

# The Diadem of Kir Russ

## Part Three

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

Version 2.1

**by Gary Johnson and Patrick Williamson**

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From the Isle of Cli a mission sets out to discover the focus for the ancient weapon that can defeat the evil which has plagued Perrenland for far too long. But with only a thousand year old instrument and a prophesy to go on, will this expectation prove to be true? Part one of a three-round Perrenland Regional adventure for APLs 2-14. Please note that you CAN play a DIFFERENT character in EACH of the three parts of this adventure.

Resources for this adventure [and the authors of those works] include *CORS 5-03 Secrets of Tsojcanth* [Tim Sech]

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@aapt.net.au](mailto:baparis@aapt.net.au); for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

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## RPGA® SANCTIONED PLAY

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

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

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

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

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### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to *Appendix 1* for full information on NPCs and monsters. For your convenience, *Appendix 1* is organized by APL.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

## TIME UNITS AND UPKEEP

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

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

## ADVENTURE BACKGROUND

It all began in 594 CY, when the new Voormann, Orgus Bildgear, vowed to break the non-aggression pact with the Empire of luz and join the fight against evil. Now, this epic struggle is reaching its finale.

The Voorman's challenge to the Old One was soon matched with the simultaneous invasion of the armies of luz from the East, and from his daughter, Iggwilv, from within the heart of Perrenland. Moreover, the explosion of Mt Hellspaar augured in the magical winter of Hell's Gloom brought three years of war, death and famine that have nearly destroyed Perrenland.

Combined, they nearly destroyed the country, at first, but little victories by bands of brave adventurers soon transformed into a great victory in the East and then at Riberlund in Nederboden, with the help of Oomkar Hus the chief servant of Nerull in the Quaglands. For a fleeting moment it looked as if the country had prevailed.

Yet one foe at least remained. Drelnza. Iggwilv's daughter, and sister of luz. Despite her army being small, Drelnza maintained a hold on significant parts of Nederboden. From this strategic position she began to reap the benefits the effects of the prolonged famine were having on the population. As families, and then villages, began to starve, old rivalries between sept and clans remerged and hatchets: rivalries thought buried since the time of Perren's unity were, now, uncovered. Perrenland strength, and its internal unity, became undermined. Nothing hurt this concept of unity more than a schism within the Old Kerk, which was manufactured by Drelnza.

From a humble and low key event in the town of Schwartzestadt, soon emerged a story that another evil hidden shrine existed within the Old Kerk and that Oomkar Hus was poised take power in the Quaglands through the Old Kerk. Circulated by Drelnza's quasit agents, and then by the folk themselves driven half made by her magical diseases and the famine and the Schwartzestadt Heresy was born.

Here the Old Kerk did much of the work for her, and Drelnza could never have imagined that her ploy would gain such purchase. Soon, the Old Kerk was beginning to divide against itself and the folk, who for so long had been bound by common religious tradition, were presented with a choice. Most chose to remain within the tradition but others became heretics, and believed the worst of the stories.

Luckily for all, there remained some cool heads. Bertgris Udden and Karla Hussen the HetRechters (judges) of the land have remained determined and steadfast to the law and refused to exile the heretics as instructed. Bertgris Udden in particular feels in his heart that this is all a horrible manipulation of the situation by Drelnza and thus luz. He has commissioned adventurers to determine the truth of these matters. In particular he has caused the revelation of an ancient and secret group who have hidden the true identity of the hidden shrine, the Jasmine Index.

From this, a small but important group of stakeholders now know that the hidden shrine is that of the goddess of beauty and love: Myrhiss – long forgotten (and indeed suppressed) in the

Quaglands. Furthermore, they know that the hidden shrine should be that of Kyuss, servitor power to Nerull, but that a great Lie has been manufactured and maintained for two ages of the world. This deception is so effective that Oomkar Hus and indeed the few followers of Kyuss left in the Quagland believe that what is actually the hidden shrine of Myrhiss is the hidden shrine of Kyuss. If Oomkar were to find out the pact that bind him to not grow the power of Nerull in the Quaglands would be broken. The only way this situation can be preserved and the great lie maintained is if the threat of Drelnza and her faction the Cult of the Fiend are removed from play.

As fate would have it, a weapon long prophesied may be close to discovery. The intelligent weapon, Boonbane, already a potent weapon, is but "one item of a set". For its true power can only be used if its wielder has the Diadem of KirRuss upon their head. To this end, it has been revealed by the recently recovered Cli Lyre that the Diadem can be found on a mysterious island located in the centre of Lake Quag. When combined, these two items have the power to destroy the bloodline of Igg-Vuurz. Thus, luz, Iggwilv and Drelnza are all in fear of this event and seek to prevent it.

With the unity of Perrenland at break point, the Voormann critically ill, and civil war breaking out, the Cult of the Fiend is poised for victory. luz has begun to reinforce his sister's cause with more demons so that she can secure the Diadem and remove this threat to his person.

Enter the last hope of the nation: the expedition to recover the Diadem of Kir Russ!

## ADVENTURE SUMMARY

The PCs assemble (with new/replacement PCs arriving from Cli via the Ur-Flan teleportation circle) and enter the necropolis under the island (**Introduction**). They hear the sounds of battle ahead, and find the Cult of the Fiend's base camp.

After dealing with the guard(s) left behind by the Cultists (**Encounter 1**), the Cli Lyre tells the PCs about the direct path through the shrine of Nerull to the chamber with the Diadem (**Encounter 2**). The journey to the chamber is uneventful at APLs 8 to 14, but at APLs 2 to 6 the way is blocked by a servant of Nerull (**Encounter 3**).

When they reach their destination, the PCs have to destroy several guardian statues (**Encounter 4**). Inside the next chamber, the PCs find an altar and an impenetrable barrier

(**Encounter 5**). It seems the only way to lower the barrier is to sacrifice someone on the altar: Hanne suggests trying to trick the altar (**Encounter 6**).

After doing what's needed to lower the barrier, the PCs enter the last chamber and meet Perren, first Voormann of the Quaglands and owner of the Diadem of Kir Russ (**Encounter 7**). Perren has been in a magical sleep for 150 years, waiting to be woken in his nation's hour of greatest need – which is now.

When Perren and the PCs are ready to leave, Perren demands Boonbane from whoever has it. However, before he can take Boonbane, Drelnza (and some of her servants at APLs 8 to 14) arrive and confront Perren (**Encounter 8**). How the PCs handle the situation determines the fate of Perrenland: if they triumph, Perren is the Voormann and the country is saved (**Conclusion A**), while if they are defeated, Drelnza is victorious and gains dominion over the Quaglands (**Conclusion B**).

## PREPARATION FOR PLAY

The Diadem of Kir-Russ Part 2 is the second part of the three part finale to the 'Nation Mocked' series. It is recommended you have played PER 6-07 'The Schwartzstadt Heresy', PER 7-03 'Discords Harmony' and PER 7-05 'The Jasmine Index' before playing this adventure.

You should determine before play if any of the PCs speak Flan or Ur-Flan, possess Boonbane, have the Mark of HUS, are Fully Trusted by Hanne, declared themselves a Heretic to the angel Meneliant and have become a Keeper of the Great Lie.

- PCs who speak Flan or Ur-Flan can understand the Cli Lyre and Boonbane when they speak.
- Boonbane is a unique magic item from PER 5-02 (Hell's Gloom). Only one PC can possess Boonbane at a table: if more than one PC has Boonbane, they must choose who has Boonbane for this adventure. However, Boonbane changes significantly in this adventure for all PCs at the table who have Boonbane, not just the one PC who has Boonbane at the table (**Encounter 8**). If no PC has Boonbane, Hanne Weisspeer has Boonbane.
- PCs who have the Mark of HUS from PER 6-04 (Death's Fury) or PER 7-03 (Discord's Harmony) are recognised as an ally by the defenders of the necropolis and not attacked directly unless they attack first.

- Hanne's attitude to PCs who have the Fully Trusted by Hanne benefit from PER 7-05 (The Jasmine Index) is one step better than usual (for example, friendly instead of indifferent). In addition, she assists the PCs during their battles.

Throughout this adventure, the PCs are accompanied by Hanne Weisspeer, her daughter Karennie, the Cli Lyre, and Boonbane. All four are important to the plot of this adventure: however, please do what can to ensure that the NPCs aren't the central figures in this adventure. They're present to give the PCs advice and assistance, not to tell the PCs what to do and when.

When running the combats, note if any of the PCs are "Fully Trusted" by Hanne. If they are, then Hanne actively helps the PCs with (at a minimum) her bardic music, and by providing healing where necessary. Please note that Hanne is an active participant in the initiative order and that Hanne but not Karennie can die if the PCs are lax in their protection of her. Both are critical to the finale, but the enemies of Perrenland want Hanne dead but Karennie alive. Thus in some encounters Hanne is the target of direct attacks, although area of effect attacks are not targeted on her for fear of harming Karennie. If Hanne is killed in here then a PC may need to die in **Encounter 6**.

This adventure is part three of a three part finale to the second major regional plot arc, *A Nation Mocked*. When running this adventure, keep in mind that it's a finale: this should feel like a big event to the PCs, and build up to what will be major turning-point in what's happening to Perrenland.

Players do not have to use the same PC in this adventure that they did in PER 7-06 or PER 7-07: they can choose to use a different PC, who travels from Cli via the Ur-Flan teleportation circle at the beginning of the adventure.

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

This adventure is the last in the major regional plot arc, *A Nation Mocked*.

## INTRODUCTION

*Your group has assembled on the lost island – the island in the middle of Lake Quag, where an ancient prophecy claims the Diadem of Kir Russ can be found. Finding the Diadem is a matter of great urgency, as it's reported to be the only way to cure the Voormann, Orgus Bildgear, of a terrible disease that is close to*

***killing him – a disease caused by the disunity and fragmentation that threatens the Covenant of Concatenation. In short the Diadem will allow for the full control of the weapon Boonbane, defeat the enemies of the folk, and shore up the unity of the nation of Perrenland.***

If any of the PCs played PER 7-06 (*The Diadem of Kir Russ* part 1):

***You travelled across Lake Quag to this island with Hanne Weisspeer, her daughter Karennie, and the Cli Lyre. After dealing with many dangers, the Swabbonwald Nixies guided you to the island, where you found an Ur-Flan teleportation circle – a way for all of you except the Lyre to travel quickly back and forth to the island of Cli.***

If any of the PCs played PER 7-07 (*The Diadem of Kir Russ* part 2):

***Yesterday, you searched the surface of the island, finding the Temple Fortress of Myrhiss. After spending the day at the Temple Fortress dealing with various troubles, you found another Ur-Flan teleportation circle near a passageway down into the temple under the island. Today, you will journey into the underground temple to find the Diadem, and save the Voormann.***

If any of the PCs have not played PER 7-07 (*The Diadem of Kir Russ* part 2):

***You have been sent from Cli through an Ur-Flan teleportation circle that was found on the island. Before you left, the Hetvoorshoolmann gave you a message to take to those already on the island – “Make haste! The Voormann is very weak now – I fear he will not live to see the sun set. I beg you – find the Diadem today!”***

If all of the PCs played PER 7-07 (*The Diadem of Kir Russ* part 2):

***This morning, the Bertgris Uddens sending spell bore grim news. “Make haste! The Voormann is very weak now – I fear he will not live to see the sun set. I beg you – find the Diadem today!” What response did your group send? Remember, it has to be 25 words or less.***

**Development:** When the PCs descend into the necropolis, proceed to **Encounter 1**.

## **1: THE CULT’S BASE CAMP**

***You descend down the steep passageway into the underground complex. After about 300 ft., the passageway levels out. Continuing along, you begin to hear the sounds of distant battles. As you travel you come across many piles of fine ash and wooden stakes as well as the rended bodies of zombies and vrock. It seems the Cult of the Fiend battles the servants of the Reaper and Worm! The corridor leads to a sharp left-hand turn, and you can see torchlight around the corner.***

**Creatures:** One or more of the Cultists of the Fiend in the necropolis is here, guarding their base camp, while the other Cultists search through the complex for the chamber containing the Diadem. They are alert and ready for trouble, as they hear the other Cultists fighting the defenders of the necropolis and expect a counter-attack from further within the complex at any moment. For that reason, they are clustered at the top of the stairs.

At APLs 2 to 6, the PCs can hear the Tiger Nomads/Weretigers at the top of the stairs talking to each other in Common (DC 6 Listen check from the entrance to the lower level, +1 for every 10 ft. the PCs are back down the corridor). At APLs 8 to 14, the PCs can hear the creature moving back and forth slightly (DC 16 Listen check from the entrance to the lower level, +1 for every 10 ft. the PCs are back down the corridor).

The creatures take 10 on their Listen checks to hear the PCs approaching, giving them the following results. Remember to reduce these results by –1 for every 10 ft. of distance from the creatures to the PCs.

- Demon, Dretch (DC 15)
- Demon, Quasit (DC 17)
- Tiger Nomad (DC 10)
- Weretiger (DC 16)
- Tiger (DC 13)
- Demon, Babau (DC 29)
- Ayesha the Spirit Naga (DC 25)
- Abyssal Greater Basilisk (DC 20)
- Truly Horrid Umber Hulk (DC 31)
- Nightwalker (DC 39)

When the PCs turn the corner to enter the room, refer to **DM’s Aid 2** and set up the battleboard. The PCs enter the map from the tunnel leading into the lower level. Set as many of the Cultists as

you can at the top of the stairs on the upper level, and the remainder at the base of the stairs on the lower level. Each level is 10 ft. high.

**Troubleshooting:** The PCs may try to bluff their way past the creature(s). The creatures receive a +10 bonus to Sense Motive checks against the PCs, reduced to +5 if the PCs change their appearance to look like Cultists, increased to +20 if the PCs have Hanne and Karennie with them and haven't disguised their appearances.

The PCs must succeed at a separate Bluff check to do each of the following:

- Stop the creature(s) attacking them on sight.
- Have the creature(s) explain what they're doing here and where the other Cultists are (see **Development** below for details).
- Convince the Cultists to let them pass, rather than wait here for the other Cultists to return.

If the PCs persuade the creature(s) to let them pass, the PCs receive XP as if they defeated them in combat.

#### **APL 2 (EL 5)**

**Demon, Dretch (2):** hp 13; *MM* 42-43.

**Demon, Quasit:** hp 13; *MM* 46.

**Tiger Nomad (4):** male human warrior 1; hp 6 (each); see *Appendix 1*.

#### **APL 4 (EL 7)**

**Demon, Quasit:** hp 13; *MM* 46.

**Weretiger, hybrid form (2):** hp 50 (each); *MM* 174. The weretiger's equipment is near the fire on the lower floor.

**Tiger:** hp 45; *MM* 281-282.

#### **APL 6 (EL 9)**

**Demon, Babau (2):** hp 66 (each); *MM* 40.

**Weretiger, hybrid form (2):** hp 50 (each); *MM* 174. The weretiger's equipment is near the fire on the lower floor.

**Tiger (2):** hp 45 (each); *MM* 281-282.

#### **APL 8 (EL 9)**

**Ayesha:** female spirit naga sorcerer 1; hp 105; see *Appendix 1*.

#### **APL 10 (EL 11)**

**Basilisk, Abyssal Greater:** hp 189; *MM* 24.

#### **APL 12 (EL 13)**

**Umbur Hulk, Truly Horrid:** hp 270; *MM* 249.

#### **APL 14 (EL 15)**

**Nightshade, Nightwalker:** hp 178; *MM* 196.

**Tactics:** The creature(s) try to kill all the PCs while Hanne and to capture Karennie and the Lyre. As at all times Karennie is being protected by Hanne (she is in a cradle on her back) they do not use any area of effect attacks that would affect either NPC, even if it is their disadvantage: for example, both the basilisk and the umber hulk close their eyes and turn off their gaze attack when within 30 ft. of Hanne or Karennie. The creatures fight to the bitter end, knowing that Drelnza will kill them if they return to her empty-handed.

If their starting attitude is changed from *hostile* to *indifferent*, they verbally encourage the PCs to flee and leave Hanne, the Lyre and Karennie to them, then continue to attack if their advice is not followed. If their attitude becomes *friendly*, they give advice as above and don't attack the PCs until the PCs attack them or try to stop them capturing Hanne and Karennie. If their attitude becomes *helpful*, they invite the PCs to join the Cult of the Fiend and hand over Hanne and Karennie to them, and don't attack the PCs until the PCs attack them or try to stop them capturing Hanne and Karennie.

If the PCs are fully trusted Hanne *inspires courage* in the first round of combat. She guards Karennie throughout the battle, but intervenes to aid any PC in great danger, using her spells to hinder the PC's opponent(s) or to heal the PC. If the PCs have lost her trust or never had it she reserves her spells to protect herself and Karennie.

Hanne's likely assistance plus the limitations on the creatures' tactical choices provides a -1 EL adjustment (already taken into account above).

**Treasure:** The PCs can gain the following treasure here:

**APL 2:** Loot 137 gp (4 glaives, 4 breastplates, 4 daggers, 4 Str 12 mighty composite longbows, 80 arrows); Coin 0 gp; Magic 0 gp; Total 137 gp.

**APL 4:** Loot 68 gp (2 glaives, 2 breastplates, 2 daggers, 2 Str 12 mighty composite longbows, 40 arrows); Coin 0 gp; Magic 0 gp; Total 68 gp.

**APL 6:** Loot 68 gp (2 glaives, 2 breastplates, 2 daggers, 2 Str 12 mighty composite longbows, 40 arrows); Coin 0 gp; Magic 0 gp; Total 68 gp.

**APL 8 to 14:** Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

**Development:** If the PCs question any surviving Cultists and change their attitude to *friendly* or *helpful*, they learn the following information.

- The Cultists arrived short while ago, with strict orders to find the Diadem to kill Hanne and to capture Karennie Weisspeer and the Lyre, or die trying. Failure is to be punished with death!
- The rest of the Cultists split up and went down every corridor, trying to find the room with the Diadem of Kir Russ. The defenders of the necropolis must be trying to stop them – hence the sounds of battle elsewhere.
- Most of the Cultists are demons. Their leader is a towering horned humanoid with bat-wings, a flaming whip and a glowing sword (a balor); the other demons include 2 snake-women with six arms (mariliths); 2 enormous ape-men with tiny wings (nalfeshnee); 4 dog-men with pincer-hands (glabrezu); 6 toad-men with spiked backs (hezrou); and 12 vulture-men (vrock).
- The other Cultists are vampires, weretigers, Tiger Nomads, and assorted monsters (use the creatures for this encounter at other APLs as examples).
- The Cultists planned to regroup here in approximately half an hour, after exploring the complex.
- It sounds as if the other Cultists have met with resistance from the defenders of this place – but we'll win! Nothing can stop the Cult of the Fiend!

When the PCs are ready to leave the base camp, proceed to **Encounter 2**.

## 2: WHERE TO NOW?

*There are seven exits on the upper floor of this room. There is a different symbol carved into the wall above each exit – a mask of oak leaves and acorns, a disk marked with a circle, a sheaf of wheat stalks, the stylised sun-face of Pelor, a heart-faced mask, two hands clasped together, and a hand wrapped in a cloth. You can hear the sounds of combat down all of them. How are going to proceed?*

DC 10 Knowledge (Religion) check identifies the other six symbols as Obad-Hai, Beory, Berei, Rao, Allitur and Zodal – all deities of the Old Kerk.

Each tunnel leads to the shrine of the deity in the temple, with the worshippers of that deity buried in the niches and sacrophagi that fill the tunnels around the shrine. The missing Old Kerk deities are:

- Mayaheine (not on Oerth when the temple was built),

- Kyuss (shrine hidden within the hidden shrine of Nerull),
- Nerull (shrine hidden elsewhere in the temple), and
- Vathris (dead when this temple was built).

If a PC uses *find the path* or similar magic to find the room with the diadem, the spell leads them down the third corridor from the left (Berei's corridor) to a secret door some 30 ft. along the right-hand side of the corridor. Proceed to **Encounter 3** (at APLs 2 to 6) or **Encounter 4** (at APLs 8 to 14) and modify the read-aloud text appropriately.

Otherwise, the Cli Lyre speaks up and tells the PCs the following in Flan (Hanne translates if nobody else knows the language).

*The strings on the Cli Lyre vibrate, and it begins to speak. "I – I remember this place, now I am here. Old memories are coming back to me – I remember this hall, and the labyrinth of catacombs beyond. The most direct way to the chamber with containing the Diadem is through the shrine of Nerull – hidden behind a secret door off one of these corridors. Let me guide you, so that we avoid the Cult as they fight the creatures that defend this temple.*

Sample response to some expected questions:

You've been here before? Why didn't you tell us?

*I didn't remember until now – so many of my memories are hazy and indistinct. I'm not even sure all my memories are my own – I seem to remember performing many of the heroic deeds from the old stories and songs. I suspect I'm getting what I did mixed up with the songs I learned when I was a man!*

How can we trust your memories, then?

*I'm not sure I can say anything that will convince you – but for what it's worth, I can't think of any song or story about this place, or anywhere like it for that matter. For that reason, I'm sure I'm actually remembering my memories, and not making something up. If you still have doubts, why don't we go and see if the secret door is where I think it is?*

Why don't we just follow the Cultists and help the defenders kill them?

*Hanne speaks up here. “I don’t want to take Karennie into any battles that we can avoid – she’s just a child.” She brushes Karennie’s hair with her hand. “Please – if the Lyre knows a safe way ahead that the Cult may not have found, let’s take that.”*

If the PCs accept the Cli Lyre’s guidance, it leads them down the Berei’s corridor (the third corridor from the left) to a secret door some 30 ft. along the right-hand side of the corridor: proceed to **Encounter 3** (at APLs 2 to 6) or **Encounter 4** (at APLs 8 to 14).

**Troubleshooting:** The PCs may decide to ignore the Lyre’s advice and Hanne’s wishes and continue along one of the major corridors, following after the Cultists of the Fiend. If they do, Hanne refuses to go with them, taking Karennie and the Lyre with her through the secret door. If the PCs try to stop Hanne from leaving them, warn them that attacking Hanne is not a good act, and is an evil act if they do her serious or permanent harm.

The PCs may want Hanne and Karennie to take the secret passage while they confront the Cult of the Fiend and create a distraction. If this is proposed, Hanne asks the PCs to stay with her and Karennie, in case they run into trouble she can’t handle by herself.

If the PCs do split off from Hanne and Karennie, after about 5 minutes of travel they encounter the creatures from **Encounter 3** (at APLs 2 to 6) or **Encounter 5** (from APLs 8 to 14). They must deal with the creatures without Hanne’s help. After the combat, the PCs must find their way to Hanne and Karennie – if they don’t do so within 20 minutes of game time (for example, by making a DC 15 Survival check to follow Hanne’s trail when it crosses their path), Hanne and Karennie are captured by the Cult of the Fiend, and the adventure ends. If they do find Hanne and Karennie, they meet up with them outside the doors to area 2 of **DM’s Aid 4**: proceed to **Encounter 4**.

### 3: THE SECRET PASSAGE

**Note:** This encounter occurs only at APLs 2 to 6.

*30 ft. down the corridor, the Cli Lyre tells you where to find the secret door. Opening the door, you a passageway lined with closed stone sarcophagi at regular intervals and niches carved into the walls. The niches are full of preserved bodies in shrouds – the robes worn by those heinous criminals who are cast*

*off the cliff onto the Paleen rock each year in Schwartzenbruin. Their bodies are absorbed into the Paleen rock – it would seem that Oomkar Hus has them ready for his own ends, though not yet transformed into undead! Knowing some of the histories of these people, they may well be more dangerous if they were raised from the dead and restored to life!*

*There is a skull and a scythe engraved into the stone of each sarcophagus lid and on the wall above each niche.*

DC 10 Knowledge (Religion) check identifies the skull and scythe as the symbols of Nerull.

**Development:** If the PCs take the time to do a rough count, tell them there are hundreds of sarcophagi and niches. It takes an hour for the party working in unison to make it so that these creatures could never be raised to either life or undeath. If they do decide to do this then they remove a great future threat to Perrenland and gain the **Final Justice** item on the AR, but due to the delay the APL of this encounter jumps by one: that is, the creature for APL 2 becomes APL 4 and APL 4 becomes APL 6. At APL 6, the PCs face two spectres.

From this point on, the tunnels and chambers the PCs travel through are covered by a permanent *desecrate* effect (CL 25) with an overwhelming aura of necromancy and evil that stuns any PC with 12 HD or less using *detect evil*. Within this area, all undead in the service of Nerull gain the benefits for a *desecrated* area containing a permanent fixture dedicated to Nerull. Any spell that counters or dispels the *desecrate* effect succeeds only for 1d4 rounds, after which Nerull’s power reasserts itself and the *desecrate* effect is restored.

*As you begin to follow the winding passageway, the Lyre’s strings vibrate gently and it whispers reassuringly in Flan: “Fear not – the guardians of this place should have departed to battle the other intruders. None should bar your way.” Hanne repeats for those of you who don’t speak Flan, “The Lyre says all the undead creatures who live in here should have gone to fight the Cult of the Fiend. We should be fine.”*

At this point, ask the PCs to make a DC 12 Spot check. If it matters, it is now 1 minute (10 rounds) since the end of **Encounter 2** – or 1 hour if the PCs dealt with the corpses in the sarcophagi and niches.



**Creatures:** One of the incorporeal undead who guard the necropolis hasn't left the corridor. It is lurking partially within the square marked X on **DM's Aid 3** as the PCs approach from the right-hand side of the map, peering out to see if anyone is coming down the corridor.

**APL 2 (EL 3)**

**Shadow:** hp 35; *MM* 221.

**APL 4 (EL 5)**

**Wraith:** hp 42; *MM* 258.

**APL 6 (EL 7)**

**Spectre:** hp 59; *MM* 232.

Note that as a servant of Nerull, the creature gains the following benefits from the permanent *desecrate* effect that permeates this area:

- +2 hit points per hit dice (already included above);
- +2 profane bonus on attack rolls, damage rolls, and saving throws;
- –6 profane penalty on turning checks.

Remember that any spell that counters or dispels the *desecrate* effect succeeds only for 1d4 rounds, after which Nerull's power reasserts itself and the *desecrate* effect is restored.

Because of the shape of the corridor, the PCs can first spot the creature from 30 ft. away. The creature takes 10 on its Hide check, getting the following results.

- Shadow (DC 18, 22 if in shadowy illumination)
- Wraith (DC 21)
- Spectre (DC 23)

**Tactics:** The creature is *hostile* to any living creature in the corridor, including Hanne and Karennie, except for those with the Marked by HUS benefit from PER 7-03 (*Discord's Harmony*). It is *indifferent* to PCs with the mark of HUS, and attacks those PCs only in self-defense.

When it attacks, the creature calls the PCs "**Intruderssss!**" and "**Dessssecratorsss!**". If a PC change its attitude from *hostile* to *indifferent* or better, it treats that PC as if they had the mark of HUS, but still attacks the other PCs. If its attitude becomes *friendly*, it promises to obey the PC "**once the intruderssss are dealt with**", and continues to attack anyone it is still *hostile* or *unfriendly* towards. If its attitude becomes *helpful*, it asks the PC for "**permission to feassst on the**

**cattle you brought here with you, massster?**", and obeys instructions from that PC to leave the other PCs and NPCs alone. It does not follow the PCs when they leave the area.

If the PCs are fully trusted, Hanne *inspires courage* in the first round of combat. She guards Karennie throughout the battle, but intervenes to aid any PC in great danger, using her spells to hinder the PC's opponent(s) or to heal the PC. If the PCs have lost her trust (or never had it) she reserves her spells to protect herself and Karennie.

Hanne's likely assistance approximately balances out the benefits of the *desecrate* effect, so there is no EL adjustment.

**Development:** When the PCs have dealt with the creature and continue on their way, proceed to **Encounter 4**.

## 4: CHAMBER OF THE GUARDIANS

*Guided by the Cli Lyre, you travel through the tunnels, catacombs, and secret passages of the shrine of Nerull. The motif of a skull and a scythe is repeated time and again in the carvings on the walls and the sarcophagi. There are more potential servants here than you could have imagined. Throughout your journey, you hear several fierce battles between the Cult of the Fiend and the defenders of the temple – sometimes nearby, sometimes far away.*

*It is a race between you and the Cult: they have a head start on you, and you are not taking the most direct route. However, their presence seems to have drawn the defenders to them like moths to a flame, leaving the tunnels you travel through unguarded. Who knows? Perhaps the defenders are deliberately moving aside, and allowing you to pass.*

*Whatever the reason, after ten minutes of travel you reach your destination. "Here," sighs the Cli Lyre in Flan, as you approach a pair of ornately engraved stone doors on the left-hand side of the corridor. "Through here lies the room you seek."*

Refer to **DM's Aid 4** and set up the battleboard. The PCs entered the corridor from the left-hand side of the map, and are now outside the doors to area 2.

The carvings engraved on the doors depict four scenes in the life of a middle-aged Flan man with a full beard – spearing a running boar with a longspear, cutting down an armoured figure while

wearing mail and wielding a greataxe, sitting on a chair with one hand raised as if gesturing while talking, and kneeling in prayer beneath the sun with hands clasped and head bowed. The doors are neither locked nor trapped.

**Stone Doors:** 2 in. thick; hardness 8; hp 30; AC 5; Break DC 26.

When the PCs open the doors to area 2, update the battleboard and place the guardian creatures in front of the doors in the far wall, then continue.

***This large chamber has a 20 ft. high ceiling. The walls are smooth, with no niches or decorations. There are, however, a number of stone statues, all roughly shaped like a tall bearded man and ornately engraved with Flan swirls and patterns, between you and the large double doors on the far wall. Those doors are also engraved, in a similar style to the doors you've just opened and to the statues.***

The carvings engraved on the doors to area 3 depict four scenes in the life of a Flan man – a child playing with a top, a young beardless man dancing with a long ribbon in each hand, a middle-aged bearded man guiding an ox-pulled plow, and an old bearded man sitting on a chair and resting his head on one hand. The doors are neither locked nor trapped – but to get to them, the PCs have to deal with the guardian statues.

**Stone Doors:** 6 in. thick; hardness 8; hp 90; AC 4; Break DC 30.

**Creatures:** Depending on the APL, there are 2, 3 or 4 statues guarding the large double doors to area 3.

#### **APL 2 (EL 4)**

**Animated Statue, Medium (3):** hp 31 (each); MM 13.

#### **APL 4 (EL 6)**

**Animated Statue, Large (4):** hp 52 (each); MM 14.

#### **APL 6 (EL 8)**

**Animated Statue, Huge (4):** hp 84 (each); MM 14.

#### **APL 8 (EL 10)**

**Shield Guardian (3):** hp 112 (each); MM 223-224. Each shield guardian has stored an *enervation* spell, and “casts” this spell (+10 ranged touch) as a standard action in the first round of combat.

#### **APL 10 (EL 12)**

**Golem, Stone (2):** hp 107 (each); MM 136.

#### **APL 12 (EL 14)**

**Golem, Stone, advanced (2):** hp 161 (each); see *Appendix 1*.

#### **APL 14 (EL 16)**

**Golem, Stone, advanced (2):** hp 205 (each); see *Appendix 1*.

**Tactics:** The statues are programmed to kill all intruders in the room or force them to leave the room, then close the doors to the corridor and return to their positions outside the doors to area 3. If they are attacked from outside area 2, they attack anyone in the corridor that they can reach without leaving the room until those people are killed or move out of reach, then close the doors and return to their positions, as stated above.

The PCs may take advantage of this programming to fight the statues in several bursts of activity, rather than one prolonged battle. At APLs 8 to 14, this may result in **Encounter 5** starting before all the statues are destroyed.

Note that the guardians attack Hanne and Karennie if they get within reach as they have no orders or programming to the contrary. They do not, however, attack the wielder of Boonbane. This may not be obvious, but clever PCs may be able to work it out and use it to their advantage.

If the PCs are fully trusted, Hanne *inspires courage* in the first round of combat. She guards Karennie throughout the battle, but intervenes to aid any PC in great danger, using her spells to hinder the PC's opponent(s) or to heal the PC. If the PCs have lost her trust (or never had it) she reserves her spells to protect herself and Karennie.

Hanne's likely assistance plus the limited programming of the statues provides a –1 EL adjustment (already taken into account above).

**Development:** Once the guardians are defeated proceed to **Encounter 5**.

## **5: A TERRIBLE DECISION**

***Through the doors you can see two distinctive features in this room. Firstly, the plain stone doors on the far side of this room are sealed behind a translucent barrier of pulsing blood-red light. Secondly, in the middle of the room, next to the edge of the translucent barrier, is what can only be a sacrificial altar dedicated to Nerull. The surface of the altar is uneven – it is***

***highest at the edge closest to you, and lowest at the edge adjacent to the barrier – and has grooves carved into it.***

When the first PC enters the room, a *magic mouth* is triggered:

***A mouth appears on the side of the altar, and speaks in Common!***

***“No power on Oerth can break the Reaper’s seal and burst asunder yonder doors, save the life-blood of the living offered to the dead and the tears of an innocent child. Farewell.”***

***The mouth twists into a rictus grin before fading from view.***

The PCs have a difficult decision to make. Before they decide, they may investigate the room for clues.

The altar is an artifact of Nerull, and radiates an overwhelming aura of necromancy and evil that stuns any PC using *detect evil*. It and the translucent barrier it generates are immune to all effects except those generated by a god or an artifact (DC 30 Spellcraft to realise this). The barrier is warm (about body temperature) to the touch.

The altar is covered with Ur-Flan inscriptions and carved images explaining how to sacrifice a worthy victim “for the glory of the Reaper” (Nerull). The procedure is simple – place the victim on the altar, open their veins, and their blood drains to one side along the grooves. The inscriptions don’t define who a “worthy victim” is, but the images show only humans. PCs who succeed on a DC 15 Knowledge (History) check realise this altar dates back to when the only humans in Perrenland were Flan – Hanne automatically succeeds on this check, but doesn’t realise its significance at first and thus doesn’t volunteer the information unless prompted.

Fluid that runs along the grooves touches the barrier: if it’s blood, the barrier absorbs the fluid; otherwise, the fluid runs down the surface of the barrier to the floor.

The PCs (or Hanne) also need to realise that Karennie needs to cry ONTO the altar in order to “unlock” it so that a proper sacrifice can be made. This is the reason why Hanne and the party have needed to escort Karennie all this way.

Once the PCs are discussing whether or not someone has to die on the altar:

***Hanne speaks up. “We may not have to kill someone. It may be possible to trick the magic***

***of the altar and lower the barrier just by using someone’s blood. I’ve learned a lot about making magic items work without command words over the past few years.”***

If the players ask for clarification of what Hanne means, explain that she’s talking about using her Use Magic Device skill.

Sample responses from Hanne to some expected questions:

Are you sure you can do that?

***She gives you a wry smile and shakes her head. “No. Nothing in life is certain – but I’m sure it’s worth trying!”***

Who should we “sacrifice”?

***The altar may “like” Flan the most – let’s try the toughest person with some Flan in them. If we don’t have anyone like that, let’s try the toughest person – they’re most likely to survive being bled.***

How about you? You’re Flan.

***I’d rather not be going light-headed from lack of blood while trying to activate the altar. However, if someone else is more skilful than I am at altar-tricking, I’ll do the bleeding if you insist. Promise me you’ll make sure Karennie gets out of here, safe and sound. Promise?***

How about Karennie? She’s Flan.

***No!! Not my daughter!! I’ve already lost my father “for the greater good” – not my daughter as well!! You’re not touching her while I’m alive to stop you!***

Easy! Easy! It was just a suggestion.

***Well, suggest something else!***

**DMs Note:** A suggestion to sacrifice Karennie negates the PCs’ “Fully Trusted” with Hanne.

Sample response from the Cli Lyre to an expected question:

Did you know about this? Did you lead us here so someone would die?

***No, I – I did not. I remember this room, but it was different in my mind. There wasn’t a***

***barrier, or an altar – I remember that this was a place of hope, even in the darkness of death. I'm sorry – I – I'm sorry.***

Hanne is distraught at the thought of risking losing her beloved Karennie in a similar way to how she lost her father four years earlier (killed by a group of adventurers for the greater good during PER 3-08, *A Dark God's Laughter*). The only way to get Karennie from Hanne is by prising Karennie from her cold, dead hands: Hanne fights to the death to defend her only child.

Karennie is frightened, confused, and scared. She clings to her mother throughout the discussion, and starts screaming if Hanne is attacked or Karennie is taken from Hanne.

Boonbane is quiet, and indifferent to the situation.

The Cli Lyre is confused, quiet, and sad. He doesn't know what happens next, but not all endings are happy ones for everyone involved.

**Important Note:** If any players state that they are going to kill Karennie (an innocent child who's too young to give informed consent), or attack Hanne to get at Karennie, you must warn them before letting their action occur that what they're proposing to do is an evil act. If they go through with this act then their PC becomes an NPC.

Likewise, if any players state that their characters are going to "keep guard outside" or stand by and do nothing while the above actions occur, you must warn them before letting the action occur that choosing not to intervene is an evil act and that their PC will be reported to the Triad if they do not intervene.

If any PC attacks Hanne to get at Karennie or bleeds Karennie to death, their alignment shifts to evil and they immediately become an NPC.

**Development:** If the PCs decide to kill or bleed someone on the altar, proceed to **Encounter 6**. If the PCs decide to give up, they cannot retrieve the Diadem before the Voormann dies: proceed to the **Conclusion**.

**Troubleshooting:** This situation has real potential for party in-fighting. If inter-PC combat is about to break out, remind the players that as per the LCGS, voluntarily attacking another PC with the intent of causing serious or permanent harm, without the other player's permission, means your character's alignment automatically shifts to evil and immediately becomes an NPC.

If the players seem to be deadlocked and unable to think of a way forward, make sure everyone is aware of Hanne's suggestion of trying to trick the altar into working by using someone

else's blood, and have Hanne suggest bleeding the toughest-looking Flan human.

## 6: THE GREATEST SACRIFICE

The only way available to the PCs to turn off the barrier is to use the altar. If they kill a Flan human on the altar, the barrier automatically turns off. Any other strategy (such as killing someone who isn't a Flan human, or bleeding one or more people on the altar) requires a DC 50 Use Magic Device check. Hanne has a +20 Use Magic Device check: if a PC is better, she aids that PC's check.

Depending on what they do, the PCs gain the following modifiers to the Use Magic Device check to turn off the barrier:

- +1 for each point of Con damage from blood loss (maximum +15, resets to +0 if a person stops bleeding for any reason other than death)
- +5 if all the blood is from one person
- –2 for each additional person contributing blood after the first person
- +20 if a person dies from blood loss
- +10 if all the blood is from Flan humans (includes Hanne and Karennie)
- +5 if all of the blood is from half-elves and/or half-orcs whose human parent is a Flan human
- –5 if none of the blood is from Flan humans or from half-elves and/or half-orcs whose human parent is a Flan human

Because this is an artefact, any mishap causes 4d6 damage instead of the usual 2d6 damage. A natural 1 that is not a success is automatically treated as a mishap, but the standard rule that the character can't try to activate the item again for 24 hours does not apply.

When a PC or NPC is wounded so that they bleed, they take 1 hit point of damage in the first round, then 1d4 Con damage in each subsequent round until the wound is treated (DC 15 Heal check) or the 1 hit point of damage is healed. A Use Magic Device check can be attempted in each round that the PC or NPC takes Con damage.

If a bleeding PC or NPC stops bleeding on the altar for any reason other than death, the bonus from Con damage resets to +0. Note that healing the Con damage (as distinct from the hit point damage) doesn't stop the bleeding.

In the unlikely event that Karennie is being bled on the altar:

**Karennie Weisspeer:** female human (flan)  
child com1: hp 2; Con 8.

When the PCs succeed in turning off the barrier:

***The blood streams along the grooves into the barrier, where it is absorbed. Suddenly, there is a deep pulsing sound, like a single heartbeat, and the barrier vanishes! The blood now falls off the edge of the altar and onto the ground.***

**Development:** If someone dies on the altar, Hanne is saddened and Karennie is very upset. That PC gets the Greatest Sacrifice AR benefit, and is treated as if they were killed by a death effect when determining if a spell can restore them to life.

If a PC committed an evil act by doing nothing while another PC attacked Hanne or killed Karennie, they get the A Dreadful Deed AR penalty.

If nobody else tends to the person who was bled, Hanne heals the wound by casting *cure light wounds*, then administers one or both of her *potions of lesser restoration*.

Once the barrier is down there is nothing stopping the PCs from entering area 4. The doors automatically swing open when the PCs move or reach into the squares immediately in front of the doors: proceed to **Encounter 7**.

## 7: THE DIADEM REVEALED

***Several candles gently illuminate the room beyond the doors. It seems to be a simple bedroom, furnished with several high-quality and well-preserved antiques. A narrow four-poster bed is flush against the far wall, next to a reading desk and padded wooden chair. A weapon rack and a bookshelf fill out the wall space – the bookshelf is empty, and the weapon rack contains a battleaxe and a wooden shield.***

***A lean and wiry old man sits at the reading desk, dressed in a red and white quartered tunic with red lederhosen and a purple-trimmed red cloak. His long, flowing gray-gold hair and beard are neatly combed, and he has a gold diadem of Ur-Flan design around his forehead.***

***The man turns his head to look through the doors after they open. He focuses intensely on your group, rapidly assessing each of you in turn, before speaking in a powerful, resonant voice.***

***“I presume the time has come, then. What year is it, please?”***

**Perren, The First Voormann:** male human (flan) bard 7/cleric 5/marshall 7 (Cha 30).

The PCs can recognise the man as resembling Perren with a DC 15 Knowledge (history) check – Hanne succeeds on this check, but is awed by what it may mean and doesn't volunteer the information unless prompted.

Perren is in his late 60s, but is still hale and hearty. He entered this chamber in 446 CY, and has waited in this room in magical slumber for someone to wake him when the nation needs him most. Breaking the barrier and opening the door roused him from his magical sleep, and he is very curious to know what the current situation is – what year it is, what's going on, who the PCs are, and so on. When acting in character as Perren, portray him as confident, self-assured, reassuring and decisive. Do what you can to convey that Perren is an inspirational leader – a “great man”.

Sample response to some expected questions:

Why do you want to know what year it is?

***He looks a little tetchy. “Because I’ve been here for some time, and I don’t know how long. Isn’t that obvious?”***

It's 597 CY – does that help?

***“A little over 150 years,” he muses thoughtfully. “Then I’ve slumbered for several lifetimes. That’s a reasonable time for things to have lasted while I was gone.”***

Who are you, and what are you doing here?

***Don’t you know? I was promised that I wouldn’t be disturbed unless the Quaglands were in mortal danger, and all that I had accomplished was close to ruin. What is happening, and why am I needed?***

The Voormann is dying because the Covenant of Convocation is breaking apart.

***The Covenant is failing? Then this is definitely something for me to deal with. Let me get my axe and shield, and we’ll go.***

We're looking for the Diadem of Kir Russ. Are you wearing it?

***Yes, I am. Your search has been successful – you have found the Diadem's owner.***

The Quaglands are called Perrenland now.

***"Really?" He slowly grins. "They named the county after me. I didn't expect they would, you know. No, I didn't expect that at all. Quite an honour, don't you think?"***

You're Perren? The Perren?

***Yes, I am Perren: Voormann of the Concatenated Cantons of the Quaglands.***

Wait – slow down and explain exactly why you're here.

***Very well. As I entered my sixth term of office as Voormann, I felt there was little more I could do at that time to protect my nation – but much I could do in the future, if things did not go well, and few things last for ever. For that reason, I had myself sealed in this room, to be woken only when I was once again needed to save all I had established. You have broken the seal and woken me – for that I, and the nation, are most grateful. Now, let us be on our way!***

We had to sacrifice someone to get in here! Why?

***This place belongs to the Reaper – I could not cheat the passage of the years without his consent. I am sorry for your loss, and I promise you will be compensated – I will ensure they are returned to life.***

There's a hidden shrine in the Old Kerk! Why?

***That decision was made long before I was born! I am not responsible for all things in the Quaglands.***

**Development:** Once Perren has been given a general overview of what's happening, he goes to pick up his axe and shield: proceed to **Encounter 8**.

**Troubleshooting:** If the PCs don't trust "the man claiming to be Perren", even after succeeding at a DC 20 Sense Motive check to get a hunch that he's trustworthy, have Hanne point out that whoever the man is, if he really can save the Voormann, they have to take him back with them.

For what it's worth, Perren is understanding of people who don't believe him.

***I didn't expect my fate would be kept a secret, and I can see you didn't come here to find me – but you have, and I can help. Let us go, while there is still time. Set aside your doubts for now.***

## **ENCOUNTER 8: BOONBANE'S DESTINY**

***As Perren approaches the weapon rack, he pauses and looks at [the character with Boonbane]. "You have the sword – my sword. Give it to me." He reaches out with his right hand, revealing a mark on his wrist.***

***Hanne gasps and recoils from him, with a shocked look on her face. "No, it can't be, you are one of his ... a ... a ... Hus!"***

***Perren gives Hanne a patronising look. "Of course, woman – why else do you think I'm here, in this part of the temple?" He looks at you all with a steely gaze. "Now give me Boonbane so that I can fix what you have all allowed to go to near ruin. NOW!"***

***Behind you, a woman chuckles. The beautiful young flan woman smiles, revealing a vampire's fangs. It is Drelnza, herself!***

***"So, the great Perren is revealed for what he is: a slave of Oomkar Hus." Looking at you all she continues, "Perhaps you would be better off with I, Drelnza as your Voormann rather than this old, incompetent Reaper lover."***

***Perren stares at her with pure hatred in his eyes. "So, a pretender to my title – do the rest of you stand with me, or against me? Choose who you serve!"***

**Creatures:** Drelnza herself has entered Chamber 3, intending to fight her way into Perren's chamber (Area 4) and kill her greatest rival, Perren! During this battle, Drelnza's minions will concentrate on attacking the PCs. Perren and Drelnza will face off against each other. This does not, of course, prevent any PC having a go at attacking (and killing) Drelnza herself (which is entirely possible at higher APLs).

The DM should also refer to the section labeled "Hanne and Boonbane" before starting this encounter, and should place the teleporting demons in between the PCs and Hanne (or the PCs and the PC that has Boonbane). Also, the demons will attempt to use *telekinesis* to get hold of Boonbane themselves.

## All APLs (EL 20)

**Drelnza:** hp 156; see *Appendix 1*.

The following creatures also enter Chamber 3 *alongside Drelnza*, intending to help her achieve her goal. They will focus on warding/attacking the PCs.

### APL 2 (EL 2)

**Yeth Hounds (2):** hp 19 each; *MM* 261.

### APL 4 (EL 2)

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

### APL 6 (EL 6)

**Dark Naga (2):** hp 58 each; *MM* 191.

### APL 8 (EL 11)

**Demon, Vrock (3):** hp 115 each; *MM* 48.

### APL 10 (EL 13)

**Demon, Glabrezu:** hp 174; *MM* 43.

**Demon, Vrock (2):** hp 115 each; *MM* 48.

### APL 12 (EL 15)

**Demon, Glabrezu (2):** hp 174 each; *MM* 43.

**Demon, Vrock (4):** hp 115 each; *MM* 48.

### APL 14 (EL 17)

**Demon, Marilith:** hp 174; *MM* 44-45.

**Demon, Glabrezu (1):** hp 174 each; *MM* 43.

**Demon, Vrock (6):** hp 115 each; *MM* 48.

**Tactics:** At APLs 2-6, these creatures try and place themselves between the PCs and the Drelnza/Perren fight. They will snarl, spit and hiss to ward away the PCs – but they won't directly move in and actively attack the PCs. If the PCs stand back and do ranged attacks, these creatures won't respond. They will only respond if there is an *attacking* PC standing in an adjacent 5ft square. As a result, this encounter is at -2 EL.

At APLs 10-14 the demons will try and split the party from Perren by using the *blade barrier* spell across the entryway to Perren's tomb.

Drelnza concentrates her attacks on Perren, ignoring the PCs until she has dealt with her main rival. Nothing the PCs say or do can change Drelnza's plans – anyone who changes her attitude from *hostile* to *indifferent* or better is identified by her as "someone who may be useful and should be kept alive for later". See the detailed round-by-round events given below for **Drelnza versus Perren**.

Likewise, Perren concentrates on Drelnza, ignoring any other opponents at APLs 8 to 14. He has already activated his *accurate strike* minor aura (giving the PCs +10 on rolls to confirm critical hits) and *resilient troops* major aura (giving the PCs +2 on all saves). Perren delays until he is handed Boonbane. If that happens, see the detailed round-by-round events given below for **Drelnza's Demise**.

At APLs 2 to 14, the other creatures try to kill the PCs and Hanne while avoiding harming Perren and Karennie (because Drelnza wants to finish them off herself). They do not use any area of effect attacks that would affect Perren and/or Karennie, and always attempt to cause non-lethal damage if in melee with either NPC. The creatures fight to the bitter end, knowing that Drelnza will kill them if they fail in their duty.

If their starting attitude is changed from *hostile* to *indifferent*, they verbally encourage the PCs to flee and leave Hanne, Perren and Karennie to them, then continue to attack if their advice is not followed. If their attitude becomes *friendly*, they give advice as above and don't attack the PCs until the PCs attack them or try to stop them capturing Hanne, Perren and Karennie. If their attitude becomes *helpful*, they invite the PCs to join the Cult of the Fiend and hand over Hanne, Perren and Karennie to them, and don't attack the PCs until the PCs attack them or try to stop them capturing Hanne and Karennie.

If the PCs are fully trusted by Hanne, she *inspires courage* in the first round of combat. She then guards Karennie.

## HANNE AND BOONBANE

During the first round of the fight, Hanne is scared to hand over Boonbane to Perren, as she believes that Karennie may be sacrificed to activate the weapon. This is NOT the case, but Hanne believes it to be so. As a result she will flee directly away from Perren, and will sit angry and frightened outside in the corridor near room 2 – cradling Karennie protectively.

If Hanne has Boonbane, she gives Boonbane to Perren only if the PCs convince her that Karennie is not going to be sacrificed. Hanne's starting attitude towards Perren is *unfriendly*, and must be changed to *indifferent* or better before she agrees to give Boonbane to Perren. If the PCs are fully trusted by Hanne, they gain a +5 bonus to Diplomacy checks to change her attitude; they also gain a +5 bonus if the PC reminds Hanne that Orgus Bildgear may die if she doesn't give Boonbane to Perren. Note the PCs can attempt as many hasty Diplomacy checks as they want:

unlike a standard Diplomacy check, retrying is not futile in this case.

The PCs can also forcibly remove Boonbane from Hanne's grasp.

Hanne's likely assistance plus Perren's assistance plus the limitations on the creatures' tactical choices provides a -1 EL adjustment (already taken into account above). To challenge particularly tough parties have the demons succeed in summoning one more of their brethren.

If reduced to 0 hit points, Drelnza and the elite vampire are reduced to ash by the wrath of Nerull, leaving their equipment behind.

**DM's Note:** This is the climactic, final encounter of the three year Perrenland plot arc. As a result, the DM should ensure this is a truly memorable and exciting battle.

**Further DM's Note:** Even though the PCs may take Boonbane from Hanne, she will come to respect their actions and will go on to give PCs Bardic Support throughout this combat.

#### Drelnza versus Perren

As stated above, Drelnza's only concern in this battle is defeating Perren. Unless the PCs interrupt her or give Boonbane to Perren, she takes the following actions.

**Round 1:** Activate *boots of haste*, activate *aura of unluck*, attack Perren with greater hexblade's curse (Perren successfully saves, no matter what you roll), cast  *baleful polymorph* on Perren (Perren successfully saves, no matter what you roll)

**Drelnza curses Perren, then casts a spell on him. Perren grits his teeth, and the spell seems to have no effect. "Give me Boonbane," he rasps, "Before it's too late!"**

Round 2: activate *boots of haste*, cast *phantasmal killer* on Perren (Perren successfully saves, no matter what you roll)

**Drelnza continues to focus on Perren, casting a second spell on him. Perren gasps, then shakes his head slightly from side to side. "Hurry! Hurry! Give me the sword!"**

Round 3: activate *boots of haste*, cast *blindness* on Perren (Perren successfully saves, no matter what you roll)

**Drelnza announces, "This time you will fall!", then speaks a single word of power. Perren**

**grimaces at her, and replies, "Not today, woman – not on your best day!" He continues to hold out his hand, waiting for Boonbane.**

Round 4: activate *boots of haste*, attempt to *dominate* Perren (Perren successfully saves, no matter what you roll)

**Drelnza gives Perren a wicked smile. "Ah, but today is my day – my day of destiny!" She gives him an imperious stare, and he matches her gaze, then snorts, "I don't see anything to fear in your eyes. I've seen too much to fear the likes of you."**

Round 5: Activate *boots of haste*, attempts to *dominate* Perren (Perren fails his saving throw, no matter what you roll) unless Perren has *protection from evil* or is within a *magic circle against evil*, in which case Drelnza casts *dispel magic* to remove the protective spell (Drelnza's caster level check automatically succeeds, no matter what you roll)

**Drelnza maintains eye contact with Perren. "Obey me ... obey me ..." Perren's gaze weakens, and his eyes go blank. Drelnza shouts with triumph, "Now my will is yours!"**

Once Perren is *dominated* by Drelnza, she turns her attention to Hanne, then the PCs. If the PCs have allowed matters to go this far, they must defeat Drelnza without Perren's help or free Perren from the *dominate* effect and give him Boonbane. Note that Drelnza's command to Perren is "do nothing" – merely moving Perren within a *magic circle against evil* isn't enough to free him from this effect (though it prevents Drelnza giving Perren additional commands).

If the PCs give Boonbane to Perren before Drelnza's action in Round 5 or after freeing Perren from the *dominate* effect, go to **Drelnza's Demise**.

#### Drelnza's Demise

As stated above, Perren delays until he is handed Boonbane. Once he is handed Boonbane, Perren and Drelnza take the following actions. However, before proceeding, ask any other PCs who have Boonbane what they would have done if they had been the PC at the table with Boonbane.

Perren's action: Perren undelays, and Boonbane transforms as a full-round action.

**As Perren takes hold of Boonbane, both the sword and the Diadem flare with yellow-orange**



**light. Boonbane begins to shift and change in Perren's hand, and when the light fades, Boonbane has transformed into a battleaxe! "Noooo!!!" cries Drelnza.**

- Drelnza's action: activate *boots of haste*, attempt to *dominate* Perren (Perren successfully saves, no matter what you roll)

**The colour drains from Drelnza's face, leaving her white as a sheet, but she remains steadfast. "Obey me. Obey me!" she commands! Perren ignores her, inspecting the axe head of his new weapon. "Fascinating."**

Perren's action: Perren throws Boonbane at Drelnza (Perren's to hit roll automatically succeeds, no matter what you roll)

**With agility that defies his age, Perren hurls the axe at Drelnza. Even though it isn't balanced for throwing, Boonbane hurtles unerringly towards Drelnza, and cleanly severs her head. Before Drelnza's head hits the ground, her body turns to ashes.**

At APLs 8 to 14, any surviving Cultists of the Fiend break off the combat and teleport away.

**Perren wanders over to where Boonbane now lies upon the ground and picks it up. He prods the pile of Drelnza's equipment, and quips, "Well, that wasn't as hard as I thought it would be."**

Development: If Drelnza is defeated (most likely by Perren killing her with Boonbane, but some very powerful and lucky PCs may manage the feat by themselves), Perren leaves with the PCs. Proceed to Conclusion A (Victory!).

The PC who gave Boonbane to Perren at the table gets the Perren's Gift AR benefit. Any other PCs with Boonbane who chose to give Boonbane to Perren also Perren's Gift on the AR.

If the PC with Boonbane did not give Boonbane to Perren and Drelnza was somehow defeated, the PC gets the Boonbane's Wrath AR benefit. Note Boonbane can no longer be sheathed without shedding blood, so the PC has to injure someone with Boonbane before sheathing the weapon. Any other PCs with Boonbane who chose to keep Boonbane also get Boonbane's Wrath on the AR.

If Perren is dominated by Drelnza and the PCs do not defeat her, they must flee or die. Anyone who is killed and whose body is not taken with

them by the survivors is stripped of their possessions and left behind by Drelnza, while anyone who is unconscious is stabilised and taken prisoner by the Cult of the Fiend. Proceed to Conclusion B (Defeat!).

**Treasure:** The PCs can gain the following treasure from Drelnza, though Perren claims a half-share for his part in defeating her (the amounts below are reduced by 50% accordingly):

**All APLs:** Loot 0 gp; Coin 0 gp; Magic 10370 gp; +5 *heavy flail* (2096 gp), +5 *mithril full plate* (1479 gp), +6 *belt of strength* (1500 gp), +6 *cloak of charisma* (1500 gp), +5 *vest of resistance* (1042 gp), +5 *ring of protection* (2086 gp), *ring of counterspells* (167 gp), *boots of speed* (500 gp); Total 10370 gp.

**Detect Magic Results:** +5 *heavy flail* (strong evocation), +5 *mithral full plate* (strong abjuration), +6 *belt of strength* (moderate transmutation), +6 *cloak of charisma* (moderate transmutation), +5 *vest of resistance* (faint abjuration), +5 *ring of protection* (faint abjuration), *ring of counterspells* (moderate evocation), *boots of speed* (moderate transmutation).

The PCs can also gain the following treasure from Drelnza's minions:

**APL 2 to 10:** Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

**APL 12:** Loot 0 gp; Coin 0 gp; Magic 5007 gp; +2 *keen kama* (1525 gp), +1 *frost sling* (692 gp), +1 *sling bullets* (10 @ 4 gp each), *ring of protection* +2 (667 gp), *bracers of armor* +3 (750 gp), *periapt of wisdom* +4 (1333 gp); Total 5007 gp.

**APL 14:** Loot 7 gp (the Marilith's 6 longswords); Coin 500 gp (the Marilith's jewelry); Magic 5007 gp; +2 *keen kama* (1525 gp), +1 *frost sling* (692 gp), +1 *sling bullets* (10 @ 4 gp each), *ring of protection* +2 (667 gp), *bracers of armor* +3 (750 gp), *periapt of wisdom* +4 (1333 gp); Total 5514 gp.

**Detect Magic Results:** +2 *keen kama* (moderate transmutation), +1 *frost sling* (moderate evocation), +1 *sling bullets* (faint evocation), *ring of protection* +2 (moderate abjuration), *bracers of armor* +3 (moderate conjuration), *periapt of wisdom* +4 (moderate transmutation).

## CONCLUSION A: VICTORY!

*Perren accompanies you back through the temple to the surface of the island. The sounds of battle have faded, and nothing blocks your path: presumably, the temple's defenders have killed or driven off the Cultists of the Fiend and are allowing you to leave in peace.*

*Your group uses the Ur-Flan teleportation circle to return to Cli, less anyone who stays behind to transport the Lyre back the long way. You do not find the Codex, but you suspect it will be found by the Temple of Myrhiss in a few day's time.*

*Not surprisingly, your new companion's identity shocks and awes those waiting for your return. Perren swiftly takes command, issuing directions with assured confidence. Within a handful of minutes, he has organised for Orgus Bildgear's sickbed to be brought to the teleportation circle so that the two of them can return to the mainland near Schwartzenbruin.*

*Before leaving, Perren ensures he talks to your group once more.*

*"My subjects! I am returning home to Schwartzenbruin with my successor. There, we will go to the Lundoak, so he can renounce his oath of office – freeing him from the curse." Perren grins. "I'm made of sterner stuff, it seems – I can feel the curse trying to affect me now I'm out here, but it doesn't have the power. Anyway, once there's only one Voormann – myself – I can begin the process of reuniting the country, and break the curse utterly."*

*Perren smiles proudly at you. "And it's all because of your determination, courage, and sacrifice. Mark my words – 'Perrenland' is grateful, and so am I." He looks past you at the distant hills. "It's good to be back."*

*A priest of the Old Kerk approaches Perren. "Your Gravity, the Voor – the other Voormann is ready to travel."*

*"Excellent! No time to waste – there's much to do!"*

*Over the course of the next few months the remnants of the Cult of the Fiend are driven from Perrenland and the country begins to recover. Only one thing mars these events: Perren announces that he intends to proceed with the exile of the Heretics. At least the Great Lie has been kept secret – for now.*

The PCs receive The Diadem Revealed and A Grateful Nation AR benefits, as well as a cash

reward (see **Treasure** below). If any PC died on the altar, Perren arranges for them to be resurrected at no cost to the PCs.

**Treasure:** The PCs can gain the following treasure here:

**APL 2:** L: 0 gp; C: 500 gp; M: 0 gp; Total 500 gp

**APL 4:** L: 0 gp; C: 750 gp; M: 0 gp; Total 750 gp

**APL 6:** L: 0 gp; C: 1000 gp; M: 0 gp; Total 1000 gp

**APL 8:** L: 0 gp; C: 1500 gp; M: 0 gp; Total 1500 gp

**APL 10 to 14:** L: 0 gp; C: 2500 gp; M: 0 gp; Total 2500 gp

They also gain access to the following magic items:

APL 2 to 6:

- *amulet of teamwork* (Adventure; MIC)
- *belt of growth* (Adventure; MIC)
- *bracers of arcane freedom* (Adventure; MIC)
- *brooch of stability* (Adventure; MIC)
- *reliquary holy symbol* (any Old Kerk deity) (Adventure; MIC)
- *talisman of undead mastery* (Adventure; MIC)
- *wilding clasp* (Adventure; MIC)

APL 8 to 12 (all of APL 2-6 plus the following):

- *Boccob's blessed book* (Adventure; DMG)
- *phylactery of undead turning* (Adventure; DMG)
- *strand of prayer beads, lesser* (Adventure; DMG)

APL 12 to 14 (all of APLs 2-10 plus the following):

- *ring of evasion* (Adventure; DMG)
- *winged shield* (Adventure, DMG)

## CONCLUSION B: DEFEAT!

*With the end of the battle, nothing stands between Drelnza and victory. Drelnza executes Perren and Hanne [with Boonbane if she captured it], but keeps Karennie alive – for now. Any of you who were captured are taken to Dorakka and tortured for several months. The forces of Old Wicked learn all your secrets, including the Secret of the Great Lie if you know it. Eventually you manage to escape while in transit to a slave mining operation.*

Any PC captured by Drelnza receives a 20 TU penalty and lost all your possessions.

*In Perrenland, Bildgear died the same day as the fight against Drelnza. Since then, the Old Kerk has been shattered and the Auszug routed. From her capital at Riberlund, Drelnza has declared herself the Voormann of the reclaimed Ur-Flan kingdom of Guur-Zwaan. Her demonic forces have swept into most of Perrenland's low-lying towns and cities, and only Schwartzenbruin remains defiant in the lowlands. In the mountains The remaining forces of Perrenland are scattered through the highlands, licking their wounds and preparing to hold what they can against the forces of Guur-Zwaan.*

The PCs do not receive The Diadem Revealed or A Grateful Nation AR benefits, nor the cash reward (see **Treasure** below). If any PC died on the altar or in the battle with Drelnza, they are recovered from the necropolis and *resurrected* by the temple of Myrhiss after several months, but receive a 20 TU penalty and lose all their possessions.

## 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: The Cult's Base Camp

Kill, defeat, or bypass the guards.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

### 3: The Secret Passage

Kill, defeat, or bypass the creature.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

### 4: Chamber of the Guardians

Destroy or bypass the statues.

APL 2	120 XP
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APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

### 8: Boonbane's Destiny

Kill, defeat, or drive off Drelnza's minions.

APL 2	60 XP
APL 4	60 XP
APL 6	180 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

### Story Award

Free Perren and defeat Drelnza.

APL 2	45 XP
APL 4	65 XP
APL 6	90 XP
APL 8	110 XP
APL 10	135 XP
APL 12	155 XP
APL 14	180 XP

### Discretionary roleplaying award

Many different things could merit this reward, including (but not limited to) in-character interaction between players, interacting with Hanne and Karennie, discussing in-character how to get past the barrier, and interacting with Perren.

APL 2	45 XP
APL 4	70 XP
APL 6	90 XP
APL 8	115 XP
APL 10	135 XP
APL 12	160 XP
APL 14	180 XP

### Total possible experience:

It is possible at APLs 2-6 for the PCs to earn *more* XP than maximum due to the climactic set-ups of the final battles. DMs should ignore any "over the cap" XP.

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP

## TREASURE SUMMARY

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

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

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

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

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

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

### 1: The Cult's Base Camp

**APL 2:** Loot 137 gp (4 glaives, 4 breastplates, 4 daggers, 4 Str 12 mighty composite longbows, 80 arrows); Coin 0 gp; Magic 0 gp; Total 137 gp.

**APL 4:** Loot 68 gp (2 glaives, 2 breastplates, 2 daggers, 2 Str 12 mighty composite longbows, 40 arrows); Coin 0 gp; Magic 0 gp; Total 68 gp.

**APL 6:** Loot 68 gp (2 glaives, 2 breastplates, 2 daggers, 2 Str 12 mighty composite longbows, 40 arrows); Coin 0 gp; Magic 0 gp; Total 68 gp.

### 8: Boonbane's Destiny

From Drelnza:

**All APLs:** Loot 0 gp; Coin 0 gp; Magic 10370 gp; +5 *heavy flail* (2096 gp), +5 *mithral full plate* (1479 gp), +6 *belt of strength* (1500 gp), +6 *cloak of charisma* (1500 gp), +5 *vest of resistance* (1042 gp), +5 *ring of protection* (2086 gp), *ring of counterspells* (167 gp), *boots of speed* (500 gp); Total 10370 gp.

From Drelnza's minions:

**APL 12:** Loot 0 gp; Coin 0 gp; Magic 5007 gp; +2 *keen kama* (1525 gp), +1 *frost sling* (692 gp), +1 *sling bullets* (10 @ 4 gp each), *ring of protection* +2 (667 gp), *bracers of armor* +3 (750 gp), *periapt of wisdom* +4 (1333 gp); Total 5007 gp.

**APL 14:** Loot 7 gp (the Marilith's 6 longswords); Coin 500 gp (the Marilith's jewelry); Magic 5007 gp; +2 *keen kama* (1525 gp), +1 *frost sling* (692 gp), +1 *sling bullets* (10 @ 4 gp each), *ring of protection* +2 (667 gp), *bracers of armor* +3 (750 gp), *periapt of wisdom* +4 (1333 gp); Total 5514 gp.

### Conclusion

APL 2: L: 0 gp; C: 500 gp; M: 0 gp; Total 500 gp

APL 4: L: 0 gp; C: 750 gp; M: 0 gp; Total 750 gp

APL 6: L: 0 gp; C: 1000 gp; M: 0 gp; Total 1000 gp

APL 8: L: 0 gp; C: 1500 gp; M: 0 gp; Total 1500 gp

APL 10: L: 0 gp; C: 2500 gp; M: 0 gp; Total 2500 gp

APL 12: L: 0 gp; C: 2500 gp; M: 0 gp; Total 2500 gp

APL 14: L: 0 gp; C: 2500 gp; M: 0 gp; Total 2500 gp

### Total Possible Treasure

APL 2: L: 137 gp; C: 500 gp; M: 10370 gp; Total: 11007 gp (adventure cap = 450 gp)

APL 4: L: 68 gp; C: 750 gp; M: 10370 gp; Total: 11188 gp (adventure cap = 675 gp)

APL 6: L: 68 gp; C: 1000 gp; M: 10370 gp; Total: 11438 gp (adventure cap = 900 gp)

APL 8: L: 0 gp; C: 1500 gp; M: 10370 gp;  
Total: 11870 gp (adventure cap = 1300 gp)

APL 10: L: 0 gp; C: 2500 gp; M: 10370 gp;  
Total: 12870 gp (adventure cap = 2300 gp)

APL 12: L: 0 gp; C: 2500 gp; M: 15377 gp;  
Total: 17877 gp (adventure cap = 3300 gp)

APL 14: L: 7 gp; C: 3000 gp; M: 15337 gp;  
Total: 18684 gp (adventure cap = 6600 gp)

## ADVENTURE RECORD ITEMS

**Final Justice:** You have removed a great threat from Perrenland and weakened Oomkar Hus.

**Boonbane's Wrath:** You were fated to give Boonbane to Perren, but did not do so. As a result, Boonbane is now a +1 *vicious cursed silver longsword* that must draw blood when wielded, and cannot be put away or exchanged for another weapon until it has scored a hit.

**Perren's Gift:** You gave Boonbane to Perren, and in return Perren has gifted you a +1 *silver* \_\_\_\_\_ (choose a melee weapon and a *DMG* weapon special ability with a +1 base price modifier) marked with the coat of arms of the Voormann of Perrenland. You receive a +2 bonus to all Charisma-based skill checks involving Perrender NPCs when you carry Perren's gift openly.

**Greatest Sacrifice:** Your death on the altar has changed you. Other people have a feeling of otherworldly "wrongness" about you, and find you disturbing no matter what you do. You have a +3 bonus to all Intimidate checks and a -2 penalty to all other Charisma-based skill checks.

**A Dreadful Deed:** You have committed an evil act: if you were a paladin, you are now an ex-paladin until you *atone*.

**The Diadem Revealed:** You have uncovered the greatest possible treasure any Perrender could have hoped for – a mighty champion and leader who can lead the nation to glory and victory. You have been honoured with a special medal, "The Diadem Revealed", and the rank of ritter (knight) of Perrenland.

**A Grateful Nation:** you have access to any two of the following benefits (circle your choices):

- regional access to purchase scrolls of any 2 (any 4 if a member of the Old Kerk or Den Zaubert) of the following *PH2* spells: *blessing*

*of the righteous, chasing perfection, drifts of the shalm, halt, hesitate, linked perception, mark of doom, share talents, regroup.*

- regional access to craft and/or upgrade weapons and armour with any 2 (any 4 if a member of the Auszug or Pax Mercuri) of the following *DMG* enhancements: *animated, bane (any), fortification (any), holy, mighty cleaving, returning.*
- 10 affiliation points with any one public and law-abiding Perrenland metaorganisation.
- free luxury lifestyle and upkeep costs for Perrenland regional adventures.
- regional access to free NPC-performed casting of divine spells by priests of the Old Kerk (you must provide any material component and pay 5 GP per XP lost, if any).

## ITEM ACCESS

APL 2 to 6:

- *boots of speed* (Adventure; *DMG*)
- *mithral full plate* (Adventure; *DMG*)
- *ring of counterspells* (Adventure; *DMG*)
- *amulet of teamwork* (Adventure; *MIC*)
- *belt of growth* (Adventure; *MIC*)
- *bracers of arcane freedom* (Adventure; *MIC*)
- *brooch of stability* (Adventure; *MIC*)
- *reliquary holy symbol (any Old Kerk deity)* (Adventure; *MIC*)
- *talisman of undead mastery* (Adventure; *MIC*)
- *wilding clasp* (Adventure; *MIC*)

APL 8 to 10 (all of APL 2-6 plus the following):

- *Boccob's blessed book* (Adventure; *DMG*)
- *phylactery of undead turning* (Adventure; *DMG*)
- *strand of prayer beads, lesser* (Adventure; *DMG*)

APL 12 to 14 (all of APLs 2-10 plus the following):

- +2 *keen kama* (Adventure; *DMG*)
- +1 *frost sling* (Adventure; *DMG*)
- *ring of evasion* (Adventure; *DMG*)
- *winged shield* (Adventure; *DMG*)

## APPENDIX 1: ALL APLS

### INTRODUCTION

**HANNE WEISSPEER**

**CR 12**

Female human (flan) bard 10/rogue 2

N Medium humanoid (human)

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

**Languages** Common, Dwarven, Elven, Flan, Gnome, Ur-Flan

**AC** 18, touch 15, flat-footed 15

(+2 Dex, +3 armor, +3 deflection)

**hp** 74 (12 HD)

**Resist** evasion

**Fort** +7, **Ref** +14, **Will** +11

**Speed** 30 ft. (6 squares)

**Melee** +2 rapier +11/+6 (1d6+1/18-20) or

**Melee** boonbane +7/+2 (1d8-4/19-20) or

**Melee** masterwork dagger +10/+5 (1d4/19-20) or

**Ranged** +1 composite shortbow +10/+5 (1d6/x3) or

**Ranged** masterwork dagger +10 (1d4/19-20)

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

**Base Atk** +7; **Grp** +6

**Atk Options** Combat Expertise, +1d6 sneak attack

**Special Actions** Bardic music 10/day (countersong, fascinate, inspire courage +2, inspire competence, suggestion, inspire greatness), trapfinding

**Combat Gear** *potion of cure moderate wounds*, *oil of bless weapon*

**Bard Spells Known** (CL 10th):

4th (1/day)—*dimension door*, *dominate person* (DC 20)

3rd (3/day)—*charm monster* (DC 19), *glibness*, *haste*, *see invisibility* †

2nd (4/day)—*detect thoughts* (DC 17), *invisibility*, *silence*, *suggestion* (DC 18)

1st (5/day)—*charm person* (DC 17), *cure light wounds*, *hypnotism* (DC 17), *ventriloquism* (DC 16)

0 (3/day)—*dancing lights*, *detect magic*, *flare* (DC 15), *ghost sound* (DC 15), *light*, *prestidigitation*

† Already cast

**Abilities** Str 8, Dex 15, Con 14, Int 16, Wis 10, Cha 20

**SQ** Bardic knowledge +18, Bard of the Voice, may possess *Boonbane*

**Feats** Alertness, Combat Expertise, Iron Will, Spell Focus (Enchantment), Weapon Finesse

**Skills** Bluff +20, +24 with Perrenders, Decipher Script +15, Diplomacy +26, +30 with Perrenders, Gather Information +17, +21 with Perrenders, Heal +4, Hide +2, Intimidate +7, +11 with Perrenders, Knowledge (history) +20, Knowledge (local – luz's Border States) +20, Knowledge (nobility & royalty) +15, Listen +2, Move Silently +2, Perform (sing) +20, Sense Motive +15, Speak Language (Dwarven, Elven, Gnome), Spellcraft +8, +10 to decipher spells on scrolls, Spot +2, Use Magic Device +20, +22 with scrolls

**Possessions** combat gear plus +2 rapier, masterwork dagger, +1 composite shortbow, 20 arrows, +2 amulet of health, +2 cloak of charisma,

+2 headband of intellect, +2 gloves of dexterity, +2 vest of resistance, +3 bracers of armour, +3 ring of protection, handy haversack, *potion of cure light wounds* (2), *potion of cure moderate wounds* (2), *potion of lesser restoration* (2), spell component pouch, the Cli Lyre

**Bard of the Voice (Ex)** Hanne is a member of the Voice of the Old Kerk. As such, she wears a blue cloak trimmed with purple, can demand the right to the first and last statement in an argument, and has the power to censure any Perrender. In addition, she receives a +3 circumstance bonus to Bardic Knowledge checks, a +4 circumstance bonus to Heal, Knowledge (history), Knowledge (local – luz's Border States), Knowledge (religion) and Spellcraft skill checks, and a +4 circumstance bonus to Bluff, Diplomacy, Gather Information and Intimidate skill checks with Perrenders.

**May possess *Boonbane*** If no PC owns *Boonbane*, Hanne owns *Boonbane*.

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

### ENCOUNTER 8: BOONBANE'S DESTINY

**DRELNZA**

**CR 20**

Female human (flan) vampire hexblade 18

LE Medium undead (augmented humanoid)

**Init** +8; **Senses** darkvision 60 ft.; Listen +11, Spot +11; *see invisibility*

**Languages** Common

**AC** 42, touch 18, flat-footed 39

(+3 Dex, +13 armor, +6 natural armour, +5 *barkskin*, +5 deflection)

**hp** 156 (18 HD), 171 with *false life*; fast healing 5; DR 10/magic silver

**Immune** Undead immunities; *freedom of movement*

**Resist** cold 10, electricity 10, fire 30; **mettle**; **SR** 26

**Fort** +11, **Ref** +15, **Will** +17; +8 against spells and spell-like effects

**Speed** 30 ft. (6 squares), 60 ft. while *hasted*

**Melee** +5 *heavy flail* +32/+27/+22/+17 (1d10+15/17-20) or

**Melee** while *hasted* +5 *heavy flail* +33/+33/+28/+23/+18 (1d10+15/17-20) or

**Melee** slam +26 (1d6+10) or

**Melee** while *hasted* slam +27/+27 (1d6+10) or

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

**Base Atk** +18; **Grp** +26

**Atk Options** Power attack, cleave, energy drain

**Special Actions** Blood drain, children of the night, dominate, create spawn, greater hexblade's curse 5/day, aura of unluck 2/day

### Hexblade Spells Known (CL 9th):

4th (3/day)—*baleful polymorph* (DC 22), *dimension door*, *phantasmal killer* (DC 22), *scrying* (DC 22)  
3rd (3/day)—*confusion* (DC 21), *dispel magic*, *protection from energy*, *slow* (DC 21)  
2nd (4/day)—*blindness/deafness* (DC 22), *mirror image*, *false life* ‡, *resist energy*, *see invisibility* ‡  
1st (5/day)—*expeditious retreat*, *mount*, *prestidigitation*, *protection from good* ‡, *Tasha's hideous laughter* (DC 19)

‡ Already cast

**Abilities** Str 27, Dex 18, Con —, Int 10, Wis 12, Cha 26

**SQ** Undead traits, alternate form, gaseous form, spider climb, turn resistance +8, arcane resistance

**Feats** Alertness<sup>B</sup>, Armor Proficiency (Medium), Battle Caster, Cleave, Combat Casting<sup>B</sup>, Combat Reflexes<sup>B</sup>, Dodge<sup>B</sup>, Spell Focus (Necromancy)<sup>B</sup>, Improved Critical (Heavy Flail), Improved Energy Drain, Improved Initiative<sup>B</sup>, Improved Turn Resistance, Lightning Reflexes<sup>B</sup>, Power Attack, Spell Focus (Necromancy)<sup>B</sup>, Weapon Focus (Heavy Flail)

**Skills** Bluff +25, Concentration +19, +23 when casting on the defensive, Hide +9, Intimidate +23, Knowledge (arcana) +10, Listen +11, Move Silently +9, Search +8, Sense Motive +9, Spellcraft +10, Spot +11

**Possessions** +5 *heavy flail*, +5 *mithral full plate*, +6 *belt of strength*, +6 *cloak of charisma*, +5 *vest of resistance*, +5 *ring of protection*, *ring of counterspells* with *disintegrate* precast into it, *boots of speed*, spell component pouch

**Blood Drain (Ex)** Drelnza can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Drelnza gains 5 temporary hit points.

**Children of the Night (Su)** Drelnza can command the lesser creatures of the world, and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Drelnza for up to 1 hour.

**Dominate (Su)** Drelnza can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that Drelnza must use a standard action, and those merely looking at her are not affected. Anyone Drelnza targets must succeed on a DC 27 Will save or fall instantly under her influence as though by a *dominate person* spell (CL 12th). The ability has a range of 30 feet.

**Energy Drain (Su)** Living creatures hit by Drelnza's slam attack gain two negative levels. For each negative level bestowed, Drelnza gains 5 temporary hit points. She can use her energy drain ability once per round.

**Greater Hexblade's Curse (Su)** Once a round five times a day as a free action, Drelnza can unleash a

curse upon a foe. The target must be visible to Drelnza and within 60 feet. The target of Drelnza's curse takes a –4 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour (Will DC 24 negates). Multiple curses don't stack, and any foe that successfully resists the effect cannot be affected again by Drelnza for 24 hours. Any effect that removes or dispels a curse eliminates the effect of Drelnza's curse.

**Aura of Unluck (Su)** Two times a day as a free action, Drelnza can create a baleful aura of misfortune. Any melee or ranged attack made against Drelnza while this aura of unluck is active as a 20% miss chance (similar to the effects of concealment). The aura lasts for 11 rounds.

**Alternate Form (Su)** Drelnza can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in her alternate form, Drelnza loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of her new form. Drelnza can remain in that form until she assumes another or until the next sunrise.

**Fast Healing (Ex)** Drelnza heals 5 points of damage each round so long as she has at least 1 hit point.

**Gaseous Form (Su)** As a standard action, Drelnza can assume gaseous form at will as the spell (CL 5th), can remain gaseous indefinitely, and has a fly speed of 20 feet with perfect maneuverability.

**Spider Climb (Ex)** Drelnza can climb sheer surfaces as though with a *spider climb* spell.

**Arcane Resistance (Ex)** Drelnza gains a bonus equal to her Cha bonus on saving throws against spells and spell-like effects.

**Mettle (Ex)** If Drelnza makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), she instead completely negates the effect.

**Skills** +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

**Power-Up Suite (Precast):** *barkskin* (CL 14th), *false life* (CL 9th), *freedom of movement* (CL 12th), *protection from good* (CL 9th), *resist energy (fire)* (CL 14th), *see invisibility* (CL 9th), *spell resistance* (CL 14th). Note that *barkskin*, *freedom of movement*, *resist energy* and *spell resistance* were cast on Drelnza before **Encounter 8** by her minions.

**Physical Description:** Drelnza is a beautiful young Flan woman with bronzed skin and copper-toned hair. She wears a suit of black lacquered full plate with an open helm, allowing a full view of her exquisite features and sharp canine teeth.

### 1. THE CULT'S BASE CAMP

**TIGER NOMAD WARRIOR (4)** **CR** ½  
Male or Female human (baklunish) warrior 1  
N Medium humanoid (human)  
**Init** +4; **Senses** Listen +0, Spot +0  
**Languages** Common

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**AC** 15, touch 10, flat-footed 15  
(+0 Dex, +5 armor)  
**hp** 6 (1 HD)  
**Fort** +3, **Ref** +0, **Will** -1

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**Speed** 30 ft. (6 squares)  
**Melee** glaive +2 (1d10+1/x3) or  
**Melee** dagger +2 (1d4+1/19-20) or  
**Ranged** Str 12 mighty composite longbow +1  
(1d8+1/x3) or  
**Ranged** dagger +1 (1d4+1/19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** +2  
**Atk Options** Combat Reflexes

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**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8  
**Feats** Combat Reflexes, Improved Initiative  
**Skills** Handle Animal +3, Listen +0, Spot +2  
**Possessions** glaive, breastplate, dagger, Str 12  
mighty composite longbow, 20 arrows

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*Physical Description:* Wiry, lean Baklunish men and women, each wearing a simple breastplate over a patterned tunic and breeches.



## 1. THE CULT'S BASE CAMP

**AYESHA**

**CR 10**

Female spirit naga sorcerer 1

CE Large aberration

**Init** +2; **Senses** darkvision 60 ft.; Listen +15, Spot +15

**Languages** Abyssal, Common

**AC** 17, touch 11, flat-footed 16

(-1 Size, +2 Dex, +6 natural armor)

**hp** 105 (10 HD)

**Fort** +9, **Ref** +5, **Will** +12

**Speed** 40 ft. (8 squares)

**Melee** bite +8 (2d6+4 plus poison)

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

**Base Atk** +6; **Grp** +13

**Special Actions** Charming gaze, poison

**Sorcerer Spells Known** (CL 8th):

4th (4/day)—*evard's black tentacles* (+16 grapple check)

3rd (6/day)—*displacement*, *fireball* (DC 19)

2nd (7/day)—*cat's grace*, *invisibility*, *summon swarm*

1st (7/day)—*charm person* (DC 17), *cure light wounds*, *divine favour*, *magic missile*, *shield of faith*

0 (6/day)—*cure minor wounds*, *daze* (DC 16), *detect magic*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost* (+7 ranged touch), *read magic*

† Already cast

**Abilities** Str 16, Dex 14, Con 22, Int 12, Wis 19, Cha 21

**Feats** Ability Focus (charming gaze)<sup>b</sup>, Alertness, Combat Casting, Eschew Materials<sup>b</sup>, Lightning Reflexes

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

**Charming Gaze (Su)** As *charm person*, 30 feet, Will DC 21 negates.

**Poison (Ex)** Injury, Fortitude DC 20, initial and secondary damage 1d8 Con.

*Physical Description:* This loathsome serpent has a black body banded in swaths of bright crimson. Its head is vaguely human, with stringy hair. The odor of carrion hangs heavy in the air about it.

## 4. CHAMBER OF THE GUARDIANS

**STONE GOLEM, ADVANCED (2)** **CR 13**

N Huge construct

**Init** -2; **Senses** low-light vision, darkvision 60 ft.;  
Listen +0, Spot +0

**AC** 27, touch 6, flat-footed 27  
(-2 Size, -2 Dex, +21 natural armor)

**hp** 161 (22 HD); DR 10/adamantine

**Immune** magic

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

**Speed** 20 ft. (4 squares)

**Melee** 2 slams +27 (4d8+13)

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

**Base Atk** +16; **Grp** +37

**Special Actions** Slow

**Abilities** Str 37, Dex 7, Con -, Int -, Wis 11, Cha 1

**Immunity to magic (Ex)** A stone golem is immune to any spell or spell-like effect that allows spell resistance. In addition, the following spells work differently against the golem. A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the golem's structure, but negates its damage reduction and immunity to magic for 1 full round.

**Slow (Su)** A stone golem can use a slow effect, as the spell, as a free action every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 21 Will save to negate.

*Physical Description:* This automaton has been cut from stone. It is more than twice the height of a normal human and resembles a roughly chiselled statue of a soldier.

## 4. CHAMBER OF THE GUARDIANS

**STONE GOLEM, ADVANCED (2)** **CR 15**

N Huge construct

**Init** -2; **Senses** low-light vision, darkvision 60 ft.;  
Listen +0, Spot +0

**AC** 27, touch 6, flat-footed 27  
(-2 Size, -2 Dex, +21 natural armor)

**hp** 205 (30 HD); DR 10/adamantine

**Immune** magic

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

**Speed** 20 ft. (4 squares)

**Melee** 2 slams +33 (4d8+13)

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

**Base Atk** +22; **Grp** +43

**Special Actions** Slow

**Abilities** Str 37, Dex 7, Con -, Int -, Wis 11, Cha 1

**Immunity to magic (Ex)** A stone golem is immune to any spell or spell-like effect that allows spell resistance. In addition, the following spells work differently against the golem. A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the golem's structure, but negates its damage reduction and immunity to magic for 1 full round.

**Slow (Su)** A stone golem can use a slow effect, as the spell, as a free action every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 25 Will save to negate.

*Physical Description:* This automaton has been cut from stone. It is more than twice the height of a normal human and resembles a roughly chiselled statue of a soldier.

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Battle Caster

Building on your existing training allows you to avoid the chance of arcane spell failure when you wear armor heavier than normal.

**Prerequisite:** Ability to ignore arcane spell failure chance from armor.

**Benefit:** You are able to wear armor one category heavier than you can normally wear while still avoiding the chance of arcane spell failure. For example, if you have the ability to normally wear light armor without incurring a chance of spell failure, you can wear medium armor and continue to cast spells as normal. This ability does not extend to shields, nor does it apply to spells gained from spellcasting classes other than the class that provides the ability to cast arcane spells while in armor.

**Source:** *Libris Mortis* 27

#### Improved Energy Drain [Monstrous]

You draw extra power from your energy-drained victims.

**Prerequisite:** Cha 15, energy drain supernatural ability.

**Benefit:** Whenever you bestow a negative level upon a creature, you gain a +1 bonus on skill checks, ability checks, attack rolls, and saving throws for 1 hour.

**Source:** *Libris Mortis* 27

#### Improved Turn Resistance [Monstrous]

You have a better than normal chance to resist turning

**Prerequisite:** Undead type.

**Benefit:** You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, *PHB* 159). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

**Source:** *Libris Mortis* 27-28

### MAGIC ITEMS

#### Amulet of Teamwork

**Price (Item Level):** 2000 gp (6<sup>th</sup>)

**Body Slot:** Throat

**Caster Level:** 3<sup>rd</sup>

**Aura:** Faint; (DC 16) enchantment

**Activation:** – and swift (command)

**Weight:** –

*This silver chain comes together in the form of a pair of linked hands.*

An *amulet of teamwork* allows you to work more effectively as part of a team. When you successfully use the aid another action, the bonus granted to your ally improves from +2 to +3. When you flank an enemy, you and any allies also flanking that creature gain a +2 bonus on damage rolls. These are continuous effects and require no activation.

In addition, you can activate the amulet to grant both you and an adjacent ally a +5 competence bonus to AC for 1 round. You must be adjacent to an ally to activate this power. This ability can be used once per day.

**Prerequisites:** Craft Wondrous Item, heroism.

**Cost to create:** 1000 gp, 80 XP, 2 days.

**Source:** *MIC* 70

#### Belt of Growth

**Price (Item Level):** 3000 gp (7<sup>th</sup>)

**Body Slot:** Waist

**Caster Level:** 10<sup>th</sup>

**Aura:** Moderate; (DC 20) transmutation

**Activation:** Standard (command)

**Weight:** –

*This thick brass belt looks like it is riddled with cracks. It bends as though it has been stretched out of shape.*

When you activate a *belt of growth*, you instantly increase in size (as if affected by *enlarge person*). This effect lasts for 10 minutes or until you command it to end. This ability doesn't stack with any other effect that increases your size.

A *belt of growth* functions once per day.

**Prerequisites:** Craft Wondrous Item, *enlarge person*.

**Cost to create:** 1500 gp, 120 XP, 3 days.

**Source:** *MIC* 73-74

#### Bracers of Arcane Freedom

**Price (Item Level):** 2300 gp (6<sup>th</sup>)

**Body Slot:** Arms

**Caster Level:** 7<sup>th</sup>

**Aura:** Moderate; (DC 18) abjuration

**Activation:** Swift (command)

**Weight:** ½ lb

*These ornate blue leather armbands are stitched with depictions of golden eagles in flight.*

*Bracers of arcane freedom* allow you to cast arcane spells without the normal complex gestures required. When you activate these bracers, you omit the somatic component of the next arcane you cast before the end of your turn (as if applying the Still Spell feat to it, but without altering the spell's level or casting time).

This effect functions two times per day.

**Prerequisites:** Craft Wondrous Item, *freedom of movement*.

**Cost to create:** 1150 gp, 92 XP, 3 days.

**Source:** MIC 80

### Brooch of Stability

**Price (Item Level):** 1000 gp (4<sup>th</sup>)

**Body Slot:** Throat

**Caster Level:** 3<sup>rd</sup>

**Aura:** Faint; (DC 16) conjuration

**Activation:** –

**Weight:** –

*This runed silver brooch shows signs of considerable use.*

This brooch is useful in dangerous battles. When you hit points are reduced to –1 or lower, you automatically become stable (assuming the damage wasn't enough to kill you).

*A brooch of stability* functions once per day.

**Prerequisites:** Craft Wondrous Item, *cure light wounds*.

**Cost to create:** 500 gp, 40 XP, 1 day.

**Source:** MIC 83

### Reliquary Holy Symbol

**Price (Item Level):** 1000 gp (4<sup>th</sup>)

**Body Slot:** Throat

**Caster Level:** 3<sup>rd</sup>

**Aura:** Faint; (DC 16) evocation

**Activation:** –

**Weight:** –

*This hollow holy symbol holds a pinch of dust and a fragment of bone.*

As a repository of a tiny fragment of a long-dead high priest of a deity of the Old Kerk, a *reliquary holy symbol* functions just like any other holy symbol. In addition, for each of the following prerequisites that you meet, the holy symbol grants you one additional daily use of your turn or rebuke undead ability.

- At least 5 ranks in Knowledge (religion)
- Improved Turning feat

- At least one divine feat (CD 77)

Each *reliquary holy symbol* is crafted for a specific deity and is only useful to characters dedicated to that deity (or in the case of a character who isn't devoted to a specific deity, whose alignment matches that of the deity). For example, a *reliquary holy symbol* of Pelor can be used by any cleric of Pelor, or by any neutral good character.

**Prerequisites:** Craft Wondrous Item, turn undead.

**Cost to create:** 500 gp, 40 XP, 1 day.

**Source:** MIC 120-121

### Talisman of Undead Mastery

**Price (Item Level):** 3000 gp (7<sup>th</sup>)

**Body Slot:** – (held)

**Caster Level:** 3<sup>rd</sup>

**Aura:** Faint; (DC 16) necromancy

**Activation:** Swift (mental)

**Weight:** –

*This tarnished silver skull fits comfortably in a human hand.*

A *talisman of undead mastery* benefits any character capable of either turning or rebuking undead. The talisman has 3 charges, which are renewed each day at dawn. Spending 1 or more charges increases your effective cleric level for the purpose of a single turn or rebuke undead check, which must be made before the end of your turn.

- 1 charge: Increase effective turning level by 2.
- 2 charge: Increase effective turning level by 3.
- 3 charge: Increase effective turning level by 4.

**Prerequisites:** Craft Wondrous Item, *command undead*.

**Cost to create:** 1500 gp, 120 XP, 3 days.

**Source:** MIC 188

### Wilding Clasp

**Price (Item Level):** 4000 gp (8<sup>th</sup>)

**Body Slot:** –

**Caster Level:** 5<sup>th</sup>

**Aura:** Faint; (DC 17) transmutation

**Activation:** –

**Weight:** –

*This 3-inch-long gold chain has a clasp on each end.*

A *wilding clasp* can be attached to any item worn on the body. When so worn, a clasp prevents the worn item from melding into your new form when you use wild shape (as long as the item could reasonably be worn by the new

form). Thus, the item remains fully functional and can be used normally in your new form.

**Prerequisites:** Craft Wondrous Item, wild shape.

**Cost to create:** 2000 gp, 160 XP, 4 days.

**Source:** *MIC* 190

## DM'S AID 1: PERRENLAND SPECIFIC EFFECTS

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*The Nightmare:* Many folk are having vivid nightmares of their friends and loved ones being slaughtered and rising as undead to fight in the legions of the Famine Queen, Iggwilv. At the start of the adventure, each PC has this nightmare the night before the Introduction begins. If the PC fails a DC 15 Will save they suffer a -1 profane penalty to all saving throws for the first two days of the adventure. This is a fear effect (caster level 10) and may be suppressed or dispelled in the normal manner.

*The Famine:* Although Hell's Gloom has ended, Perrenland is still recovering from two years of continuous smog. During that time, most of Perrenland was not able to harvest any food: southern Quagfludt, the Kershane Pass and northern Yattenheid were the only places that produced harvests. This has the following effects during the adventure.

The shortage of food has created widespread hunger across Perrenland: many fear famine, and hoarding is common but has yet to be outlawed.

Unless this is an Introductory scenario, the price of all food items has doubled (200% normal cost) and the price of any other mundane item from the Player's Handbook has increased by half again (150% normal cost). Costs are not increased during Introductory scenarios or during character creation.

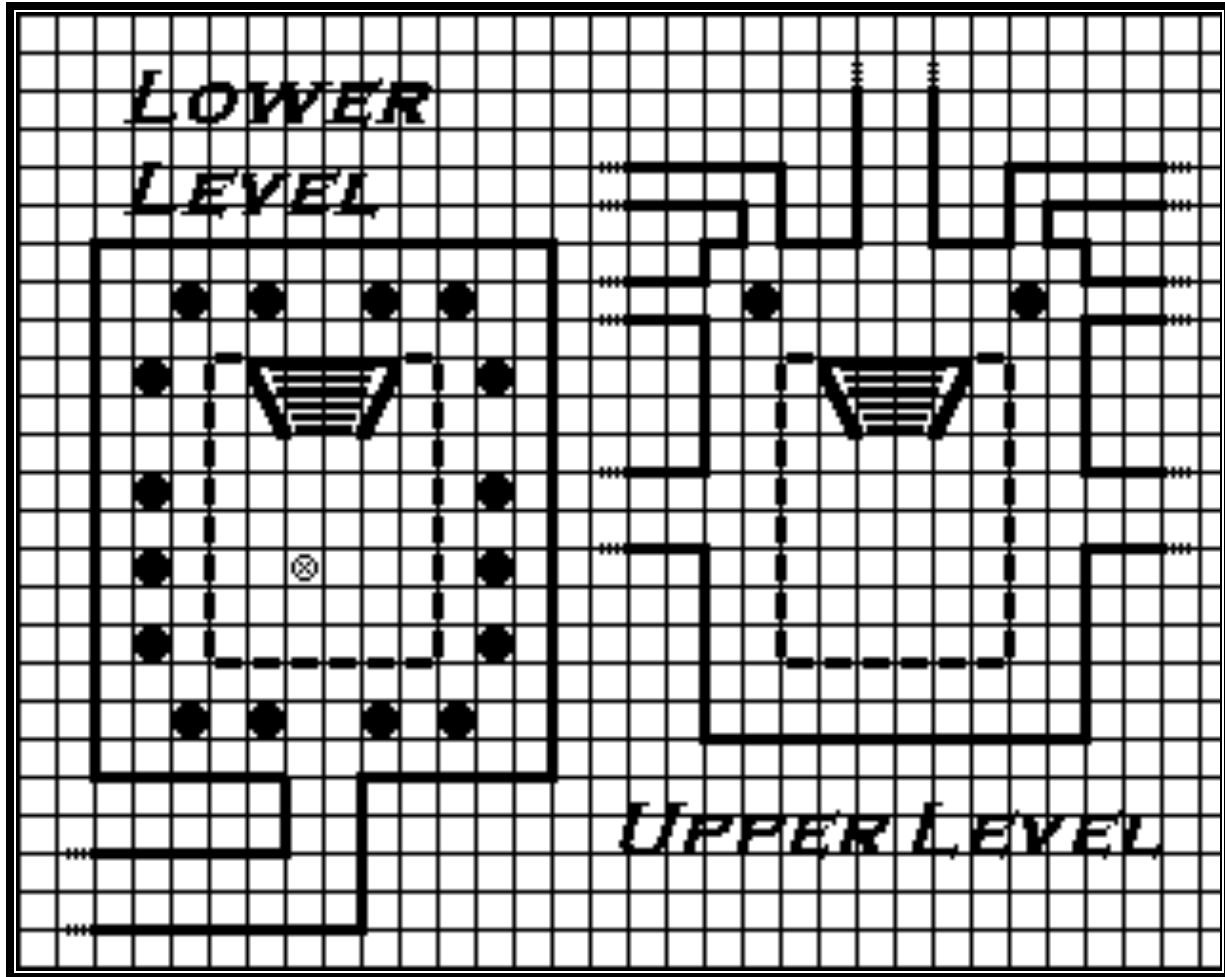
Lifestyle and upkeep costs have also doubled (though PCs with free upkeep still pay 0 GP). If a PC has a discount on lifestyle and upkeep costs, the discount applies after the costs have been doubled. For example, standard upkeep with a 50% discount would cost 12 GP ( $12 \times 2 = 24$ ,  $24 / 2 = 12$ ); rich upkeep with a 20 GP discount would cost 80 GP ( $50 \times 2 = 100$ ,  $100 - 20 = 80$ ). Again, costs are not increased during Introductory scenarios.

Living off the wild incurs a -5 circumstance penalty to the Survival check.

PCs who pay for upkeep can declare at the start of the game that they have donated their upkeep to the needy. The PC is treated as if they have the next worst category of upkeep (none instead of standard, standard instead of rich, rich instead of luxury) except that they do not receive any in-game penalty to skill checks for having no upkeep (if paying for standard upkeep) and retain the circumstance bonuses to skill checks (if paying for rich or luxury upkeep) because they are deemed to be a generous patron of the folk by those they meet. In addition, the PC begins the game suffering from the effects of hunger: at the beginning of the Introduction, they are fatigued and have taken non-lethal damage equal to 1/3 of their hit-point total rounded down. To remove these penalties, the PC must rest for 8 hours in game and eat an appropriate meal.

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

## DM'S AID 2: MAP OF THE CULT'S BASE CAMP



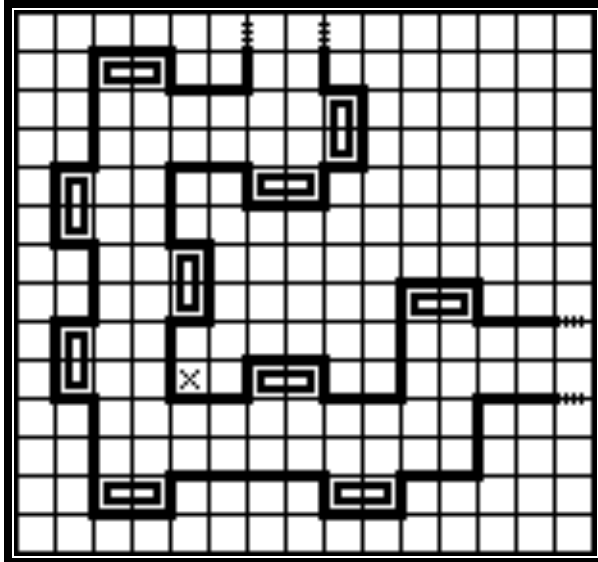
### LEGEND

Scale: 1 square = 5 ft.

- ◆ stone pillar (hardness 8, 540 hit points)
- ■ edge of balcony (area within on lower level has no ceiling, on upper level has no floor)
- ⊗ campfire (characters who fall in must make a DC 15 Reflex save or catch on fire and take 1d6 fire damage, once on fire characters must make a Reflex save each round or continue to burn, if clothing or equipment catches on fire each item must make a DC 15 Reflex save or also take fire damage)




## DM'S AID 3: MAP OF THE SECRET PASSAGE



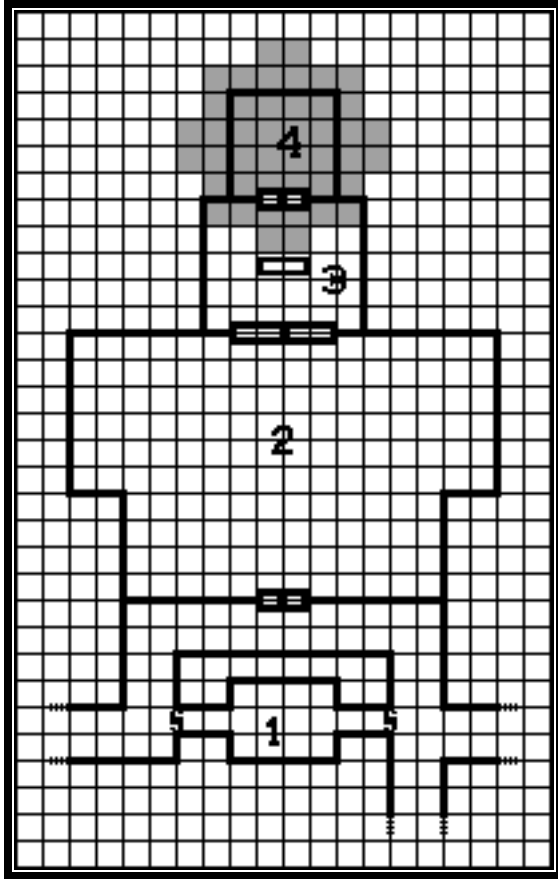
### LEGEND

Scale: 1 square = 5 ft.

 sarcophagus (5 ft. high, considered higher ground, contains a long-dead skeleton wrapped in a burial shroud)






X the square containing the creature (**Encounter 3**)

## DM'S AID 4: MAP OF THE FINAL CHAMBERS



### LEGEND

Scale: 1 square = 5 ft.

-  stone secret door (hardness 8, 60 hit points, AC 5, Str DC 26 to break, Search DC 20 to find)
-  stone double doors (hardness 8, 60 hit points each, AC 5, Str DC 26 to break)
-  large stone double doors (hardness 8, 90 hit points, AC 4, Str DC 30 to break)
-  altar (5 ft. high, considered higher ground, cannot be damaged)
-  area covered by barrier (cannot be entered by any means until the sacrifice has been made on the altar)

### KEY

- 1 secret chamber (niches along both walls contain skeletal remains)
- 2 chamber of the guardians (**Encounters 4 and 5**)
- 3 chamber with the altar and the barrier (**Encounters 6 and 7**)
- 4 Perren's chamber (**Encounter 8**)

## DM'S AID 5: BOONBANE AND THE CLI LYRE

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### BOONBANE

*This silver longsword looks to be a well-made, serviceable weapon with a slight curve to the blade. Every so often, when light plays upon the blade's gleaming surface, it looks as though there's a mist swirling about inside.*

Boonbane radiates an aura of faint evocation magic. When used in combat, the user takes a –2 to hit and damage (total damage modifier is –3 due to the alchemical silver). Boonbane is considered magical and silver for the purpose of bypassing damage reduction.

Boonbane's bearer is unable to part with the weapon; no matter what, it returns to the bearer 24 hours after being discarded.

Boonbane confers the following abilities when held:

- Ability to speak and understand spoken Ur-Flan (but not to read or write Ur-Flan).
- The bearer gets an unsavory taste in his or her mouth whenever within sight of a creature known to be of the earth subtype.

Boonbane contains part of the spirit of Bragnor Hus, bound within the blade via the Kond-Kay ("Immortal Spirit") ritual by Igg-Vuurz, mother of Iggwilv and grandmother of Iuz and Drelnza more than 2800 years ago. Originally created by Igg-Vuurz to kill Bragnor's brother, Oomkar Hus (now known as the Last Ner-Graf), Boonbane was hidden by Igg-Vuurz when she learned of the prophecy (see **Players' Handout 1** for details) so it could not be captured by her enemies and used against her future daughter, Iggwilv. Boonbane stayed hidden in the Caverns of Tsojcanth beneath Iggwilv's Spire in southern Perrenland until 592 CY, when he was found by some adventurers and taken away as loot. They sold Boonbane to Menguar, the owner of the general store at Kloetzenburg, the settlement nearest Iggwilv's Spire. Boonbane waited quietly at the store for over two years for his destined bearer to come along and find him, which happened in early 595 CY during PER 5-02 (*Hell's Gloom*).

### THE CLI LYRE

*This lyre is a beautiful instrument, made of hand-carved golden-hued wood decorated with intricate Ur-Flan script. It has eight strings stretched taut between the two curved arms and across the crossbar. The wooden shell of the lyre is well-balanced and fits comfortably in one hand, leaving the other free to strum or pluck the strings.*

A permanent *dimensional anchor* is in effect on the Lyre. As a result, the Lyre cannot be moved by *teleportation* magic.

This masterwork lyre confers the following abilities when held:

- +2 to all Bardic Knowledge checks.
- Ability to understand written and spoken Flan and Ur-Flan (but not to speak or write either language).
- Upon command, the Lyre can play one of a plethora of ancient tunes. The Lyre has a skill check of Perform (stringed instruments) +22, and can be used by a Bard of the Voice (such as Hanne Weisspeer) as an accompanying instrument, providing a +2 bonus to the bard's Perform (oratory) or Perform (sing) check.

This Cli Lyre holds part of the spirit of a once great Ur-Flan bard called Dre-Vos. During his life, Dre was rewarded the Lyre as a Het-Kanzer of the college of Cli more than 2800 years ago. Upon his death, Dre gained the privilege of having part of his talent and personality magically bound within the instrument via the Kond-Kay ("Immortal Spirit") ritual. Thus, he would pass his skills onto future generations.

The literal translation of Dre Vos is "Beautiful voice of the mountain". Dre was born of the Vos-Ser nation (literally "those with the voice of the mountain") in the Ur-Flan city of Kor-Tim ("Little Hill"). After part of his spirit was stored within the Lyre, the instrument passed through many hands within the college of Cli. The last person known to have been given the use of the Lyre was Sanna Hussen who, according

to the oral tradition of the “Voice”, was lost while wandering the hills of Riberlund more than a thousand years ago.

Of particular note is the beautiful and intricate Ur-Flan script that covers the Lyre. This script is actually a prophecy (see **Players’ Handout 1** for details), but the sentences are jumbled and it requires a DC 30 Decipher Script check to read the prophecy.

## PLAYERS' HANDOUT 1: THE LYRE'S PROPHECY

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*From Neijmargens womb, a fiery birth, a weapon of the future*

*Into it bound, against his will, the air touched soul of Bragnor Hus.*

*A boon and a bane it proved to be and the mistress hid it deep.*

*For one purpose was it made to slay the last Ner-Graf.*

*Yet best intention went astray when the mistress foresaw a daughter's death.*

*Find the crown of the foolish king, the diadem of the consort.*

*A dark god's laughter will bring it back from the place that it was hid.*

*Bearer of blade and crown will then unleash the power kept within.*

*A kingdom both old and new rests bound within its fate.*

*Yet the ruler to be will be the ruler that was but not the ruler to come.*

## CRITICAL EVENTS SUMMARY

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If you DM this scenario in 2007, please answer these questions and send the results to [perrenland-triad@rpga-apac.com](mailto:perrenland-triad@rpga-apac.com). All results received by 31 December 2007 count towards the Perrenland critical events summary.

1. Did any PC change to evil alignment and become an NPC? If yes, who, how and why?
2. Did any PC commit an evil act? If yes, who, how and why?
3. Please name any characters (PCs and/or NPCs) who died on the altar in **Encounter 6**.
4. Did the PCs free Perren?
5. Was Boonbane given to Perren?
6. Did Perren kill Drelnza, the PCs kill Drelnza, or Drelnza kill Perren?

Thanks in advance for sending in your results!