 Search check will also find the *message* scroll in one of the nesting boxes.

Treasure:

APL 4: Scroll case (0 gp), Magic – *Arrow of slaying (human)* (190 gp each), *shatterspike* (359 gp each), *wand of cure light wounds* (62 gp each), *brooch of shielding* (125 gp each), *pearl of power (1st level)* (83 gp each).

APL 6: Scroll case (0 gp), Magic – *Arrow of slaying (human)* (190 gp each), *shatterspike* (359 gp each), *wand of cure light wounds* (62 gp each), *brooch of shielding* (125 gp each), *pearl of power (1st level)* (83 gp each), *wand of cure moderate wounds* (375 gp each).

APL 8: Scroll case (0 gp), Magic – *Arrow of slaying (human)* (190 gp each), *shatterspike* (359 gp each), *wand of cure light wounds* (62 gp each), *brooch of shielding* (125 gp each), *pearl of power (1st level)* (83 gp each), *wand of cure moderate wounds* (375 gp each), +2 *light crossbow* (694 gp each).

APL 10: Scroll case (0 gp), Magic – *Arrow of slaying (human)* (190 gp each), *shatterspike* (359 gp each), *wand of cure light wounds* (62 gp each), *brooch of shielding* (125 gp each), *pearl of power (1st level)* (83 gp each), *wand of cure moderate wounds* (375 gp each), +2 *light*

crossbow (694 gp each), bag of holding (Type II) (416 gp each), pearl of power (4th level) (1333 gp each).

APL 12: Scroll case (0 gp), Magic – Arrow of slaying (human)- (190 gp each), shatterspike (359 gp each), wand of cure light wounds (62 gp each), brooch of shielding (125 gp each), pearl of power (1st level) (83 gp each), wand of cure moderate wounds (375 gp each), +2 light crossbow (694 gp each), bag of holding (Type II) (416 gp each), pearl of power (4th level) (1333 gp each), pearl of power (5th level) (2083 gp each).

Detect Magic Results: Arrow of slaying (human)- (strong necromancy), shatterspike (strong evocation), wand of cure light wounds (faint conjuration), brooch of shielding (faint abjuration), pearl of power (1st level) (strong transmutation), wand of cure moderate wounds (faint conjuration), +2 light crossbow (moderate transmutation), bag of holding (Type II) (moderate conjuration), pearl of power (4th level) (strong transmutation), pearl of power (5th level) (strong transmutation)

Development: The scroll case contains a letter from Drezlna to a commander called Nugata, in the Traft area. It is written in Abyssal, but if the PCs can read that language they gain some useful information. The letter is provided as **Player Handout #1**.

The PCs are free to move to another location and make camp to heal up, and recover spells if they wish. When they are ready, proceed to Encounter 4. They cannot remain here.

If a PC has been affected by the Aura of Madness from the ekolids, then they need to get this cured. If they cannot resolve this in this adventure then it carries across to the next. This is reflected on the AR in the Play Notes.

Please note PC actions on the Critical Events Summary.

ENCOUNTER 4: THE DEEPER TUNNELS

There is much to think about from the information you gained after defeating the demons. After putting yourselves back together, it's time to get on with the main business of this mission. Today, you will enter the catacombs deep beneath Kir Russ and attempt to rescue the svirfneblin (if any are still alive). May the gods be with you.

Finding the secret entrance isn't a problem – especially since you were told exactly where it is. The journey through the deeper tunnel wasn't much of a problem either; at least, not to start with. The tunnel

width is about six feet, and a little more than that in height.

As you descend deeper into the mountain, perhaps 800 feet down by now, the tunnel gets narrower. It can't be more than three feet wide and once you figure out who's in front they're going to have to stay there until you find a wider section of tunnel – if indeed you do find one. It's also getting quite warm. Not uncomfortable – yet, but if you have to go much deeper those of you in metal armour could have a problem.

Pause your narrative at this point and allow the PCs to sort out a marching order and do anything else they want (like maybe casting any spells). They have another 1800 feet before they get to the next encounter, and from here on in medium sized PCs and companions are squeezing, per the rules in the *Player's Handbook*, p 148. Large sized creatures (who were warned not to come) are subject to the rules on p 148 of the *Player's Handbook* and most likely cannot continue at this point.

Small sized PCs and companions are not affected by the size of the tunnel.

Once the PCs are ready to go, continue. Don't tell them how deep they are unless there's a PC who can figure it out. The time taken to get through the rest of the tunnel assumes the PCs can normally move at 30 feet and are double moving (making 30 feet per round in the cramped conditions). Adjust the time if this is not the case.

The narrow tunnel just goes on and on. You squirm through the gaps for around six minutes and then hear the faint sound of combat ahead.

From here, the tunnel travels a further 120 feet, and there is no widening of it at all. In addition, it is trapped at the 85, 90, and 95 feet squares. When the combined weight on these squares equals or exceeds 480 pounds, the trap is sprung. Up to three PCs could be caught (if it takes three of them to hit the weight), but equally a party of lightweight PCs may cross the trapped area without ever knowing it was a trap. A group that keeps a separation between party members may also get through this without ever knowing the danger they were in.

The PCs are free to Take 10, or even 20, on searching for traps in this tunnel. However, taking 10 reduces their movement to 5 feet per round (50 feet per minute) and taking 20 reduces movement to 5 feet per two minutes. This could affect any spells the PCs may have cast, as well as how many Dwur and their allies get slaughtered on the surface while the PCs dally. Dwarves can use their stonemasonry to locate this trap.

Note that at APL 8 and up, once the trap has been sprung, the ceiling collapses onto whoever is in the pit, doing further damage and potentially burying the PC under the rubble.

The trap was most likely constructed by kobolds, who were clever enough to make the pit a full 5 feet wide (even though the tunnel above it is not) so that medium sized creatures caught by the trap would get to experience the full effects of the trap, and not get stuck half way down the pit.

Trap:

APL 4: Spiked Pit Trap: CR 5; mechanical; weight trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (any creature standing on a trapped square when the collapse occurs); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 21.

APL 6: Poisoned Spiked Pit Trap: CR 7; mechanical; weight trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (any creature standing on a trapped square when the collapse occurs); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 plus poison each); poison (Greenblood Oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); Search DC 21; Disable Device DC 21.

APL 8: Poisoned Spiked Pit Trap with falling rocks: CR 9; mechanical; weight trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (any creature standing on a trapped square when the collapse occurs); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 plus poison each); poison (Greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); falling rocks (5d6, fall), DC 20 Reflex save avoids; Search DC 21; Disable Device DC 21.

APL 10: Poisoned Spiked Pit Trap with falling rocks: CR 9; mechanical; weight trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (any creature standing on a trapped square when the collapse occurs); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 plus poison each); poison (Greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); falling rocks (7d6, fall), DC 20 Reflex save avoids; Search DC 21; Disable Device DC 21.

APL 12: Poisoned Spiked Pit Trap with falling rocks: CR 9; mechanical; weight trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); multiple targets (any creature standing on a trapped square when the collapse occurs); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 plus poison each); poison

(Greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); falling rocks (5d6, fall), DC 20 Reflex save avoids; Search DC 21; Disable Device DC 21.

Development: Setting off the trap alerts the demon(s) in the next encounter and gives them at least a couple of rounds to set an ambush. A *silence* spell might prevent this, depending where it was centred and keeping in mind that at APL 8 and up the trap has two parts and both would need to be in the area of effect for this to work. Not setting off this trap gives the PCs automatic surprise on the demon(s) in the next encounter as the sounds of battle mask any noise the PCs might make (other than the crash of falling rock).

PCs who fail their saving throw versus the falling rocks are buried and need to be dug out. They are effectively pinned and cannot assist in digging themselves out. There is no danger of them suffocating (it is loose rock, not dirt), but it will take 10 minutes per 10 feet of rock to dig them out. *Dimension door*, or similar magic, will also work.

ENCOUNTER 5: AT LAST, THE SVIRFNEBLIN!

The tunnel spills out into a grand cavern, fully seventy feet across, seventy feet high, and almost perfectly circular. It has clearly been worked by hand, from natural beginnings. The cavern is split by a 10 foot wide gap in the middle, possibly the result of an ancient earthquake. In any event, the gap is spanned by a stonework bridge, and it is that bridge which is currently the centre of attention. On the far side are some dark-skinned dwarves, pressing against a group of gnomes (who can only be the svirfneblin you were sent here to rescue). The gnomes are on the bridge, surrounded on both sides! On your side, it looks like more of Drelnza's minions are pressing the gnomes on the bridge! As you watch, a very small gnome and a slightly larger one are pushed off the bridge into the chasm. Another svirfneblin lets out a cry of anguish and stabs at a dwarf in a pathetic attempt to fight it off.

Depending on whether the PCs get surprise, or are about to be ambushed, their opponent(s) may be pressing the gnomes or could be waiting almost right outside the tunnel mouth (a five foot step away from the opening) – leaving lesser beings to press the gnomes for the moment.

Tactics: If the monster(s) heard the PCs coming (because the trap was set off in Encounter 4), they are ready and waiting as the first PC exits the tunnel. If the

PCs managed to avoid the trap in Encounter 4, they get the bonus of a surprise round now.

In any event, the monster(s) are there to slaughter the PCs as best they can, with one very important exception.

At APL 4, the succubus will attempt to use *charm monster* on the PC who most resembles a big dumb fighter (she won't pick a cleric) and have that PC defend here. She is sufficiently annoyed at the menial task assigned to her that she will attempt to kiss any non-charmed PC she can get to, and will continue this tactic until she takes at least half her hit points in damage.

Treasure: None.

APL 4 (EL 7)

Succubus: hp 42; *Monster Manual* 47.

APL 6 (EL 9)

Vrock: hp 130; *Monster Manual* 48.

APL 8 (EL 11)

Vrocks (2): hp 134 each; *Monster Manual* 48.

APL 10 (EL 13)

Vrocks (4): hp 134 each; *Monster Manual* 48.

APL 12 (EL 14)

Truly Horrid Umber Hulk: hp 300; *Monster Manual* 249.

Development: Once the PCs have defeated their opponent(s), the remaining svirfneblin burst through whatever of Drelnza's forces are left and link up with the PCs. The gnomes know a different tunnel to use to get out of here, so there's no need to squeeze everyone back through the trapped one. The duergar are driven back into deeper caverns by the larger svirfneblin forces. The PCs don't have to worry about them.

Go to Conclusion.

CONCLUSION

Conclusion A: The PCs were successful in saving the svirfneblin, and didn't waste any time in the tight tunnel.

Your return to Dunoloree Llith is triumphant, but the celebrations of this victory are tempered by the knowledge of what it cost in lives, and what it will cost to drive Drelnza out of Kir Russ once and for all. You are invited a feast in honour of the success of the mission.

The PCs gain the favour of the svirfneblin and the favour of the Khund

Conclusion B: The PCs were successful in saving some of the svirfneblin, but they took too long looking for traps in the tight tunnel.

Your return to Dunoloree Llith is triumphant, but the celebrations of this victory are cut short by the knowledge of the enormous cost in lives, and what it will cost to drive Drelnza out of Kir Russ once and for all. Everyone is too weary from the battle to do more than raise a toast to those who did not return.

The PCs gain the favour of the svirfneblin but do NOT gain the favour of the Khund

Conclusion C: The PCs were not able to save the svirfneblin.

Your return to Dunoloree Llith is subdued. You were not able to save the svirfneblin and the new alliance is in danger of collapsing. The cost in lives of the diversion does nothing to lift anyone's spirits – the chances are better than even that those who fell in battle will rise again and be the foes you face in the next battle. Everyone is too weary from the battle to do more than raise a toast to those who did not return.

The PCs gain neither the favour of the svirfneblin nor the favour of the Khund, though they still get paid their agreed fee from Encounter 2.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat the demonic messenger(s)

| | |
|--------|--------|
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |
| APL 10 | 360 XP |

APL 12 450 XP

Encounter 4

Encounter the trap

APL 4 150 XP
APL 6 210 XP
APL 8 270 XP
APL 10 330 XP
APL 12 390 XP

Encounter 5

Defeat Drelnza's minion(s)

APL 4 210 XP
APL 6 270 XP
APL 8 330 XP
APL 10 390 XP
APL 12 420 XP

Story Award

Resolve the issue between Hergen and Kiesten without fighting the Auszugen

All APLs 90 XP

Break the svirfneblin out of Kir Russ

APL 4 45 XP
APL 6 90 XP
APL 8 135 XP
APL 10 180 XP
APL 12 225 XP

Total possible experience:

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

TREASURE SUMMARY

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

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

scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 2: Dunoloree Llith

APL 4: Coin: 200 gp

APL 6: Coin: 300 gp

APL 8: Coin: 400 gp

APL 10: Coin: 500 gp

APL 12: Coin: 600 gp

Encounter 3: The Fiend Brides

APL 4: Magic: 819 gp – *Arrow of slaying (human)* (190 gp each), *shatterspike* (359 gp each), *wand of cure light wounds* (62 gp each), *brooch of shielding* (125 gp each), *pearl of power (1st level)* (83 gp each).

APL 6: Magic: 1194 gp – *Arrow of slaying (human)* (190 gp each), *shatterspike* (359 gp each), *wand of cure light wounds* (62 gp each), *brooch of shielding* (125 gp each), *pearl of power (1st level)* (83 gp each), *wand of cure moderate wounds* (375 gp each).

APL 8: Magic: 1888 gp – *Arrow of slaying (human)* (190 gp each), *shatterspike* (359 gp each), *wand of cure light wounds* (62 gp each), *brooch of shielding* (125 gp each), *pearl of power (1st level)* (83 gp each), *wand of cure moderate wounds* (375 gp each), *+2 light crossbow* (694 gp each).

APL 10: Magic: 3637 gp – *Arrow of slaying (human)* (190 gp each), *shatterspike* (359 gp each), *wand of cure light wounds* (62 gp each), *brooch of shielding* (125 gp each), *pearl of power (1st level)* (83 gp each), *wand of cure moderate wounds* (375 gp each), *+2 light crossbow* (694 gp each), *bag of holding (Type II)* (416 gp each), *pearl of power (4th level)* (1333 gp each).

APL 12: Magic: 5720 gp – *Arrow of slaying (human)* (190 gp each), *shatterspike* (359 gp each), *wand of cure light wounds* (62 gp each), *brooch of shielding* (125 gp each), *pearl of power (1st level)* (83 gp each), *wand of cure moderate wounds* (375 gp each), *+2 light crossbow* (694 gp each), *bag of holding (Type II)* (416 gp each), *pearl of power (4th level)* (1333 gp each), *pearl of power (5th level)* (2083 gp each).

Total Possible Treasure

APL 4: Coin: 200 gp; Magic: 819 gp; Total: 650 (1019) gp

APL 6: Coin: 300 gp; Magic: 1194 gp; Total: 900 (1494) gp

APL 8: Coin: 400 gp; Magic: 1888 gp; Total: 1300 (2288) gp

APL 10: Coin: 500 gp; Magic: 3637 gp; Total: 2300 (4137) gp

APL 12: Coin: 600 gp; Magic: 5720 gp; Total: 3300 (6320) gp

Special

Favour of the Svirfneblin: Although they are currently homeless, the grateful svirfneblin are not without resources. They will provide two LG legal upgrades from the DMG to any weapon, suit of armour, or shield. The upgrades can both be on one item. The upgrades need not be done simultaneously. Alternatively, the svirfneblin will provide a +2 upgrade to a single stat boost item of the PCs choice, but this costs both upgrade favours. You must pay normal price for any upgrade.

Favour of the Khund: Haig Righ Barandon is please. In recognition of your heroic deeds, the Dwur bards immortalise your name in song. You gain a +4 bonus to all Charisma-based checks when dealing with Khund in Perrenland. In addition, Barandon grants you access to any one item from the royal armoury. Currently, that means a +2 version of any weapon on table 7-5 in the PHB, or a +4 stat boost item. Cross off this part of the favour when used. The reputation bonus is permanent.

Blooded Hand: A very bad but necessary thing has been done, and you are plagued by nightmares. Roll 1d10 at the start of every adventure. On a roll of 1 you start the adventure *fatigued*. For your determination in doing the

deed you receive the Blessing of Zodal, who will grant you *one* spontaneous (free action) casting (by you or on you) of any spell with Healing in its descriptor. Cross out when this is used, as it takes away the nightmares (and the ongoing penalty) as well.

Heroic Deed: You have managed to bring rescue, but at a cost, the svirfneblin have been slaughtered. Everyone is very understanding, but you have a -4 to all Charisma based checks with the Khund as they feel you have dishonoured them. The Hussen clan is both pleased and saddened by the return of their daughters. You gain full GP for the adventure and regional access to all the items on the AR.

Plaything of the Chasme: After a month as the tormented plaything of the Chasme you have managed to escape recovering your items in the process. You have lost one permanent point of Constitution and 4 TUs in time.

Aura of Madness: You have a -1 penalty on skill checks and must succeed on a DC 10 Concentration check in order to cast any spells until your itching insanity is cured by *heal*, *greater restoration*, *miracle*, or *wish*.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 4:

- *Arrow of slaying (human)* (Adventure; DMG 2,282 gp)
- *Shatterspike* (Regional; DMG 4,315 gp)
- *Wand of cure light wounds* (Adventure; DMG 750 gp)
- *Brooch of shielding* (Adventure; DMG 1500 gp)
- *Pearl of power (1st level)* (Adventure; DMG 1,000 gp)

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

- *Wand of cure moderate wounds* (Adventure; DMG; 4,500 gp)

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

- *+2 light crossbow* (Regional; DMG; 8,335 gp)

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

- *Bag of Holding (type II)* (Adventure; DMG; 5,000 gp)
- *Pearl of power (4th level)* (Regional; DMG 16,000 gp)

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

- *Pearl of power (5th level)* (Regional; DMG 25,000 gp)

APPENDIX 1: APLS 4–6

ENCOUNTER 1

Kiesten Hussen: male human Clr 3/Ftr 1; CR 4; Medium human; HD 3d8+1d10 +4; hp 29; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+5 armor, +1 shield, +1 Dex); Base Atk +3; Grp +5;

Atk +7 melee (1d10+3, 19/20, Mwk Bastard Sword) (+3 BAB, +2 Str, +1 weapon quality +1 feat) or +4 ranged (1d6, shortbow) (+3 BAB, +1 Dex);

Full Atk +7 melee (1d10+3, 19/20, Mwk Bastard Sword) (+3 BAB, +2 Str, +1 weapon quality +1 feat) or +4 ranged (1d6, shortbow) (+3 BAB, +1 Dex);

AL LG; SV Fort +6, Ref +2, Will +4 (Class F+5, R+1, W+3; Con +1, Dex +1, Wis +1); Str 15, Dex 12, Con 13, Int 12, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +4, Knowledge (Local (IUZ)) +4, Knowledge (Religion) +8, Profession (Soldier) +4, Ride +5; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Extra Turning, Improved Turning, Martial Weapon Proficiency: Sword, bastard, Mounted Combat, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Sword, bastard. *Languages:* Stamttaal (Common), Dwarven.

Spells Prepared (4/3+1/1+1; base DC = 11 + spell level): 0—[*orison*, *orison* (2)]; 1st—[*protection from chaos**, *cure light wounds*]; 2nd—[~~*calm emotions**~~, *aid*].

*Domain spell. Deity Mayaheine; *Domains:* Law (cast Law spells at +1 caster level); War (Free proficiency and Weapon Focus in deity's favoured weapon (bastard Sword)).

Possessions: Chainmail, buckler, Mwk Bastard Sword, Silver Holy Symbol (Mayaheine), Shortbow, 20 arrows.

ENCOUNTER 3

EKOLID

The demon's ant-shaped body is the size of a wolf, yet its numerous spindly legs spread nearly 6 feet across. Vertical mandibles gnash above a cluster of black eyes, and three pairs of membranous wings sprout from its thorax. Its insect like body trails off into a withering mass of tails, each tipped with an upward curving stinger protruding from a distended bulge.

EKOLID

CR 4

Always CE Small outsider (chaotic, evil, extraplanar, obyrith)

Init +3, Senses darkvision 60ft., true seeing; Listen +4, Spot +4

Aura form of madness (60ft radius, Will DC 14)

Language Abyssal

AC 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 natural)

Hp 39 (6HD); fast healing 5; **DR** 5/cold iron or lawful

Immune mind-affecting spells and abilities, poison

Resist acid 10, cold 10, electricity 10, fire 10

Fort +7, **Ref** +8, **Will** +9

Speed 30ft. (6 squares), climb 30ft., fly 60ft. (average)

Melee 6 stings +10 (1d4 plus implant egg) and bite +5 (1d4)

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

Base Atk +6; **Grp** +2

Abilities Str 10, Dex 16, Con 15, Int 10, Wis 18, Cha 13

SQ obyrith traits (see above), quickness

Feats Combat Reflexes, Lightning reflexes, Weapon Finesse

Skills Balance +14, Climb +17, Hide +16, Jump +11, Listen +13,

Move Silently +12, Spot +13, Tumble +14

Advancement 7–11 HD (Small); 12–18 HD (Medium); see text

Form of Madness (SU) A creature within 60ft that observes an ekolid must attempt a DC 14 Will save. Failure indicates the creature begins hallucinating that tiny biting insects are infecting its hair, skin, and clothes. The victim takes a -1 penalty on skill checks and must succeed on a DC 10 Concentration check in order to cast any spells until the insanity is cured by *heal*, *greater restoration*, *miracle*, or *wish*. A creature that makes the save is immune to that particular ekolid's form of madness for 24 hours. This is a mind-affecting ability that does not affect chaotic evil outsiders. The save DC is Charisma based.

Looking at multiple ekolids requires a separate save for each one's form of madness, but the effects are not cumulative.

Implant Egg (Ex) Each time a creature takes damage from an ekolid's sting attack, it must attempt a DC15 Fortitude save. Failure indicates that the ekolid implants an egg just under the creature's skin. An implanted egg hatches at the start of the ekolid's next turn, at which point a ravenous ekolid grub gnaws its way out of the victim. This deals 1d6 points of damage per egg that hatches and nauseates the victim for 1 round (no matter how many eggs hatch). *Remove Disease* or a similar effect destroys any unhatched eggs, but immunity to disease does not prevent infestation. Newly hatched ekolids are otherwise harmless, but grow to maturity quickly over the course of

only a few hours. A hatched grub falls to the ground after crawling free of its host. A grub has 1 hit point and effectively no Armour Class. The save DC is constitution based.

Quickness (SU) An ekolid is supernaturally quick. It can take an extra move action during its turn each round.

APPENDIX 1: APLS 8–10

ENCOUNTER 1

Kiesten Hussen: male human Clr 3/Ftr 1; CR 4; Medium human; HD 3d8+1d10 +4; hp 29; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+5 armour, +1 shield, +1 Dex); Base Atk +3; Grp +5;

Atk +7 melee (1d10+3, 19/20, Mwk Bastard Sword) (+3 BAB, +2 Str, +1 weapon quality +1 feat) or +4 ranged (1d6, shortbow) (+3 BAB, +1 Dex);

Full Atk +7 melee (1d10+3, 19/20, Mwk Bastard Sword) (+3 BAB, +2 Str, +1 weapon quality +1 feat) or +4 ranged (1d6, shortbow) (+3 BAB, +1 Dex);

AL LG; SV Fort +6, Ref +2, Will +4 (Class F+5, R+1, W+3; Con +1, Dex +1, Wis +1); Str 15, Dex 12, Con 13, Int 12, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +4, Knowledge (Local (IUZ)) +4, Knowledge (Religion) +8, Profession (Soldier) +4, Ride +5; Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Extra Turning, Improved Turning, Martial Weapon Proficiency: Sword, bastard, Mounted Combat, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Sword, bastard. *Languages:* Stantaal (Common), Dwarven.

Spells Prepared (4/3+1/1+1; base DC = 11 + spell level): 0—[*orison*, *orison* (2)]; 1st—[*protection from chaos**, *cure light wounds*]; 2nd—[~~*calm emotions*~~*, *aid*].

*Domain spell. Deity Mayaheine; *Domains:* Law (cast Law spells at +1 caster level); War (Free proficiency and Weapon Focus in deity's favoured weapon (bastard Sword)).

Possessions: Chainmail, buckler, Mwk Bastard Sword, Silver Holy Symbol (Mayaheine), Shortbow, 20 arrows.

ENCOUNTER 3

CHASME

This large, fly-like demon has buzzing wings and six limbs, two of which end in long, thin-fingered hands. Its head is vaguely humanoid, with a large hooked horn where its nose should be. Tufts of wiry hair sprout between the black plates covering its insect flesh.

CHASME

CR 10

Always CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4, Senses darkvision 60ft., Listen +14, Spot +14

Languages Abyssal, Celestial, Common, telepathy 100ft.

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +14 natural)

Hp 76 (9HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 21

Fort +10, **Ref** +9, **Will** +8

Speed 30ft. (6 squares), climb 30ft., fly 50ft. (perfect); Flyby Attack

Melee 2 claws +17 (1d6+4 plus wounding) and bite +15 (1d8+2 plus wounding) and gore +15 (1d8+2 plus wounding)

Base Atk +9; **Grp** +17

Atk Options Flyby Attack, Power Attack

Special Actions drone, *summon tanar'ri*

Spell-Like Abilities (CL 9th)

At will – *contagion*, *darkness*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fly*, *greater teleport* (*self plus 50 pounds of objects only*), *insect plague*, *ray of enfeeblement* (+11 ranged touch), *protection from good* (DC 13), *see invisibility*, *telekinesis* (DC 17)

3/day – *quicken ray of enfeeblement* (+11 ranged touch)

1/day – *unholy aura* (DC 20)

Abilities Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14

SQ tanar'ri traits

Feats Flyby Attack, Multitattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)

Skills Bluff +14, Climb +24, Concentration +16, Diplomacy +6 Hide +11, Intimidate +16, Listen +14, Move Silently +15, Search +14, Sense Motive +14, Spot +14

Advancement 10–18 HD (Large)

Drone (Su) As a full round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect. The save DC is Charisma based.

Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot-radius around it. This effect is otherwise identical to a *fear* spell. (CL 12th; Will DC 16 negates). If this save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours. The Save DC is Charisma based.

Summon Obyrith or Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1d3 ekolids or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th level spell (CL 9th).

Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The

bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

APPENDIX 1: APL 12

ENCOUNTER 1

Kiesten Hussen: male human Clr 3/Ftr 1; CR 4; Medium human; HD 3d8+1d10 +4; hp 29; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+5 armor, +1 shield, +1 Dex); Base Atk +3; Grp +5;

Atk +7 melee (1d10+3, 19/20, Mwk Bastard Sword) (+3 BAB, +2 Str, +1 weapon quality +1 feat) or +4 ranged (1d6, shortbow) (+3 BAB, +1 Dex);

Full Atk +7 melee (1d10+3, 19/20, Mwk Bastard Sword) (+3 BAB, +2 Str, +1 weapon quality +1 feat) or +4 ranged (1d6, shortbow) (+3 BAB, +1 Dex);

AL LG; SV Fort +6, Ref +2, Will +4 (Class F+5, R+1, W+3; Con +1, Dex +1, Wis +1); Str 15, Dex 12, Con 13, Int 12, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Handle Animal +4, Knowledge (Local (IUZ)) +4, Knowledge (Religion) +8, Profession (Soldier) +4, Ride +5; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Extra Turning, Improved Turning, Martial Weapon Proficiency: Sword, bastard, Mounted Combat, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Sword, bastard. *Languages:* Stamttaal (Common), Dwarven.

Spells Prepared (4/3+1/1+1; base DC = 11 + spell level): 0—[*orison*, *orison* (2)]; 1st—[*protection from chaos**, *cure light wounds*]; 2nd—[~~*calm emotions**~~, *aid*].

*Domain spell. Deity Mayaheine; *Domains:* Law (cast Law spells at +1 caster level); War (Free proficiency and Weapon Focus in deity's favoured weapon (bastard Sword)).

Possessions: Chainmail, buckler, Mwk Bastard Sword, Silver Holy Symbol (Mayaheine), Shortbow, 20 arrows.

ENCOUNTER 3

EKOLID

The demon's ant-shaped body is the size of a wolf, yet its numerous spindly legs spread nearly 6 feet across. Vertical mandibles gnash above a cluster of black eyes, and three pairs of membranous wings sprout from its thorax. Its insect like body trails off into a withering mass of tails, each tipped with an upward curving stinger protruding from a distended bulge.

ADVANCED EKOLID

8

CR

Always CE Small outsider (chaotic, evil, extraplanar, obyrith)

Init +3, Senses darkvision 60ft., true seeing; Listen +4, Spot +4

Aura form of madness (60ft radius, Will DC 14)

Language Abyssal

AC 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 natural)

Hp 61 (9HD); fast healing 5; **DR** 5/cold iron or lawful

Immune mind-affecting spells and abilities, poison

Resist acid 10, cold 10, electricity 10, fire 10

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

Speed 30ft. (6 squares), climb 30ft., fly 60ft. (average)

Melee 6 stings +12 (1d4 plus implant egg) and bite +7 (1d4)

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

Base Atk +8; **Grp** +4

Abilities Str 10, Dex 16, Con 15, Int 10, Wis 18, Cha 14

SQ obyrith traits (see above), quickness

Feats Combat Reflexes, Lightning reflexes, Weapon Finesse, Fly by Attack.

Skills Balance +18, Climb +21, Hide +20, Jump +15, Listen +13,

Move Silently +16, Spot +13, Tumble +14

Advancement 7-11 HD (Small); 12-18 HD (Medium); see text

Form of Madness (SU) A creature within 60ft that observes an ekolid must attempt a DC 15 Will save. Failure indicates the creature begins hallucinating that tiny biting insects are infecting its hair, skin, and clothes. The victim takes a -1 penalty on skill checks and must succeed on a DC 10 Concentration check in order to cast any spells until the insanity is cured by *heal*, *greater restoration*, *miracle*, or *wish*. A creature that makes the save is immune to that particular ekolid's form of madness for 24 hours. This is a mind-affecting ability that does not affect chaotic evil outsiders. The save DC is Charisma based.

Looking at multiple ekolids requires a separate save for each one's form of madness, but the effects are not cumulative.

Implant Egg (Ex) Each time a creature takes damage from an ekolid's sting attack, it must attempt a DC16 Fortitude save. Failure indicates that the ekolid implants an egg just under the creature's skin. An implanted egg hatches at the start of the ekolid's next turn, at which point a ravenous ekolid grub gnaws it's way out of the victim. This deals 1d6 points of damage per egg that hatches and nauseates the victim for 1 round (no matter how many eggs hatch). *Remove Disease* or a similar effect destroys any unhatched eggs, but immunity to disease does not prevent infestation. Newly hatched ekolids are otherwise harmless, but grow to maturity quickly over the course of

only a few hours. A hatched grub falls to the ground after crawling free of its host. A grub has 1 hit point and effectively no Armour Class. The save DC is constitution based.

Quickness (Su) An ekolid is supernaturally quick. It can take an extra move action during its turn each round.

CHASME

This large, fly-like demon has buzzing wings and six limbs, two of which end in long, thin-fingered hands. Its head is vaguely humanoid, with a large hooked horn where its nose should be. Tufts of wiry hair sprout between the black plates covering its insect flesh.

ADVANCED CHASME

CR 11

Always CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4, Senses darkvision 60ft., Listen +14, Spot +14

Languages Abyssal, Celestial, Common, telepathy 100ft.

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +14 natural)

Hp 85 (10HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 21

Fort +11, **Ref** +9, **Will** +10

Speed 30ft. (6 squares), climb 30ft., fly 50ft. (perfect); Flyby Attack

Melee 2 claws +18 (1d6+4 plus wounding) and bite +16 (1d8+2 plus wounding) and gore +16 (1d8+2 plus wounding)

Base Atk +10; **Grp** +18

Atk Options Flyby Attack, Power Attack, Cleave

Special Actions drone, *summon tanar'ri*

Spell-Like Abilities (CL 10th)

At will – *contagion*, *darkness*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fly*, *greater teleport (self plus 50 pounds of objects only)*, *insect plague*, *ray of enfeeblement* (+11 ranged touch), *protection from good* (DC 13), *see invisibility*, *telekinesis* (DC 17)

3/day – *quickened ray of enfeeblement* (+11 ranged touch)

1/day – *unholy aura* (DC 20)

Abilities Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14

SQ tanar'ri traits

Feats Flyby Attack, Mulitattack, Power Attack, Quickened Spell-Like Ability (*ray of enfeeblement*)

Skills Bluff +14, Climb +24, Concentration +16, Diplomacy +6 Hide +13, Intimidate +16, Listen +15, Move Silently +16, Search +14, Sense Motive +14, Spot +16

Advancement 10-18 HD (Large)

Drone (Su) As a full round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect. The save DC is Charisma based.

Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot-radius around it. This effect is otherwise identical to a *fear* spell. (CL 12th; Will DC 16 negates). If this save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours. The Save DC is Charisma based.

Summon Obyrith or Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1d3 ekolids or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th level spell (CL 10th).

Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

APPENDIX 2: NEW RULES ITEMS

OBYRITH SUBTYPE

The strange and horrific obyriths are primeval demons from eons past. They wrought chaos and evil upon the multiverse before the advent of intelligent life on the Material Plane. Their forms are hideous to behold, rarely if ever incorporating elements possessed by mortal creatures. Obyriths dwell only in the most remote corners of the Abyss. Their kind has been in decline since the rise of the Tanar'ri in the Abyss, although a few tenacious examples continue to make their presence known on key layers.

Obyrith Traits: An obyrith has the following traits (unless otherwise noted in a creature's entry).

- Immunity to poison and mind affecting spells and abilities.
- Resistance to acid 10, cold 10, electricity 10, and fire 10.
- Fast healing: All obyrith have fast healing (DMG293); the exact amount is indicated in the specific creature's entry.
- Form of Madness (SP): Obyriths appear in forms so noxious and horrific that those within 60 feet of an obyrith who observe it are subject to madness. When a creature first encounters an obyrith, it must attempt a Will save (DC10 + ½ the obyrith's HD + the obyriths Cha modifier). Failure indicates that the victims afflicted with some permanent form of madness or insanity. The kind of malady and its duration depends on the obyrith. A creature that makes a saving throw against an obyrith's form of madness is immune to that particular effect for 24 hours. Blindness is no protection against an obyrith's form of madness—their presence is an affront to all five senses. This is a mind-affecting ability. Chaotic evil outsiders are immune to an obyrith's form of madness. The insanity caused by an obyrith's form of madness ability is permanent in most cases, but can be removed by *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*.
- True Seeing (SU): An obyrith is under the constant effect of *true seeing*. This effect cannot be dispelled.
- Telepathy.

APPENDIX OR DM AID

MUD MAP FOR ENCOUNTER 4

Start

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The squares marked with the X's are the trapped ones. Remember, it's the combined weight on all three squares that sets off the trap.

PLAYER HANDOUT 1

Greetings Commander Nugata,

On behalf of myself and my mother I bid you good hunting of the vermin that infest these lands, but please remember that they are in the end all my subjects and that in time I will extend my protection to them.

It occurs to me that our goals are not dissimilar and that perhaps we should meet to discuss the possibility of an alliance to crush those upstart Perrenders whom dispute my rulership and their weakling allies. Your deeds in the Traft area are well known to my mother and thus also to me and I can certainly see mutual benefit to an alliance between the drow and my undead and abyssal minions. The Canton of Traft, with the exception of its southern area I will happily cede to you and your mistress in exchange for a firm and committed alliance.

Please accept these trinkets as a token of my goodwill. Should you agree to meet with me, send a return message with my courier, nominating a place and time that is convenient. I have much on my mind at the moment – an item long lost must needs be found – but I will make time to meet with you and discuss how we should first subjugate, and then divide, these lands.

Drezlna

CRITICAL EVENTS SUMMARY

Please send results to triad69@optusnet.com.au . These critical events will only apply between December 2006 and March 2007 inclusive.

- 1) Did the PCs save Hergen from the gallows?
- 2) Did the PCs save the Fiend brides in Encounter 3?
- 3) Did the PCs put the Fiend brides out of their misery in Encounter 3?
- 4) Did the PCs find the message from Drezlna in Encounter 3?
- 5) Did the PCs gain the favour of the svirfneblin?
- 6) Did the PCs gain the favour of the Khund?

Thank you these results will be compiled from other tables and the results used to drive forward significant plot elements.