

PERM6-01

Broken Spears

A One-Round D&D LIVING GREYHAWK[®] Perrenland Regional Mini-Adventure

Version 1.0

Round 1

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The Weisspeer clan are famous for the breeding and rearing of their Weisspeer hill ponies. But in this time of war, horses are in high demand and are a valuable tool in the Auszug arsenal. The Weisspeer clan is conflicted over the role that their specific breed should play... a conflict which has come to a head in the small town of Bokheuvel.

A scenario for APLs 2 to 8 of particular interest to Weisspeer clan members.

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 and your region, please e-mail your triad point of contact (POC) at bparris@ozemail.com.au; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round; all others pay two Time Units per round.

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

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

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

Adventure Background

Four nights ago, Nella Hagen approached some local Hüssens and offered them a job. Steal some horses, earn a quick mark. Yet Nella also arranged for her henchman, Kessler Felbane, to intercept these bandits and relieve them of their bounty; a task the elven warmage carried out with remarkable efficiency. She and a slightly deranged gnome friend, Pom the Laughable, set out immediately to deliver the horses to the waiting Auszug armies at the pre-arranged meeting point...

Adventure Summary

The module begins with the PCs meeting with the Rechter Benedikt. He explains about missing horses which have been taken from Birgit Hagen (whom supports Hasten Weisspeer). He proposes that "Hüssens vagabonds" might have taken them and suggests that the PCs investigate the scene of the crime for clues.

The scene of the crime reveals a few clues depending on the various skills of the PCs. They all, however, point to bandits... bandits who probably didn't get far.

The clues lead the PCs to some bound and beaten Hüssens. There is no sign of the missing horses, although the Hüssens are quite happy to tell their story if the PCs treat them well. They admit that they pulled a job on the Weisspeer horses, but before they could move their ill gotten goods they were ambushed in the night by shadowy men and women. The Hüssens describe the leader of their attackers as an attractive, female grey elf. In actual fact, they were hired by Nella Hagen; but only to serve as a distraction to the PCs, so that Kessler Felbane could take the horses further away.

Further clues lead the PCs back in the direction of the town, which in turn leads them to the local residence of Nella Hagen (who supports Hännè Weisspeer). Nella confesses everything and is put under house arrest, giving the PCs directions to the stolen horses.

But Kessler Felbane intercepts the PCs on the way and engages them in battle, determined to slow them down. Once her and her cronies are dispatched, the PCs journey onwards... towards the lost horses.

Once the PCs locate the horses, it seems that Nella has one more surprise to play. A gnome wizard is guarding them, along with a beholder. However, the moment the beholder is injured it reveals itself to be an illusion... an illusion concealing a sack full of angry bees. The gnome cackles gleefully, marvelling at how effective his 'bee-holder' is. Once he's dispatched, the PCs return to town... only to discover that they are not welcomed back as heroes by a large number of the citizens of Bokheugel. What effects will this split have on the future of the Weisspeer clan? Only time will tell.

Preparation for Play

IMPORTANT DMs NOTE: There are a number of special effects in play within the nation of Perrenland at this time. These include a huge smoke cloud over the Yatil Mountains, a nightmare affecting all in Perrenland, lifestyle changes due to a failed harvest and many Divination spells going awry at the instigation of Iuz. See *DM's Aid One* for details.

Introduction

It's funny how these things just happen. Only a handful of days ago you were going about your business, when out of nowhere came an invitation bearing the seal of a local rechter. Although polite, the invitation was also firm. "Your help is needed," it read, "to resolve a local dispute. The town of Bokheugel offers both coin and honour but expects you will do your duty and heed the call."

Several days later, at the Bokheugel town hall, you are presented to a plump Flan man known as Rechter Benedikt. He smiles warmly when he sees you, inviting you to eat with him. Once the meal is done, he goes straight to business.

"As you may or may not know, the Weisspeer clan has been... divided of late. There are whispers questioning the integrity of the Weisspeer pfaltzgraf, Hasten Weisspeer, and by association his attitudes towards the war. Hasten wishes to restrict military access to the famous Weisspeer ponies, a desire not shared by all. Yet it seems that the decision has been taken out of his hands... several days ago fifty-head of ponies were stolen from a local breeder, Birgit Hagen. Hüssen vagabonds, possibly... although the motive for the theft may be simple greed, we are not unaware of the possibility that a more complex motive may exist. We'd like you to investigate and, if possible, find those responsible for this act along with the missing horses."

The rechter sets down his glass. "I shall assist you in any manner I can. I suggest you begin your search at the scene of the crime. It has not been touched since the incident, so we are hopeful that you will find something of interest."

Benedikt answers any other questions the PCs may have. He is mainly relying on the PCs' sense of duty and honour to gain their assistance, but if pressed about payment he offers the PCs a total of fifty gold pieces each for their assistance, as well as the gratitude of the Weisspeer clan who may reward them in their own way. If asked, he mentions that the crime took place exactly four nights ago.

Bokheugel (Hamlet): Pop. 300. Situated halfway between Krestible and Skillet is the small

town populated heavily by Hitdrijver Weisspeers. Called the goat hill because of the multitude of those animals found in the area, the town is known for its goat wool garments and a fine variety of the nótkás cheese. Once a year the townsfolk have a rowdy festival which culminates in a cheese rolling race down the hill.

Treasure:

All APLs: 50gp.

Once the PCs are ready to proceed to the scene of the crime, go to **Encounter One: The Scene of the Crime**

Encounter One The Scene of the Crime

An aide to the rechter shows you to a large, four hectare field surrounded by a sturdy looking wooden fence. The grass here is green and seems perfect for raising livestock. Although there are no obvious breaks in the fence, the hinged double-gate is open and swinging slowly in the breeze. A small cottage lies just south of the field, thin smoke rising from the chimney. "This is the place," the aide says, gesturing around her. "We've left it exactly as it was. If you need any help, just ask."

The PCs may wish to examine various areas of the field. Once they have enough clues they can head off to the north-east in pursuit of the horse thieves. If the PCs get completely stumped at this point, allow them to question Arno Dirk a few times and allow each PC to make individual rolls. Failing that, they can go back to town and find a capable tracker who points them in the right direction.

The Gate

This heavy wooden gate swings slowly in the breeze. Normally locked by a length of chain, the lock lies in shattered pieces nearby. There is no obvious signs of damage to any other part of the gate.

Any PC inspecting the broken lock may make a DC 15 Knowledge (Architecture and engineering) or Open Locks check to learn that though the lock is heavily damaged, the internal tumblers were open when the lock was damaged. In other words, the lock was already unlocked when it was broken.

The Field

This field is like thousands of others like it in the surrounding area and is perfect for raising horses, cattle or any other kind of livestock one can imagine.

Any PC who actively searches the whole field or makes at least a decent effort to canvas the area can make a DC 15 Survival test. Success reveals that despite the rain last night, there are a number of horse tracks leading out of the gate in an orderly fashion. The tracks lead off to the north-east, towards a line of trees.

A DC 15 Search check shows that a recently fallen riding spur can be found in a thick patch of grass. It bears the seal of the Hüssen clan.

If the spur is found, the PCs may make a DC 15 Knowledge (Local – luz's border states) check. Success reveals that rumours persist of Hüssen bandits in the local area. Although mostly concerned with small-scale crime, they have been known to steal the occasional horse from time to time.

The Cottage

An old, wrinkled human answers the door. "Yes?" he asks, "How can I help you?"

This old man is Arno Dirk. If asked about the theft he seems somewhat reluctant to help and claims to have seen nothing on the night of the theft. Make a DC 15 Sense Motive check on behalf of the PC talking to him at this point. If the PCs succeed, they have reason to believe that he may not be telling the truth and may attempt to persuade him to talk.

With a successful DC 15 Bluff, Intimidate or Diplomacy check, read the following.

"Well..." the old man begins, "I did see something I guess. A number of men... five or so... taking the horses away... I called out to them, but they said they'd burn my cottage if I told anyone! So, uh, please keep that to yourself?" He points over to the north-east, towards a line of tall trees. "They took them that way."

Creatures:

Arno Dirk: Male human Com1.

Encounter Two Problem Solved?

Heading north-east into the trees you find that such a large number of beasts makes an easy trail to follow. After half an hour's travel you come across a clearing easily large enough to hold the fifty-odd missing ponies. However, there are no steeds here; only half a dozen men and women tied to a large pine tree on the outskirts of the clearing.

These are the lackeys who stole the horses in the first place. Damp, hungry and dehydrated they readily cooperate with the PCs (especially if some water or rations are forthcoming). If the PCs question the clothing, equipment or appearance of the men and women then you may read the following at your option:

The three men and two women are dressed in dark brown clothing typical of peasants, militias or bandits in the area. They are unarmed, although this may not be entirely of their choosing judging from the empty sword sheaths dangling from their belts.

If asked what they're doing there, the bandits are somewhat hesitant to reply, claiming that they 'don't remember'. However, the PCs can attempt to bully or coerce them into talking without too much effort. If the PCs treat them even reasonably decently, then they happily tell their story.

"Well, uh... we were paid to do a job. Simple one, they said. Just take the key, unlock the gate, lead some horses away then make it look like we broke the lock. We were doing so well, but then we were attacked – no, robbed! – last night. We were sleeping, see, and then suddenly these people – no, devils! – burst out of the bushes! They quickly had us overwhelmed, but they didn't kill us. Instead, they untied the horses and lead them away. We, uh, know we're in too deep right now... so we'll help you as much as we can if you promise to let us go. After all, we have information which will help you!"

The PCs might be somewhat sceptical regarding this offer of information. Make a DC 13 Sense Motive check if the PCs are sceptical.

The people are probably telling the truth, although the exact value of the information might be somewhat overstated.

The PCs might be reluctant to let go the confessed thieves. If the PCs are adamant that they should not be released, the bandits agree to tell all in exchange for the PCs telling the rechter how they helped (in hopes of getting their punishment mitigated). Otherwise, the PCs can simply bully or cajole them into talking by making a DC 15 Bluff, Intimidate or Diplomacy check.

If the bandits 'tell all', you may read or paraphrase the following at your option.

"Well, the person who paid us was an agent of Nella Hagen. She's one of two famous pony breeders in this town, along with Birgit Hagen. Nella wanted the horses to go to the war effort, but Birgit was adamant that they should remain here in Bokhevel. So, well... Nella decided to have them go missing then donate them in her name. A win-win situation, see? She'd get the prestige of supporting the Voormann without actually losing many of her herd. Nella's residence is just to the south of the town, you should be able to find it pretty easily. We don't know who stole the horses from *us*, however... but I got a good look at their leader. A shortish elf, she was, with silver hair and amber eyes. Very arrogant. Someone in her group accidentally used her name... Kessler I think it was... and she looked like she was going to bite his head off. She wore a shirt of chain and had a sword and shield."

If the PCs didn't overly mistreat, threaten or abuse the bandits, they offer the following bit of information.

One of the female bandits smiles then adds, "Oh yeah, I found this interesting; she didn't actually use that sword much. Didn't look very strong either. You know, I think she could have been some kind of spellcaster... I swear I saw a spell thingy pouch on her belt when she attacked us, but she didn't have it when she left. Maybe she dropped it?"

If the PCs choose to search the area around where the bandits were, they may make a DC 14 Search check. With success, read the following:

After a moment spent searching you find a small pouch filled with all kinds of arcane components.

If the PCs found the pouch, they may make a DC 15 (less 5 if any PC has a level in the Warmage class) Knowledge (Arcana) check.

This pouch is very similar to those used by wizards and sorcerers in the casting of their spells, however the composition of the reagents tends to suggest a slightly different approach to spell casting. Some of the components have been charged with extra energy... energy which would make those spells more powerful, when cast by someone who knew how to properly channel it. This type of energy infusion is typical amongst a flavour of spontaneously-casting arcanists known as warmages, who specialize in evocation magic and who have been trained to wear armour and shields. Warmages are rare in small towns such as this; the townsfolk may know the individual in question.

The bandits don't know much more than this. The PCs can either head into town and find directions to Nella Hagen's residence, or try to head there directly.

If the PCs try to follow the tracks of either the people who attacked the bandits or the horses that they stole, then PCs with the Track feat may make a DC 15 Survival check. If they succeed, they find that the tracks lead in a wide circle before heading into a small stream, where they are lost.

In any event, proceed to **Encounter Three: In Town**.

Encounter Three In Town

If the PCs went back into town, then you may run this encounter. Otherwise, skip to **Encounter Four: Nella Hagen's Residence**.

In Town

If the PCs found the spell component pouch (but didn't identify it as a warmage spell pouch) they may ask around and see if anyone recognises it. This requires a DC 17 Gather Information check.

The townsfolk don't appear very knowledgeable about these matters. However, just as you're about to give up, one of the patrons at the local bar slaps her forehead as though remembering something long forgotten. "Oh! Wait! I have seen that before... it belongs to Kessler Felbane, an elven spellcaster who works for Nella Hagen. She's

usually hanging around Nella's residence, so you might want to try looking there for her!"

If the PCs found the spell component pouch and identified it as belonging to a warmage, they may ask around and see if anyone knows of any warmages or if anyone recognises the pouch. This requires a DC 14 Gather Information check.

Everyone seems to know of 'that elven warmage', but further information is somewhat scarce. From what you're able to piece together from various sources, there is indeed a warmage in the town; an elven woman with silver hair and amber eyes who lives in the residence of Nella Hagen. She works for her as some kind of bodyguard/assistant, although she has taken mercenary work in the past.

The PCs will probably head to Nella's residence. Go to **Encounter Four: Nella's Residence**.

Encounter Four Nella's Residence

The Hagen clan-house lies on an expansive property surrounded by neatly groomed trees. A wide path leads up to a wide set of double doors. An occasional figure moves past one of the many windows of this estate, showing that the house is occupied.

This house is the residence of Nella Hagen and a troupe of her bodyguards, family members and some exotic pets. The PCs will probably choose to knock on the door or otherwise make contact with the house. If so, a servant answers the door and invites the PCs inside.

If asked about the theft or her possible involvement, Nella quite willingly engages the PCs in dialog. She explains that she has given a large number of the herd to the Auszug to support the war effort. Nella further explains that, as Birgit is undermining the legitimate leadership of the Weisspeer clan, she has forfeited her right to own them and the animals were Nella's to give away as she saw fit. She tells the PCs to go and check with the rechter if they want to confirm the law on this point.

If asked about Birgit, Nella accuses her sister Birgit of 'selfish profiteering' and of undermining both the Weisspeer clan and Perrenland.

The Rechter

If the PCs see the rechter about Nella's legal point, he promises to go and think about this issue. He returns to the PCs and informs them that, plainly, Nella is wrong. He orders that, under his authority, the PCs order Nella Hagen to remain at her property to await trial; they should then recover the missing horses. You may read or paraphrase the following, at your option.

Nella Hagen cooperates fully with all that is asked of her and seems oddly unconcerned with her house arrest. She smirks openly when she's brought before the rechter and, in short order, freely confesses everything. Upon the request of Rechter Benedikt, she gives the location of the horses as fifteen miles due east of the field where they were taken... the horses couldn't have arrived at their rendezvous point yet, but she smugly remarks that there's no way anyone could catch them in time. After her blunt confession, the rechter judges that she is guilty of theft and orders the return of the horses (if possible), charging a kopprijs of nearly six hundred marks. Again, Nella seems quite pleased as she's sentenced.

As you leave the makeshift court the many eyes of the townsfolk fall upon you... most of them unfavourable. Groups of people mull together, muttering darkly about the outcome. In the minds of some, Nella's actions are those of a true patriot and a hero, rather than a common thief... a hero whom you have been instrumental in punishing. Still, the horses need to be recovered and the law must be upheld. Nella gave quite specific directions to the missing herd during her trail, so your path is clear. Head east and recover the missing ponies.

When the PCs are ready, proceed to **Encounter Five: Kessler Felbane.**

Encounter Five Kessler Felbane

Leaving behind the dark mutterings of the citizens of Bokheuvel you head off into the east in search of the missing ponies. Yet, an hour into your journey, a group of elves step out of the woods fifty feet ahead of you. The leader of the elven troupe is a short woman with silvery hair and amber eyes. She wears a

simple green and blue dress bearing the symbol of the Weisspeer clan. A buckler is strapped to her left arm and a sheathed longsword rests comfortably on her hip.

The woman is Kessler Felbane, a warmage of no small talent, along with some cronies. Sent to slow down the PCs as much as possible, she and her group try to drag out the battle as long as possible. She would rather die than see Nella's plans fail and besides... if she dies her employer will probably bring her back to life anyway.

None in her group are mounted, so if the PCs have mounts they may choose to simply ride around her group or avoid them all together. If they do this, she opens fire with her spells, trying to bring down at least one so that the group has to turn around and face her. Should the PCs try to negotiate with her she quite happily engages in dialogue and compromises, but only to slow the PCs down and delay them. A DC 19 Sense Motive check will reveal her ulterior motive if this is the case.

When the PCs are ready to travel onwards in their search for the horses, go to **Encounter Six: The Horses and the Beholder.**

Creatures

APL 2 (EL 3)

Kessler Felbane: Female grey-elf wmg2; hp 9; see *Appendix One.*

Elf Warrior (2): hp 9; See *Monster Manual*, pg 102.

APL 4 (EL 5)

Kessler Felbane: Female grey-elf wmg3; hp 13; see *Appendix One.*

Elf Warrior (4): hp 9; See *Monster Manual*, pg 102.

APL 6 (EL 7)

Kessler Felbane: Female grey-elf wmg4; hp 18; see *Appendix One.*

Elf Fighter (4): Male elf (high) ftr2; hp 13; see *Appendix One.*

APL 8 (EL 9)

Kessler Felbane: Female grey-elf wmg7; hp 34; see *Appendix One.*

Elf Fighter (4): Male elf (high) ftr2; hp 13; See *Appendix One.*

Tactics: Kessler Felbane, despite her intelligence, has never been one for complex tactics. She has her cronies guard her while she opens combat with her best spells (*scorching ray* or *magic missile*, depending on APL) and keeps casting them until she's stopped by the PCs. She targets fighters and monks (as they tend to be her biggest threats). However, she does want *something* to bring back to her mistress; as such she does NOT empower any of her spells using her Sudden Empower feat unless the situation is truly dire (and it won't kill anyone).

Treasure

APL 2: Loot – 100gp, Coin – 0gp, Magic – 0gp.

APL 4: Loot – 150gp, Coin – 0gp, Magic – 0gp.

APL 6: Loot – 200gp, Coin – 0gp, Magic – 0gp.

APL 8: Loot – 312gp, Coin – 0gp, Magic – 0gp.

Encounter Six The Horses and the Beholder

Cresting a rise in the land you see to a small valley. About eight hundred yards away almost two score ponies graze in a tight circle. Close to the herd a small humanoid man rests on a blanket covered rock. A crooked and twisted staff rests in his lap as he stares off into the distance.

This particular humanoid is Pom the Laughable. He has been in the employ of Nella Hagen for many years now and is a brilliant (if somewhat unhinged) illusionist. Although not quite insane his sense of humour, grasp of combat tactics and choice of allies are questionable. Still, he's been itching for months to trial his new 'superweapon' on some unsuspecting adventurers and is obviously excited by this prospect.

Once the PCs approach Pom the Laughable, you may read or paraphrase the following at your option.

The humanoid appears to be a gnome with an almost comically long beard. He wears a pair of blue robes that are far too large for him and look as though they were made for a human or elf. As your group approach he seems completely oblivious, then suddenly notices you and gives an excited squeak. Scrambling off his rock happily, he literally

bounces from foot to foot as you draw close. A high-pitched buzzing noise can be heard coming from his direction as he speaks. "Oooh, oooh, oooh! You're here for the ponies, eh, eh, eh?" The gnome rubs his little hands together and gives a somewhat unhinged cackle as the buzzing continues. "Well, you'll have to fight my BEHOOOLDER first!" His little hand dramatically grabs hold of the blanket over his rock... and nothing happens.

Pom is waiting for the PCs to give him his dramatic cue. If they ask, "What beholder?", you may read or paraphrase the following at your option.

"BEHOOOLD!" comes the little gnome's ecstatic cry. He yanks away the blanket, revealing that the object underneath is not a boulder... but a beholder, a terrible creature with a dozen eyestalks, one large central eye and a hungry, drooling, gaping maw filled with razor sharp teeth. The buzzing noise intensifies as it moves towards your group, eyeing each of you hungrily.

If the PCs say anything except, "What beholder?", or attack, you may read or paraphrase the following at your option.

"No, no, NO!" comes the little gnome's cries as he stamps his feet angrily. "It's 'what beholder?' You're supposed to say... 'what beholder?' And then I reveal it! BEHOOOLD!" He furiously yanks away the blanket, revealing that the object underneath is not a boulder... but a beholder, a terrible creature with a dozen eyestalks, one large central eye and a hungry, drooling, gaping maw filled with razor sharp teeth. The buzzing noise intensifies as it moves towards your group, eyeing each of you hungrily.

However, the 'boulder-beholder' is in fact just a *silent image* created by Pom the Laughable that he's been maintaining all day. He has disguised one or more giant bees and/or wasps as a beholder. Allow the PCs to make a DC 16 Will save each time they interact with the beholder to determine its authenticity. Once the first round passes, the bees move out from the image anyway, although Pom manipulates the image to appear as though the bees are flying from the creature's mouth.

Once the bee(s) are defeated, Pom surrenders immediately. He angrily berates the PCs for destroying his 'bee-holder' and complains

bitterly unless physically or magically silenced (or bullied into silence). Some sample dialog is given below.

“Don’t you see? Don’t you SEE?! First it was a boulder, then a beholder, then a bee-holder! It’s GEEENIUS. I don’t know where I went wrong...”

When the PCs are ready to take the horses back to the town, go to **Conclusion**.

Creatures

All APLs (EL 0)

Pom the Laughable: Male gnome III1/Exp1; AC 11; hp 11; SV Fort +2, Will +3, Dex +1; Spell DC 16; Profession (Beekeeper) +4, Skill Focus (Profession (Beekeeper)).

APL 2 (EL 3)

Giant Wasp (1): See *Monster Manual*, page 285.

APL 4 (EL 5)

Giant Wasp (1): See *Monster Manual*, page 285.

Giant Bee (2): See *Monster Manual*, page 284.

APL 6 (EL 7)

Giant Wasp (2): See *Monster Manual*, page 285.

Giant Bee (4): See *Monster Manual*, page 284.

APL 8 (EL 9)

Giant Wasp (4): See *Monster Manual*, page 285

Giant Bee (8): See *Monster Manual*, page 284.

Tactics: Supremely confident in his creation, Pom just sits back and watches, cackling madly. The bees (or wasps) angrily sting their closest enemy. Note that the bees (not the wasps listed at APL 6 and APL 8) die when they successfully sting their target. As Pom is technically a noncombatant (and has no weapons or prepared offensive spells), he has a CR of 0 for this encounter (although he may be attacked should the PCs desire; he dies pretty easily however)

Treasure:

APL 2: Loot – 50gp, Coin – 0gp, Magic – 0gp.

APL 4: Loot – 100gp, Coin – 0gp, Magic – 0gp.

APL 6: Loot – 150gp, Coin – 0gp, Magic – 0gp.

APL 8: Loot – 263gp, Coin – 0gp, Magic – 0gp.

Conclusion

The PCs may now choose what they wish to do with the horses. Although turning them over to the rechter is probably the most logical choice, they may choose to leave the horses at Nella Hagen’s residence and either tell the rechter that they couldn’t be found or skip town. Whom they turn the ponies over to is actually not that relevant; the consequences (and rewards) are the same.

You round up the horses and lead them back to Bokheuvél. Progress is slow, but you eventually make your way back to the town. Yet instead of being universally welcomed back as heroes your group finds a very mixed reaction to your return. Some townsfolk run up and shake your hand, thanking you for a good job well done. Others give veiled insults, dirty glances and unflattering comments as you pass. Your actions have proved that you, like it or not, are on one side in this growing rift. How will the consequences of this week affect the Weisspeer clan in the future? Rumours abound in the taverns of Bokheuvél... whispers that a ‘Staatsstreich’, or coup d’état, may be brewing... or the clan may ‘do a Meerijder’ and divide into two camps. Either way, interesting and challenging times lay ahead for the Weisspeer clan.

The End

Experience Point Summary

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

Encounter Five

APL2 90xp

APL4 150xp

APL6 210xp

APL8 270xp

Encounter Six

APL2 90xp

APL4 150xp

APL6 210xp

APL8 270xp

Story Award

Return the horses:

APL2 25xp

APL4 47xp

APL6 70xp

APL8 92xp

Discretionary roleplaying award

APL2 20xp

APL4 20xp

APL6 20xp

APL8 20xp

Total possible experience:

APL2 225xp

APL4 337xp

APL6 450xp

APL8 562xp

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 thegp Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Introduction

APL A: L: 0gp; C: 50gp; M: 0gp

APL B: L: 0gp; C: 50gp; M: 0gp

APL C: L: 0gp; C: 50gp; M: 0gp

Encounter Five:

APL 2: L: 100gp; C: 0gp; M: 0gp

APL 4: L: 150gp; C: 0gp; M: 0gp

APL 6: L: 200gp; C: 0gp; M: 0gp

APL 8: L: 312gp; C: 0gp; M: 0gp

Encounter Six:

APL 2: L: 50gp; C: 0gp; M: 0gp

APL 4: L: 100gp; C: 0gp; M: 0gp

APL 6: L: 150gp; C: 0gp; M: 0gp

APL 8: L: 263gp; C: 0gp; M: 0gp

Total Possible Treasure

APL 2: L: 150gp; C: 50gp; M: 0gp - Total: 200gp

APL 4: L: 250gp; C: 50gp; M: 0gp - Total:
300gp

APL 6: L: 350gp; C: 50gp; M: 0gp - Total:
400gp

APL 8: L: 575gp; C: 50gp; M: 0gp - Total:
625gp

Items for the Adventure Record

Item Access

All APLs:

Weisspeer Hill Pony. This pony is specially bred by the Weisspeer clan. In return for your service, the Weisspeers of Bokheuvel (who don't hate you) are prepared to let you have the pick of their herd. This pony is functionally identical to the warpony from the *Monster Manual* (including cost), but shows you have done the Weisspeer clan a significant service.

Special:

All APLs:

For Weisspeer Clan PCs only. This PC supports:
Nella Hagen (Therefore Hasten Weisspeer) ,
Birgit Hagen (Therefore Hánnè Weisspeer) ,
Neither or Other . Pick one. If other, specify
choice on your AR (eg, 'Samhain for Voorman!').

Appendix One

Encounter Five

APL 2

Kessler Felbane: female elf(grey) wmg2; CR 2; medium humanoid; 2d6+2; hp 9; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; BAB/Grp: +1/+1; Atk: +1 melee [longsword, 1d8] or +5 ranged [ray]; Full Atk: +1 melee [longsword] or +5 ranged [ray]; Space/Reach 5 ft./5 ft.; EX warmage edge, armored mage; EQ Elf Traits; AL LN; SV Fort +1, Ref +3, Will +2; Str 10, Dex 16, Con 12, Int 15, Wis 8, Cha 14.

Skills and Feats: Knowledge (Arcana) +5, Spellcraft +5, Concentration +5, Intimidate +5, Alertness.

Warmage Edge: A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he add his Intelligence bonus (if any) to the amount of damage dealt.

Armored Mage: Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as as he sticks to light armour and shields. This training does not extend to medium or heavier armour, nor to heavy shields.

Possessions: Chain shirt (worn), buckler (worn), longsword (wielded), gemstones.

Spells Known (6/5); base DC = 12 + spell level): 0—[acid splash, disrupt undead, light, ray of frost]; 1st—[accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, orb of acid, lesser, orb of cold, lesser, orb of electricity, lesser, orb of fire, lesser, orb of sound, lesser, shocking grasp, true strike];

APL 4

Kessler Felbane: female elf(grey) wmg3; CR 3; medium humanoid; 3d6+3; hp 13; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; BAB/Grp: +1/+1; Atk: +2 melee [longsword, 1d8] or +5 ranged [ray]; Full Atk: +2 melee [longsword] or +5 ranged [ray]; Space/Reach 5 ft./5 ft.; EX warmage edge, armored mage, advanced learning; EQ Elf Traits; AL LN; SV Fort +2, Ref

+4, Will +2; Str 10, Dex 16, Con 12, Int 15, Wis 8, Cha 14.

Skills and Feats: Knowledge (Arcana) +6, Spellcraft +6, Concentration +6, Intimidate +6, Alertness, Weapon Focus (Ray).

Warmage Edge: A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he add his Intelligence bonus (if any) to the amount of damage dealt.

Armored Mage: Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as as he sticks to light armour and shields. This training does not extend to medium or heavier armour, nor to heavy shields.

Possessions: Masterwork chain shirt (worn), masterwork buckler (worn), masterwork longsword (wielded), gemstones.

Spells Known (6/6); base DC = 12 + spell level): 0—[acid splash, disrupt undead, light, ray of frost]; 1st—[accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, orb of acid, lesser, orb of cold, lesser, orb of electricity, lesser, orb of fire, lesser, orb of sound, lesser, shocking grasp, true strike];

APL 6

Kessler Felbane: female elf(grey) wmg4; CR 4; medium humanoid; 4d6+4; hp 18; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; BAB/Grp: +2/+2; Atk: +3 melee [longsword, 1d8] or +6 ranged [ray]; Full Atk: +3 melee [longsword] or +6 ranged [ray]; Space/Reach 5 ft./5 ft.; EX warmage edge, armored mage, advanced learning; EQ Elf Traits; AL LN; SV Fort +2, Ref +4, Will +3; Str 10, Dex 16, Con 12, Int 16, Wis 8, Cha 14.

Skills and Feats: Knowledge (Arcana) +7, Spellcraft +7, Concentration +7, Intimidate +7, Knowledge(History) +1, Alertness, Weapon Focus (Ray).

Warmage Edge: A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point

damage, he add his Intelligence bonus (if any) to the amount of damage dealt.

Armored Mage: Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as as he sticks to light armour and shields. This training does not extend to medium or heavier armour, nor to heavy shields.

Possessions: Masterwork chain shirt (worn), masterwork buckler (worn), masterwork longsword (wielded), gemstones.

Spells Known (6/7/3); base DC = 12 + spell level): 0—*acid splash, disrupt undead, light, ray of frost*; 1st—*accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, orb of acid, lesser, orb of cold, lesser, orb of electricity, lesser, orb of fire, lesser, orb of sound, lesser, shocking grasp, true strike*; 2nd—*blades of fire, continual flame, fire trap, fireburst, flaming sphere, ice knife, melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade*;

Elven Fighter: male elf (high) ftr2; CR 2; medium humanoid; 2d10+2; hp 13; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; BAB/Grp: +2/+4; Atk +6 melee [longsword, 1d8+2]; Full Atk: +6 melee [longsword, 1d8+2]; Space/Reach 5ft./5ft.; EQ Elf Traits; AL LN; SV Fort +4, Ref +2, Will +1; Str 14, Dex 14, Con 12, Int 8, Wis 13, Cha 8.

Skills and Feats: Profession(Mercenary) +5, Alertness, Weapon Focus (Longsword), Dodge.

Possessions: Masterwork chain shirt (worn), masterwork buckler (worn), masterwork longsword (wielded).

APL 8

Kessler Felbane: female elf(grey) wmg7; CR 7; medium humanoid; 7d6+10; hp 34; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; BAB/Grp: +3/+3; Atk: +4 melee [longsword, 1d8] or +7 ranged [ray]; Full Atk: +4 melee [longsword] or +7 ranged [ray]; Space/Reach 5 ft./5 ft.; EX warmage edge, armored mage, advanced learning, sudden empower; EQ Elf Traits; AL LN; SV Fort +2, Ref +4, Will +3; Str 10, Dex 16, Con 12, Int 17, Wis 8, Cha 14.

Skills and Feats: Knowledge (Arcana) +8 Spellcraft +8, Concentration +8, Intimidate +8,

Knowledge(History) +2, Alertness, Weapon Focus (Ray), Toughness.

Warmage Edge: A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he add his Intelligence bonus (if any) to the amount of damage dealt.

Armored Mage: Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as as he sticks to light armour and shields. This training does not extend to medium or heavier armour, nor to heavy shields.

Possessions: Masterwork chain shirt (worn), masterwork buckler (worn), masterwork longsword (wielded), gemstones.

Spells Known (6/7/6/4); base DC = 12 + spell level): 0—*acid splash, disrupt undead, light, ray of frost*; 1st—*accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, orb of acid, lesser, orb of cold, lesser, orb of electricity, lesser, orb of fire, lesser, orb of sound, lesser, shocking grasp, true strike*; 2nd—*blades of fire, continual flame, fire trap, fireburst, flaming sphere, ice knife, melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade*; 3rd—*fire shield, fireball, flame arrow, gust of wind, ice storm, lightning bolt, poison, ring of blades, sleet storm, stinking cloud*;

Elven Fighter: male elf (high) ftr2; CR 2; medium humanoid; 2d10+2; hp 13; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; BAB/Grp: +2/+4; Atk +6 melee [longsword, 1d8+2]; Full Atk: +6 melee [longsword, 1d8+2]; Space/Reach 5ft./5ft.; EQ Elf Traits; AL LN; SV Fort +4, Ref +2, Will +1; Str 14, Dex 14, Con 12, Int 8, Wis 13, Cha 8.

Skills and Feats: Profession(Mercenary) +5, Alertness, Weapon Focus (Longsword), Dodge.

Possessions: Masterwork chain shirt (worn), masterwork buckler (worn), masterwork longsword (wielded).

Appendix 10: New Rules Items

Warmage

As presented in *Complete Arcane*

Some spellcasters care for only one thing: war. They dream of steel and mighty blasts of devastating magic, the march of troops, and the unleashed destruction found on battlefields everywhere. Graduates of special arcane war colleges, those known as warmages are drilled only and utterly in the casting of spells most useful for laying down destruction, confusing an enemy, or screening an allied action. The utilitarian spells used by wizards and sorcerers have little importance to a warmage's way of thinking. What are support casters for, after all? A warmage cares only for success on the battlefield, or, in some cases, in the series of smaller campaigns favored by adventuring companies.

Adventures: Warmages sign up for stints with adventuring companies that require straightforward, military-style blasting magic. Warmages hone and develop their arts through action rather than study, so without prolonged use of their powers in combat they cannot reach the pinnacle of their profession. Good-aligned warmages are concerned with rebuffing the movements of warlike groups—who better to blast into smoking ruin than those who have it coming? Evil-aligned warmages feel no constraints on who might become the targets of their spells. They adventure to gain destructive power.

Characteristics: Warmages access their magic peculiarly, at least compared to the way wizards, sorcerers, and clerics do. A warmage selects his spells from a limited pool of knowledge that rarely changes. Early in their difficult training, warmages instill deep within themselves the knowledge of all the spells they will ever need. Warmages know fewer spells than wizards and even sorcerers, but the spells they do know are enhanced.

Warmages do not need to study spellbooks, but they do need to prepare their spells each day by spending time to call up the knowledge from their unconscious minds. Warmages do not specialize in schools of magic the way wizards can. In their training, warmages also learn a few mundane warlike skills. They develop proficiency with some weapons and armor, learning to use such items without incurring a risk of arcane spell failure.

Alignment: Because all alignments must be prepared to fight for their causes, warmages might be found among virtually any army that use spellcasting as artillery on the battlefield.

Religion: Some warmages favor Boccob (deity of magic), while others follow Wee Jas (deity of death and magic). Many warmages revere no deity at all.

Background: Warmages are chosen (or apply) to attend special arcane war colleges. Such colleges are not for the weak of spirit. The rigors of both body and mind bear little resemblance to the apprenticeship undergone by regular wizards, or the self-taught fumbling of sorcerers. Warmage colleges are more similar to boot camp sponsored by large nation-states. Throughout their training, warmages are forced to wear ponderous garments (meant to familiarize their bodies with the limitations of movement in armor) while drilling constantly with spells, most of which are too high in level to be cast by the student. This vigorous drilling instills the spells in a warmage's unconscious mind, so that as he grows in power. Later in life, those spells become available for his use without his needing a spellbook.

After their training, warmages share a deep feeling of camaraderie with their fellow students and continue to feel a slight affection for any well-run military outfit.

Races: Most warmages are humans or half-elves. But the toughness of spirit needed to survive a term at an arcane war college can manifest itself in any of the common races. It is rare for savage humanoids to be accepted into a war college, though some of the more organized societies might set up their own war colleges for arcane spellcasters.

Other classes: Warmages and they have little in common with sorcerers and wizards, who learn their craft without the rigors or discipline of a warmage's apprenticeship. In fact, warmages are likely to be more comfortable with the regimented classes—those that appreciate military training—such as paladins, monks, and fighters.

TABLE 1-2:
THE WARMAGE

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		0 th	1 st	3 rd	4 th	5 th	6 th
1 st	+0	+0	+0	+2	Armored mage (light). warmage edge	5	3				
2 nd	+1	+0	+0	+3		6	4				
3 rd	+1	+1	+1	+3	Advanced learning	6	5				
4 th	+2	+1	+1	+4		6	6	3			
5 th	+2	+1	+1	+4		6	6	4			
6 th	+3	+2	+2	+5	Advanced learning	6	6	5	3		
7 th	+3	+2	+2	+5	Sudden Empower	6	6	6	4		

Role: The warmage's spell selection is already determined. He is the ranged magical artillery that military troops rely on, or the center of a smaller adventuring company's offensive power. An adventuring company with a warmage should strongly consider including a second spellcaster, such as a bard, cleric, druid, or even a wizard, to complement the warm age's offensive focus with defensive and utilitarian abilities.

GAME RULE INFORMATION

Warmages have the following game statistics.

Abilities: Charisma determines how powerful a spell a warmage can cast, how many spells a warm age can cast per day, and how hard those spells are to resist (see Spells, below). A warmage's Intelligence bonus is added to damage dealt by spells through his warmage edge ability. Like a sorcerer or wizard, a warmage benefits from high Dexterity and Constitution scores.

Alignment: Any. **Hit Die:** d6.

Class Skills

The warmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (1m), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + 1m modifier) X 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the warmage.

Weapon and Armor Proficiency: Warmages are proficient with all simple weapons, light armor, and light shields. At 8th level, a warmage gains proficiency with medium armor (see Armored Mage, below).

Spells: A warmage casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the warmage spell list given below. He can cast any spell he knows without preparing it ahead of time the way a cleric or wizard must. When a warmage gains access to a new level of spells, he automatically knows all the spells for that level listed on the warmage's spell list. Essentially, his spell list is the same as his spells known list. Warmages also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below). See page 90 for the Warmage's spell list.

To cast a spell, a warmage must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st level spells, and so forth). The Difficulty Class for a saving throw against a warmage's spell is 10 + the spell's level + the warmage's Charisma modifier. Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-1: The Warmage. In addition, he receives bonus spells for a high Charisma score (see Table 1-1, page 8 of the Player's Handbook).

Unlike a cleric or a wizard, a warmage need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light

armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spell casting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts magic missile, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a fireball deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts magic missile and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain in any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Advanced Learning (Ex): At 3d, 6th, 11th, and 16th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation. The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows. Once a new spell is selected, it is forever added to that warmage's spell list and can be cast just like any other spell on the warmage's list.

Sudden Empower: At 7th level, a warmage gains Sudden Empower (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Enlarge: At 10th level, a warmage gains Sudden Enlarge (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Warmage Spells

O-LEVEL WARMAGE SPELLS (CANTRIPS)

Acid Splash, Disrupt Undead, Light, Ray of Frost.

1ST-LEVEL WARMAGE SPELLS

Accuracy, Chill Touch, Fist of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, True Strike.

2ND-LEVEL WARMAGE SPELLS

Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics,

Scorching Ray, Shatter, Whirling Blade.

3RD-LEVEL WARMAGE SPELLS

Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud,

FEATS

SUDDEN EMPOWER [METAMAGIC]

As presented in *Complete Arcane*.

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use the Empower Spell normally if you have it.

SPELLS

All as presented in *Spell Compendium* unless otherwise noted.

ACCURACY

Transmutation

Level: Warmage 1, Wu Jen 1

Components: V,S,M

Casting Time: 1 standard action

Range: Touch

Targets: One thrown weapon/level touched or one projectile weapon touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

BLADES OF FIRE

Conjuration (Creation) [Fire]

Level: Ranger 2, sorcerer/wizard 2, warmage 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents. Your melee weapons each deal an extra 1d6 points of fire damage.

This damage stacks with any energy damage your weapons already deal.

FIREBURST

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

FIST OF STONE

Transmutation [Earth]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multi-attack feat; See page 304 of the *Monster Manual*) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

ICE KNIFE

Conjuration (Creation) [Cold]

Level: Assassin 2, Wu Jen 2 (water), Warmage 2

Components: S, M

Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: One icy missile
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

A magical shard of ice blasts from your hand and speeds to its target. You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deal 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the player's Handbook, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

Material Component: A drop of water or piece of ice.

ORB OF ACID

Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 4, warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of acid
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: 0

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb take damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

ORB OF ACID, LESSER

Conjuration (Creation) [Acid]
Level: Sorcerer/wizard 1, warmage 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2levels)

Effect: One orb of acid
Duration: Instantaneous
Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

ORB OF COLD, LESSER

Conjuration (Creation) [Cold]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of cold

This spell functions like Lesser orb of acid, except that it deals cold damage.

ORB OF ELECTRICITY, LESSER

Conjuration (Creation) [Electricity]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of electricity

This spell functions like lesser orb of acid, except that it deals electricity damage.

ORB OF FIRE, LESSER

Conjuration (Creation) [Fire]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of fire

This spell functions like lesser orb of acid, except it deals fire damage.

ORB OF SOUND, LESSER

Conjuration (Creation) [Sonic]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of sonic energy

This spell functions like lesser orb of acid, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

RING OF BLADES

Conjuration (Creation) Level: Cleric 3, warmage 3
Components: V, 5,M
Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into any squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage

+1 point per caster level (maximum +10) to all creatures in the affected area.

The blades conjured by a lawful aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

Material Component: A small dagger.

WHIRLING BLADE

Transmutation

Level: Bard 2, sorcerer/wizard 2, warlock 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that the caster hurls.

Judge Aid One Perrenland Specific Effects

The Eruption of Mount Hellspaar

In PER4-06 The Hollows Unveiled, the previously dormant volcano Mount Hellspaar erupted. This has spread volcanic ash high into the air over Perrenland and is currently causing the following effects for Perrenland regional adventures:

Hell's Gloom: These effects occur in all Perrenland regional adventures.

- Daylight hours in Perrenland have been shortened. In *eastern* Perrenland (Traft, Clatspurgen, Kershane, Sepia Uplands and Quagfludt), dawn has all but been blocked out and it is not until 2pm that the sun appears below the cloud of smoke in the west. The sun disappears again at 6pm. Over the remainder of Perrenland, the effects are less, and the sun appears at 10am. The sun disappears at 6pm.
- Altitudes greater than 6000 ft. (St Cuthbert's Monastery, Yatilskaad, Don Craggen Keep, Kloetzenburg and Tielmannschlauss) are above this low lying layer of smoke and ash and are not subject to this effect.
- During these Gloom hours, creatures that are negatively affected by sunlight (such as orcs, vampires, spectres and the like) can walk openly under the skies without penalty!

The Nightmare: Many folk, including the PCs, 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 each adventure, each PC has this nightmare the night before play begins. If they fail a DC 15 Willpower save they suffer a -1 profane penalty to all saving throws for the next two days. This is a fear effect and may be suppressed or dispelled (caster level 10) in the normal manner.

The Freeze of the Famine Queen: Winter has descended early on the Quaglands and has not lifted. This has the following effects on this regional adventure.

- The southern and eastern coastal fringe and shallow areas of Lake Quag out to about 2 miles are frozen into a layer of ice and all ports with the exception of Clatsberg City are frozen shut. The freeze in the west currently extends to just north of Hugelrote.
- Ice skimmer is now the only way to re-supply and unload what shipping is still operating.
- Small icebergs now litter Lake Quag creating navigational hazards.
- Crops that were set for harvest have been blighted. Most of Perrenland has not been able to harvest any food since last season. Southern Quagfludt, the Kershane Pass and Northern Yattenheid are the only places that have produced a harvest.
- The shortage of food is creating widespread hunger across Perrenland and many fear famine.
- Hoarding has become common but has yet to be outlawed.
- The price of all food items has doubled and the price of any item from the Player's Handbook (PHB) has increased by 150% (except during initial character creation and intro scenarios) in all Perrenland regional adventures.
- Lifestyle and up-keep costs have also doubled except where a PC is granted free up-keep. If a PC is using a lifestyle discount of some form, the discount applies after the costs have been doubled. i.e. Adventurers standard at 50% discount would cost 12gp rather than 6gp.
- The survival DC for PCs who live off the land has risen to 25.

- PCs who pay for upkeep who instead voluntarily declare at the start of the game that they have donated their up-keep to the needy do not suffer negative Charisma effects. Instead they gain the same Charisma bonus they would normally have gained as if they had paid the appropriate lifestyle as they are deemed to be a generous patron of the folk. However they begin the game suffering from the effects of fatigue due to hunger and with subdual damage equal to 1/3 of their hit-point total rounded down. See PHB p 308 for fatigue effects. Note: As well as resting for 8 hours in game, PCs must also eat an appropriate meal to remove these effects.
- PCs who can cast *create food and water* or *heroes feast* can declare at the start of the game that they have done so to help the needy. These PCs gain charisma benefits from this act of generosity as if they had paid for the next higher lifestyle. This PC is assumed to have cast these spells immediately before the adventure introduction begins.

Divination spells within Perrenland

At some stage the PCs may decide to cast some form of divination magic. The following divination spells will no longer function correctly in a Perrenland regional scenario. They can still be cast but the follow effects occur instead.

Speak with dead: The corpse lets out a deep groan and says the following “**Your doom is at hand mortal!**” and then implodes and turns to dust.

Divination: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Sending: Works normally if sent from the sanctified temple of the caster’s god to another temple of the caster’s god. Otherwise it instead delivers a *Sonic Burst* spell instead of a message.

Commune with Nature: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *Doom* spell cast at 9th level and an overwhelming feeling that the land is being blighted.

Dream: The PC suffers the effects of *Nightmare* at their caster level.

Commune: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

Scrying and *Scrying, Greater*: The PCs sensor ends up in an unexpected place, the Scryer’s Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of luz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

APL 2: Summon Monster II (Fiendish monstrous spider, Medium); see below.

APL 4: Summon Monster IV (Howler); see *Monster Manual* pg 154.

APL 6: Summon Monster VI (Fiendish monstrous spider, Huge); see below.

APL 8: Summon Monster VII (Babau); see *Monster Manual* pg 40.

APL 10: Summon Monster VIII (Vrock); see *Monster Manual* pg 48.

APL 12: Summon Monster IX (Hezrou); see *Monster Manual* pg 44.

The PCs get noxp for this encounter as they could have avoided it. The summoned monster will stay for APL + 5 rounds.

Contact other plane: Works normally within a sanctified temple of the caster’s god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

Whispering Wind: The spell causes a loud popping when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

Fiendish Medium Monstrous Spider: CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30

ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse^B). * See *Monster Manual* pg 288 for notes.

Fiendish Huge Monstrous Spider: CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30

ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRP +6/+18; Atk +9 melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

Skills and Feats: Climb +12, Hide -1*, Jump +4*, Spot +4*). * See *Monster Manual* pg 288 for notes.