

URDI-12

FIREMANE

A Two-Round D&D LIVING GREYHAWK[®]
Duchy of Urnst Regional Adventure

Version 1

ROUND 1

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Based on ideas by Matt Lovell and Darin Primmer

In the quiet little town of Koffel, in a secluded corner of the Duchy, children are disappearing. It is up to the party to find out where they have gone and put an end to it so once again this corner of the Duchy can once again rest its eyes. An adventure for characters of 3rd to 7th level. It is highly recommended that the same judge run the characters through both rounds, as many events that transpire in Round 1 can affect the outcome of Round 2.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Wild: You are living the wild as a nomad, or perhaps in a cave. You hunt and gather your own food, and your clothes consist of furs, leathers, or hand-woven garments. At times, food is scarce and you must go hungry.

You must pass a Wilderness Lore skill check (DC 16) to survive with this lifestyle, if you fail you are **destitute** instead. You may take 10 on this check.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Rough: You live in the wilderness, either roaming a specific territory or living in a crude shack or tent. Your meals come from hunting and foraging, possibly supplemented by a few crops or herded animals. You barter for equipment and trade for coins when possible. You wear peasant clothing, leather, furs, or hand-woven garments.

You must pass a Wilderness Lore skill check (DC 14) to survive with this lifestyle, if you fail you are **poor** instead. You may take 10 on this check.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Wild	14 sp	-2*
Poor	43 sp	-1
Rough	43 sp	-1***
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

* Reduced to -1 in rural interactions

** No penalty in rural interactions

Koffel is considered a rural setting.

ADVENTURE SUMMARY AND BACKGROUND

It seems that when it rains it pours. Now that the troubles in Kruknick have been put to rest, more and more problems pop up. This time it's in a small village in the countryside owned by House Einstoffen. The trusty sheriff has reports that children of farmers have been disappearing. Without the inclination, time, or resources to dispatch their own small bastion of troops to investigate, the house has wisely decided to ask a favor of a band of adventurers. That favor is to go and rescue the children of Koffel and put an end to this menace.

The sheriff of Koffel believes that orcs from a small nearby village are to blame. The orcs, who had lived peaceably with the village for many years have taken up some weird religious practice. He is certain that they are behind the disappearance of the village children. It is under this pretense that the party is asked to rid the countryside of this blight of (probably) demon-worshipping orcs. In return, House Einstoffen will gladly use their influence to assist the party at some time in the future.

They certainly got the demon worshipping part right, but it isn't the orcs behind the kidnappings. The orcs might be strange and a bit alien in their methods, but they are actually worshippers of Bralm: in their own very orcish way of course. They are not in any way responsible for the kidnappings.

Things are a bit twistier than that. It isn't the sheriff either, though he is in league with the true villains. Worshipping Syrul may have gotten the sheriff this cushy job, but he never expected it to force him to conspire with demon worshipping goblins, erupted from the earth to avenge the loss of family and even a deity.

There are two main leaders in the goblin band behind the disappearances. The first is a goblin assassin, bent on revenge for the death of his family (they were squatting and poaching on the Einstoffen lands) by the orcs over a year ago. The second is a priest of a long forgotten goblin demon god, here to assist his assassin friend and in the process sacrifice lots of juicy little humans to his dormant god trapped well beneath the earth.

The two goblins have schemed to destroy this sleepy little village of humans for revenge and blood. It is up to the party to see through their façade and stop them at all costs, bringing an end to their reign of terror.

In Round 1, the party is met with a daunting obstacle: the very person that brought them here deceives them. There are basically two ways that this can happen.

First, the party could believe the sheriff straight away despite the holes in his story. After attacking and killing the orcs, they will discover that there is no sign of the children and that the orcs were worshippers of Bralm, albeit in an odd way. They are definitely *not* demon worshippers though and had nothing to do with the kidnapping of the children.

Second, whether it starts after the slaughter of the innocent orcs or instead of it, the party will find that they have to do some investigating in the village and by talking to the farmers in the countryside. This will lead them to some interesting details.

Through the investigation, the party will find a number of odd happenings in the area that will eventually lead them to Round 2, which involves an assault on the goblins directly, and then a chase to save the villagers.

A few notes on how this round is organized. In the appendices, you will find a number of maps, including one of the general area, one of the town of Koffel, one of the orc village of Anek, and two maps of abandoned mines where the party might investigate. Each of these will be listed as encounters, along with a roving band of dire wolves that are hunting freely while the goblins are shackled up in the mines.

This round is designed with a very open architecture, allowing the party to wander where they wish and interact with any or all of the village and outlying areas inhabitants. If at any time you feel the party is either bogged down or getting too close to the goblins, feel free to have any of the personalities in the village approach the party with whatever information or misinformation they might have. The sheriff will be more than happy to point the party in the direction of village citizens who fear the orcs and are sure they are behind this. Other citizens, such as the old woman in the temple of Jascar, can move the party more in the direction of what is really going on, but it won't be until the end of round 1 that the party should be allowed to either progress on to the goblin area or outright be given some blatant information that will make it conclusive who is behind the disappearances.

There are only two people who will notice that there is an error in the players' map of the region (the lead mine is missing). They are the Historian and Petra Alrinen. They will point out that the lead mine is missing. The Historian actually has a copy of that map with the lead mine on it. The players may make a Forgery check (DC15) to notice that it has been tampered with. If asked about it, the sheriff will only say that it is the only copy of that map he's ever had and that he had no idea there was an abandoned lead mine there.

The primary concern of the DM should be to get the party to investigate fully what has actually happened to the children, but not so quickly that they head directly for the goblins in Round 2. Don't be intimidated by the amount of material here. It goes rather quickly. Feel free to improvise what you think the characters would think or know based on the information given.

INTRODUCTION

It has been a long time since anything untoward has happened in the town of Koffel. In fact, it has been a long time since anything has happened in Koffel, untoward or otherwise. Now though, it has come to your attention that children have been disappearing, six in fact over the last week. How did you discover this fact? Certainly it is not national news, as Koffel is a tiny little community nestled in the Cairn hills, only mildly renowned for its reasonably priced, decent quality table wines and very tasty preserved tomatoes. It is certainly not a hotbed of infamy.

So it was with great surprise and wonder that you stared at the immaculately dressed and deliberately well-spoken solicitor for House Einstoffen as he approached you, asking for a bit of your time.

Eventually though, after some deft and delicate questions were exchanged and formalities were set aside, he gave you the whole story.

The sheriff of Koffel has made a request to his liege and benefactors at House Einstoffen that they send him some assistance in a minor but delicate matter. It seems that a number of children have gone missing in the town. The sheriff has done a preliminary investigation and found a number of clues pointing to a strange and evil village of orcs who live nearby. Though at one time in service to the House, it appears that some strange religious cult has taken over their once peaceful lifestyle and driven them to the depths of depravity. Overall a sad situation, but really it was only a matter of time. They are orcs after all.

The House has respectfully requested that you rid the town of the menace taking its children and return as many of them as possible to their loyal families. In return, they would be more than happy to return this favor for you at some time in the future.

ENCOUNTER ONE: WELCOME TO KOFFEL

As you follow the course of the Corundum River from Kruknik, you are amazed at the pastoral and peaceful nature of the countryside around you. The days and farmland pass by you and you can't help but imagine that Koffel is just like here. It is difficult to reconcile the peaceful landscapes with something that would steal children for who knows what evil purpose.

As you enter the foothills and can see the town of Koffel, distantly surrounded by four large farms around a small central community, you see no difference between this and all the other villages and towns you've recently passed. They are arranged for convenience and space, not for any practical or military reason.

As you approach the edge of town there is a man waiting on a beautiful chestnut horse, somberly tipping his large floppy hat at you in welcome. It must be Willem Kalfstick, the town's administrator and sheriff, the man who asked you here to save this village.

Willem welcomes the party and asks them to follow him to his house where he will fill them in on all the details of the recent events. His mood is serious, possibly even somber. He has no servants and the refreshments he does have are simple but fresh and hearty, consisting mostly of fresh tomatoes, wine, juice, breads, smoked venison, and an herb dip that is cool and tart.

He will start by asking the party what they know, which isn't much at this point, and then he will give them the details of this case. There is a modicum of truth in all of these, but none of them are entirely true. It is mostly true or subjective to interpretation. He is an accomplished liar and used to dancing with ambiguity. It is his favorite partner after all.

1. Six children and one adult have disappeared. Four of the children are from the outlying farms and two are from the city. One of the sons of Jerrik, the master leatherworker in town, is missing. The other town residents that are missing are the resident priest of Jascar and his son, both of which disappeared on the same night. Willem will make note that there was much animosity between the church of Jascar and the orcs, and that he heard that the leader of the orcs actually threatened him once.
2. The other four children who have disappeared are from each of the four major farms in the countryside. He has spoken to each of them and he found badly hidden, large humanoid tracks in the soil around the farm. He also found a number of pieces of beetle shell around the area. He will quickly explain that the orcs in the village worship some odd, alien insect god. They dress up in their shells and refuse to speak common, only being able to communicate through their leader who speaks a bit of what might be construed as "Common." If the sheriff is asked details about the tracks, he will not remember for sure, but thinks they were primitive, large boot prints.
3. On the night that the priest disappeared, the sheriff saw a number of large beetles fly overhead, maybe 20 of them, blocking out the moon and cloaking the town in darkness.
4. About six months ago, when the Morik orc leader's new wife arrived, the orcs stopped coming in to town to trade with the villagers, instead choosing to cut off all communication with the village and staying in their village in the swamp.
5. When the first child disappeared, he went to the orc village and informed them of what had happened. Their response was just that they knew nothing of affairs in the village any more and could not help the sheriff. When the sheriff asked to look around and search the village for signs of the children, the leader refused. That was fine with the sheriff though as the place is crawling with a variety of vermin: all insect.

6. The priest, who, along with his son, were the third and fourth people to disappear, had done some divinatory spells before he went missing and all signs from Jascar indicated that there was something amiss in the orc village and that something evil has fallen upon them, forever tarnishing their future.

This is the supposedly overwhelming evidence the sheriff has accumulated. It might be enough for a simple party, but more inquisitive parties will want to ask their own questions. Outside of the facts presented above, the sheriff will be vague about what people have actually said. His impressions are that the orcs are behind it and he will try to steer the party in that direction. If they insist, he will remind them the children are probably not dead and any time lost could result in the loss of their lives. This is a compelling argument, but it will take a Bluff check for the sheriff to pull it off as he knows who really kidnapped the children.

Willem will give the party a map of the area as they leave, to guide them to the orc village and help them in any investigating they might need to do (if they are so inclined). The map is Player Handout 2.

◆ **Willem Verle the Sheriff, male human Ariz/Rog2/Exp1:** CR 4; Medium-size humanoid (6 ft. tall); HD 3d6+2d8; hp 24; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +3 melee (1d6/18-20, rapier); SA +1d6 sneak attack; SQ Evasion; AL CN; SV Fort +0; Ref +4; Will +5; Str 12, Dex 12, Con 11, Int 14, Wis 10, Cha 16.

Skills and Feats: Appraise +6, Bluff +11, Diplomacy +8, Disguise +8, Forgery +5, Hide +6, Innuendo +4, Intimidate +7, Knowledge (Nobility) +8, Listen +4, Move Silently +6, Perform +6, Riding +4, Spot +4, Search +5; *Feats* Dodge, Mobility, Run.

Possessions: Leather armor, rapier.

ENCOUNTER 2: THE ORC VILLAGE OF ANIK

If the party wants to go to the orc village, there is only one clear path through the swamp. If they insist on trekking through the swamp, ignore the passages they would not see or put the descriptions off the trail, adjusting appropriately.

You follow the river trail toward the village of Anik. It is strangely quiet. Even the river is crawling toward the village, seemingly reluctant to go into the swamp.

You see the village quicker than you expected, at least partially because it is on poles above the ground. Surrounding it is a large swampy fen. Insects flourish and you realize the source of the mosquitoes that have been pestering and nipping at you for the last mile or so.

Approximately a quarter of a mile from the village, the tall reeds of swamp grass start, lining the winding trail up to six feet tall in places. Life is abundant and rodents, reptiles and

especially insects scurry everywhere, crossing your path before and after you. The trail stays solid throughout however.

The next thing you see is both strange and perhaps unsettling. Mounted on two large stakes in the ground are the heads of two very large stag beetles, horns sticking toward you, eyes pools of inky blackness. Their three-foot long horns presumably point in the direction you should be going...

Have the players make a Wilderness Lore check (DC 12) to notice that there are absolutely no recent tracks going either way along the trail.

The trail continues on until you can get a better view of the village. It sits in the middle of a clearing. A six foot wall surrounds the ground level, and many buildings sit on poles approximately 10 feet up. There is a scurry of activity, though it is difficult to tell exactly what it is. In this light, it appears that the walls themselves may be alive.

Spot check (DC 25) to see that there are insects scurrying about the walls and poles, none of them bigger than six inches long.

There is a large staircase leading up to the village, and at the top of it sits two orcs in blackened scale mail playing some kind of game, their long spears propped up against the wall beside them. Occasionally, they will laugh. Casual is an excellent describer of their mood. If they are on watch, they are not doing a good job of it.

The orcs are largely going about their everyday daily duties of feeding and herding insects, keeping the more rambunctious ones from attacking the others, practicing martial skills, and foraging around the swamp.

When the party arrives, a small group of 1/3 of the total orcs leave the village to forage in the swamp. If the party wishes, they may follow them. They never speak common. The only inhabitant of the village that does speak common is their leader and his wife. The foraging orcs only forage in the swamp. If they spot the party (DC 15 unless they're being tailed only by members who are hiding or the party is particularly reckless) they will run away, heading straight for the village. If the party attacks the foraging orcs, roll a spot check for the two orcs who are watching over them (DC 15) to see if they witness the attack. If they do, a party consisting of all of the orcs, all three stag beetles, and all of the adult bombardier beetles will assemble and move to attack the party, no questions asked and no quarter given.

The orcs are not prepared for an attack, though they will defend their village heartily. The only way up to the village is to either go up the stairs or to climb up the fence and jump up to the floor of the village. If someone attempts this, there is a 40% chance (1-8 on 1d20) that a giant stag beetle will attack them if they are not an orc or 1/2 orc.

One of their primary tactics is to throw the PCs down into the beetle pens below, where they will be promptly attacked. Anyone who is not an orc (or half-orc) that falls into the pens below will be attacked by whatever

insects are nearby, usually equal amounts of all the insects down there. The insects in the pens are well fed and therefore don't usually attack each other, but have been trained to attack non-orcs. The priestess will attempt to move back, using magic to heal or attack the party. The warrior will attack whoever appears to be the strongest in the attacking party, trusting his comrades to take care of the casters and rogues in the back.

If the party does not attack the village, but instead approaches to ask questions, one of the guards will gruffly make them wait while the other fetches the warrior leader.

Read the following passage to describe Morik to the players:

A large, hulking orc approaches you. He is wearing the same shiny black scale armor that the others are, but underneath there are a number of repeating tattooed patterns, undulating tribal mechanisms mixing scarring and ink work. His face is stern and serious, his shaved head tattooed solid black, and mandibles line the side, coming to a point at his chin. His long spear is also like the ones the others carry, a long pole of bamboo topped with the horn of a stag beetle, slightly curved and shining. His eyes are dark, and you're not quite sure if he is look at you, through you, or wondering how you would taste when barbecued over swamp grass.

He will not allow the party to enter the village, but will answer any of their questions honestly and truthfully. If he does not know an answer, he will answer by saying "I cannot say." This is because he cannot say because he does not know. Both him and his wife speak common, but not very well and he will use the simplest language possible to answer any questions.

While the party converses with the warrior, the rest of the village will stop what they are doing and pay attention to what is going on. They will move to defend their leader and the village if anyone attacks. Otherwise, they will passively watch. The warrior will deny any allegations or possibility that he or any of his villagers has anything to do with the missing children. Under no circumstances will he allow humans to enter his village, nor any 1/2 orcs, though he will be friendlier to them, preferring to talk to them in Orcish.

If asked, they will disclose that they are proud worshippers of Baramk, the swarm of the earth, the devourer of all, the mighty hidden, the industrious toilers of that which others throw away.

"We are the vermin, the crawlers in the shadows, the mighty hidden."

If any of the PCs are worshippers of Bralm, they will nod with deference to them, but still will not allow them access to their village.

The orcs here live a simple, secluded life. They worship, they eat, they live. They do not know anything about what happens in the village nor do they care about any missing children. All they want is to be left alone to live

their lives. Their tone might at times be gruff and condescending. They have no love lost for humans or their landlord, but out of self-preservation offer deference and respect to their landlord. They do not care about the PCs problems or concerns and have no desire to trade with them.

If the PCs continue to ask the same questions in different ways or start to get aggressive or rude to the warrior, he will ask them to leave their property or be removed. No matter what, the warrior will not spend more than 5 minutes talking to the party (real time). He will then inform them that it is time for them to leave and walk away.

If the party tries to sneak into the village at night, they will find it a daunting task. There are all sorts of smallish insects everywhere, and if any non-orcs come within 5 feet of the village at night, a number of cicadas will begin to chirp loudly, waking up the villages inhabitants who will quickly move to defend their village. An invisible and magically silenced intruder may search. They will find no evidence of the missing children and all movement rates must be halved to avoid stepping on insects that cause a loud crunching noise, which may wake up the inhabitants (Listen, DC 20).

None of the orcs wears shoes, which is a detail that should be pointed out to the party if they observe the village.

APL 4 (EL 6):

➤ **Orcs (6):** CR 1/2; hp 4 (each); see Monster Manual page 146 with the following changes:

Atk +3 melee (1d8+3/x3, longspear) or +1 ranged (1d6+2, javelin); AL LN.

Skills and Feats: Handle Animal +3, Listen -1, Profession (insect herder) +4, Spot -1; Skill Focus: Profession (insect herder).

Possessions: Chitin scale mail armor, longspear, 2 javelins.

Special: The orcs of this tribe receive a +2 racial bonus to their Handle Animal and Profession (insect herder) skills.

➤ **Morik, male orc War5:** CR 4; Medium-size humanoid (6 ft. tall); HD 5d8+5; hp 28; Init +0; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +10 melee (1d8+6/x3, longspear) or +7 ranged (1d6+4, javelin); AL LN; SV Fort +3, Ref +2, Will +1; Str 18, Dex 14, Con 11, Int 11, Wis 10, Cha 13.

Skills and Feats: Handle Animal +5, Listen +3, Spot +3, Profession (insect herder) +3; Power Attack, Weapon Focus (longspear).

Possessions: Chitin scale mail armor, longspear, 2 javelins.

Special: The orcs of this tribe receive a +2 racial bonus to their Handle Animal and Profession (insect herder) skills.

➤ **Orc priestess, female orc Clr3 of Bralm:** CR 3; Medium-size humanoid (6 ft. tall); HD 3d8+3; hp 18; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 10); Atk +4 melee

(1d8+3/x3, long spear) or +2 ranged (1d6, sling); AL LN; SQ Channel negative energy; SV Fort +4, Ref +1; Will +4; Str 15, Dex 10, Con 12, Int 13, Wis 15, Cha 15.

Skills and Feats: Handle Animal +6, Heal +5, Knowledge (nature) +6, Knowledge (religion) +4, Profession (insect herder) +5, Spellcraft +4; Brew Potion, Scribe Scroll.

Spells Prepared (4/4/3; base DC = 12 + spell level): o—cure minor wounds, detect poison, mending, purify food and drink; 1st—bless, calm animals*, cure light wounds, comprehend languages; 2nd—calm emotions*, cure moderate wounds, speak with animals.

* Domain spell. Domains: Animal (Knowledge (nature) is a class skill, *animal friendship* 1/day), Law (Law domain spells cast at 4th caster level).

Possessions: Chitin scale mail armor, long spear, sling, 10 sling bullets.

Special: The orcs of this tribe receive a +2 racial bonus to their Handle Animal and Profession (insect herder) skills.

APL 6 (EL 8):

🐉 **Orcs (6):** CR 1/2; hp 4 (each); see Monster Manual page 146 with the following changes:

Atk +3 melee (1d8+3/x3, long spear) or +1 ranged (1d6+2, javelin); AL LN.

Skills and Feats: Handle Animal +3, Listen -1, Profession (insect herder) +4, Spot -1; Skill Focus: Profession (insect herder).

Possessions: Chitin scale mail armor, long spear, 2 javelins.

Special: The orcs of this tribe receive a +2 racial bonus to their Handle Animal and Profession (insect herder) skills.

🐉 **Morik, male orc War7:** CR 6; Medium-size humanoid (6 ft. tall); HD 7d8+7; hp 37; Init +0; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +12/+7 melee (1d8+6/x3, long spear) or +9/+4 ranged (1d6+4, javelin); AL LN; SV Fort +4, Ref +3, Will +2; Str 18, Dex 14, Con 11, Int 11, Wis 10, Cha 13.

Skills and Feats: Handle Animal +5, Listen +4, Spot +4, Profession (insect herder) +3; Cleave, Power Attack, Weapon Focus (long spear).

Possessions: Chitin scale mail armor, long spear, 2 javelins.

Special: The orcs of this tribe receive a +2 racial bonus to their Handle Animal and Profession (insect herder) skills.

🐉 **Orc priestess, female orc Clr5 of Bralm:** CR 5; Medium-size humanoid (6 ft. tall); HD 5d8+5; hp 27; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 10); Atk +5 melee (1d8+3/x3, long spear) or +3 ranged (1d6, sling); AL LN; SQ Channel negative energy; SV Fort +5, Ref +1; Will +6; Str 15, Dex 10, Con 12, Int 13, Wis 16, Cha 15.

Skills and Feats: Handle Animal +6, Heal +6, Knowledge (nature) +8, Knowledge (religion) +5,

Profession (insect herder) +6, Spellcraft +5; Brew Potion, Scribe Scroll.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): o—create water, cure minor wounds, detect poison, mending, purify food and drink; 1st—bless, calm animals*, command, cure light wounds, comprehend languages; 2nd—calm emotions*, cure moderate wounds, death knell, speak with animals, 3rd—dominate animal*, prayer, remove disease.

* Domain spell. Domains: Animal (Knowledge (nature) is a class skill, *animal friendship* 1/day), Law (Law domain spells cast at 4th caster level).

Possessions: Chitin scale mail armor, long spear, sling, 10 sling bullets.

Special: The orcs of this tribe receive a +2 racial bonus to their Handle Animal and Profession (insect herder) skills.

APL 8 (EL 10):

🐉 **Orcs (6):** CR 1/2; hp 4 (each); see Monster Manual page 146 with the following changes:

Atk +3 melee (1d8+3/x3, long spear) or +1 ranged (1d6+2, javelin); AL LN.

Skills and Feats: Handle Animal +3, Listen -1, Profession (insect herder) +4, Spot -1; Skill Focus: Profession (insect herder).

Possessions: Chitin scale mail armor, long spear, 2 javelins.

Special: The orcs of this tribe receive a +2 racial bonus to their Handle Animal and Profession (insect herder) skills.

🐉 **Morik, male orc War9:** CR 8; Medium-size humanoid (6 ft. tall); HD 9d8+18; hp 55; Init +0; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +14/+9 melee (1d8+6/x3, long spear) or +11/+6 ranged (1d6+4, javelin); AL LN; SV Fort +6, Ref +4, Will +3; Str 18, Dex 14, Con 12, Int 11, Wis 10, Cha 13.

Skills and Feats: Handle Animal +5, Listen +5, Spot +5, Profession (insect herder) +3; Cleave, Power Attack, Sunder, Weapon Focus (long spear).

Possessions: Chitin scale mail armor, long spear, 2 javelins.

Special: The orcs of this tribe receive a +2 racial bonus to their Handle Animal and Profession (insect herder) skills.

🐉 **Orc priestess, female orc Clr7 of Bralm:** CR 7; Medium-size humanoid (6 ft. tall); HD 5d8+5; hp 27; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 10); Atk +7 melee (1d8+3/x3, long spear) or +5 ranged (1d6, sling); AL LN; SQ Channel negative energy; SV Fort +6, Ref +2; Will +7; Str 15, Dex 10, Con 12, Int 13, Wis 16, Cha 15.

Skills and Feats: Concentration +7, Handle Animal +6, Heal +6, Knowledge (nature) +8, Knowledge (religion) +5, Profession (insect herder) +6, Spellcraft +5; Brew Potion, Combat Casting, Scribe Scroll.

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): o—create water, cure minor wounds, detect poison, guidance, mending, purify food and drink; 1st—bless, calm animals*,

command, cure light wounds, comprehend languages, deathwatch; 2nd—calm emotions*, cure moderate wounds, death knell, gentle repose, speak with animals, 3rd—create food and water, dominate animal*, prayer, remove disease, 4th—giant vermin, order's wrath.

* Domain spell. Domains: Animal (Knowledge (nature) is a class skill, animal friendship 1/day), Law (Law domain spells cast at 4th caster level).

Possessions: Chitin scale mail armor, longspear, sling, 10 sling bullets.

Special: The orcs of this tribe receive a +2 racial bonus to their Handle Animal and Profession (insect herder) skills.

INSECTS (ALL TIERS)

➤ **Giant beetle, bombardier (5):** CR 2; hp 13 (each); see *Monster Manual* page 206

➤ **Giant beetle, fire (9):** CR 1/3; hp 4 (each); see *Monster Manual* page 206

➤ **Giant beetle, stag (3):** CR 4; hp 52 (each); see *Monster Manual* page 207

➤ **Monstrous centipede, small (16):** CR 1/4; hp 2 (each); see *Monster Manual* page 207

ENCOUNTER 3: THE CITY OF KOFFEL

General Guidelines

It is currently harvest season, and none of the farmers can spare the manpower to help the party, though they are obviously sympathetic to their cause.

A. The Church of Jascar—Pytra and Mora Elrinen

This smallish shrine is made of stone. The main structure of the building is approximately 20 feet square, made entirely of smooth granite blocks with a slate roof. There appear to be two additional rooms attached to the back, probably living quarters. The front double doors, also made of stone, are open. Above them is a small stone statue of Jascar, Suel god of the mountains and hills.

As you look inside, there are six benches. There are two figures sitting on them, one a young woman with striking red hair and green eyes while the other person is a very old woman with a stern, focused expression and gray hair to match still bright green eyes.

Both of them are dressed in black and praying to the altar. There is a large statue of Jascar, his left hand resting on a smiling gnome, the other resting on a dwarf. The shrine smells of rich incense and is lit by a skylight in the ceiling. The old woman looks at you as you enter.

The old woman is Pytra Elrinen and the younger woman next to her is her daughter Mora, the wife of the missing priest Sarik. Mora will not look up, but continues to quietly pray as her mother approaches the party.

“Yes, yes, yes. These are bad times, but it is good to pray. It is always good to pray. You ARE here to pray aren't you?”

If the party introduces themselves to her and tells her why they are here, she will say:

“Oh bless you, bless you bless you bless you. Finally someone of a good heart is here to make things right. Well, maybe not you. <she will point to someone in the party who might look a little shifty> But you're with him <she will point to a cleric or paladin if one is available, if not then just to someone who looks clean and upstanding> so that counts for something. I have little to offer you in the way of refreshments, but I will offer you what I have.

If the party accepts, she will send her daughter off to fetch the refreshments. She will look over toward her mother. Her eyes are dark and tired. Fatigue and distress has sunk deep into her and she looks almost like she is dying on her feet. A sad, hopeless look cloaks what might have once been beauty in bleakness. She shuffles off to one of the back doors to get the drinks and snacks.

If the party declines, she will wave her hand and say:

“Don't be stupid. You must be tired after your travels. The least you can do is accept an old woman's hospitality. I won't hear another word on the matter. Now sit down. Now.”

While the refreshments are coming, she will answer with what little knowledge she has.

If asked about the kidnappings, she will respond that it is a horrible and tragic thing, full of evil. Kidnapping children indeed, it takes a black heart to do such a thing for any reason. They deserve to be killed for all the heartache they've caused.

If asked about the orcs, she will handily dismiss the possibility of them being involved. The leaders new wife is a priestess of Bralm after all, and Bralm, though not as generous and loving as Jascar, would never allow such an atrocity to occur in her name.

If asked who she thinks is behind the kidnappings, she will only say that none of this happened before the sheriff got here. Now he may not be directly involved, she's not saying that. He is a man of the law after all, but there's something shifty about him that she can't quite put her finger on. People like that always cause trouble. At this point she will give a dirty look to the shifty PC pointed out before.

If asked to see where the kidnapping took place, she will take the party there. The bed looks recently slept in, and if asked, the old woman will explain that Mora has slept in the bed since the kidnapping. She hasn't been quite the same since it happened. She's scared that she may never recover. Every day sees her getting weaker and weaker. She screams in the night and has been out

sleepwalking with a glazed expression on her face. The mornings after, she says she doesn't even remember being out and about. The loss must have broken her, the poor thing.

If anyone does a detect magic in Mora's room, a magical circle will glow on the floor under the bed (see Player Handout 1). A successful Knowledge (arcana) check (DC 20) will show that it is some kind of magical ritual circle, probably used in some kind of binding ritual. It can also be told that whatever it was used for is done with, and the magic is slowly fading. The circle is smallish, about a three-foot diameter under her bed. There are some symbols on it, probably written in Goblin. Only someone who speaks and reads/writes Goblin will be able to ascertain this as they are not standard goblin words. Even someone who speaks goblin will not be able to understand the actual words. The *comprehend languages* spell will not help this either, as it is not the vocabulary that is alien, but rather the meanings themselves.

Just as the party is getting ready to leave the room, Mora bursts in, dropping the tray and screaming:

"Out! Out damn you, OUT!!! There is nothing more for you to take from me! Your blackened visions soon will torment me no more! Out! OUT!"

At this, the PCs may make a Spot check (DC 20) to notice for a split second that Mora's eyes glowed red. If anyone has a *Detect Evil* active, for just that split second Mora will detect as evil. Then she will not. Mora collapse on the floor after her rant, at which point Petra will ask for help dragging her into the bed, or elsewhere if a party member suggests it.

She will then suggest they leave her be to rest and walk the party out. She will explain on the way:

"Ever since the kidnapping, she has had these horrible dreams. She says that she is up in the hills, looking into a blackened hole that is pulling her into it. She tries to fight it, but it's so cold and she is so weak. It pulls her into it slowly, laughing in some high pitched, I think she said squeal, definitely not human. Then hands grabbed her and forced her to look at her son, hanging from the ceiling as a black, clawed hand gripping a silver dagger slits her child's throat. <shudders> It's a horrible dream and she has had it every night since the disappearance. No wonder she sleepwalks. I'm afraid I have no more to show or tell you and I must attend to Mora. As you can tell, she is not well. All I ask is that you bring our children back to us safely so that this madness can end. You are our only hope my friends."

If the party comes back, and tries to question Mora, she will be sleeping deeply and unable to be wakened.

If shown the players map, she will notice that something is amiss, but isn't sure what it is. Later, if the party has not discovered the Lead Mine from Admor, she will tell them about it at that point, realizing what it was that was missing.

B. The Master Leathersmith—Jerrick Pinjal

The smell is what hits the players first, as most tanneries are wont to do. After that, it is the bustle of activity that the party will notice surrounding the buildings in the Northwest corner of town. There is a blacksmith and a number of assistants revolving around a tall, powerful man in a leather apron, his tightly waxed moustache curled into a rigid spiral. He is giving directions in the middle of the complex with a commanding voice. This must be the Master Leathersmith, Jerrick Pinjal. Leather working goods in various states of completion line the area. Some have apprentices still working on them, some are all ready finished. They are all beautifully worked and of excellent quality. As you approach, Jerrick will stop what he is doing and approach you, "Gentle men and Gentle Ladies, you come a long way for my wares, but I assure you, it is worth it. How can I help you?"

If the party asks him about his goods, he has all standard leather goods for 10% under *Players Handbook* prices, including masterwork goods. There is a 65% chance he will have any one item ready to be sold, otherwise he will need time to make it.

If the party explains that they are here to aid the Sheriff, a somber expression will encroach his face and he will invite them over to a table to sit and talk, asking one of the apprentices to bring them something to drink (it is a pleasant iced peach tea).

He will explain that it is his son that has gone missing, and just before his apprenticeship was to start. He is twelve and his only child, his only family now that his wife has died. He would give anything to see his son returned to him. He is genuinely emotional and not afraid to show it.

The orcs? That's a dubious notion to be sure. Possible for sure, but it just doesn't seem right. They aren't your standard orcs. For one, they're too clean. For another, kidnapping is too subtle. Not the orcish style to kidnap. It is more their style to loot and pillage. These may be strange orcs, but they're still orcs. He feels re-assured that the party is here and assures them that if they return his son, he will be very grateful and do what he can to show that appreciation.

If asked about the details of his son's disappearance, he doesn't have many. He does know that there was a clump of mud by the windowsill, but that doesn't mean anything. When he went to see what was taking his son so long, he noticed he was gone. No signs of struggle, nothing—just no son.

He will not waste much of the party's time, so he will let them get back to their investigation and he will get back to work. He will gladly answer any questions the party may have, but he doesn't know anything more than has all ready been stated.

If asked to get involved, he will regretfully decline as he has an important contract due for the House. All of the farmers have tight deadlines to meet before their caravan goes to Krucknick to deliver the goods that pay their rent.

C. The Retired Historian—Admor Vadadrin

The first thing that you notice about this house is that it is a bit on the overgrown side. The care taken with upkeep on the other houses has obviously been dispensed with here, as the porch itself is almost overgrown with blackberry bushes. Two large housecats lounge lazily, large furry bellies absorbing the summer warmth. They do not seem to acknowledge your existence, let alone react to your approach. The front door is not so much ajar as it is a little off its frame.

If the party knocks on the door, nobody will answer. If they push the door open, the smell of musty incense and stale air envelops them. It is extremely warm in here. There are the coals of a small fire in the wood stove in the middle of the room. All of the walls are lined with bookshelves, filled with a wide variety of books that appear to have no particular order. Facing the stove is a couch, surrounded by multiple stacks of books and scribble parchments. Lying on the couch is an old man with a long flowing beard. He is snoring loudly and a long, curved pipe sits on his chest, long cold but rustling with his snoring.

Mere speech will not wake Admor up. If a player tries to rustle him awake, he will do so with a startle...

Who are you?!? Is that you Margie? <looks closer> *Of course it's not. Even Margie wasn't that ugly. What do you want? Better be important to disturb an old man's sleep...*

Admor will treat the party a little differently if they bother to explain why they're here and what they're doing, but he really has no information about the kidnappings. If asked about the orcs, he will respond that they are a strange lot, but it's even stranger that they'd kidnap children. Not impossible, just strange. He hasn't had much dealing with orcs, even these ones, so he really doesn't know what to say. History paints them as bloodthirsty savages, but the orcs don't write the histories now do they? With that he will smile.

If shown the map, he will explain that there is something odd about it, something missing, but he can't quite figure it out. If asked about the mines after looking at the map, he will realize that there is a mine missing.

If asked what he is working on, he will go on and on and on about his tome linking the birth of Rary with the first incidents of trolls on Oerth and how there must be some relevance to the fact that Dark Elves hate Light Elves, but they also hate Gray Elves but Light Elves don't hate Gray Elves even though they have a little dark in them and how that just doesn't make any sense now does it because you would think there would be some kinship and this all ties into Rary but he hasn't quite found the correlation though he will some day and the party will walk down the street with their heads raised proudly because one day they knew the now famous Admor the historian. He will then shoo them out as he has work to do to make that happen, yes indeed he does.

D. The Senile Mage—Darlani Kent

This small stone tower has a small wooden door at the base. It is approximately fifteen feet around and twenty-five feet tall, with

a peaked roof. No smoke emanates from it and it is very, very quiet.

Nobody will answer if the PCs knock on the door.

If the party tries the door, it is locked (Pick Lock, DC 20).

☛ **Strong Wooden Door:** hardness 5; hp 20; DC 25 to break through.

The ground floor is immaculately clean, if not sparsely decorated with two chairs, a small divan and an intricately carved coffee table. There is a spiral stairway leading upstairs.

The second floor is the main kitchen and dining area. The stove is cold. There are a number of preserves, dried vegetables, onions, garlic and general utensils and food. The stairs continue up to the third floor.

The third floor consists of a number of bookshelves, a desk, and a bed. On the bed is Darlani. He is on the bed in his nightshirt, looking even older than the 70 years he has earned. No amount of talking to him or stirring him will wake him up though as he is dead and has been for almost a day now. There are no wounds on his body. He appears to have died of natural causes. If his mouth is smelled, there is a slight pungent scent there, but it's hard to say if that is just death or not. A *detect poison* spell will show that there is a slight residue of poison in his mouth however. Any character with Knowledge (poison) may make a check (DC 15) or a Heal check (DC 25). If they succeed they can determine that the poison is a slow acting CON poison, taken orally. It is common to goblins and uses a mushroom that is very rare as its base ingredient.

The book opened on the desk is a spell book. It was Darlani's first spell book and the only one he kept when he retired, mostly for the sake of sentimentality. The third page is guarded with *explosive runes* (DC 25 for a thief to detect with Search skill; DC 28 to Disable the Device). If the players flip through the book, the Runes will explode doing 6d6 to the reader (no save) and 6d6 damage to those within 10 feet (Reflex save for half). The book is destroyed in the explosion, as are the majority of books in the area. The book will glow as magic if detected for, but nothing else will. There are a variety of personal journals, magic texts, novels and reference books in the library, but many of them are in very poor shape or out of date. They are all in Common and worth only a nominal value.

ENCOUNTER 4: THE OUTLYING FARMS.

A. The Tomato Farmers—The Frolmare's House

The Frolmare's farm is a giant sprawling place, with acres of tomato plants as well as some rather large vegetable gardens and a small stable with sheep and a few pigs. The main house is single story and sprawling. Smoke rises from the chimney and

the smell of cooking tomatoes can be smelled on the wind almost sooner than you can see it. There is a bit of activity in the fields as two young men are gathering up the last remnants of the tomato crop. Two women can be seen tending the vegetable garden, and a pair of twins, probably seven years old, can be seen chasing a pig and laughing in the stables. On the porch sits a middle-aged man, dressed for work and smoking a pipe.

The man on the porch is Nasran Frolmares, eldest member of the farm. He is a friendly but soft-spoken man, who takes plenty of time (and draws off of his pipe) before answering a question. His granddaughter Ellana was the child kidnapped from his house. She is about 9 years old and disappeared without a trace in the middle of the night. The only sign of disturbance was a bit of swamp grass that was found on her pillow. He doesn't know who did it.

If asked, he says he wouldn't put it past orcs to be up to this kind of treachery, but he doesn't like to make accusations without evidence. He trusts the sheriff to do his job correctly. He is the professional after all. The sheriff doesn't tell him how to grow tomatoes, so he doesn't tell the sheriff how to investigate disappearances. His major concern is the safe return of his granddaughter, and for that he will be grateful.

If the party informs him that the party is working for the sheriff, he will gladly show them the room where she was abducted. Have the party attempt a Spot check (DC 20) to notice a black scuff mark on the floor next to the bed, about three inches long. It is waxy, but comes off easily if rubbed. If asked about it, Nasran will only say that it's strange because his wife always keeps the house immaculate, but she hasn't cleaned in here since Ellana disappeared. If prompted, feel free to let the party know that the house is indeed immaculate.

The other members of the house are out in the fields working. Nasran's wife Elrine is in the kitchen, but he will try to dissuade the party from talking to her as she's feeling emotional and not in the best of moods. If they insist on talking to her, she will only say one thing: "If you're here to help, then you best be getting to it. Standing here yapping at me won't get her back." If the party persists on asking her questions, she will only say "Shoo! I've got work to do. If I think about it, it only gets worse. Now go, find her." She will indeed appear to be on edge and genuinely upset, but will quickly busy herself to occupy her mind.

B. The Winery—The Doclical House

The Doclical vineyards stretch across the hills. Among the grape vines you can see a number of humans and half-elves, baskets around their waste, picking this year's crop. The main house stands tall in the foreground, immaculately white with three tall spires coming out of it, the crest of Doclical House wine proudly waving in the wind, a rose crossing a bunch of tiny grapes over a red background. The front door is open, but the only people you see are in the fields.

If the party asks one of the pickers any questions, they will instruct the party to talk to the lady of the house, Dorlana Doclical in the main house.

If the party knocks, a young human woman with delicate Suel features answers the door and asks what she can do for them. After the party explains who they are, she will invite them in to sit in the parlor while she goes and gets Dorlana.

As the party makes themselves comfortable, they will notice that the parlor is tastefully decorated in a combination of elvish and human styles. The chairs are comfortable and the décor bright and cheery. After a minute or two, the lady of the house will arrive. She is dressed in a simple but high quality white dress with red trim, and will introduce herself as Dorlana Doclical and ask what she can do to help the party.

Her son, Ranol, who is eight years old was taken in the night. The house was not disturbed, but it was summer and the windows were open. He was a precocious boy and might have snuck out to sneak a peak at the harvest moon. She only now realizes how much she misses his silly little jokes, his goofy little games. He was a good boy, at least sometimes, and she hopes the party can help return him.

If the party searches the room, they will find no evidence of a struggle of any kind. If the windowsill is examined, it appears that there has been some recent strain on it as it is cracked.

She does not recall finding any sign of orcs being in the room. It was almost frightening how the room didn't change in fact. It was almost like he just disappeared in the night, abducted by a ghost.

She will gladly answer any of the other questions the party might ask, but she doesn't know much outside of common knowledge. She hasn't met the sheriff very many times, but he seems like a nice enough man.

If asked her opinion on the orcs kidnapping her son, she will only comment that it seems strange that they would, having lived side by side peacefully for so long, but her husband said orcs are like that. Unfortunately he has been on a trading trip for the last two weeks and won't be back for another week. Her husband was prone to disliking orcs though, but you know how elves are, whether something happens a year or a decade ago is almost the same to them. She can't even imagine what it would be like to live as long as her husband will... but she is rambling and surely the party has more important things to do than listen to a lonely woman who misses her husband go on about it.

With that, she will thank the party and wish them luck on their search. If they need anything at all, they can feel free to call upon her, though she's not sure what she could do.

C. The Ranchers—The Grek House (no relation)

As you come down a hillside to the Grek ranch, the lovely aroma of cattle manure engulfs you. They are bringing the cattle in, close to 200 head of high quality cattle, and there is a bustle of

activity in the herding area. A couple of the ranchers notice you, and say something to one of the men. He promptly rides out toward you at a brisk pace.

This is Olox Grek, the son of Sorac Grek who owns the ranch. He will promptly say “You folks lost or something? You sure don’t belong here.” If the party explains why they are there, he will give them a glare and ask them to leave. If the party attempts to push forward or press the matter he will reach for the long spear at his side, and say

“My father is upset enough about his son and he’s an old, sick man. There’s no reason for you to be going in there and getting him all upset. We don’t know anything but that Malv is gone. We’ve searched the countryside looking for him and there’s no sign, so all you’ll be doing is upsetting a sad, sick old man for no reason. Now run along before I run you along.”

He is obviously upset, and if the party pushes the matter he will remind them to leave or he’ll make them leave. He is not evil, but just upset and over-protective of his father. If the party pushes for a fight, he and his ranch-hands will fight them back, but only after he reminds them that they are trespassing on the private property of his family, rightfully leased to them by House Einstoffen. His father is asleep in the house and will not respond to the whole thing. He has no information about the kidnappings.

♣ **Olox Grek:** Male Human Rgr2/Exp4.

♣ **Ranch Hands (3):** Male Human Rgr1/Exp1.

D. The Carpenters—The Eijar House

Three houses are nestled at the edge of the woods here. On the front porch sit five young men and one older man. They are all dressed in simple clothing and have a bit of sawdust in their hair. They occasionally mutter something back and forth, apparently just making small talk. They will not get up as the party approaches, but the older man will say nod and say “Can I help you with something?”

After the party introduces themselves, the gentleman, Lazar Eijar, will nod off to the house and tell the other men “Go take care of your supper, I need a few minutes with these folks.”

After they leave he will ask how he can help them recover his daughter.

His child, like all of the others, was taken in the night without a trace. Nothing unusual was found there. If the party asks, he will show them her room. A thorough search will show nothing.

If asked to join the party, he regretfully declines as there is a very important order that is behind schedule for House Einstoffen and it will take not only all the people that he has available, but probably a great deal of luck to finish it on time. People have been upset and they are very behind schedule. If they do not complete this order it will be a long, cold winter.

If he is asked what he thinks about the orcs being involved, he will think about it briefly before saying:

“I think its rubbish. Not much more than a year ago they wiped out a band of goblins that were hiding out in the mines for us, and now they’re going to steal our children in the night for no reason? It’s nonsense. The sad part is that there is no better explanation. I guess that’s why you’re here though, to explain the unexplainable.”

If asked about the sheriff, he will say:

“That city fop? I wouldn’t trust him as far as I could throw him, even if that is a ways. Something about that guy just isn’t right. I don’t like him and I don’t trust him.”

He pauses for a second.

“But what do I know? I’m just a simple carpenter. I leave those decisions to the people that like to make them. I’d rather make a cabinet any day.”

If anyone in the party is a carpenter, he will gladly share with them his craftsmanship.

If they ask him who he thinks is behind it if it isn’t the orcs, he will just say:

“That’s the big question, isn’t it? I really don’t know. If I did though, I’d probably be dead by now because I doubt it’s anything a simple carpenter like myself could deal with. It’s not normal, and I only know how to deal with normal. <pause> What it really is, what I feel it is, what I know it is, is it’s evil. Just through and through evil. There’s nothing else it can be.”

After answering the party’s questions, he will wish them good luck, and then return to work, looking none to happy to be reminded that his daughter is missing and not very optimistic that she will be returned safely.

ENCOUNTER 5: THE GOLD MINE

Note: If the investigation in town took longer than expected or if the party has a lot of information to gather, feel free to make the mine empty. If they have figured things out and are led to the mines by Mora’s dreams, then feel free to use it as a red herring.

The Gold Mine is more thoroughly worked than the Silver Mine in Encounter 6 as the vein here was more sporadic and the potential gains much greater. It is approximately 10 feet high throughout its length. Everything inside appears to be rusted and worn down. There is no vermin anywhere to be found, as the phantom fungi have eaten them all.

The entrance to this abandoned mine is fairly clear, with only some tallish grass around it. Inside are the rough-hewn walls of the gold mine. Mining tracks lead down into the darkness.

Any PCs examining the grass around the entrance can make a Wilderness Lore check (DC 15) to be able to tell that something rather large comes and goes through this entrance on a regular basis.

When the party enters the tunnel completely, read them the following:

From deep inside the belly of the mine, you hear what you had hoped was the wind, but now you realize that it is a gentle crying, possibly a whimpering, though it is hard to tell with all the echoes and distortion.

It takes a successful Listen check (DC 30) to know that the sound is not human.

There are a total of three phantom fungi that have taken up residence in this area. Two of them are in the farthest south tunnel, protecting their recent batch of offspring. The other one is in the northern-most tunnel section. If the party goes north first, the phantom fungus there will wait to attack unless it looks like the party is going to leave the mine and not head into the south tunnel.

If the party does move into the southern tunnel, it will follow, attempting to move silently and attack the party from behind. It takes a successful Spot check (DC 30) to see the phantom fungus. If someone is watching, it will stay still, only moving to avoid contact with party members. If the fungus is moving, the Spot check becomes a bit easier (DC 25). Note that the wailing of the babies in the southern tunnel and the wind whistling through the tunnels makes it almost impossible (Spot, DC 40) to pinpoint the location of the fungi by listening.

The two Phantom Fungi in the southern tunnel are defending their young from intruders and will fight to the death. The adults are of course invisible, but the young developing spores are all too visible and vulnerable.

If the party is being followed by the Fungi from the northern tunnel, make them think they are being watched, though they will see nothing. Take a character with particularly keen hearing or a paranoid nature aside and say:

You could have sworn you heard a heavy, loafing shuffle, but you looked and there was nothing there. Absolutely nothing.

If they want to pay closer attention, do an opposed Listen check to see if they hear anything more. Of course, they will never see anything.

As the party turns the second corner of the southern tunnel, the phantom fungi will attack, but not before they party sees the following:

In the northeast corner, at the end of the mineshaft, you see a writhing mass of wriggling tentacles in a bed of rotting vegetation. There are multitude tiny, flagellant creatures in a nest of soft leaves and rotting vegetation. You peer closer, to get a better view in the dim light, only to hear sharp whoosh of compressed air as something unseen flies through the air at you.

APL 4 (EL 6):

☛ **Phantom fungi (3):** CR 3; hp 15 (each); See *Monster Manual* page 149

APL 6 (EL 8):

☛ **Phantom fungi, advanced (3):** CR 5; Medium-size plant; HD 4d8+12; hp 30 (each); Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +5 melee (1d6+3, bite); SQ Plant, improved invisibility; AL N; SV Fort +7, Ref +1, Will +1; Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9.

Skills: Move Silently +5.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Improved Invisibility (Su): As *improved invisibility* cast by a 12th-level sorcerer, always on while fungus is alive, not subject to *invisibility purge*. The fungus becomes visible 1 minute after it is killed.

APL 8 (EL 9):

☛ **Phantom fungi, advanced (3):** CR 6; Large plant; HD 6d8+30; hp 57 (each); Init -1; Spd 20 ft.; AC 14 (touch 8, flat-footed 14); Atk +9 melee (1d6+9, bite); SQ Plant, improved invisibility; Face 5 ft. by 10 ft.; AL N; SV Fort +10, Ref +1, Will +2; Str 22, Dex 8, Con 20, Int 2, Wis 11, Cha 9.

Skills: Move Silently +4.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Improved Invisibility (Su): As *improved invisibility* cast by a 12th-level sorcerer, always on while fungus is alive, not subject to *invisibility purge*. The fungus becomes visible 1 minute after it is killed.

ENCOUNTER SIX

The Silver Mine

NOTE: If the investigation in town took longer than expected or if the party has a lot of information to gather, feel free to make the mine empty. If they have figured things out and are led to the mines by Mora's dreams, then feel free to use it as a red herring.

The Silver Mine may have been abandoned by humans years ago, but two years ago a flesh golem that had escaped its master during a berserk rage found refuge here. Occasionally he cries out in some gesture that is only a pale remnant of its lost humanity.

Use the map in the appendix for the Silver Mine. The Flesh Golem lives at the end of it and will attack anyone that invades its sanctuary.

This mine is obviously abandoned and overgrown. The entrance is barely visible behind the shrubbery and weeds covering it. Through the rough foliage you can peak inside though. There are mining cart tracks and the broken down remnants of a cart, but

inside there is nothing but the whistling of the wind as far as you can see.

The tunnels here are varying widths, but usually about 10 feet tall. They are rough-hewn. Occasionally along the way, there are broken down carts filled with rocks.

One-Third of the way into the mine, have all players roll a Spot check (DC 20). There is a chunk of silver ore here with a value of 25 SP.

Two-Thirds of the way into the mine, have all players roll a Listen check (DC 15). If anyone makes them, tell them the following:

At first, you thought it was just the wind, but now you're not so sure. From deep within the mine you hear a percussive, plaintive mewling, like an oversized toddler blubbling ten minutes after it fell.

When the party gets to the end of the mine, describe the following:

As you turn the corner, you see a huddled mass of rags in the corner. As you peer at it, it stands to its full height of over 8 feet tall, a hairless, mismatched construct. Scars litter its body, wandering almost without meaning across its patchwork shell. Its left arm is longer than its right and its body seems strangely out of proportion. At first it looks at you quizzically, almost with a certain sense of novelty, but quickly that changes into anger, and it bellows out in a not-quite human parody of rage. It charges, re-assuring you that it was in fact rage.

APL 4 (EL 7):

➤ **Flesh golem:** CR 7; hp 49; see *Monster Manual* page 108

APL 6 (EL 8):

➤ **Flesh golem, advanced:** CR 8; Large construct; HD 12d10; hp 66; Init -1; Spd 30 ft. (can't run); AC 18 (touch 8, flat-footed 18); Atk +13/13 melee (2d8+5, slam); SA Berserk; SQ Construct, magic immunity, damage reduction 15/+1; Reach 10 ft.; AL N; SV Fort +4, Ref +3, Will +4; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, ability damage, energy drain, or death from massive damage.

Berserk (Ex): In a combat, a cumulative 1% chance exists each round that the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moves on to spread more destruction. See *Monster Manual*, page 110.

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects except as follows. Cold based-effects slow them (as a *slow spell*) for 2d6 rounds, with no saving throw, but fire doesn't hurt them. An electricity effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

APL 8 (EL 10):

➤ **Flesh golem, advanced:** CR 8; Large construct; HD 15d10; hp 82; Init -1; Spd 30 ft. (can't run); AC 18 (touch 8, flat-footed 18); Atk +15/15 melee (2d8+5, slam); SA Berserk; SQ Construct, magic immunity, damage reduction 15/+1; Reach 10 ft.; AL N; SV Fort +5, Ref +4, Will +5; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, ability damage, energy drain, or death from massive damage.

Berserk (Ex): In a combat, a cumulative 1% chance exists each round that the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moves on to spread more destruction. See *Monster Manual*, page 110.

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects except as follows. Cold based-effects slow them (as a *slow spell*) for 2d6 rounds, with no saving throw, but fire doesn't hurt them. An electricity effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

ENCOUNTER 7: DIRE WOLVES IN THE FOREST (HUNGRY LIKE A WOLF)

These wolves are the mounts of the goblins in the lead mines. They have been left on this side of the river to hunt as they wish. If the corpses are examined, a Wilderness Lore check (DC 15) will show that the wolves have signs of being ridden by smallish riders.

They can be used as an encounter in a number of ways:

- 1) As a general encounter to keep the party on their toes while they are traveling among the outer farms.
- 2) If the party is not getting the clues, they can attack the party as they are wandering to the various farms and can be tracked back to the abandoned village where there are tracks that lead back to the lead mine. I do not recommend this except as a last ditch effort to get the party to Round 2 with time running out.
- 3) One of the members of the farm can run in, screaming that Worgs are attacking them and for the sheriff to help. The sheriff will gladly enlist the parties aid to rid the countryside of this menace, even though he knows they are the mounts of the goblins. It gives him credibility after all...
- 4) In a pinch, the Worgs could attack the town. This is highly unlikely, but could be used to the same effect as #2 above.
- 5) The Worgs could be viewed lurking at the edge of town, or just in the forest, leading to a hunt. This could work especially well if the party is getting too

close to the goblins too quickly as a distraction to slow down their progress or draw them into the Gold and Silver mines.

- 6) If time is tight, feel free to save the Worgs for round 2.

Tactical note: Worgs are intelligent hunters. They will either gang up on injured or small stragglers or attempt to split the party up by having one or two appear in front of the party, drawing the faster moving people to chase it while the others stay back to attack the weaker or slower party members. If the group left behind appears to be strong, they will join the others and attack the PCs that gave chase.

APL 4 (EL 6):

➤ **Worgs** (4): CR 2; hp 30 (each); see *Monster Manual* page 184

APL 6 (EL 8):

➤ **Worgs** (9): CR 2; hp 30 (each); see *Monster Manual* page 184

APL 8 (EL 10):

➤ **Worgs, advanced (10):** CR 3; Medium-size magical beast; HD 6d10+12; hp 43 (each); Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Atk +9 melee (1d6+4, bite); SA Trip; SQ Scent; AL NE; SV Fort +7, Ref +7, Will +4; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +8, Listen +10, Move Silently +8, Spot +10, Wilderness Lore +2*; Alertness.

* +4 racial bonus to Wilderness Lore when tracking by scent.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

CONCLUSION

It is now apparent that the orcs are not behind the missing children. Something darker and probably deadlier is at work.

-If the party has not discovered the lead mine missing from their map exists:

A young boy, rushes toward your party, hailing you with a rolled up parchment in his hand. He takes just a moment to catch his breath before blurting out, "Admor Vadadrin sent me to you. He found this old map which may help you find what you are looking for."

A spot check (DC 10) will show the party that the lead mine is missing off their map, with a scribbled note on it that simply says "goblin infestation." It is dated two years ago.

The End of Round 1

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Encounter Two

Peacefully interacting with orcs	150 xp*
Engaging in battle with orcs	75 xp*
* only one award possible	

Encounters Three and Four

Each lead/witness investigated	25 xp**
**maximum award 75 xp	

Encounter Five

Phantom Fungi defeated	150 xp
------------------------	--------

Encounter Six

Flesh golem defeated	150 xp***
Golem avoided (fleeing, etc).	75 xp***
*** only one award possible	

Encounter Seven

Worgs defeated	150 xp****
**** if the worgs are fought in Round Two, award the experience in that round instead.	
Both rounds together may not award more than 1500 xp, and the worg award may only be received once.	

Total experience for objectives	675 xp
Discretionary role-playing award	75 xp
Total possible experience	750 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

have been living alone and isolated in the mines, peaceful and away from meddling and violent eyes. They have no treasure. The worgs seem to have misplaced their belt pouches as well.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Encounter One

- None

Encounter Two

- None

Encounter Three

- None

Encounter Four

- None

Encounter Five

- None

Encounter Six

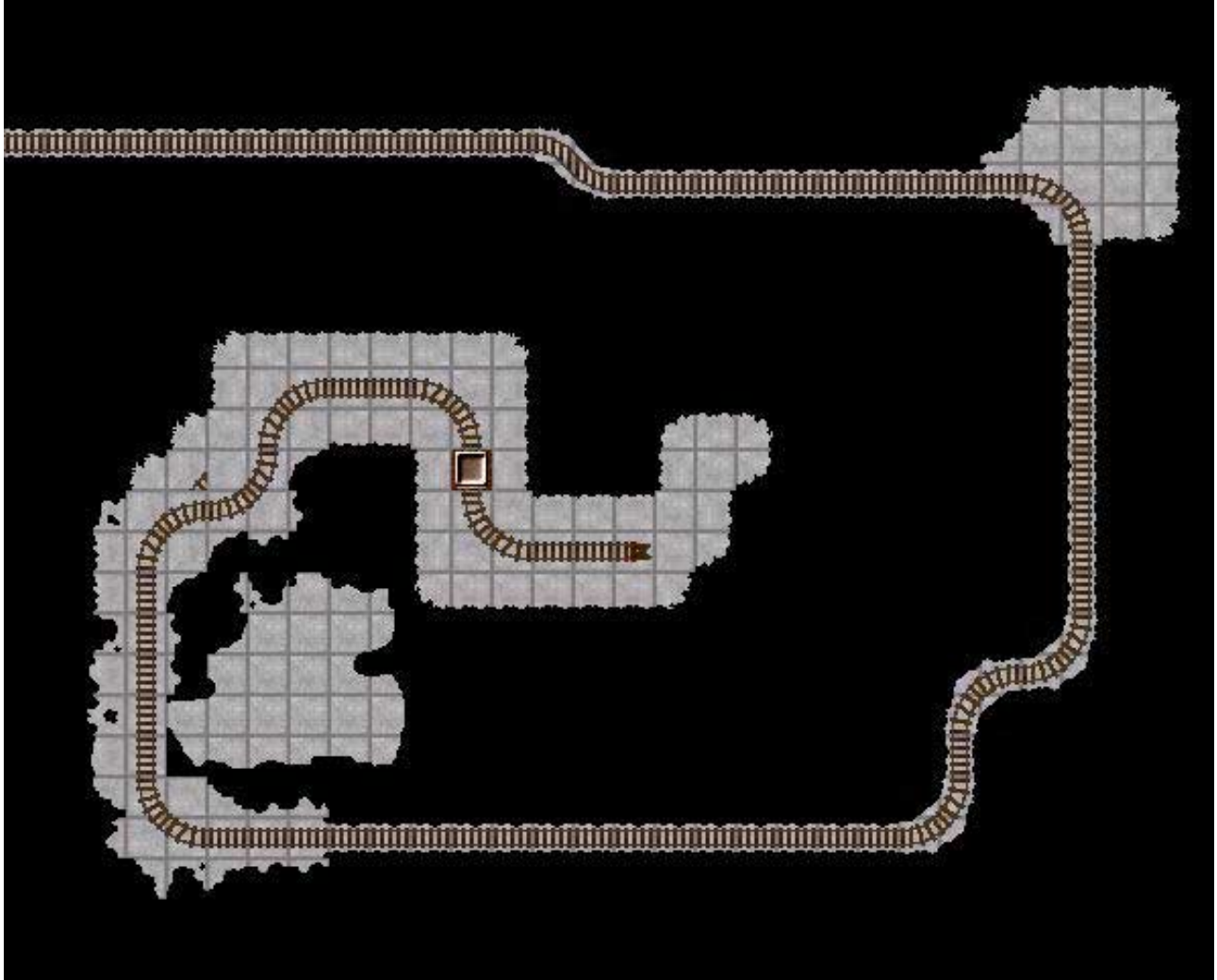
- None

Encounter Seven

- None

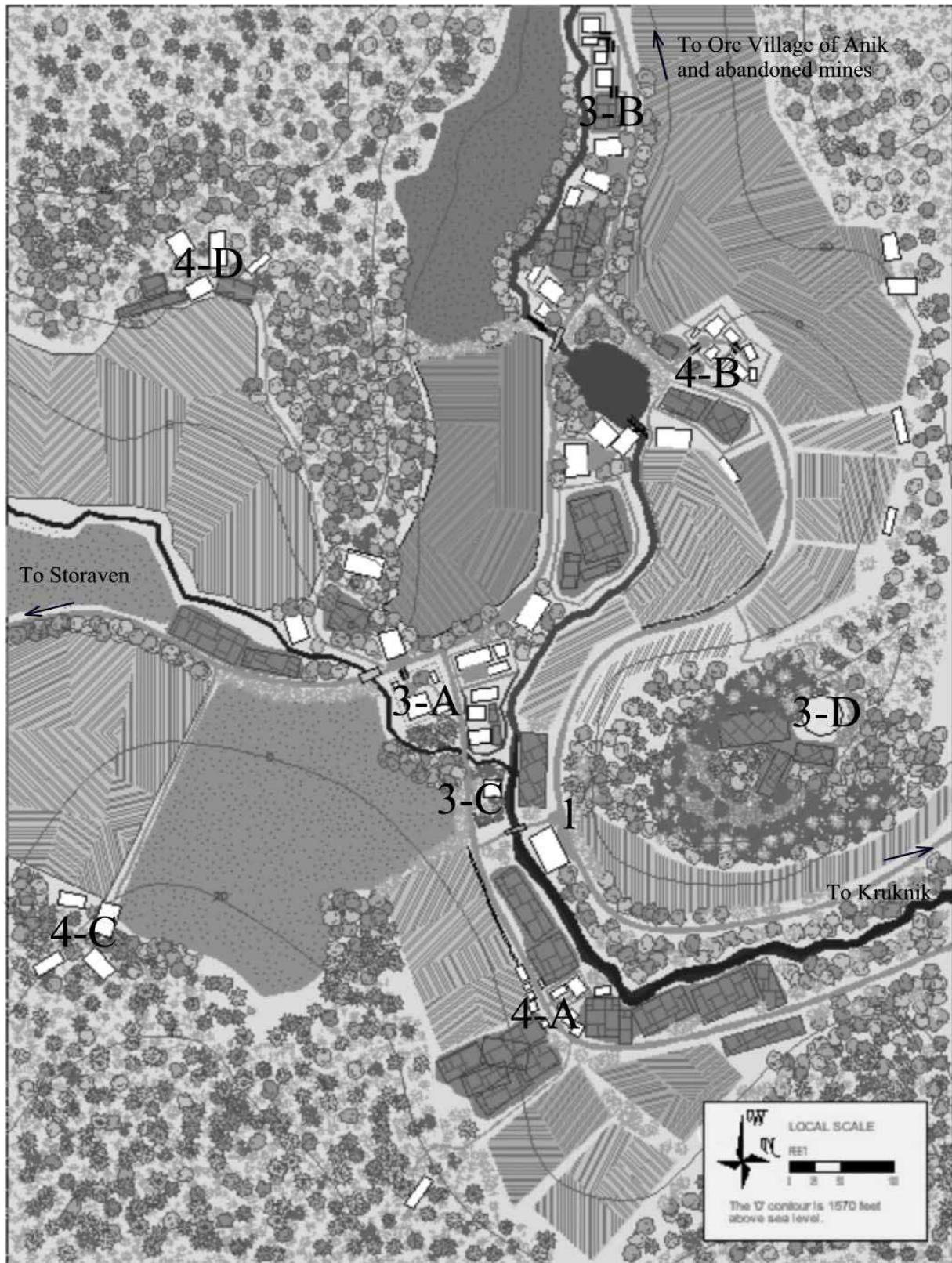
Note: As this is a two round module, all of the treasure is in the second round. The first round is purely investigative. The phantom fungi and the flesh golem

MAP TO THE SILVER MINE

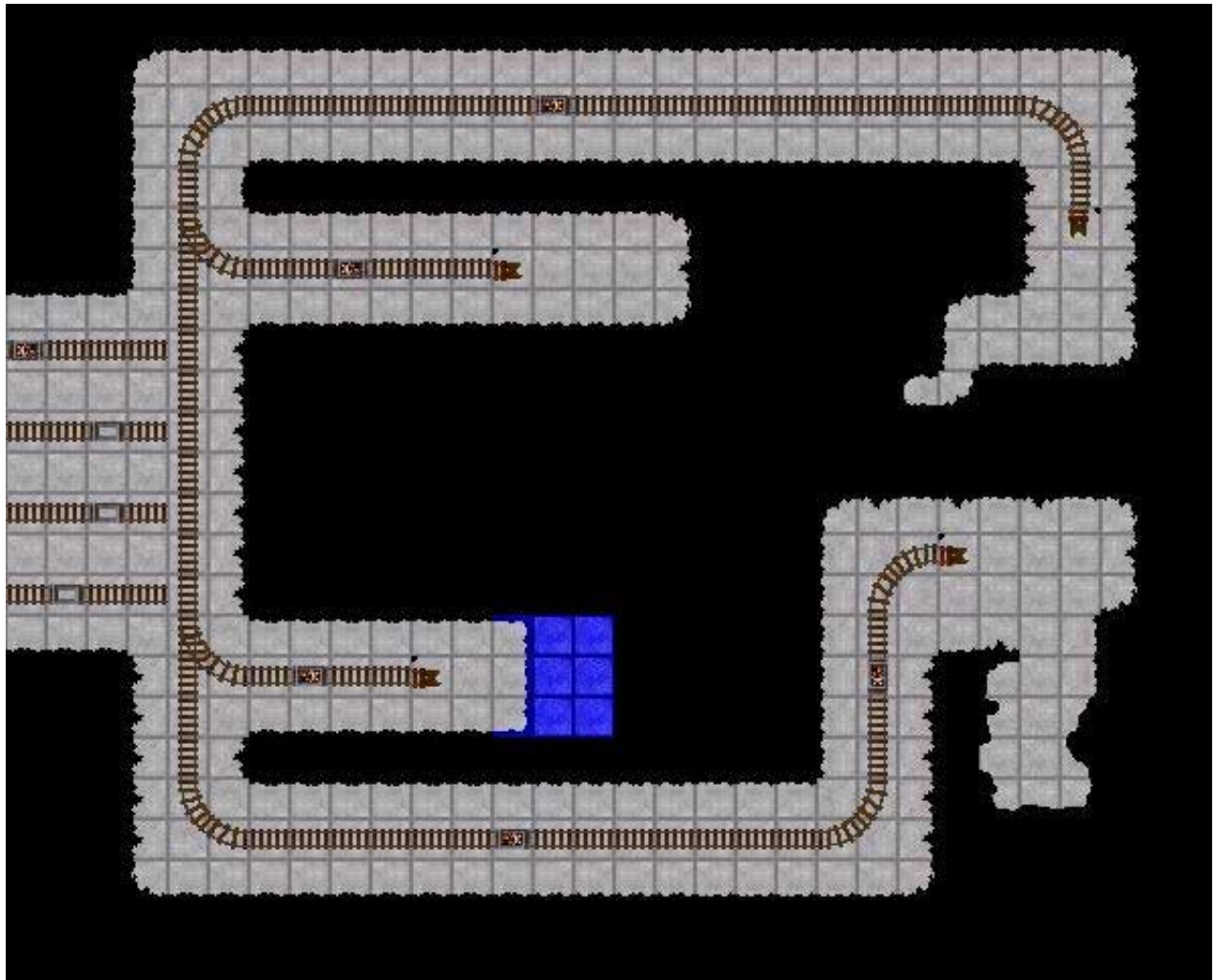


KOFFEL

GM's MAP

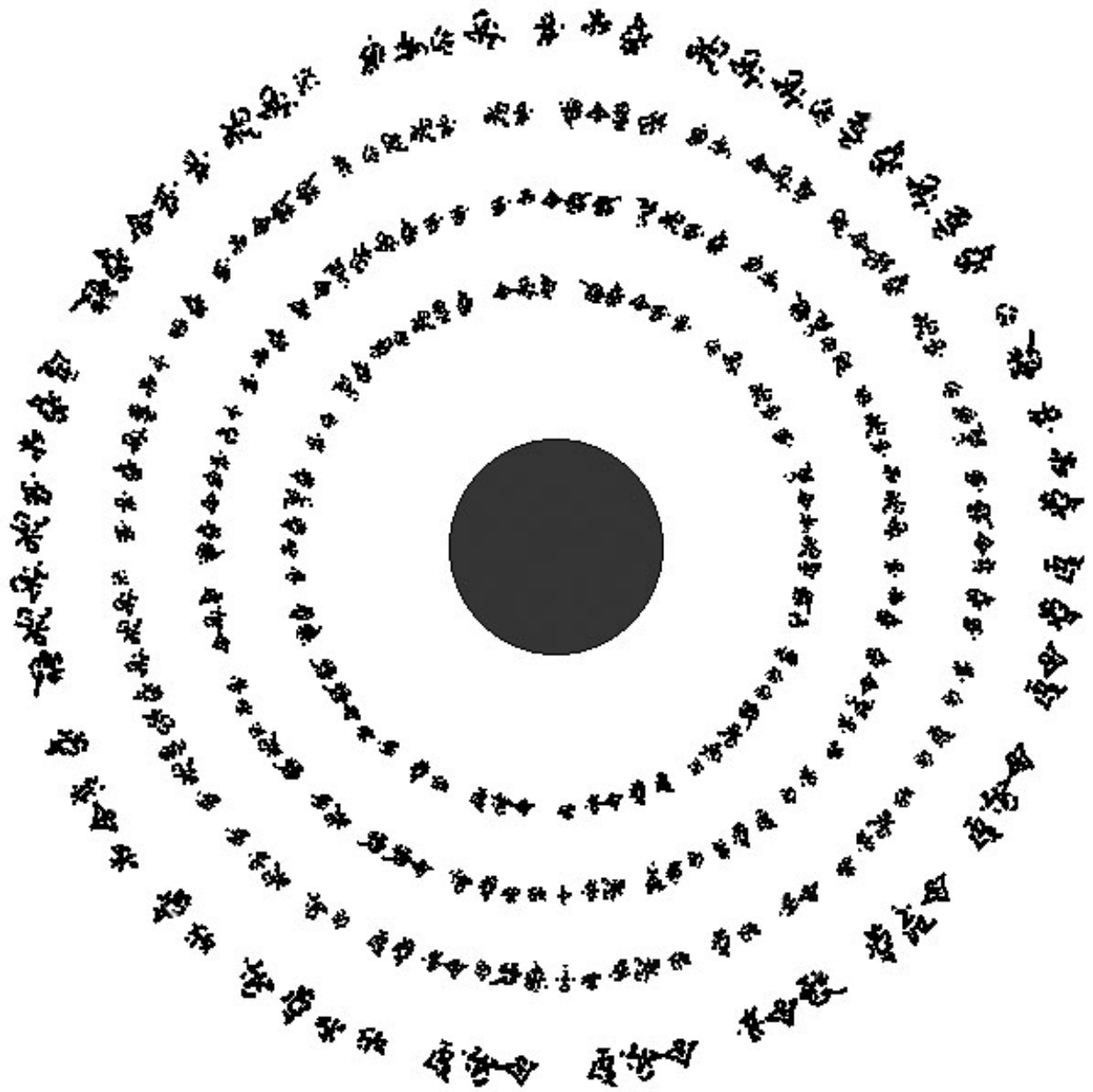


Map to the Gold Mine

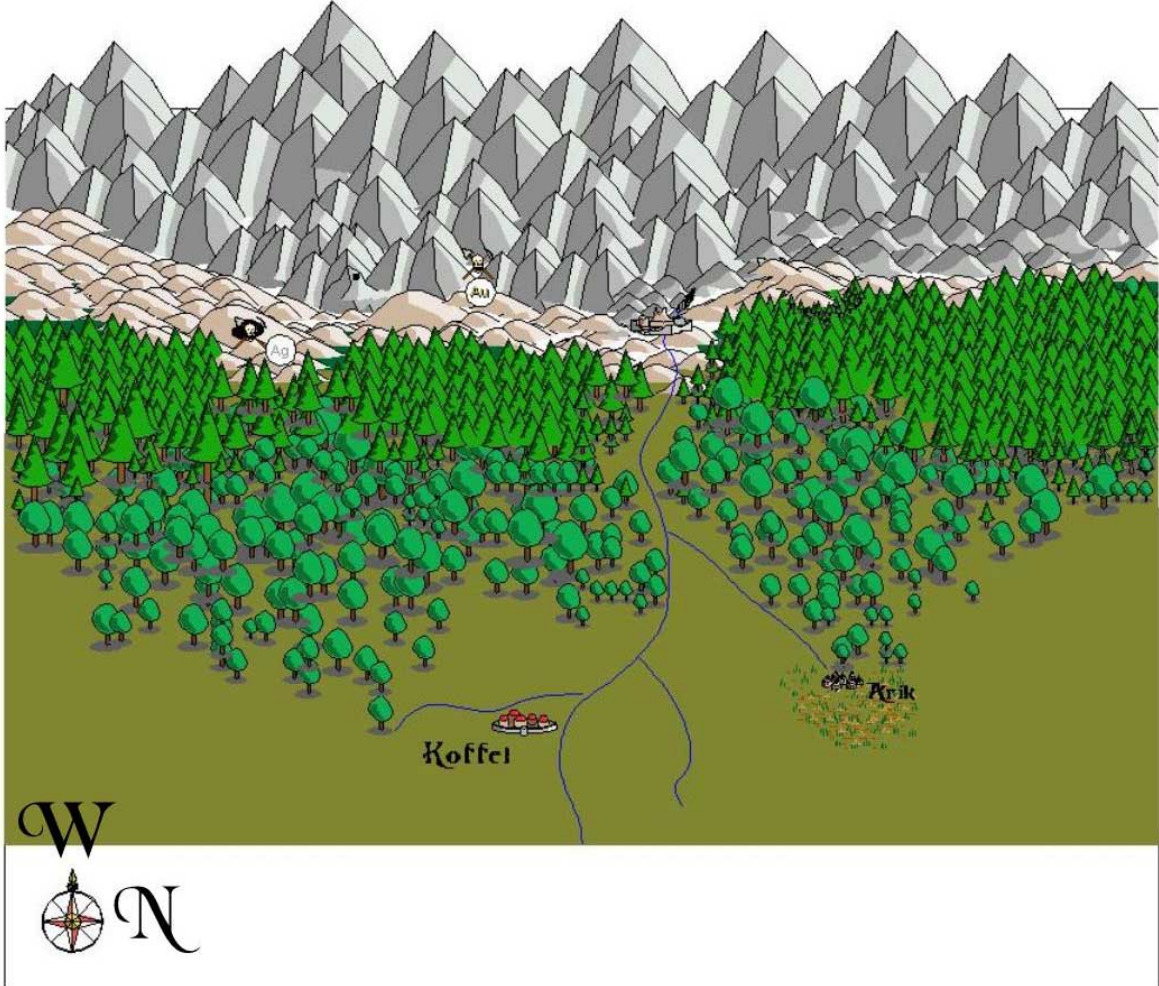




PLAYER HANDOUT #1



PLAYER HANDOUT #2



KOFFEL

PLAYER MAP



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.

URD1-12

FIREMANE

A Two-Round D&D LIVING GREYHAWK[®]
Duchy of Urnst Regional Adventure

Version 1

ROUND 2

by Martin Knoff

Based on ideas by Matt Lovell and Darin Primmer

In the quiet little town of Koffel, in a secluded corner of the Duchy, children are disappearing. It is up to the party to find out where they have gone and put an end to it so once again this corner of the Duchy can once again rest its eyes. An adventure for characters of 3rd to 7th level. It is highly recommended that the same judge run the characters through both rounds, as many events that transpire in Round 1 can affect the outcome of Round 2.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

4. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
5. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
6. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, check 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (check 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Wild: You are living the wild as a nomad, or perhaps in a cave. You hunt and gather your own food, and your clothes consist of furs, leathers, or hand-woven garments. At times, food is scarce and you must go hungry.

You must pass a Wilderness Lore skill check (DC 16) to survive with this lifestyle, if you fail you are **destitute** instead. You may take 10 on this check.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Rough: You live in the wilderness, either roaming a specific territory or living in a crude shack or tent. Your meals come from hunting and foraging, possibly supplemented by a few crops or herded animals. You barter for equipment and trade for coins when possible. You wear peasant clothing, leather, furs, or hand-woven garments.

You must pass a Wilderness Lore skill check (DC 14) to survive with this lifestyle, if you fail you are **poor** instead. You may take 10 on this check.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Wild	14 sp	-2*
Poor	43 sp	-1
Rough	43 sp	-1***
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

* Reduced to -1 in rural interactions

** No penalty in rural interactions

Koffel is considered a rural setting.

ADVENTURE SUMMARY AND BACKGROUND

After the events of Round 1, it should be obvious that the orcs are not behind the kidnappings and that there is something else at work here, much more sinister. The goblins are holed up in the lead mine, and that is where the children are. The characters must go there, kill the goblins and rescue the children. After that they must race back to the village to stop the assassin from killing the citizens there, and if they are not quick enough, they must also fight the devil summoned by the goblins ritual.

INTRODUCTION

You head up the river to the haunt of the fiends behind these black-hearted crimes. Dusk is falling, but something pushes you onward, a sense of urgency in the impending night air that tells you to hurry.

You reach the old abandoned mining town at the head of the river, the dusty edifice of former prosperous days is strangely peaceful.

Throughout the abandoned village are a number of signs of recent travel. Wolf and small booted tracks litter the muddy banks, heading east into the forest and up into the rapidly darkening hills.

ENCOUNTER 1: AMBUSH

If the party has not all ready hunted down and killed the worgs from encounter seven of Round 1, then they will ambush the party at this time.

Tactical note: Worgs are intelligent hunters. They will either gang up on injured or small stragglers or attempt to split the party up by having one or two appear in front of the party, drawing the faster moving people to chase it while the others stay back to attack the weaker or slower party members. If the group left behind appears to be strong, they will join the others and attack the PCs that gave chase.

If there are any halflings in the party, the worgs will attempt to grapple and run away with them firmly lodged in their teeth, doing automatic damage and moving full speed.

If their original ploy does not work, the worgs will attempt to skirmish, drawing attention to one side with half of their numbers and then having the rest of them charge from behind, targeting non-armored characters first.

APL 4 (EL 6):

Worgs (4): CR 2; hp 30 (each); see *Monster Manual* page 184

APL 6 (EL 8):

Worgs (9): CR 2; hp 30 (each); see *Monster Manual* page 184

APL 8 (EL 10):

Worgs, advanced (10): CR 3; Medium-size magical beast; HD 6d10+12; hp 43 (each); Init +2; Spd 50 ft.; AC 14 (touch 12, flat-footed 12); Atk +9 melee (1d6+4, bite); SA Trip; SQ Scent; AL NE; SV Fort +7, Ref +7, Will +4; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +8, Listen +10, Move Silently +8, Spot +10, Wilderness Lore +2*; Alertness.

* +4 racial bonus to Wilderness Lore when tracking by scent.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

ENCOUNTER 2: THE LEAD MINE

The last thing a person would think when looking at this place is that it was an abandoned mine. It is clear of debris and the tracks appear to be well kept. The only sign that it is in disuse is the fact that there are no lights within it and no miners are present. . Even the carts at the end of the line, visible in the last vestiges of daylight, appear to be in good repair and there is no dust gathered on the rocks within them.

Not ten feet into it, all is black

The mine quickly spreads out into a number of twisting, turning tunnels. Ore carts appear to be parked in appropriate places. The mine is remarkably free of rats and other vermin. The wind whistles through and every sound you make gives birth twenty more mutated, slowly dying echoes that seem to take forever to end.

The ground on either side of the track is lined with dirt and gravel, well compacted. There is moisture on the walls periodically, but no fungi or lichen grow here. There is no sign of life outside of your party.

There is the occasional sign of recent travel however. Small disruptions of gravel, probably from small booted feet are obvious at the entrance. Most of the tunnels are about 5 feet wide, which ends up being about 6 inches wider than the average mining cart, and about 6 feet high. There are burnt out torch stubs lining the walls occasionally, but no active light sources are visible.

The tunnels meander about, occasionally heading into dead-ends, occasionally meeting water. It twists and turns as you search for the goblin lair...

Traps: There are 6 bear traps partially buried in the gravel throughout the tunnels. Have the person in the front of the party make a Spot check (DC 20) to spot the first one. If the point guard fails, she will step on the bear trap, taking 2d6 damage. It takes a Strength check (DC 10) to remove the bear trap. Every round the trap is not removed, it does 2 additional points of damage for up to 3 rounds (a maximum of 6 additional points of damage). If the party is actively searching for bear traps buried in the gravel, the spot DC goes down to 10, but the party will be unable to move silently or hide, and the goblins in Encounter 2 will be alerted to the party and ready for their attack.

Development: The more noise the party makes, the more likely the goblins will be fully prepared and waiting for them. If they don't search for the bear traps, presumably making noise in the process, they risk stepping into the bear traps lining the tunnels.

ENCOUNTER THREE: AMBUSH REVISITED

Eventually, you find the only tunnel left. As you travel along it, you hear a strange noise. At first, you think it might be a rhythmic breathing or dripping of water, but eventually you can discern that is in fact drums pounding and heavily muffled far off in the distance.

The tunnel ends in a room, which opens up into six tunnels. The drumming is louder here and echoes maniacally, though you can't tell if the obscure cadence is due to the echoes in the tunnels, or the drumming itself. As you enter the entrance to the six tunnels, you can hear another layer added to the maddening tribal beat: a chanting in some black, foreign tongue.

The language is goblin, though it is impossible to discern what is being said.

If the party is searching for traps, the goblins in wait will be prepared for them. If the party is not searching for traps, then the two goblins behind each cart will have to make a Listen check (DC 22) and if successful, they will be fully prepared for the party. Otherwise, they must make a Spot check (DC 15) when the party is at the edge of the goblins darkvision (60 feet).

If the party is heard or actively searching and therefore obvious to the watchful goblins, when the party is eighty feet in, the goblins will push the carts down the steep grade of the tunnels at the party. The carts move 20 feet per round. If a party member is in the tunnel when the cart comes down the tunnel, they must make a Reflex save (DC 20) to take half damage from the cart. The carts do 2d6 damage.

At the same time that the carts arrive at the party, or, if the party runs away, when the players hit 30 feet away from the goblins, they will throw their thunderstones and tanglefoot bags at the party (*Player's Handbook* page 114). Tanglefoot bags will be thrown at the first party member,

while thunderstones will be thrown behind whoever is first, hoping to hit any spellcasters behind the front rank.

The rogues will immediately move down whatever tunnels the party is not approaching up, hoping to turn around and sneak up behind the party or attack any lurking spellcasters. If this does not seem non-suicidal, they will wait and attack the party as they enter the temple area.

Half of the goblins will stay on the walkway between the two mineshaft structures. These are each 10 feet high. The goblins will stand on the walkway and shoot at the party with crossbows.

To facilitate this, the wizard will cast his *web* spell, to keep the party in place and make them easier targets for the crossbows. He will have cast his protection from arrows spell as the party approaches.

They will fight to the death to stop anyone from entering the temple area.

The treasure is divided evenly on the bodies of the goblins. In addition, each of the goblins has low quality *potions of cure light wounds*. They only heal 1d6 and have a shelf life of about three days before losing their potency. In their zeal to defend the priest in the neighboring room, the goblins will not think to use these, though they will if given the time out of combat.

APL 4 (EL 6):

👉 **Goblins (12):** CR ¼; hp 4; see *Monster Manual* page 107.

👉 **Goblin wizard, Wiz3:** CR 3; Small humanoid; HD 3d4+3; hp 12; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d4-2, sling); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +2, Will +3; Str 6, Dex 13, Con 11, Int 14, Wis 10, Cha 8.

Skills and Feats: Alchemy +6, Concentration +6, Listen +2, Move Silently +5, Spellcraft +8, Spot +2; Scribe Scroll, Spell Penetration, Toughness.

Spells Prepared (4/3/2; base DC = 12 + spell level); 0—*daze, detect magic, ghost sound, open/close*; 1st—*chill touch, magic missile, silent image*; 2nd—*protection from arrows, web*.

Possessions: Dagger, sling, spellbook with spells listed above plus *reduce*, scroll of *magic missile* (3rd level) and *reduce* (3rd level), 267 gp.

👉 **Goblin rogue, Rog3:** CR 3; Small humanoid; HD 3d6; hp 13; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/19-20, light crossbow); SA +2d6 sneak attack; SQ Darkvision 60 ft., evasion, uncanny dodge—never flat-footed; AL NE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Hide +12, Listen +6, Move Silently +13, Open Lock +8, Search +6, Spot +6, Use Rope +5; Dodge, Weapon Finesse (rapier).

Possessions: Rapier, light crossbow, 20 quarrels, 2 tanglefoot bags, and 2 thunderstones.

APL 6 (EL 8):

➤ **Goblin warriors, War2 (8):** CR 1; Small humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +3 melee (1d8, morningstar) or +4 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will +0; Str 10, Dex 13, Con 13, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Studded leather, morningstar, 2 javelins.

➤ **Goblin wizard, Wiz5:** CR 5; Small humanoid; HD 5d4+3; hp 19; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-2, sling); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +2, Will +4; Str 6, Dex 13, Con 11, Int 15, Wis 10, Cha 8.

Skills and Feats: Alchemy +8, Concentration +7, Listen +3, Move Silently +5, Spellcraft +9, Spot +3; Brew Potion, Scribe Scroll, Spell Penetration, Toughness.

Spells Prepared (4/4/3/2; base DC = 12 + spell level); 0—*daze, detect magic, ghost sound, open/close*; 1st—*change self, chill touch, magic missile, silent image*; 2nd—*protection from arrows, spectral hand, web*; 3rd—*stinking cloud*.

Possessions: Dagger, sling, spellbook with spells listed above plus *reduce*, scroll of *magic missile* (3rd level) and *reduce* (3rd level), 267 gp.

➤ **Goblin rogues, Rog3 (2):** CR 3; Small humanoid; HD 3d6; hp 13 (each); Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/19-20, light crossbow); SA +2d6 sneak attack; SQ Darkvision 60 ft., evasion, uncanny dodge—never flat-footed; AL NE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Hide +12, Listen +6, Move Silently +13, Open Lock +8, Search +6, Spot +6, Use Rope +5; Dodge, Weapon Finesse (rapier).

Possessions: Rapier, light crossbow, 20 quarrels, 2 tanglefoot bags, and 2 thunderstones.

APL 8 (EL 10):

➤ **Goblin warriors, War4 (8):** CR 3; Small humanoid; HD 4d8+4; hp 22; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +5 melee (1d8, morningstar) or +6 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +1; Str 10, Dex 14, Con 13, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +3, Move Silently +6, Spot +3; Alertness, Weapon Focus (morningstar).

Possessions: Studded leather, morningstar, 2 javelins.

➤ **Goblin wizard, Wiz7:** CR 7; Small humanoid; HD 7d4+3; hp 24; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d4-2, sling); SQ Darkvision 60 ft.; AL NE; SV

Fort +2, Ref +3, Will +5; Str 6, Dex 13, Con 11, Int 15, Wis 10, Cha 8.

Skills and Feats: Alchemy +10, Concentration +9, Listen +3, Move Silently +7, Spellcraft +9, Spot +3; Brew Potion, Combat Casting, Scribe Scroll, Spell Penetration, Toughness.

Spells Prepared (4/5/4/2/1; base DC = 12 + spell level); 0—*daze, detect magic, ghost sound, open/close*; 1st—*change self, chill touch, mage armor* (already cast, included above), *magic missile, silent image*; 2nd—*blindness/deafness, protection from arrows, spectral hand, web*; 3rd—*gaseous form, stinking cloud*; 4th—*ice storm*.

Possessions: Dagger, sling, spellbook with spells listed above plus *reduce*, scroll of *magic missile* (3rd level) and *reduce* (3rd level), 267 gp.

➤ **Goblin rogues, Rog3 (4):** CR 3; Small humanoid; HD 3d6; hp 13 (each); Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/19-20, light crossbow); SA +2d6 sneak attack; SQ Darkvision 60 ft., evasion, uncanny dodge—never flat-footed; AL NE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Hide +12, Listen +6, Move Silently +13, Open Lock +8, Search +6, Spot +6, Use Rope +5; Dodge, Weapon Finesse (rapier).

Possessions: Rapier, light crossbow, 20 quarrels, 2 tanglefoot bags, and 2 thunderstones.

Treasure: 267gp, 4 thunderstones, 4 tanglefoot bags, Spell book, scroll of *magic missile* and *reduce* cast at 3rd level.

ENCOUNTER 4: THE DARKNESS BENEATH.

The doors open easily, but you're not so sure that's a good thing.

The music is the first thing to blast you; a strange deep thump of a drumbeat resonates through your armor and shakes your skin through the darkness. It emanates from a single source somewhere in the room, layered and muffling the whimpering of a number of young human children and combined with the shrill, guttural chanting of the goblins in the room.

The second thing you notice is the smell. It invades your nostrils, coating them with the stench of rotting flesh and ancient, stale ozone.

There is an altar in the middle of the room, pulsing as if it were alive. It is bathing the room in a deep, crimson light. It is also the source of the pulsing beat as well, though no drum is visible. The edges of it are reaching up for the child suspended above, the son of the Jascar priest's wife. It appears that the ground itself is reaching up and will consume the child suspended above very soon.

In front of you though, bathed in the deepest crimson light, only gleaming white fangs twisted into a maniacal, almost painful to look at smile, morning stars in hand, are a group of goblins.

You catch the vestiges of a twisted, flailing dance being done by four goblins around the altar, their skin painted in iridescent patterns seeming to drink in the crimson earth light, their eyes wide open, showing even more of their solid black pupils. They slowly stop and look back at their leader, before returning their gaze to you.

Their leader, head anointed with fresh blood of unknown origin, claws filed to sharpened points to match his ears and teeth, does not slow down chanting his ritual, but rather continues on with gusto and a fervor, raising the volume of the drums even higher, and calling out for the earth to consume this child.

The goblins will rush to hinder the players and allow the priest to complete his spell and bind the devil into the Firemane proxy in the village. It will take four rounds for the priest to complete his spell. One of the adepts will run over to the priest and cast *obscuring mist*. Their dancing is not required for the spell to be completed. The other adepts will move to cast spells and hinder the party from stopping the priest, no matter what.

In the cages at the back of the room are the children from the village. They appear to be drugged and sluggish, but they will be mildly responsive and will walk slowly if led. The crucifix holds the body of the priest of Jascar, but he is long dead and eviscerated, quite possibly partially eaten.

If the party does not stop the priest from finishing his spell at the end of four rounds, he will move to attack them after he finishes, with the zeal appropriate to a priest who has completed his holy mission.

The treasure is all on the bodies of the goblins. In the chests and beds surrounding the room are normal equipment, but no additional cash.

It will take 3 minutes per chest to thoroughly search all of the chests. If the party does this together, it will save time and therefore lives in Encounter 5. It is important to keep track of the time lost doing this.

There are two special books in the belongings. One belonged to the priest and one belonged to the assassin. They both are found in the temple room and both are written in goblin.

The Priest's Book

Even someone fluent in Goblin will have trouble interpreting the contents of this book. It is a religious treatise of some sort, though the narrative is garbled and difficult to follow at best. There are a few things that can be discerned through careful study:

1. There once was a great goblin hero of extraplanar origin who was trapped by a red-haired hero deep within the earth.
2. This deity is an evil death god who gives power to his worshippers based on blood sacrifice.
3. There is a prophecy that the god will be released some day, and that darkness and blood shall check over the land, drowning the arrogant surface dwellers.

4. Humans make excellent sacrifices, but halflings taste better in the feast that follows.

The Assassin's Book

This is basically a personal journal. Mostly it is notes and personal reflections, but there are a few items that the party might find interesting if it is studied intensely:

- E. It will become apparent that the writer of the journal is a hobgoblin, and there is no hobgoblin body among the dead.
- F. The assassin is a devout worshipper of some god, but which one is unclear. He is referred to at different times by almost every deity in the Suloise pantheon.
- G. There are numerous references to a group of the assassins family members that were squatting in these mines and killed by the orcs who live in the village. This seems to have upset him a great deal, and his main motivation for doing all of this is revenge for their deaths.
- H. The assassin does not belong to the religion of the priest, but enlisted his aid to help him get his revenge on the town that killed his family in the only way possible, as brute strength obviously would not work.

It will take approximately 10 minutes to learn each point, and they are learned sequentially. If they read the assassins book for ten minutes, get point one, and then decide to return to town quickly, it should be taken into account in the following encounters.

APL 4 (EL 6):

🔪 **Goblins (12):** CR ¼; hp 4; see *Monster Manual* page 107.

🔪 **Goblin shamans, Adp3 (2):** CR 2; Small humanoid; HD 3d6; hp 10; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +4 melee (1d4+1/19-20, dagger) or +4 ranged (1d4, sling); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +2, Will +4; Str 12, Dex 13, Con 11, Int 12, Wis 13, Cha 8.

Skills and Feats: Alchemy +5, Concentration +5, Heal +5, Knowledge (religion) +4, Spellcraft +3; Armor Proficiency (light), Spell Penetration.

1st shaman's spells prepared (3/3; base DC = 11 + spell level): o—cure minor wounds, detect magic, guidance; 1st—bless, cure light wounds, sleep.

2nd shaman's spells prepared (3/3; base DC = 11 + spell level): o—cure minor wounds, detect magic, guidance; 1st—cure light wounds (x2), sleep.

Possessions: Studded leather armor, dagger, sling, and wooden unholy symbol (bloody skull).

🔪 **Goblin high priest, Clr3:** CR 3; Small humanoid; HD 3d8+3; hp 20; Init +1; Spd 30 ft.; AC 16 (touch 12, flat-footed 15); Atk +3 melee (1d4/19-20, dagger); SQ Darkvision 60 ft., channel negative energy; AL NE; SV Fort +3, Ref +2, Will +5; Str 10, Dex 13, Con 11, Int 12, Wis 15, Cha 12.

Skills and Feats: Heal +6, Knowledge (demonology) +5, Knowledge (religion) +5, Knowledge (the planes) +3, Spellcraft +3; Combat Casting, Toughness.

Spells prepared (4/4/3; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance*; 1st—*bless, cause fear**, *cure light wounds, entropic shield*; 2nd—*death knell**, *hold person, silence*.

* Domain spell. *Domains:* Death (3d6 death touch), Destruction (smite 1/day, +4 to hit, +3 to damage).

Possessions: Chain shirt, dagger, silver unholy symbol (bloody skull).

APL 6 (EL 8):

➤ **Goblin warriors, Warz (8):** CR 1; Small humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +3 melee (1d8, morningstar) or +4 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will +0; Str 10, Dex 13, Con 13, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Studded leather, morningstar, and 2 javelins.

➤ **Goblin shamans, Adp3 (4):** CR 2; Small humanoid; HD 3d6; hp 10; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +4 melee (1d4+1/19-20, dagger) or +4 ranged (1d4, sling); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +2, Will +4; Str 12, Dex 13, Con 11, Int 12, Wis 13, Cha 8.

Skills and Feats: Alchemy +5, Concentration +5, Heal +5, Knowledge (religion) +4, Spellcraft +3; Armor Proficiency (light), Spell Penetration.

1st shaman's spells prepared (3/3; base DC = 11 + spell level): 0—*cure minor wounds, detect magic, guidance*; 1st—*bless, cure light wounds, sleep*.

2nd shaman's spells prepared (3/3; base DC = 11 + spell level): 0—*cure minor wounds, detect magic, guidance*; 1st—*cure light wounds (x2), sleep*.

3rd shaman's spells prepared (3/3; base DC = 11 + spell level): 0—*cure minor wounds, detect magic, guidance*; 1st—*cause fear, cure light wounds, obscuring mist*.

4th shaman's spells prepared (3/3; base DC = 11 + spell level): 0—*cure minor wounds, detect magic, guidance*; 1st—*burning hands, command, cure light wounds*.

Possessions: Studded leather armor, dagger, sling, and wooden unholy symbol (bloody skull).

➤ **Goblin high priest, Clr5:** CR 5; Small humanoid; HD 5d8+3; hp 29; Init +1; Spd 30 ft.; AC 16 (touch 12, flat-footed 15); Atk +4 melee (1d4/19-20, dagger); SQ Darkvision 60 ft., channel negative energy; AL NE; SV Fort +4, Ref +2, Will +7; Str 10, Dex 13, Con 11, Int 12, Wis 16, Cha 12.

Skills and Feats: Heal +8, Knowledge (demonology) +7, Knowledge (religion) +6, Knowledge (the planes) +4, Spellcraft +4; Combat Casting, Toughness.

Spells prepared (5/5/4/3; base DC = 13 + spell level): 0—*cure minor wounds (x2), detect magic, guidance, resistance*; 1st—*bless, cause fear**, *cure light wounds, entropic shield*,

protection from evil; 2nd—*death knell**, *hold person, silence, sound burst*, 3rd—*blindness/deafness, contagion**, *protection from elements*.

* Domain spell. *Domains:* Death (5d6 death touch), Destruction (smite 1/day, +4 to hit, +5 to damage).

Possessions: Chain shirt, dagger, and silver unholy symbol (bloody skull).

APL 8 (EL 10):

➤ **Goblin warriors, War4 (8):** CR 3; Small humanoid; HD 4d8+4; hp 22; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +5 melee (1d8, morningstar) or +6 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +1; Str 10, Dex 14, Con 13, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +7, Listen +3, Move Silently +6, Spot +3; Alertness, Weapon Focus (morningstar).

Possessions: Studded leather, morningstar, and 2 javelins.

➤ **Goblin shamans, Adp5 (4):** CR 4; Small humanoid; HD 5d6; hp 17; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +5 melee (1d4+1/19-20, dagger) or +5 ranged (1d4, sling); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +2, Will +6; Str 12, Dex 13, Con 11, Int 12, Wis 14, Cha 8.

Skills and Feats: Alchemy +6, Concentration +7, Heal +6, Knowledge (religion) +6, Spellcraft +4; Armor Proficiency (light), Spell Penetration.

1st shaman's spells prepared (3/3/2; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance*; 1st—*bless, cure light wounds, sleep*; 2nd—*bull's strength, cure moderate wounds*.

2nd shaman's spells prepared (3/3/2; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance*; 1st—*cure light wounds (x2), sleep*; 2nd—*mirror image, web*.

3rd shaman's spells prepared (3/3/2; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance*; 1st—*cause fear, cure light wounds, obscuring mist*; 2nd—*cure moderate wounds, resist elements*.

4th shaman's spells prepared (3/3/2; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance*; 1st—*burning hands, command, cure light wounds, bull's strength, endurance*.

Possessions: Studded leather armor, dagger, sling, and wooden unholy symbol (bloody skull).

➤ **Goblin high priest, Clr7:** CR 7; Small humanoid; HD 7d8+3; hp 38; Init +1; Spd 30 ft.; AC 16 (touch 12, flat-footed 15); Atk +6 melee (1d4/19-20, dagger); SQ Darkvision 60 ft., channel negative energy; AL NE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 13, Con 11, Int 12, Wis 16, Cha 12.

Skills and Feats: Heal +8, Knowledge (demonology) +9, Knowledge (religion) +8, Knowledge (the planes) +6, Spellcraft +4; Combat Casting, Lightning Reflexes, Toughness.

Spells prepared (6/6/5/4/2; base DC = 13 + spell level): 0—*cure minor wounds (x2), detect magic, guidance, light, resistance*; 1st—*bane, bless, cause fear**, *cure light wounds*,

entropic shield, protection from good; 2nd—cure moderate wounds, death knell*, hold person, silence, sound burst, 3rd—blindness/deafness, contagion*, dispel magic, protection from elements; 4th—inflict critical wounds*, lesser planar ally.

* Domain spell. Domains: Death (7d6 death touch), Destruction (smite 1/day, +4 to hit, +7 to damage).

Possessions: Chain shirt, dagger, and silver unholy symbol (bloody skull).

The high priest's lesser planar ally spell will be used to summon a large fire elemental (CR 5; hp 60; see *Monster Manual* pp. 83-84) if the priest has the time (10 minutes and up) to cast it and seal a bargain.

Treasure: 92 gp between the various goblins.

ENCOUNTER 5: THE PRICE OF CORRUPTION

As you enter the village, it is even quieter than normal, even for an evening in the country. Everyone seems to be home, shutters drawn and their houses sealed off to the night's cold embrace.

As you enter the outskirts of town, you see four crows standing on a body, or more appropriately most of a body. Its head seems to have gone missing, and the crows are eagerly pecking at the exposed meat. They angrily squawk at you as you approach, but you get the feeling they'll come back as soon as you leave to finish their meal.

The body is that of the sheriff, dead for maybe 10 minutes. Not only are there no other wounds on his body, but also the surrounding tracks have been covered with dust of tracelessness, making the Tracking check DC 30.

There are two important variables involved in this encounter. They are:

- 7) How long did it take the party to return to the village after the fight with the goblins?

The longer it takes the party, the more death will have already been dealt out on the unsuspecting and largely defenseless villagers. For every ten minutes that the party delays after defeating the goblins, one villager within the village will have been killed. If this total time exceeds the number of villagers (11-13), then all will be dead. In each victim's mouth is a medal with the symbol of Syrul (see Player Handout #1) Knowledge (religion) DC 10 to recognize it as the symbol of Syrul. If all of the villagers are dead, the assassin will not be found anywhere, and there will be no trace of his tracks or the sheriff's head as he has it on his person.

If the assassin has not finished killing the villagers, then the party must find him. There are not that many buildings, but it will require a Spot check versus his Hide check to find him. He will be outside one of the residences in town, about to enter it through a window. Pick whichever one you like, but remember that if the party delayed in getting back to the village that there might be signs of breaking and entering in some of the

residences, and there might be a blood trail to follow. At least a body trail anyway...

His intention is to kill everyone as quickly and quietly as possible. If discovered, he will not flee, but will instead move to attack the party.

Why? Partially it is due to arrogance. Partially it is due to his desire for revenge and his resentment of anything that could get in the way of this. Mostly it is because he is confident that he can beat anyone that comes up against him. He has lived in goblin society for a long time and has become overconfident in his combat capabilities. Or maybe he is just suitably confident, depending on the remaining strength of the party, this may be true.

- 8) Did the party stop the priest from completing his spell and summoning the demon?

If the party did stop the demon, then Mora may or may not be alive, depending on how long it took the party to return to town.

If the party does not stop the priest, then you will have to run Encounter 6.

APL 4 (EL 7):

Hobgoblin assassin, Rog5/Asn2: CR 7; Medium-size humanoid (6 ft. 7 in. tall); HD 7d6+7; hp 34; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +8 melee (1d8+3, morningstar) or +8 ranged (1d4+2, dart); SA +4d6 sneak attack, death attack, poison use; SQ Darkvision 60 ft., evasion, uncanny dodge (never flat-footed), +1 to saves vs. poison; AL LE; SV Fort +2, Ref +10, Will +2; Str 14, Dex 17, Con 12, Int 13, Wis 12, Cha 12.

Skills and Feats: Balance +5, Climb +5, Disable Device +6, Disguise +6, Forgery +5, Gather Information +5, Hide +10, Intuit Direction +4, Jump +5, Listen +4, Move Silently +14, Open Lock +7, Read Lips +5, Search +6, Sense Motive +5, Spot +6, Swim +5, Use Rope +6; Dodge, Mobility, Run.

Spells prepared (2, base DC = 11 + spell level): 1st—change self, spider climb

Possessions: +1 morning star, studded leather armor, 35 gp, 12 darts.

APL 6 (EL 9):

Hobgoblin assassin, Rog5/Asn4: CR 9; Medium-size humanoid (6 ft. 7 in. tall); HD 9d6+9; hp 42; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +10 melee (1d8+3, morningstar) or +11 ranged (1d4+2, dart); SA +5d6 sneak attack, death attack, poison use; SQ Darkvision 60 ft., evasion, uncanny dodge (never flat-footed), +2 to saves vs. poison; AL LE; SV Fort +3, Ref +11, Will +3; Str 14, Dex 18, Con 12, Int 13, Wis 12, Cha 12.

Skills and Feats: Balance +6, Climb +6, Disable Device +7, Disguise +6, Forgery +5, Gather Information +6, Hide +11, Intuit Direction +6, Jump +5, Listen +4, Move Silently +15, Open Lock +9, Read Lips +6, Search +6, Sense Motive +6, Spot +8, Swim +5, Use Rope +7; Dodge, Mobility, Run, Spring Attack.

Spells prepared (2/1, base DC = 11 + spell level): 1st—change self, spider climb; 2nd—pass without trace.

Possessions: +1 morning star, studded leather armor, 35 gp, 12 darts.

APL 8 (EL 12):

➤ **Hobgoblin assassin, Rog5/Asn7:** CR 12; Medium-size humanoid (6 ft. 7 in. tall); HD 12d6+2; hp 54; Init +3; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +12 melee (1d8+3, morningstar) or +13 ranged (1d4+2, dart); SA +7d6 sneak attack, death attack, poison use; SQ Darkvision 60 ft., evasion, uncanny dodge (never flat-footed, can't be flanked), +3 to saves vs. poison; AL LE; SV Fort +4, Ref +12, Will +4; Str 14, Dex 18, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Balance +7, Climb +7, Disable Device +8, Disguise +7, Forgery +6, Gather Information +6, Hide +12, Intuit Direction +6, Jump +5, Listen +8, Move Silently +15, Open Lock +10, Read Lips +8, Search +8, Sense Motive +8, Spot +8, Swim +6, Use Rope +7; Dodge, Expertise, Mobility, Run.

Spells prepared (3/2/1, base DC = 11 + spell level): 1st—change self, obscuring mist, spider climb; 2nd—pass without trace, undetectable alignment; 3rd—invisibility.

Possessions: +1 morning star, studded leather armor, 35 gp, 12 darts.

Treasure: +1 morning star, 35 gp.

ENCOUNTER 6: BIRTH

This encounter only occurs if the party did not stop the Goblin High Priest before he finished the ritual.

The door to the temple of Jascar is wide open. As you peer in through the door, a grisly sight awaits you. Where once was the head of Jascar on the statue, now sits the head of Pytra, stuck on by methods you'd rather not know. The head of Jascar lies at his feet, crumbled into little pieces.

If only that were the worst of it though. Littering the altar area are myriad chunks of flesh, all human. Stuck to the dwarf is a mock beard, a long mane of red hair, apparently torn off. Possibly the most disturbing part of the whole scene is the absence of blood in any form. The flesh is all there, but it is drained of the fluid that once sustained it.

The skylight is broken open, and the cool night air seeps in through it.

There are two options here:

- 1) If the party has had a lot of fatalities and is in bad shape, the devil will make its presence known and slink off into the night. At most, it will taunt and belittle the party for their feeble attempts at stopping it, and thank them for their incompetence that will allow him to feast on the warm, supple flesh of their lower species. Like fruit, warm and ripe, fragrant tearing flesh under its claws, ready to be picked. Then off into the night. If attacked, it will of course defend itself to its fullest capabilities.

- 2) If the party has had an easy time of it, by all means have it attack them. It will attempt to blind-side the party, attacking any clerics or paladins with obviously displayed holy symbols of good deities first. If seriously hurt, it has no qualms about teleporting away to safety. It was not easy for it to get here after all, and it wants to stay for as long as possible.

APL 4 (EL 6):

➤ **Devil, osyluth (baatezu):** CR 6; hp 32; See *Monster Manual* pp. 48, 50-51.

APL 4 (EL 7):

➤ **Devil, barbazu (baatezu):** CR 7; hp 33; See *Monster Manual* pp. 48, 51-52.

APL 6 (EL 8):

➤ **Devil, hamatula (baatezu):** CR 8; hp 49; See *Monster Manual* pp. 49, 52.

CONCLUSION

There are a number of things that need to be tied together here:

- 1) Any remaining children that lived (or died) need to be returned to their homes. Eventually the drugs they were on will wear off and they will return to normal with hardly any memory at all of being kidnapped.
- 2) If the sheriff's house is searched, a hidden chest with 500 gp will be found. The mintage is not from the Duchy of Urnst and quite possibly is from the Underdark.
- 3) The influence point is given for House Einstoffen. If the players wish to, they could use it immediately to get them to hire someone to chase and kill the devil that was released (if necessary).
- 4) Each of the outlying farms will be extremely grateful for the party's efforts, and will offer the party the best goods that they have to offer, all of them masterwork in their respective field. In addition, the leathersmith will gladly supply the party with masterwork studded leather or leather armor if they will wait around for him to make it (spend 1 Time Unit).
- 5) If Mora is alive and her daughter is alive, she will present the party with five vials of holy water, five cure light wound potions, and a scroll of restoration and flame strike. If the priest is not stopped and Mora is transformed into the Devil, these items will still be in the temple, but it must be looted for the party to get them. This will cause the enmity of Jascar, and until a remove curse spell is cast by a 12th-level priest, all dwarves, gnomes and worshippers of Jascar will

treat the offending characters as if their Charisma were halved, with a maximum score of 6.

- 6) If the characters rushed out of the goblin temple, they may now take the time to read the books found there and get the information in them.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Encounter One

See Encounter Seven, Round One

Encounter Two

Bear traps encountered or avoided 75 xp

Encounter Three

Goblins defeated 150 xp

Encounter Four

Goblins defeated 150 xp

Ritual prevented 150 xp*

* See Encounter Six

Encounter Five

Assassin defeated 150 xp

Per family slain -25 xp**

** maximum penalty 100 xp

Encounter Six

Devil killed/banished to Nine Hells 100 xp*

Devil driven off 50 xp*

* The devil only appears if the ritual is completed, so only one of these three awards is possible. The devil must be eliminated as a threat to the Duchy to receive the award for killing or banishing it. The award for driving it off is possible only if the party is responsible for it.

Total experience for objectives 675 xp

Discretionary role-playing award 75 xp

Total possible experience 750 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
- Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Encounter Three

- Treasure item (267 gp): loose coins
- Treasure item (value, weight, material, frequency): spell book
- Treasure item (50gp): arcane scroll of *magic missile* and *reduce* (3rd-level caster)

Encounter Four

- Treasure item (92 gp): Loose coins.

Encounter Five

- Treasure item (2320 gp, 8 pounds, Wooden haft with an obsidian, naturally spiked head, common): *+1 morningstar*
- Treasure item (185 gp): Coins

Encounter Six

- Treasure: None.

Conclusion

- Treasure (1,500): divine scroll of *flame strike*, and *restoration*.
- Treasure (500 gp): Coins.
- 1 Influence Point with House Einstoffen
- Treasure (up to 175 gp): masterwork studded leather armor or masterwork leather armor, if a character sticks around while the leathersmith constructs it (1 Time Unit)

MAP: ENCOUNTER 3

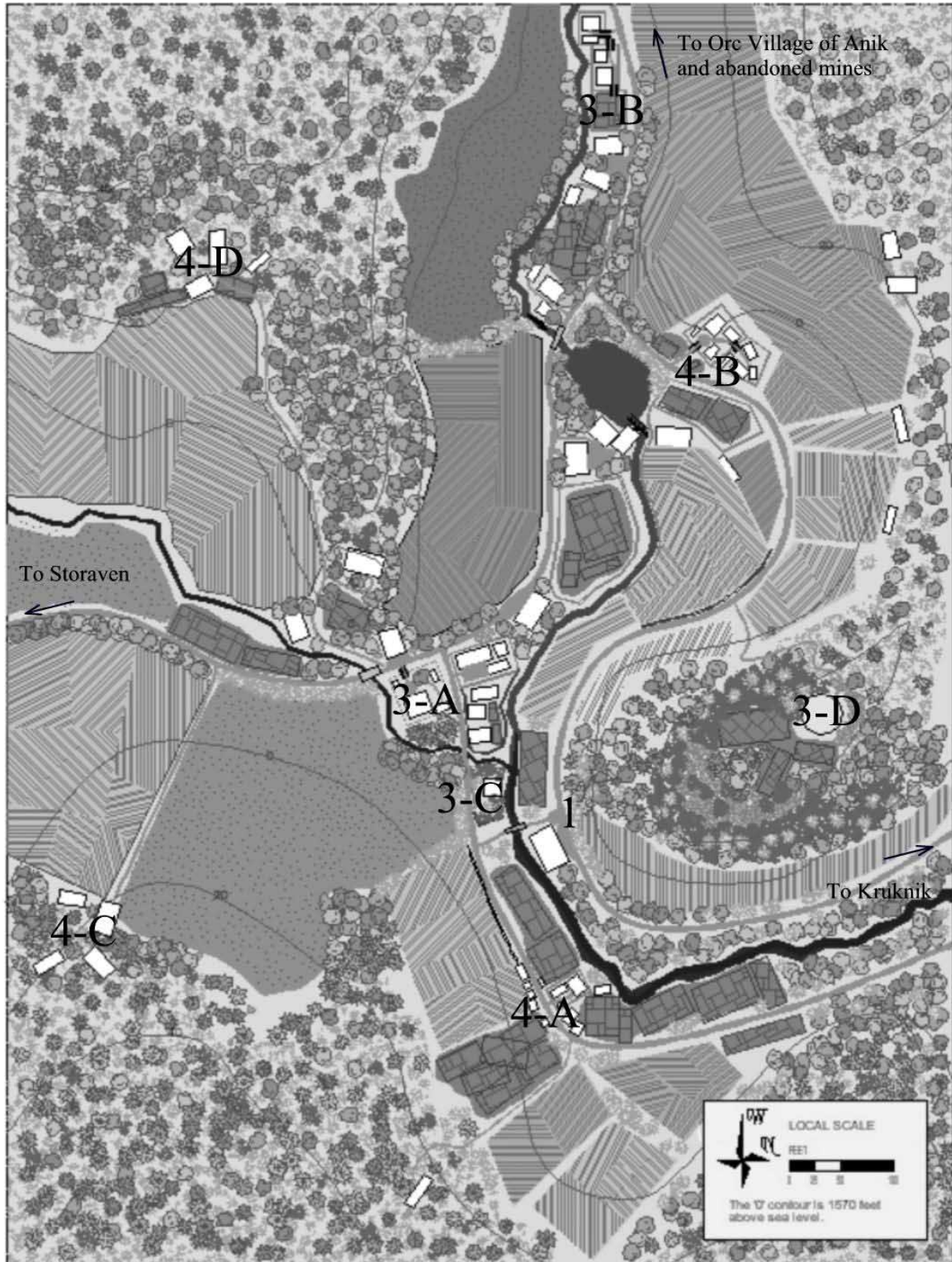


MAP: ENCOUNTER 4



KOFFEL

GM's MAP



PLAYER HANDOUT #1

This is the symbol on the necklaces of the goblins in encounter # and the Hobgoblin Assassin. It is also what is found in the mouths of the victims in the village if they are killed.



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr**: CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr**: CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr**: CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr**: CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity*: Pelor; *Domains*: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.