

PERIS7-02

Lost Voice

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

Version 0.5

by Peter Wood

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When a noted vocalist doesn't show up to a performance, his instrumentalist wants to know why. A trip to his settlement leads to a search for the Lost Voice. A one-round Introductory LG adventure set in Perrenland for Level 1 characters (APL 2 only).

Resources for this adventure [and the authors of those works] include *Monster Manual IV* [Wizards of the Coast], *PER 2-05 Ghosts at the Waterside* [C.M. Sims], *PER 3-05 Lost Souls* [Patrick Williamson], *PER 6-03 The Fate of the Lina Gersiten* [James Dempsey].

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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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. 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 split by APL.

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

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 calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the *LGCS* and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round introductory adventure set in Perrenland. Characters with a home region of Perrenland pay 1 Time Unit per round. All other characters pay 2 Time Units per round.

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

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the *LGCS* present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Much of this adventure takes place in the Quagal Swamp. The information of swamps can be found on pages 88 and 89 of the *Dungeon Master's Guide*. Unless otherwise stated, consider all of the encounters in the adventure take place in a shallow bog. A summary of the key some key points appears below:

- It costs 2 squares of movement to move

into a square with a shallow bog.

- Increase the DC of Tumble checks by 2.
- Increase the DC of Move Silently checks by 2

NEW RULE ITEMS

This adventure utilizes a creature published in the *Monster Manual 4*. The full write-up of this featured monster appears in Appendix 2. This adventure includes all the information required to run these creature. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

PRINTING THIS ADVENTURE

DMs who want to print out this adventure are advised to print using a colour set-up. The maps in the Appendix are best viewed in colour.

ADVENTURE BACKGROUND

In cold, arctic regions live strange creatures called wizened elders. With the eruption of mount Hellspaar, and the cold that gripped Perrenland, one of these fell creatures trekked out of the mountains – and found its way into the Quagal Swamp. It probably would have turned around and gone away again if it hadn't stumbled across an obelisk covered in runes, and a cleric of Nerull who was studying it.

For his part, the cleric had heard talk of undead in Perrenland, and specifically around the Isle of Cli. He chose to make his way to the Isle by crossing Lake Quag. After an unfortunate encounter with an iceberg; he was lost in the swamp as well.

The cleric and the wizened elder studied the obelisk. The obelisk looked familiar to the cleric – he had studied the writings of other members of his faith, some from ancient times. He knew that the power of this obelisk could be harnessed.

The wizened elder and the cleric came to an arrangement. While the wizened elder guarded the obelisk, the cleric wandered into the Mounds of Dawn to find the tools he needed to activate the item.

The cleric found the beheaded bodies of what had once been ghouls. Perrenlanders are known for taking the heads of their enemies, but in this case, the cleric knew that the undead could unlock the power he was interested in.

The cleric and the wizened elder achieved their aim, and a small stream was turned black with necromantic power. Eventually, this power might grow, and be sufficient enough to animate

the bodies of all who have ever drowned in Lake Quag.

The stream passed a small Quagaloogal lizardfolk settlement. One of their most respected sons, a bard of the voice, was visiting at the time. When the water turned black, the bard and the leader of the settlement led most of the adult lizardfolk into the swamp to find the source of the contamination. They never returned.

This adventure begins when the bard does not turn up for a scheduled engagement.

ADVENTURE SUMMARY

This is a Perrenland Introductory Adventure written for 1st level characters.

Encounter 1 – The PCs begin by enjoying and possibly participating in open-air entertainment in Inonstaadt, when they learn that a vocalist has gone missing.

Encounter 2 – The PC's are approached by one of the performers. She usually accompanies the missing vocalist, and is looking for guards to accompany her into the Quaagal swamp, to his settlement.

Encounter 3 - In the swamp the PC's meet a group of Quagaloogal lizardfolk. The lizardfolk know the settlement, which they say currently suffers from bad water.

Encounter 4 – At the settlement the PCs have the opportunity to investigate the black water.

Encounter 5 to 7 – The PC's follow the black water towards its source in an effort to locate the source of the contamination.

Encounter 8 – The source of the contamination is found, and the PC's have to work out some way of stopping the contamination before it spreads any further.

INTRODUCTION: OVERTURE

Perrenland in 597 CY is subject to a number of effects as a result of the war with the Famine Queen. These effects are summarised in DM AID 1.

There are many small towns in the Hugelrote canton that few people ever visit. Inonstaadt seems to be one of them, as far as you can tell it is only a stopping off point for people on their way to the sacred isle of Cli.

Some of you heard of the festival of Hachjemuziek, and as a result were journeying to the Isle of Cli. By the time you found

yourself at Inonstaadt you had found out that Hachjemuziek is only held ever second year, and not this year. Not only that, treacherous navigation across Lake Quag delayed your boat, so you would have been late for the festival anyway.

Others of you just found your way to Inonstaadt in the haphazard manner that would-be adventurers find themselves anywhere.

That's not to say that music does not hold an important place in the lives of the people, and today open-air entertainment seems to be the order of the day.

So you sit with a small group of strangers waiting for the first act.

Allow each player to introduce their character and do any role-playing they wish. Once they are settled, proceed to Encounter 1.

ENCOUNTER 1: A PIACERE (FREEDOM IN PERFORMANCE)

A man dressed in the ceremonial robes of the Voice approaches your group. "My name is Joris Lodewijk," his speaking voice almost sounds musical in itself. "Would any of you like to entertain the crowd today? Nothing too gruesome of course, we wouldn't want to upset the children."

If any of the PC's wish to entertain, Joris will record their names. If there are PC's who will be entertaining, read the following:

"Thank you, I will be announcing the performers, please come up when I call your name(s). In the meantime we have some ale and other refreshments available."

The PC's have the opportunity to buy ale and limited refreshments. They can also interact with the people of Inonstadt. Any character that interacts with the people has the opportunity of learning some information about this event.

DC 12-14 Gather Information:

This isn't a formal festival, but the Hetmann decided we could all do with something to lift our spirits. We're taking advantage of the good weather today.

DC 15+ Gather Information:

I've heard that Junst will be performing. He's a bard of the Quagaloogal who trained on Cli and I've heard he has a unique voice. I'm looking forward to his performance.

When the PC's are ready, the festival can begin. Read or paraphrase the following:

Joris walks up a small rise, and effortlessly projects his voice, across the gathering.

"Welcome one and all, It is my pleasure to announce the first of our performers this afternoon, Hubrecht Sieuwerd of Inonstaadt."

A large mostly bald man with one tuft of hair on his head takes his position and begins a song – a drinking song common to Perrenland.

***A round of ale for the mighty heroes,
a round of ale for them all.
Yet the buyer's still sober, how can this be?
Are his pockets that empty? Come along now let's see.
If he has the silver, if he has the gold,
then he should share freely and act far more bold.
But if he has pennies, or his pocket is bare,
we'll do the shouting, that only fair.
So if he's the rich man it's a round for us all,
but if he's a real man then he'll drink till he falls.
Scull, Scull, Scull, Scull ...***

The performance would best be described as average – but might be a lot more fun after more ale. He is followed in succession by a number of commonfolk of Perrenland, with varying musical abilities.

If one or more of the PC's are performing, read the following:

After a particularly lacklustre performance by a half-orc governess and the seven children she looks after, Joris announces the next act.

It is my pleasure to announce <<insert PC's name>>.

Allow any of the players to perform for their PC's if they wish, and then ask for appropriate skill or ability checks. Any player that performed should receive a +4 circumstance bonus. The result of the skill or ability check determines people's reaction to the performance using the information on the

Perform skill from page 79 of the Player's Handbook. There is no money to be made from this performance, all that is at stake is the recognition of a few people from a small town.

After the last PC has performed, read the following:

As you leave the performance area, you overhear an upset young woman speaking with Joris. "Alright," she says, "I will still play, but it won't be the same without Junst." She picks up her lyre.

Regardless of whether PC's performed or not, continue with the following.

Joris stands to announce the last act.

"It is with pleasure I can announce that Anouka Boudewijn will be performing for us today. You may have heard of her duets with Junst. Junst cannot be with us, but Anouka has agreed to play for us."

A young flan woman with distinctive tattoos and scars down the left side of her body begins to play. The music is light and lyrical, and is well-received by the audience. However you do hear the occasional mutter of discontent from a few of the locals.

"I was really looking forward to hearing Junst. The music doesn't have the same depth without him."

Proceed to **Encounter 2**.

ENCOUNTER 2: AGITATO

If one or more PC's performed well, read the following:

After the entertainment is concluded, most of the people stand up to leave. As you gather your few belongings, you notice Joris and Anouka coming towards you.

Joris holds out his hand in greeting. "Thank you for a wonderful performance," he says with a smile. "Anouka said she really wanted to meet such capable fellow entertainers. Anouka, this is <<insert performing PC's name(s) here>>. Now I really need to catch up with Hetmann Roosentaas." He exits, stage left.

Anouka greets you. "Thank you, your great performance I think made up for the loss of Junst."

If one or more PC's performed, but not very well, read the following:

After the entertainment is concluded, most of the people stand up to leave. As you gather your few belongings, you notice Joris and Anouka coming towards you.

Joris holds out his hand in greeting. "Thank you for performing," he says with a smile. "Anouka said she really wanted to meet such promising entertainers. Anouka, this is <<insert performing PC's name(s) here>>. Now I really need to catch up with Hetmann Roosentaas." He exits, stage left.

Anouka greets you. "Thank you, your performance may have made up just a little for the loss of Junst."

If no PC's performed, read the following.

After the entertainment is concluded, most of the people stand up to leave. As you gather your few belongings, you notice Joris and Anouka coming towards you.

Joris holds out his hand in greeting. "Thank you for coming," he says with a smile. "Anouka said she really wanted to meet people who may be capable of more than farming. Everybody else here looks like a local, so I have suggested to Anouka that she speaks with you. Now I really need to catch up with Hetmann Roosentaas." He exits, stage left.

Anouka greets you. "Thank you, I would like to speak to you about the loss of Junst."

Anouka is anxious about her friend and wants to enlist the aid of the PC's she readily volunteers the following information:

1. The Quagaloogal are peaceful lizardfolk and allies of Perrenland. She normally performs with Junst, a Quagaloogal Lizardfolk bard, and unusual member of his people with a unique voice.
2. Junst was expected to be here. They left the Isle of Cli together, but he was making a small detour to visit his settlement in the Quagal Swamp.
3. Junst is now several days overdue, and Anouka is quite concerned for his wellbeing.
4. Tomorrow she plans to enter the Quagal Swamp and visit his village to find out if anything has happened to him.
5. She would appreciate the company of capable people, as nowhere in Perrenland is safe any more. It is even better if the

capable people are entertainers as well. If the capable people are good musicians she will be even happier.

6. She doesn't have much money, however if pressed she will offer a small reward – practically all she has.

Assuming the PC's accept, read the following:

Anouka's smile still appears forced, and you can see she still is still concerned about Junst's safety.

"Thank you," she says. "I will meet you on the river bank at first light. I will arrange a barge to carry us across the river.

Treasure:

APL 2: Loot 0 gp; Coin 50 gp; Magic 0 gp; Total 50 gp.

The PC's are expected to meet with Anouka in the morning. If they keep the meeting, continue with **Encounter 3.**

ENCOUNTER 3: CON CALORE

A map of the area showing the location of Inonstaadt and the Quagal Swamp can be found as DM AID 2.

The barge-trip across the river was very short and uneventful. All those tales you have heard about the waters around Perrenland being dangerous just does not appear to be real. And now in the company of Anouka you trudge through the bogs and undergrowth typical of the Quagal Swamp. There are paths through the swamp, if you know what to look for, and it appears that Anouka certainly does. In fact, as she points out another trail that leads to the coastal village of Unn, she confides she has passed this way several times before.

Ahead you hear sounds of movement, and the splash of feet in shallow water. Somebody is moving and not trying to be silent.

Allow the PC's to react to the sound; but if necessary have Anouka remind them that the Quagaloogal lizardfolk are peaceful allies of Perrenland. If they look to Anouka, she stands still on the open path. She was befriended by the Quagaloogal, and recognises their approach.

From behind a small stand of trees, a band of

four lizardfolk appear, following the same path as you do. As soon as they see Anouka, they begin to dance, an elaborate, foot-stomping dance. They spin in a lazy circle, arms out wide, singing in their own language.

If any of the PC's understands Draconic they will understand the lyrics of the song:

**From afar I see my brothers and sisters.
From afar I hear my brothers and sisters.
From afar I need my brothers and sisters.
Now they have returned.
Now they have returned.**

Creatures: The lizardfolk are a small fishing party, but do not come from Junst's village. They recognise the tattoos and scarring over Anouka's left side, and have greeted her as a friend of their people. One of the lizardfolk speaks rudimentary common, and the PC's may converse with him if they wish. Anouka will greet all of them as old friends and converse with them in fluent draconic.

Quagaloogal Lizardfolk (4): *Monster Manual* pg 169. This is *not* an encounter meant for combat.

The PC's can learn the following from the lizardfolk.

- The lizardfolk come from a small village in the swamp.
- They have heard of Junst and know his village. Most of their people are members of the Grove. Junst is unusual because of his membership of the Voice.
- They know of Junst's village, but have not been there. They have heard that the village suffers from bad water.
- They do not know what the bad water is.

When the PC's have finished speaking with the lizardfolk, continue on their way. Anouka continues deeper into the swap. Continue with encounter 4.

ENCOUNTER 4: GRAVE (SLOW, SOLEMN)

Moving through the swamp is slow and tiring, and it has taken you over half the day to walk nine miles. Some of you have difficulty telling one part of the swamp from the other. Others of you have no difficulty – it all looks exactly the same. Anouka seems upbeat and increasingly excited as she leads you along

what she assures is a trail.

Then it all become clear. Ahead of you is a lizardfolk settlement next to a stand of trees. Next to the settlement is a small stream, the water flowing black and sluggishly towards Lake Quag.

The village is just a ring of huts around a central clearing. But given the number of huts in the ring, you would have expected more Quagaloogal Lizardfolk here than this. Less than a dozen children play in the central clearing, and only two lizardfolk appear mature enough to be considered adults.

When they see you, the two adult lizardfolk begin the same dance and song as you were previously greeted with, but one of the lizardfolk trips and falls before the song is completed.

Anouka rushes to her aid.

Creatures:

Quagaloogal Lizardfolk (2): *Monster Manual* pg 169, one blind.

Quagaloogal Lizardfolk Children (9): non-combatant.

The sick lizardfolk is Cato, the other grown lizardfolk is Maaire. Cato speaks common. The PC's can learn the following from them.

- About 5 days ago the small stream that provides drinking water for their village turned black. Roodol their wise man determined that the water was tainted with foul magic, and told us not to drink from it.
- Cato is sick with blinding sickness (DMG pg 292). The sickness has sapped her Strength and robbed her of her vision. The sickness struck about the same time as the water turned black (this is a coincidence, unrelated to the water).
- The settlement met to decide what to do. This is their home, and they decided to investigate the source of the black water.
- Cato was told to stay behind because she is blind. Maaire chose to stay behind to look after the children.
- They have heard nothing from the remaining villagers.
- There is an ancient Ur-Flan obelisk upstream, but this has been there for longer than living memory and there has never been a problem with the water before.

If asked about their current drinking water, Maaire will show the PC's to a small muddy hole in the ground on the other side of the village, away from

the stream. Water seeps in from the nearby ground.

Maaire will advise the water is not the best, and they boil it before they drink it.

At an opportune time, once the PC's have carried out their initial investigations, read the following:

Anouka turns towards you. "I'd like to stay here to help these people," she says. "Would you please follow the stream and assist the villagers if you can?"

FOLLOWING THE LIZARDFOLK

The characters have been told that the Lizardfolk followed the black water upstream. The adventure assumes they have arrived at the settlement late in the day, following Anouka's timetable. Now they can make set their own timetable.

The PC's can either stay overnight at the settlement and leave in the morning, or they may choose to leave straight away and travel at night. The adventure as written assumes the adventurers rest the night and set forth in the morning. However if the PC's choose to leave immediately, they can. They will be travelling at night, there will be some moonlight, but this will add +3 to the DC's of any Survival checks for tracking. The DM may have to slightly modify some of the following encounters because of restricted visibility.

A PC with the Track feat may wish to follow the lizardfolk tracks rather than just follow the stream. The tracks were formed by 6 lizardfolk approximately 6 days ago. The terrain is very soft, so overall the DC is only 9. The tracks are easy to follow and no attempt has been made to hide them.

There is no time pressure in this adventure, apart from any pressure the PC's choose to apply.

ABOUT THE BLACK WATER

If a PC checks the water, there is a number of things that can be done:

- Visual observation – the stream is about 7 feet wide. If depth is checked it is 3 feet deep. The water is jet black, and looks slightly oily. The water has no obvious smell.
- Detect Magic – this confirms that the black water is magic, and if a Spellcraft check DC 18 is made as described under the *detect magic* spell (Player's Handbook pg 219) the PC will determine that the faint necromancy.
- Purify Water – if cast on the stream, the

spell affects the volume of water specified, however as soon as the spell is cast, the black water starts oozing into the pure section, slowly overwhelming it. If water is removed from the stream, and then purify water is cast, the spell works as expected.

- Drinking the water – may seem silly, but the water is harmless to living creatures. The water only affects corpses. It tastes like water, but has an oily texture.
- PC's can make a DC 25 Spellcraft check to identify the effect of a potion (Players handbook pg. 82).
- When the PC's observe undead rising from the stream, they effectively witness its effect. A DC 23 Spellcraft check will reveal the nature of the water.

The water has been affected by an ancient Ur-Flan artefact that has recently been activated by a cleric of Nerull. The water is effectively oil of *animate dead*. This is harmless to living creatures, but affects dead bodies that are immersed in it. If a dead body is immersed in the water for 24 hours, the body is animated as a zombie. The nature of the black water may remain a mystery through this adventure, but resourceful PC's should be given fair opportunity to try to determine the water's effect.

For **Encounters 5 – 8** follow in sequence as the PC's travel upstream to find the source of the black water.

ENCOUNTER 5: DIRGE (EL2)

Following the stream is an eerie affair. The water does not smell bad, but it looks black and syrupy. No insects buzz over the stream, and you can't see into the water to tell if there are any fish there. But at least the stream is a guide – as long as you follow it you can't get lost.

A graphic for this encounter can be found as DM AID 3. the stream at this point is 7 feet wide and 3 feet deep.

Creatures: In the stream is a zombie crocodile. Ask the PC's to make a Spot check. Those that succeed at DC 10 notice a log-shaped lump in the water. If nobody notices the shape, the zombie crocodile rears out of the stream, attacking the PC's as they pass.

APL 2 (EL 2)

Crocodile Zombie: hp 42; Appendix 1.

Tactics: Because of the boggy nature of the ground, the zombie crocodile is unable to partial charge.

Treasure: The day before being killed the crocodile had consumed part of a human including his coin pouches. The pouch is ruined, but the PC's can salvage the coins and gems from the crocodile's gut, still grasped in the victim's semi-digested hand.

APL 2: Loot 0 gp; Coin 60 gp; Magic 0 gp; Total 60 gp.

Background: This crocodile originally attacked the lizardfolk, and managed to kill one of them before being killed as it dragged its prey under water. The effect of the black water turned this beast into a zombie. The crocodile was originally killed by javelins and clubs.

ENCOUNTER 6: SYNCOPATION (ACCENT ON AN UNEXPECTED BEAT) (EL2)

If a PC with the track feat is actively following the lizardfolk trail, have them make another Survival check for tracking. If successful, read the following.

As you periodically check the tracks in front of you, the lizardfolk veer away from the stream, although there appears to be no reason for this.

The Lizardfolk veered away to avoid a quicksand-filled pit trap they constructed. If the PC's are just following the stream they will stumble right into it.

Quicksand-filled Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex Save avoids; 10 ft. deep (1d6 non-lethal fall into quicksand, quicksand DMG pg 88); Search DC 24; Disable Device DC 20.

Refer to DM AID 4 for a graphic of the design of the pit trap. Although the damage is non-lethal, the trap has been carefully constructed, and any victim is plunged chest-deep into quicksand.

SUMMARY OF QUICKSAND RULES

Characters in the quicksand must make a DC 10 Swim check every round to tread water in place. They must make a DC 15 Swim check to move 5 feet in any direction. If a trapped character fails a check by 5 or more, that character sinks below the surface and begins to drown when they can no longer hold their breath (Player's Handbook, Swim Skill pg 84 and Drowning pg 304).

If a character sinks below the surface, the DC of the Swim check increases by 1 per round.

A rescuer with branch, spear-haft, rope, or similar must make a DC 15 Strength check to pull out a trapped character, and the victim must make a DC 10 Strength check to hold on.

ENCOUNTER 7: LACRIMOSO (MOURNFUL) (EL4)

Ahead the ground seems to be slightly dryer, but the vegetation is thicker. Forcing your way through the scrub, you note the stream you are following is formed by two smaller streams. While the western tributary flows clear, the northern one is black and syrupy. Obviously the source of the foul contamination is that way.

A graphic for this encounter can be found as DM AID 5. Each of the smaller streams is 3 feet wide and 1 foot deep. The larger stream is 7 feet wide and 2 feet deep.

Terrain Note: This area is not boggy. Much of the ground is covered with heavy undergrowth (DMG pg 87). This considerably hampers movement in this area. Creatures hiding amongst the vegetation gain a +5 circumstance bonus to Hide checks. A square of heavy undergrowth requires 4 squares of movement to move into. The vegetation provides concealment with a 30% miss chance instead of the normal 20%.

PC's tracking the lizardfolk can make a DC 9 Survival Check. If successful, the PC can determine the lizardfolk cross the uncontaminated stream to follow the black water.

The ground in this area is rough ground, running and charging is impossible.

Creatures: Two lizardfolk zombies and two lizardfolk skeletons crouch motionless in the undergrowth. A DC 14 Spot check is required to notice them. They will strike anybody within reach.

APL 2 (EL 2)

Lizardfolk Zombie (2): hp 29; Appendix 1.

Lizardfolk Skeleton (2): hp 13; Appendix 1.

Tactics: Because of the rough nature of the ground, the lizardfolk zombies are unable to partial charge.

Treasure: The lizardfolk zombies carry the loot and treasure they had in life, 12 javelins and a small coin purse.

APL 2: Loot 1 gp; Coin 11 gp; Magic 0 gp; Total 12 gp.

Background: One of these lizardfolk was killed by the crocodile, and bears fresh-looking wounds on its body. The other appears to have been killed by blunt force trauma to the head (a tree branch fell on it's head and knocked it into the stream). The Lizardfolk skeletons were long-dead, and had been submerged in the stream for some time.

ENCOUNTER 8: CRESCENDO (EL4)

The stream passes through a small stand of trees. Moving through some light undergrowth, you are faced with a hideous sight. Towering out of the stream in the centre of a clearing is an ancient obelisk covered in runes.

Chained to the four faces of the obelisk are four headless bodies, originally they were probably human. The bodies are chained upside-down, by their feet, and hang from a ring set into the top of the obelisk. A thick, black syrup drips from the severed necks of the corpses. This mixes with the water that passes the obelisk, turning the water black.

On the shore next to the stream sit two gaunt, decaying humanoid creatures feasting on the flesh of a dead quagaloogal lizardfolk. The creatures raise their dead hateful eyes towards you.

A graphic for this encounter can be found as DM AID 6. The stream here is 3 feet wide and 1 foot deep.

Ask PC's for a Spot check. A DC 18 Spot check. Success reveals what looks like a tree stump on the edge of this clearing is a motionless plant creature. Only some of the terrain here is boggy, the rest is considered rough ground.

Creatures: The tree stump is a wizened elder, an

unpleasant plant creature that in this case has made a pact with the cleric that activated the obelisk. This individual is particularly bitter, and the pact with the cleric was one way to halt the expansion of Perrenland society. It sees the ghouls and other undead being created by the black water as under its protection.

APL 2 (EL 2)

Wizened Elder (1): hp 30; Appendix 1; New Rules Item.

Ghoul (2): hp 13; *Monster Manual* pg 118.

Tactics: The wizened elder uses its *entangle* ability without considering the effect on the ghouls. It then uses its improved woodland stride to move through the entangled area towards enemy spellcasters, aiming to entangle them and prevent their spellcasting.

The ghouls attack the closest targets.

DEALING WITH THE OBELISK

Once the PC's have destroyed the obvious threats, the issue facing them is dealing with this obelisk.

- Observing the Obelisk – The headless bodies are held to the obelisk with what look like new chains and good quality manacles. These are attached to a ring at the top of the obelisk that looks very old-probably part of the original construction.
- The Runes – The same eight runes are carved to each of the four faces of the obelisk. A DC 15 Knowledge Arcana Check confirms that the runes represent eight schools of magic, in order from top to bottom: Transmutation; Divination; Necromancy; Illusion; Conjunction; Enchantment; Abjuration; Evocation. The Necromancy rune is faintly glowing – the only rune currently active.
- Damaging the Obelisk – the obelisk is a artefact and cannot be destroyed by PC's at this time.
- Removing the Bodies – this is the best option. The bodies can be removed from the by breaking the chains, breaking the manacles, opening the locks that hold the chains to the manacles, or simply by hacking through the ankles of the headless corpses. Each time a body is removed, as soon as it is detached from the obelisk, the slow drip of black ceases and the Necromancy rune stops glowing on that side.
- When all four bodies are removed from

the obelisk, clean water starts replacing the black water as the stream flows towards Lake Quag.

- Detect Magic – On the first round this spell confirms the obelisk is magic. In the second round, the caster can determine that there is one overwhelming aura that may be masking other auras. A DC 25 Spellcraft check confirms this aura is necromancy.

Chain (20ft): hardness 10; hp 5; Break DC 26. The chain must be broken in two places to remove all four bodies.

Masterwork Manacles (4): hardness 10; hp 10; Break DC 28. All four sets of manacles must be broken to remove all four bodies.

Simple Locks (4): DC 20 Open Lock. All four locks must be bypassed to remove all four bodies.

Treasure: The **wizened elder** has a number of coins contained underneath the outer layer of bark. These coins can be found if the bark is stripped off.

APL 2: Loot 0 gp; Coin 40 gp; Magic 0 gp; Total 40 gp.

The **lizardfolk possessions** are piled next to their remains. The possessions include:

- A masterwork flute within an elaborate case.
- Brightly coloured ceremonial robes (Voice).
- Masterwork club.
- 24 javelins.
- 126 gp.

APL 2: Loot 76 gp; Coin 31 gp; Magic 0 gp; Total 107 gp.

A DC 18 Search check of the clearing reveals a bag of coins in a hollow tree.

APL 2: Loot 0 gp; Coin 120 gp; Magic 0 gp; Total 120 gp.

The chain and masterwork manacles can also be salvaged from the obelisk.

APL 2: Loot 21 gp; Coin 0 gp; Magic 0 gp; Total 21 gp.

CONCLUSION: CODA

Once the PCs have dealt with the obelisk, and cleared the source of the contamination, the most logical next action is to return to the lizardfolk settlement.

Returning to the settlement, you find Anouka, Catoo and Maaire sitting around a central fire. The whole settlement is subdued when you return without the villagers. "Please, tell us what happened," says Anouka.

Allow the PC's to retell the story in their own words.

When you have finished the story, Catoo and Maaire lift their voices in thrumming lament. Anouka picks up her lyre and accompanies them as they mourn their loss.

One by one the children pick up the lament. One juvenile raises her voice above all the others, hitting notes higher than any of the other lizardfolk can reach, and including a striking harmonic.

Anouka calls her over. "This is Junst's daughter," she says. "And I will make this once again my home so we can make music together. Then, gods willing, Perrenland will hear this music again.

Even as you return to Perrenland civilization, you mull over your adventure. Did the "tree stump" have the ability to activate the power of the obelisk alone? Or was somebody else responsible.

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.

5: Dirge

Defeating the crocodile zombie
APL 2 60 XP

6: Syncopation

Bypassing or Disabling the Quicksand Pit Trap
APL 2 60 XP

7: Lacrimoso

Defeating the lizardfolk zombies and skeletons
APL 2 120 XP

8: Crescendo

Defeating the wizened elder and the ghouls
APL 2 120 XP

Story Award

Neutralising the effect of the obelisk, and therefore clearing the stream of contamination:
APL 2 40 XP

Discretionary roleplaying award

APL 2 50 XP

Total Possible Experience

APL 2 450 XP

TREASURE SUMMARY

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

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

characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

2: Agitato

Agreeing to accompany Anouka.

APL 2: Coin: 50 gp; Total 50 gp.

5: Dirge

Finding the coins inside the Crocodile.

APL 2: Coin: 60 gp; Total 60 gp.

7: Lacrimoso

Looting the Undead Lizardfolk.

APL 2: Loot 1 gp; Coin 11 gp; Total 12 gp.

8: Crescendo

Finding the coins in the wizened elder.

APL 2: Coin 40 gp; Total 40 gp.

Lizardfolk possessions.

APL 2: Loot 76 gp; Coin 31 gp; Total 107 gp.

Coins in the hollow tree.

APL 2: Coin 120 gp; Total 120 gp.

Chain and manacles from the obelisk.

APL 2: Loot 21 gp; Total 21 gp.

Treasure Cap

APL 2: 450 gp

Total Possible Treasure

APL 2: 450 gp

ADVENTURE RECORD ITEMS

As this is an introductory adventure there are no items for the Adventure Record.

APPENDIX 1: APL 2

5: DIRGE

CROCODILE ZOMBIE

CR 2

NE Medium Undead

Init +0; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

AC 16, touch 10, flat-footed 16

(+6 natural)

hp 42 (6 HD); DR 5/slashing

Immune Undead Immunities.

Fort +2, **Ref** +2, **Will** +5

Speed 20 ft. (4 squares, can't run), base movement 20 ft., swim 30 ft.;

Melee slam +8 (1d6+5)

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

Base Atk +3; **Grp** +8

Abilities Str 21, Dex 10, Con -, Int -, Wis 10, Cha 1

SQ Single Actions Only, undead traits

Feats Toughness

7: LACRIMOSO

LIZARDFOLK ZOMBIE

CR 2

NE Medium Undead

Init -1; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

AC 16, touch 9, flat-footed 16

(+7 natural)

hp 29 (4 HD); DR 5/slashing

Immune Undead Immunities.

Fort +1, **Ref** +0, **Will** +4

Speed 30 ft. (6 squares, can't run), base movement 30 ft.;

Melee slam +4 (1d6+2)

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

Base Atk +2; **Grp** +4

Abilities Str 15, Dex 8, Con -, Int -, Wis 10, Cha 1

SQ Single Actions Only, undead traits

Feats Toughness

LIZARDFOLK SKELETON

CR 1

NE Medium Undead

Init +5; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

AC 13, touch 11, flat-footed 12

(+2 natural)

hp 13 (2 HD); DR 5/bludgeoning

Immune Cold, Undead Immunities.

Fort +0, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee claw +4 (1d6+2)

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

Base Atk +2; **Grp** +4

Abilities Str 15, Dex 8, Con -, Int -, Wis 10, Cha 1

SQ undead traits

Feats Improved Initiative

8: CRESCENDO

WIZENED ELDER

CR 2

Monster Manual 4, pg 180

CE Medium Plant

Init +0; **Senses** Low-light Vision; Listen +3, Spot +3

Languages Speak with plants, Sylvan

AC 14, touch 10, flat-footed 14

(+4 natural)

hp 30 (4 HD); DR 5/slashing

Immune plant immunities

Resist cold 5

Fort +7, **Ref** +1, **Will** +2

Weakness vulnerability to fire

Speed 20 ft. (4 squares), base movement 20 ft., improved woodland stride;

Melee 2 slams +5 each (1d8+1)

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

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

Special Actions entangle

Abilities Str 13, Dex 10, Con 17, Int 8, Wis 12, Cha 13

SQ plant traits

Feats Alertness, Weapon Focus (slam)

Skills Hide +0*, Knowledge (nature) +4, Listen +3, Spot +3, Survival +3 (+5 in aboveground natural environments.

Wizened elders gain a +8 racial bonus on Hide checks in forested areas.

Speak with Plants (Su) As the *Speak with plants* spell; at will; caster level 4th.

Improved Woodland Stride (Ex) A wizened elder can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

Entangle (Su) A the *entangle* spell; at will; DC 15; caster level 4th. This ability affects a 60 ft. radius around the wizened elder and lasts for 1 minute. The save DC is Constitution-based.

APPENDIX 2: NEW MONSTER

WIZENED ELDER

CR 2

Monster Manual 4, pg 180

Usually CN Medium Plant

Init +0; **Senses** Low-light Vision; Listen +3, Spot +3

Languages Speak with plants, Sylvan

AC 14, touch 10, flat-footed 14

(+4 natural)

hp 30 (4 HD); DR 5/slashing

Immune plant immunities

Resist cold 5

Fort +7, **Ref** +1, **Will** +2

Weakness vulnerability to fire

Speed 20 ft. (4 squares), base movement 20 ft., improved woodland stride;

Melee 2 slams +5 each (1d8+1)

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

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

Special Actions entangle

Abilities Str 13, Dex 10, Con 17, Int 8, Wis 12, Cha 13

SQ plant traits

Feats Alertness, Weapon Focus (slam)

Skills Hide +0*, Knowledge (nature) +4, Listen +3, Spot +3, Survival +3 (+5 in aboveground natural environments).

Wizened elders gain a +8 racial bonus on Hide checks in forested areas.

Speak with Plants (Su) As the *Speak with Plants* spell; at will; caster level 4th.

Improved Woodland Stride (Ex) A wizened elder can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. In addition, thorns, briars, and overgrown areas that have been magically manipulated do not impede its motion or otherwise affect it.

Entangle (Su) A the *entangle* spell; at will; DC 15; caster level 4th. This ability affects a 60 ft. radius around the wizened elder and lasts for 1 minute. The save DC is Constitution-based.

A wizened elder is a stunted, ancient-looking plant creature related to treants but inhabiting forbidding lands at the very edge of the tree line. Although not evil, wizened elders are bitter, cruel creatures that blend perfectly with their harsh environment. They creep across the desolate landscape, watching for and driving off intruders.

STRATEGIES AND TACTICS

Wizened elders patrol singly or in small groups (copses). They have excellent camouflage, being virtually indistinguishable from other stunted trees and shrubs, even to the point of having one side mossier than the rest, just like a

real, ancient tree. They prefer to wait, standing still and observing the situation, then catch enemies off-guard.

If a foe does not appear too dangerous, a wizened elder uses its *entangle* ability to ensnare it, then flails at the immobilized enemy with its limbs. Even if the foe is not held, its reduced speed means it can't easily outrun the slow plant creature.

Obviously, such tactics don't work against creatures with ranged attacks. The elder's thick bark protects it from most arrow damage, though, and slings are almost ineffective against it. When necessary, it simply retreats. If confronted by enemies wielding fire, a wizened elder immobilizes them if possible, then seeks others to overwhelm the threat.

Copses of wizened elders work together to defeat more powerful enemies. They use intelligent tactics, granting flanking bonuses and assisting one another with attacks or defense as the situation merits. They attack one enemy at a time, starting with those who use slashing weapons or anyone wielding fire. If outmatched, they retreat, leaving the enemy stuck in the impeding terrain, and hide among other shrubs once they are out of the enemy's sight.

WIZENED ELDER LORE

Character with ranks in Knowledge (nature) can learn more about wizened elders. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
12	This creature is a wizened elder, an arctic relative of treants. This result reveals all plant traits.
17	A wizened elder's tough hide is difficult to penetrate with piercing or bludgeoning weapons.
22	Wizened elders can cause nearby plants to animate and entangle their enemies.
27	While the animated plants entangle the elders' foes, the elders can walk through such areas without hindrance.

ECOLOGY

Wizened elders are found at high elevations or at the edge of tundra, where trees grow small and bonsai-like at the very edge of habitability. They

live a very long time but never get larger than shrubs. Immature specimens are rarely seen, since they are virtually indistinguishable from the ground cover and berry bushes of their surroundings. This puts them in danger from browsing herbivores, but they remain alert to possible threats by listening to the nearby plants. They can drive off most animals easily – its not often that a bit of greenery slaps back! The mature plants also protect any area that harbors younglings, for not many exist.

After a century or so, a wizened elder is able to live independently and finds its own patch of licheny rock or bogland to inhabit. At this age, it is capable of reproducing. However, so few exist that finding a mate is protracted and often unsuccessful quest. Both sexes seek potential mates by querying the local plant life. Should two elders meet and find each other compatible, they form a lifelong relationship. Reproduction is a complex process, filled with ritual. The result is a single seed, which the parents plant nearby. The offspring roots there as it grows (unless forced to move by a threat) and remains in the area for the next century or two.

A wizened elder roots itself shallowly in its chosen spot and feeds as a plant does, extracting water and feeds as a plant does, extracting water and what nutrients it can from the thin, sour soil. Decomposing flesh provides additional nutrients, so a wizened elder is not above slaying an incautious creature to supplement its diet. Intruders' corpses always go to feed the soil.

The elders themselves are not appetizing to plant-eaters, although in a harsh winter even such bitter browse might attract animals. The plants are quite capable of driving off ordinary beasts, but savage monsters sometimes devour them. They are especially vulnerable to brantas (Frostburn 113), which are adapted to such tough fare.

Environment: Wizened elders are most often found in cold plains, but the chilly subalpine zones of mountains also host them. They move slowly about their region and occasionally drift into other kinds of terrain, although they do not remain there long.

Typical Physical Characteristics: A wizened elder rarely exceeds a dwarf in height, usually standing 4 to 5 feet tall and weighing around 150 pounds.

Males and females are about the same size, and both produce growths resembling pine cones

every other year. The male cones have broadly flaring fins and grow at joints just below the creatures "face"; female cones are quite small and ring the elder's trunk. The two have different patterns of leaf growth as well, with males sprouting clumps mostly along their backs while females' leaves are distributed more evenly about their bodies. Leaves are tough and waxy, and they stay green year round.

Alignment: Wizened elders are usually chaotic neutral, an attitude born of solitary watching. Those who become druids are more likely to be neutral, neutral good, or neutral evil. Particularly bitter individuals drift toward neutral evil or even chaotic evil behavior, especially in extreme old age.

SOCIETY

Wizened elders consider themselves the last, lonely defenders against the creep of "civilization" into their wastes. They consider treants to be distant and overly soft cousins who abandoned them to inhospitable lands. They are indifferent to hostile toward most other races, although they are more likely to be communicative with druids. Uldras (Frostburn 38) share their environment, and wizened elders consider these arctic fey to be kindred spirits (though the gentle uldras might not agree).

In general, religion isn't important in their lives. Those who are spiritually inclined usually follow druidic or shamanistic paths, though a few might offer prayers to grim winter deities. Wizened elder druids are more adventuresome than most of their kin and are the most likely to form partnerships with uldras or other druids.

Life is hard. Life is cold. These basic tenets of wizened elders' existence influence their outlook and values system. They have no patience with any (including their own kind) who cannot survive a harsh environment. Their scions quickly learn to defend themselves against predation.

Each wizened elder is a nation unto itself. Central government is unknown to these grim folk, and it isn't necessary when they are so few and widely scattered. Within a copse, authority naturally goes to the eldest. Wizened elders who become druids often assume leadership roles; they are usually the oldest as well.

DM AID 1 – PERRENLAND SPECIFIC EFFECTS

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.

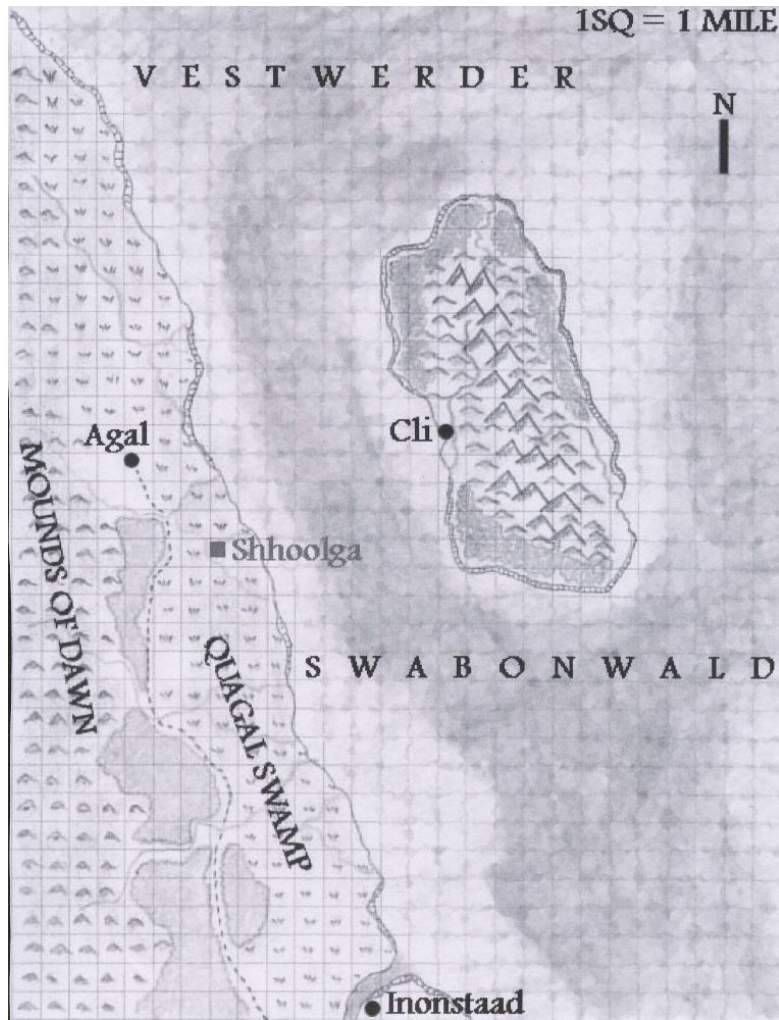
Living off the wild incurs a -5 circumstance penalty to the Survival check.

PCs who pay for upkeep can declare at the start of the game 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 AID 2 - MAP OF THE ISLE OF CLI

Map showing InonStaad and the Quaagal Swamp. Reproduced from PER 6-03 The Fate of the Lina Gersiten. Map by Patrick Williamson.

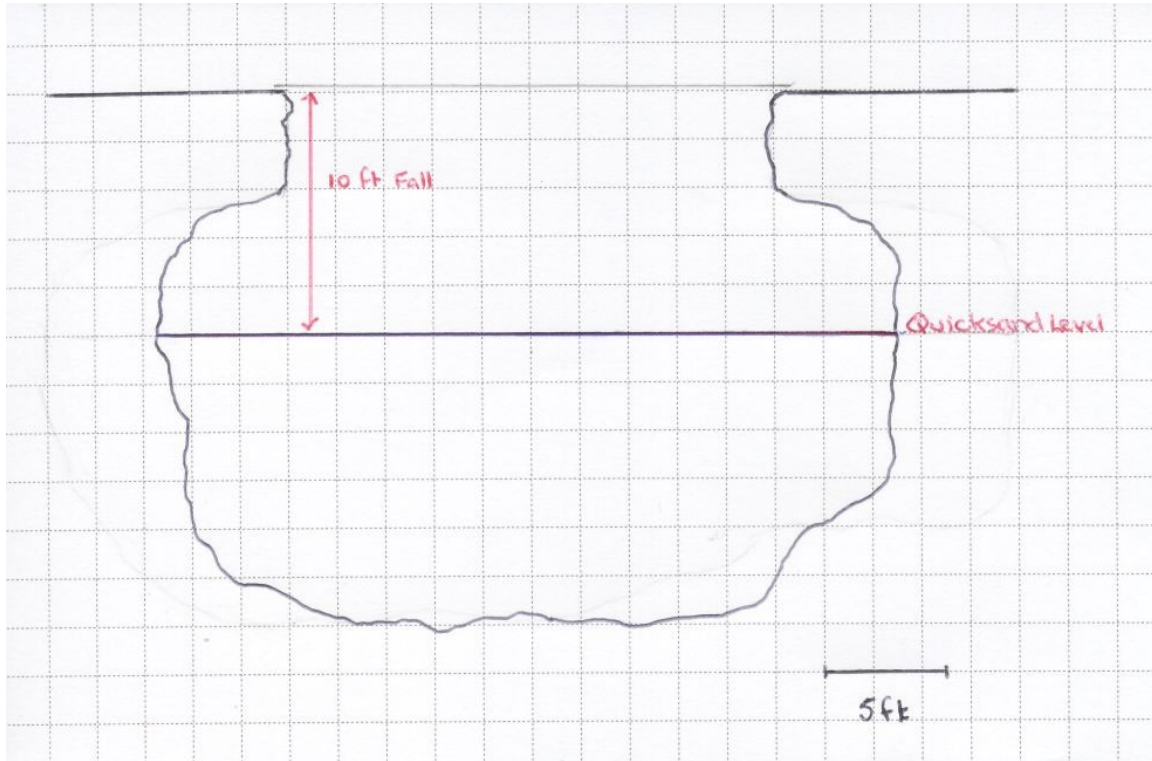


DM AID 3 – ENCOUNTER 5



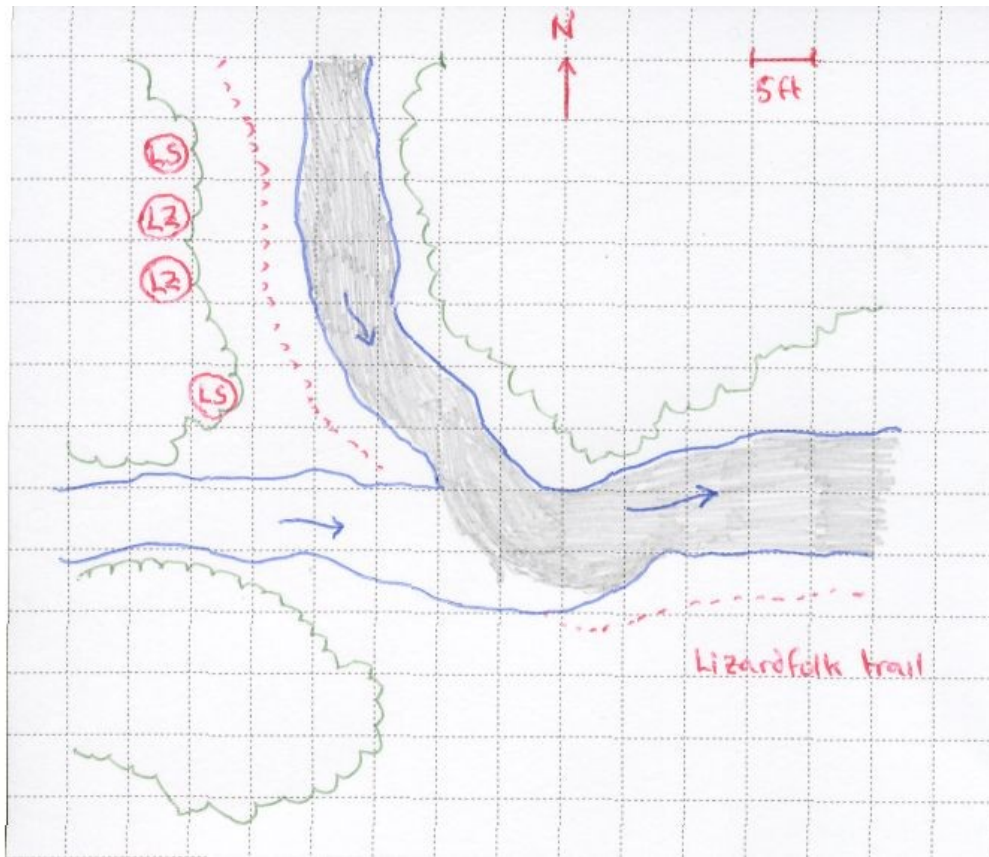
CZ – location of Crocodile zombie relative to stream.

DM AID 4 – ENCOUNTER 6



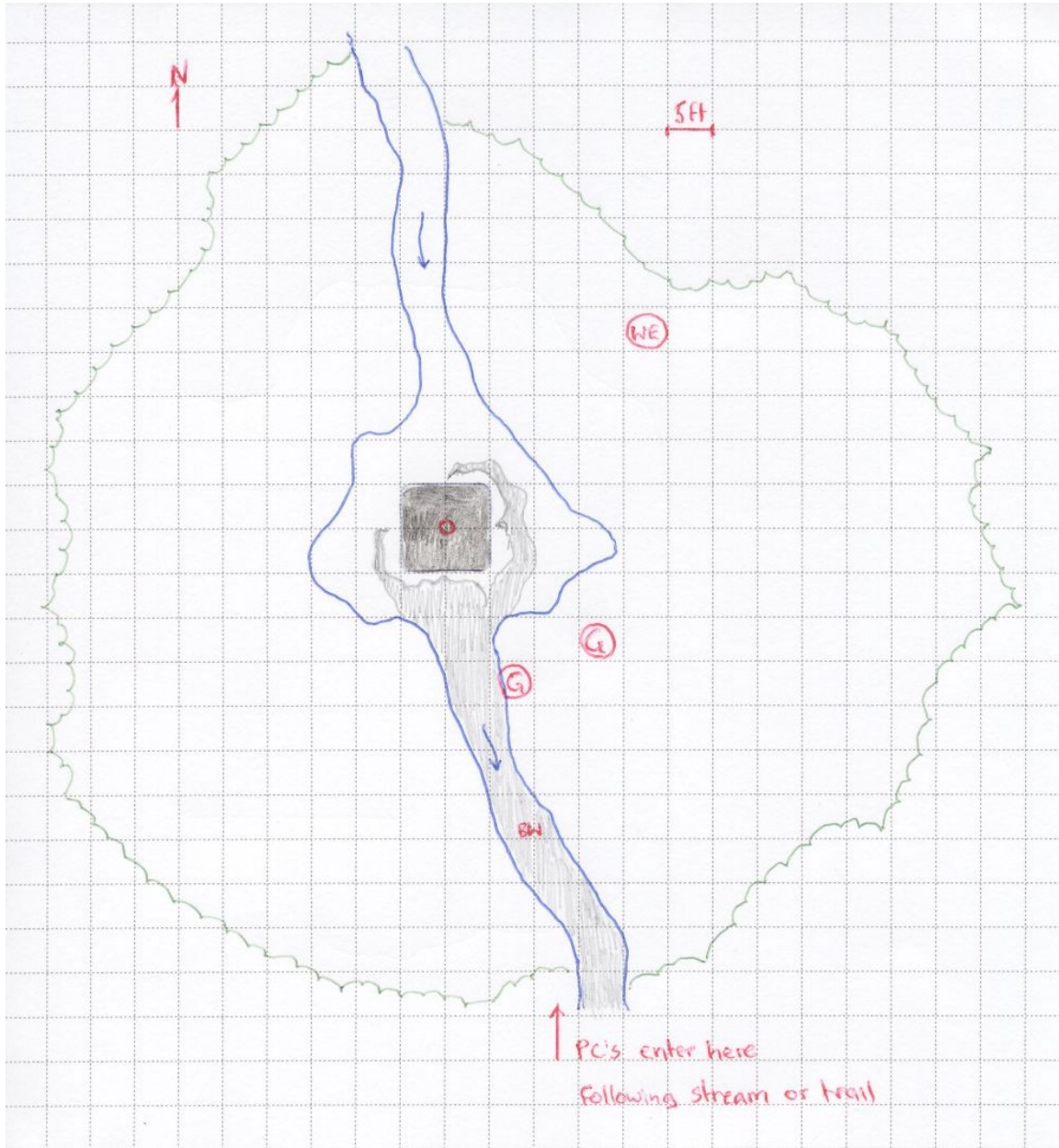
Side View of the Quicksand Trap.

DM AID 5 – ENCOUNTER 7



LS = Lizardfolk Skeleton
LZ = Lizardfolk Zombie

DM AID 6 – ENCOUNTER 8



- O = Obelisk
- BW = Black Water
- G = Ghoul
- WE = Wizedned Elder