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Living Greyhawk

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LEGACY OF THE MASK

A One-Round D&D® LIVING GREYHAWK®
Bissel Regional Adventure
Version 1

by Doug Smith

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The current owner of an arcane mask has begun to uncover the history of the item, but he wishes to delve further. He seeks assistance in the matter. Are some secrets better left undiscovered? An adventure for characters level 1-8.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

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 DMs 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" amongst 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 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, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), 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 LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER's *Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Bissel. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The Masked Mage is in possession of an arcane mask that he found in the woods of Bissel. He has begun to uncover the history of the item, and he wishes to delve further. He asks the characters for their assistance in gathering information. Specifically, he asks them to seek out and question two of the heroes who brought about the destruction of the former owner, a lieutenant of Evard the necromancer.

A paladin of Rao and a dwarven abjurer were two of those responsible for defeating the lieutenant. The characters have to travel to Sareden to seek them out, and then they need to make a good impression. The two heroes direct the characters to three sites that may hold clues to the history of the mask: the site of a particularly bloody raid, the lieutenant's former stockade, and a graveyard. All of these sites are in the baronies of Nightwatch and Rhomstaff.

Nightwatch was formally known as Wynith, and it was the site of much of the combat during the necromancer insurrection. Areas of Nightwatch and Rhomstaff (formerly Rypthorne) are occasionally subject to sudden bursts of undead activity; magical leftovers from Evard's reign. However, in Nightwatch, the Nightwatch, an organization of individuals dedicated to the destruction of undead and guarding against another insurrection, take care of these problems as they appear. Citizens of Nightwatch despise those from Rhomstaff as they still blame the people of Rhomstaff for the destruction caused by the necromantic forces. All arcane spellcasters are required to register with a representative of the baron in the first village or town they pass through while traveling in Nightwatch and to sign out when they finally leave the barony. Failure to do so is punishable by a 100 gp fine or a week (1 TU) in jail. Evard was the last baron in a line of mostly kind and well-meaning wizard-lords in Rhomstaff. Evard was different than his predecessors, and he turned down a foul path toward evil and death. He eventually stepped too far over the line, and the Bissel Ruling Council unanimously agreed on his removal as baron, which the Margrave made official hours later. Evard was stripped of his title and lands and ordered out of the March. Surprisingly, Evard left quietly that night, but it was only a few months before his followers started an insurrection that nearly toppled the government of Bissel. The insurrection was stopped, but not before the near destruction of the baronies of Rypthorne and Wynith. Rhomstaff is also home to numerous ruins and archeological sites that seem to predate any known settlement of this area.

The characters can investigate each of the three locations. Each location yields clues that identify a safe house once used by the lieutenant. The characters are expected to travel there and investigate. They find that the safe house is a network of tunnels beneath the barn of a farmer who sympathized with the necromancers during their uprising. The farmer does not realize that the safe house is still in use.

The characters have to enter the tunnels and ferret out the evil denizens. This is a small-scale dungeon crawl. Eventually the characters do battle with a wizard and his undead forces. The characters are now aware that there are still active necromancers in Bissel.

INTRODUCTION

You have been visiting Pellak, enjoying a break from the sleet and snow. Though the city is large, you have come across several of your fellow adventurers. Together, you are making your way back toward your lodgings when you spy yet another adventuring acquaintance waving to you from the doorway of a tavern: The Masked Mage.

The Masked Mage wishes to speak with the heroes in the tavern. The place, The Baron's Blessing, is nearly empty. The Mage buys a round of drinks for the heroes, then launches into his request.

He gives them what he knows of the history of his mask and its former owner, Cedric Quickswoop. Give the players Player Handout 1. The Masked Mage also states that some unknown person or persons still seem to seek the mask, and Cedric. He would like the party to go see Bofur Forkbeard and Gideon to get more information. The two heroes reside in the township of Sareden. The Masked Mage would go himself, but he is following up other clues. He offers the characters a small reward (see the Conclusion) if they can provide him with new information, plus they may keep whatever they find on the mission.

The Masked Mage is happy to provide descriptions of the two heroes: Bofur is "a dwarf in a dark blue or purple robe. He is bald with a beard, and he mutters to himself." Gideon is "a typical paladin of Rao. Tall, blond, a little too steadfast in his enforcement of his rules for me."

They are well known in Sareden and most citizens should be able to direct the characters to the pair.

🗡**The Masked Mage:** Male human Rog3/Wiz3.

ENCOUNTER 1

Your trip to Sareden goes without a hitch. Though reasonably large, Sareden is not Pellak, and people occasionally stare and point at the odd or poorer looking members of your contingent.

Anyone in Sareden can point the characters in the direction of an inn that Bofur and Gideon frequent, The Merchant's Smile. If the characters stay in the inn more than one hour, they eventually meet up with Bofur and Gideon.

What and how much information the heroes get depends entirely on their behavior. Bofur and Gideon do not suffer fools well. Any rude or obnoxious behavior by the characters in the hour before the pair enters the inn is relayed to them, and it diminishes their opinion of the characters.

Bofur is as described by the Masked Mage: an old dwarf with a graying brown beard, twisted into two braids. His posture is beginning to stoop with age and study. He wears a set of worry beads made of dark stones that he plays with. Every so often he can be heard to mutter, "Protection… Protection…"

Gideon is a tall man in his late thirties. His speech is direct, and his manner rigid and formal. He displays the device of Rao in an obvious manner.

If the characters make a good impression, they are given information. In order to make a good impression, they should treat Bofur and Gideon as well as the staff of the inn with respect. They should not assume that they are the equals of these NPCs, or that they are doing them a favor. The entire group is judged by the actions of each individual, so one fool can ruin it for everyone.

Should the characters blow it, the two NPCs grow much more irksome. They list the three locations, provide directions, get up, and leave.

Assuming all goes well, Bofur and Gideon provide the following information about Cedric and the baronies of Nightwatch and Rhomstaff. DMs should adjust the amount of information based on their demeanor with the Heroes of Sareden.

- Bofur saw Cedric die in an explosion. Divination spells confirmed his demise.
- The closest location is a graveyard in Rhomstaff that Cedric used as a base. Rhomstaff was formerly known as Rypthorne. Evard was baron of Rypthorne before he turned to darker magic.
- The furthest location is the stockade in Nightwatch where they fought Cedric. They expect that very little remains intact there. Nightwatch was formerly known as Wynith; it was where most of the battles with Evard were fought.
- The other location is also in Nightwatch, the site of one of Cedric's bloodiest raids. It is a field where a road wends along the tree line.
- The citizens of Nightwatch blame and hate those of Rhomstaff for the past troubles. Now a group called the "Nightwatch" guards against such problems ever occurring again. All arcane spell casters are required to register with a representative of the baron in the first village or town they pass through while traveling in Nightwatch and to sign out when they finally leave the barony. Failure to do so is punishable by a 100 gp fine or a week in jail.

The order that the characters visit the three sites is not important. However, in terms of distance, a logical order would be the graveyard (Encounter 2), the site of the raid (Encounter 3), and finally the stockade (Encounter 4).

🗡 **Bofur Forkbeard:** Male dwarf Wiz10 (Abjurer).
🗡 **Gideon:** Male human Pal10.

ENCOUNTER 2

You have arrived at the graveyard in Rhomstaff that Cedric and his forces once used as their base of operations. A few birds chirp among the stunted trees, and tall weeds obscure many of the headstones. The graveyard looks like it has not been tended in some time. Searching for information may take some time.

The graveyard is a square plot of land, approximately 120 feet by 120 feet. The characters get a chance to search for a few minutes before a hungry visitor attacks them.

Creatures: A hungry creature is in the area and views the characters as a likely meal. If the characters defeat the creature, they can search the grounds. The monster is not a permanent resident of the graveyard and has no lair as such. It is merely seeking food, and came across the characters. Once a meal is obtained, the monster tries to leave with its meal.

APL 2 (EL 2)
🗡 **Krenshar, Advanced:** hp 40; see Appendix 1: NPCs.

APL 4 (EL 4)
🗡 **Owlbear:** hp 47; see *Monster Manual*.

APL 6 (EL 6)
🗡 **Wyvern:** hp 59; see *Monster Manual*.

APL 8 (EL 8)
🗡 **Gorgon:** hp 68; see *Monster Manual*.

Tactics: The monster is hungry and basically wants to get in, get a meal, and get out. It attempts to Hide and Move Silently to stalk the party. Then it attempts to grab the smallest character–use any special abilities to drive the others away–and flee with its meal.

Treasure: The monster has no treasure of its own. However, should the characters investigate the graveyard, on a successful Search check (DC 20), they find a page from a diary describing a safe house in Rhomstaff, the exact location of which is unspecified. The script is in a crab-like hand, using blood for ink.

ENCOUNTER 3

Your investigation takes you to a site in the Barony of Nightwatch. Years ago Cedric led his undead forces here in a terrible raid with a large loss of life. Now all is different; the sky above is blue with scant clouds. Birds can be heard singing. You also hear another sound, children's voices.

This site in Nightwatch was where a bloody raid by Cedric's forces occurred during the insurrection. The characters meet two young children as they investigate the raid site. The children play at the raid site, often picking up miscellaneous artifacts such as arrowheads, scraps of cloth and such.

Creatures: The children are a 9-year-old boy, Malachi, and a 10-year-old girl, Sara. They are playing hide and go seek. Sara is currently tired of looking for Malachi and is calling for him.

If the characters gain the children's trust by entertaining them, for example juggling or singing, the children tell them about a man in black who came by the area about a month ago. The man was asking about items that they might have found, specifically a mask. They tell the characters that they did not find one, and that the man left when he heard this.

The DM is encouraged to use the children to give a hard time to those with low Charisma scores, those who chose not to pay Upkeep, and those who have been obnoxious up to this point.

Tactics: If the characters threaten or intimidate the children, they run for help and the characters have to deal

with the already paranoid and dangerous residents of Nightwatch (details left to the DM).

Treasure: If the heroes are kind to them, the children offer the characters their latest find, a portion of a map of the barony of Rypthorne (now Rhomstaff) as it appeared before the insurrection. The location of the safe house is marked on it, but the exact location can no longer be made out on the damaged map.

⚶Malachi: Male human Com1.

⚶Sara: Female human Com1.

ENCOUNTER 4

You find yourself outside of a pile of lumber that may have once been a stockade. Now logs jut here and there, weeds and saplings abound, and the odd bone fragment stands starkly white in the forest gloom. Crows call out as you approach.

The characters have traveled to the remains of the wooden stockade in Nightwatch where Cedric made his last stand. It is now hardly more than a pile of logs and bones. Consider the ruins of the stockade to be a 100 ft. by 100 ft. square. The characters need to make three checks to safely navigate the debris. For each of the three checks, they can choose to make a Balance or a Climb check (DC 16) to move safely through the ruins. If they fail the check, they fall, taking 1d2 hp of damage. If the check is failed by more than ten, the falling character causes a catastrophic failure, sending a pile of logs toward the nearest companion. This person must make a Reflex save (DC 18) or take 2d4 hp of crushing damage.

After a half-hour of searching, any character that makes a successful Search check (DC 25) uncovers a puzzle box. The box contains a scroll and a piece of parchment describing the area where the safe house is located. Failure to open the box properly sets off a trap that destroys the scroll, but the parchment miraculously survives. Combined with the map from Encounter 4 and the diary page form Encounter 3, the safe house is now easy to locate.

Trap: The puzzle box is trapped in a manner similar to a firetrap, except it is of an alchemical, not magical nature. If the box is not opened properly, the scroll within is burned to ashes, but because of an error in setting the trap, the clues to the safe house survive.

The box itself is made of bronze. There is no apparent keyhole or latch or hinges. On the top of the box are carvings of a unicorn, an anvil, a skeletal figure with a scythe, a sun, and a skeletal figure without a left hand. These represent Ehlonna, Moradin, Nerull, Pelor, and Vecna respectively. A successful Knowledge (religion) check DC 25 reveals them as such. There is also the following, written in Draconic:

> *First the Hammerer, then the Blinder*
> *Next the Wood Dancer, all of who shall fall*
> *Then the Whispered One, and finally*
> *The King of All Gloom and Hater of Life*

> *Long may he rule*

This reveals the order in which the symbols should be pushed to open the box properly: Anvil (Moradin), Sun (Pelor), Unicorn (Ehlonna), Skeletal figure without left hand (Vecna), and lastly Skeletal figure with scythe (Nerull).

If the symbols are pushed in this order, the box opens without setting off the trap. If pushed in any other order, the box opens but the trap is set off. The box can only be opened by pressing the symbols or by magic. Any method other than pressing the symbols automatically sets off the trap unless it is disarmed.

⟋**Puzzle Box Trap:** Search (DC 18+APL); Disable Device (DC 18+APL). Otherwise, the magic scroll inside is destroyed.

Treasure: If the box is opened without triggering the trap, the characters find a magic scroll as well as further directions to the safe house. If they open the box, but trigger the trap, all they get are the directions. The spell contained on the magic scroll depends upon the APL of the game. They are as follows: (APL 2) *scroll of ray of enfeeblement;* (APL 4) *scroll of ghoul touch;* (APL 6) *scroll of vampiric touch;* (APL 8) *scroll of enervation.*

ENCOUNTER 5

By combining the page from the diary, the map the children gave you, and the description of the safe house's location from the puzzle box, you are able to determine where the safe house is located in the Barony of Rhomstaff. Your route leads you to a small farm on the outskirts of a farming thorp containing a tanner and a brewer, to judge by the smells. The farm consists of a small house, a well, a barn, and a smokehouse.

The farmer, Shuler Plutason, owns the house and barn under which the necromancers' hideaway is located. He is sympathetic to necromancers, as they helped him in the past when times were tough. If confronted, he breaks down and begs forgiveness from the characters. He is remorseful, but he has no useful information. He is unaware that the safe house is still in use. He lives alone here except for an old dog that is half deaf and half blind.

Shuler has never been down to the safe house himself. The entrance is through a trap door in the smokehouse. He knows that there are more than two rooms. During the troubles, he never remembers seeing or talking to more than two necromancers at a time. He says that the necromancers promised him they would never create undead in the place.

Creatures: The dog is too old and feeble to notice much of what is going on, and so did not notice any comings or goings.

⚶**Shuler Plutason, Farmer:** Male human Com2.

ENCOUNTER 6

Going through the trap door in the smokehouse reveals a ladder leading twenty feet down into pitch-blackness. The walls and floor below you are made of earth. If someone was here recently, they appear to have taken what little effort it would take to remove any sign of their presence.

The safe house is a small complex. Rooms include a pantry, a storeroom for common items, a barracks, an armory, a well, a "morgue," and study. The characters have to fight through three rooms of opponents to clear the safe house out. A map is attached in the appendix. The DM should encourage a marching order for all corridors, as well as character positions for opening or listening at doors. Encourage a feeling of paranoia amongst the players.

Trap: There are no traps, per se in the dungeon, but noise does carry well. If the heroes are loud while they dispose of the undead, Perndon the Reaper becomes aware of them and begins casting spells. Assume he has to make a Listen check (DC 12) unless ALL of the characters are trying to move silently and eliminate the undead without a sound.

ROOM 1: STOREROOM

The storeroom is a 20 ft. by 20 ft. packed earth room. It contains various tools, implements, and equipment in jumbled disarray. Characters may access the room through a poorly hidden secret door. Finding the door requires a successful Search check (DC 14).

The room contains the following: a hoe, an empty barrel, a rusty vise, an empty pouch, a skull (long dead, human), a (non-magical) wand, a lantern, a barrel of sand, a large cooking pot (rusty), a wash board, a wooden table, an empty chest, a window frame with broken glass in it, a barrel of oil (very little left), and a couple of wooden beams.

ROOM 2: ARMORY

This 20 ft. by 20 ft. room lies behind a locked door. It contains weapons and armor in rough piles. All of the gear has symbols of Nerull and wickedness on it, so it has no value in common society. The room contains four long swords, ten daggers, ten shields, six helmets, four suits of studded leather armor, twelve clubs, and one scythe.

Strong Wooden Door: Thickness 2 in.; Hardness 5; hp 20; Break (DC 25). *Crude Lock:* Hardness 15; hp 30; Open Locks (DC 15).

ROOM 3: BARRACKS

This 20 ft. by 30 ft. room has a packed earth floor, a ceiling with support beams, and stone walls. It contains twenty cots, half that number with rough woolen blankets on them. A number of the cots appear to have sleeping forms under their blankets.

Creatures: Half the undead are hiding beneath blankets and require a successful Spot check (DC 25) to determine their true nature. The rest are hiding beneath cots and require a successful Spot check (DC 18) to notice. The DM should distribute the brutes about the room in an even manner.

APL 2 (EL 2)

Ghouls (2): hp 13 each; see *Monster Manual.*

APL 4 (EL 4)

Ghouls (4): hp 18 each; see *Monster Manual.*

APL 6 (EL 6)

Ghouls (6): hp 20 each; see *Monster Manual.*
Ghast: hp 26; see *Monster Manual.*

APL 8 (EL 8)

Ghouls (6): hp 20 each; see *Monster Manual.*
Ghasts (4): hp 35 each; see *Monster Manual.*

Treasure: None.

Tactics: The undead hide under blankets or under cots until the characters get near, then they spring to attack. Once someone is paralyzed, the beasts move onto other party members.

ROOM 4: PANTRY

The door to this room is locked to keep the ghouls out of the pantry. It has a slightly better lock.

Strong Wooden Door: Thickness 2 in.; Hardness 5; hp 20; Break (DC 25). *Simple Lock:* Hardness 15; hp 30; Open Locks (DC 20).

The pantry is a 30 ft. by 20 ft. stone room. It contains various foodstuffs in different containers: two loaves of thick-crusted bread in a sack, a clay jug of poor quality wine, half a dozen eggs on a bed of straw, a small tin with lard inside, a barrel of water, a barrel of flour, three wheels of hard cheese, two slabs of bacon in an oilskin bag, a small barrel of weak beer, a large sack of onions, a large sack of potatoes, a large sack of turnips, a flask containing vinegar, a small sack of salt, a small tin of pepper, a sack of trail mix, half a dozen moldy oranges in a rotting bag, and a small bag of feed corn.

ROOM 5: MORGUE

This room is roughly a 20 ft. square augmented by 10 ft. by 20 ft. extensions on each side. This is where the necromancers and clerics of Nerull experimented upon and tortured victims. Perndon has not yet reactivated it, so it stands guarded by undead.

The room contains a number of benches and tables, as well as a plethora of bones, skeletons, anatomical diagrams, and bloodstains.

Creatures: Some of the skeletons are standing against the walls, apparently shackled there. Others are lurking amongst the bones under the tables. When the characters start to search, they attack.

APL 2 (EL 2)

➤Large Skeletons (2): hp 13 each; see *Monster Manual*.

APL 4 (EL 4)

➤Large Skeletons (4): hp 18 each; see *Monster Manual*.

APL 6 (EL 6)

➤Large Skeletons (6): hp 20 each; see *Monster Manual*.

➤Huge Skeletons (2): hp 26 each; see *Monster Manual*.

APL 8 (EL 8)

➤Large Skeletons (9): hp 20 each; see *Monster Manual*.

➤Wights (2): hp 26 each; see *Monster Manual*.

Treasure: None.

Tactics: If there are wights they try to attack the easiest looking prey, otherwise the skeletons mindlessly attack those closest to them.

ROOM 6: WELL

The water supply for the place is in a 30 ft. diameter room. The walls and ceiling are stone. A raised lip of stone has been placed around the well. A bucket, still damp, lies nearby.

ROOM 7: STUDY

The door to this room is locked with a good lock. The room is carved from stone, and is 30 ft. by 20 ft. In the far corner there is a secret door that requires a successful Search check (DC 25) to locate. The secret door leads to an extremely small escape tunnel that leads to the surface about 200 yards from the house.

◗**Strong Wooden Door:** Thickness 2 in.; Hardness 5; hp 20; Break (DC 25). *Good Lock:* Hardness 15; hp 30; Open Locks (DC 25).

The room is set up as Perndon's study. There is a desk, an altar to Nerull, a wardrobe, a bed, and a few candles. If Perndon is aware of the party's presence in the safe house, he clusters the undead by the door otherwise he places them about the room.

The desk and wardrobe contain only mundane, valueless items. The candleholders are common and plain.

Creatures: Perndon and some of his undead minions are in here

APL 2 (EL 4)

➤Medium-size Zombies (2): hp 16 each; see *Monster Manual*.
➤Perndon the Reaper: Male Human Wiz1/Clr2; hp 25; see Appendix 1: NPCs.

APL 4 (EL 6)

➤Ghouls (3): hp 13 each; see *Monster Manual*.
➤Perndon the Reaper: Male Human Wiz3/Clr2; hp 35; see Appendix 1: NPCs.

APL 6 (EL 8)

➤Ghouls (3): hp 13 each; see *Monster Manual*.
➤Wight: hp 26; see *Monster Manual*.
➤Perndon the Reaper: Male Human Wiz4/Clr3; hp 47; see Appendix 1: NPCs.

APL 8 (EL 10)

➤Ghasts (3): hp 26 each; see *Monster Manual*.
➤Wight: hp 26; see *Monster Manual*.
➤Perndon the Reaper: Male Human Wiz5/Clr4; hp 59; see Appendix 1: NPCs.

Tactics: Given time to prepare for their arrival, Perndon casts some spells and uses some items beforehand. In order, he casts/uses the following if possible (duration in parenthesis): *desecrate* (2 hrs/level), *cat's grace* (3 hrs), *mage armor* (1 hr), *protection from arrows* (30 min), *invisibility* (10 min) or *improved invisibility* (7 min), *blur* (3 min), *protection from good* (1 min/level), *bless* (1 min/level), *resist elements* (1 min/level), *shield* (1 min/level).

Perndon places his minions between himself and harm's way. He uses his Death Touch domain power on the first weak target he can find.

If the opponents retreat to outwait his spells, or flee, he kills all he can, then leaves through the secret door, taking all of his treasure with him.

Treasure:

APL 2: L: 75 gp; C: 25 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character); *potion of blur* (Value 45 gp per character); *scroll of mage armor* (Value 4 gp per character); *scroll of shield* (Value 4 gp per character); *scroll of cat's grace* (Value 22 gp per character); *scroll of protection from arrows* (22 gp per character); *wand of magic missile* (1ˢᵗ level caster) (Value 113 gp per character).

APL 4: L: 75 gp; C: 25 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character); *potion of blur* (Value 45 gp per character); *scroll of mage armor* (Value 4 gp per character); *scroll of shield* (Value 4 gp per character); *scroll of cat's grace* (Value 22 gp per character); *scroll of protection from arrows* (22 gp per character); *wand of magic missile* (3ʳᵈ level caster)

(Value 338 gp per character); *cloak of resistance +1* (Value 150 gp per character).

APL 6: L: 75 gp; C: 25 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character); *potion of blur* (Value 45 gp per character); *scroll of mage armor* (Value 4 gp per character); *scroll of shield* (Value 4 gp per character); *scroll of cat's grace* (Value 22 gp per character); *scroll of protection from arrows* (22 gp per character); *wand of magic missile* (5th level caster) (Value 563 gp per character); *cloak of resistance +1* (Value 150 gp per character).

APL 8: L: 75 gp; C: 25 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character); *potion of blur* (Value 45 gp per character); *scroll of mage armor* (Value 4 gp per character); *scroll of shield* (Value 4 gp per character); *scroll of cat's grace* (Value 22 gp per character); *scroll of protection from arrows* (22 gp per character); *wand of magic missile* (7th level caster) (Value 788 gp per character); *cloak of resistance +1* (Value 150 gp per character); *amulet of natural armor +1* (Value 300 gp per character).

CONCLUSION

If the characters gather sufficient new information for the Masked Mage, he rewards them each with a gem. Sufficient information is defined as meeting these three criteria: First, telling him someone was looking for the mask. Second that the person was a servant of Nerull who could also cast arcane spells. Finally, that necromancers affiliated with Evard are still active in Bissel.

Treasure:
APL 2 – gem (Value 50 gp per character).
APL 4 – gem (Value 100 gp per character).
APL 6 – gem (Value 150 gp per character).
APL 8 – gem (Value 200 gp per character).

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2
Defeat the hunting monster.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 5 (Room 3)
Defeat the undead.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 5 (Room 5)
Defeat the undead.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 5 (Room 7)
Defeat Perndon and the undead.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Total Possible Experience

APL 2	300 XP
APL 4	540 XP
APL 6	780 XP
APL 8	1020 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is

number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

APL 6: 1,000 gp
APL 8: 1,700 gp

TREASURE KEY:

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

Encounter 5 (Room 7)

Defeat Perndon and the undead, and strip him of his gear and items.

APL 2: L: 75 gp; C: 25 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character); *potion of blur* (Value 45 gp per character); *scroll of mage armor* (Value 4 gp per character); *scroll of shield* (Value 4 gp per character); *scroll of cat's grace* (Value 22 gp per character); *scroll of protection from arrows* (22 gp per character); *wand of magic missile* (1st level caster) (Value 113 gp per character).

APL 4: L: 75 gp; C: 25 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character); *potion of blur* (Value 45 gp per character); *scroll of mage armor* (Value 4 gp per character); *scroll of shield* (Value 4 gp per character); *scroll of cat's grace* (Value 22 gp per character); *scroll of protection from arrows* (22 gp per character); *wand of magic missile* (3rd level caster) (Value 338 gp per character); *cloak of resistance +1* (Value 150 gp per character).

APL 6: L: 75 gp; C: 25 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character); *potion of blur* (Value 45 gp per character); *scroll of mage armor* (Value 4 gp per character); *scroll of shield* (Value 4 gp per character); *scroll of cat's grace* (Value 22 gp per character); *scroll of protection from arrows* (22 gp per character); *wand of magic missile* (5th level caster) (Value 563 gp per character); *cloak of resistance +1* (Value 150 gp per character).

APL 8: L: 75 gp; C: 25 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of invisibility* (Value 45 gp per character); *potion of blur* (Value 45 gp per character); *scroll of mage armor* (Value 4 gp per character); *scroll of shield* (Value 4 gp per character); *scroll of cat's grace* (Value 22 gp per character); *scroll of protection from arrows* (22 gp per character); *wand of magic missile* (7th level caster) (Value 788 gp per character); *cloak of resistance +1* (Value 150 gp per character); *amulet of natural armor +1* (Value 300 gp per character).

Conclusion

Report to the Masked Mage and give him the information found.

APL 2: L: 0 gp; C: 50 gp; M: 0
APL 4: L: 0 gp; C: 100 gp; M: 0
APL 6: L: 0 gp; C: 150 gp; M: 0
APL 8: L: 0 gp; C: 200 gp; M: 0

Total Possible Treasure

APL 2: 300 gp
APL 4: 600 gp

ENCOUNTER 2

APL 2 (EL 2)

➤**Krenshar, Advanced:** CR 2; Large magical beast; HD 5d10+10; hp 40; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Atk +9 melee (1d8+4, bite) and +7 melee (1d6+2, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Scare; SQ Scent; AL N; SV Fort +6, Ref +5, Will +2; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +8, Listen +5, Move Silently +6; Multiattack.

ENCOUNTER 6 (ROOM 7)

APL 2 (EL 4)

➤**Perndon the Reaper:** Male Human Wiz1/Clr2; CR 3; Medium-size humanoid (human); HD 1d4+2d8+9; hp 25; Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +3 melee (2d4+1/x4, scythe) or +2 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL NE; SV Fort +5, Ref +0, Will +8; Str 12, Dex 10, Con 14, Int 14, Wis 16, Cha 9.

Skills and Feats: Concentration +8, Heal +6, Knowledge (arcana) +8, Knowledge (religion) +7, Listen +4, Profession (apothecary) +5, Spellcraft +7, Spot +4; Improved Initiative, Martial Weapon Proficiency (scythe), Toughness.

Possessions: masterwork scythe, masterwork light crossbow, 2 tanglefoot bags, *potion of cure moderate wounds, potion of invisibility, potion of blur, scroll of mage armor, scroll of shield, scroll of cat's grace, scroll of protection from arrows, wand of magic missile* (1st level caster).

Wizard Spells Prepared (3/2; base DC = 12 + spell level): 0 – *daze, ghost sound, ray of frost;* 1st – *chill touch, ray of enfeeblement.*

Cleric Spells Prepared (4/3+1; base DC = 13 + spell level): 0 – *cure minor wounds, guidance, resistance, virtue;* 1st – *bane, bless, protection from good*, sanctuary.*
*Domain spell. *Domains:* Death (May use a death touch once per day. Death touch is a spell-like ability that is a death effect. He must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies); Evil (Casts evil spells at +1 caster level).

APL 4 (EL 6)

➤**Perndon the Reaper:** Male Human Wiz3/Clr2; CR 5; Medium-size humanoid (human); HD 3d4+2d8+13; hp 35; Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +4 melee (2d4+1/x4, scythe) or +3 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL NE; SV Fort +7, Ref +2, Will +10; Str 12, Dex 10, Con 14, Int 15, Wis 16, Cha 9.

Skills and Feats: Concentration +9, Heal +6, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +5, Profession (apothecary) +7, Spellcraft +9,

Spot +4; Improved Initiative, Martial Weapon Proficiency (scythe), Toughness.

Possessions: masterwork scythe, masterwork light crossbow, 2 tanglefoot bags, *potion of cure moderate wounds, potion of invisibility, potion of blur, scroll of mage armor, scroll of shield, scroll of cat's grace, scroll of protection from arrows, wand of magic missile* (3rd level caster), *cloak of resistance +1.*

Wizard Spells Prepared (4/3/2; base DC = 12 + spell level): 0 – *daze, flare, ghost sound, ray of frost;* 1st – *chill touch, ray of enfeeblement, true strike;* 2nd – *blindness/deafness, scare.*

Cleric Spells Prepared (4/3+1; base DC = 13 + spell level): 0 – *cure minor wounds, guidance, resistance, virtue;* 1st – *bane, bless, protection from good*, sanctuary.*
*Domain spell. *Domains:* Death (May use a death touch once per day. Death touch is a spell-like ability that is a death effect. He must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies); Evil (Casts evil spells at +1 caster level).

APL 6 (EL 8)

➤**Perndon the Reaper:** Male Human Wiz4/Clr3; CR 7; Medium-size humanoid (human); HD 4d4+3d8+17; hp 47; Init +4; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +6 melee (2d4+1/x4, scythe) or +5 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL NE; SV Fort +7, Ref +3, Will +11; Str 12, Dex 10, Con 14, Int 15, Wis 16, Cha 9.

Skills and Feats: Concentration +11, Heal +6, Knowledge (arcana) +11, Knowledge (religion) +12, Listen +5, Profession (apothecary) +7, Spellcraft +12, Spot +4; Improved Initiative, Martial Weapon Proficiency (scythe), Spell Focus (Necromancy), Toughness.

Possessions: masterwork scythe, masterwork light crossbow, 2 tanglefoot bags, *potion of cure moderate wounds, potion of invisibility, potion of blur, scroll of mage armor, scroll of shield, scroll of cat's grace, scroll of protection from arrows, wand of magic missile* (5th level caster), *cloak of resistance +1.*

Wizard Spells Prepared (4/4/3; base DC = 12 + spell level): 0 – *daze, flare, ghost sound, ray of frost;* 1st – *charm person, chill touch, ray of enfeeblement, true strike;* 2nd – *blindness/deafness, scare, web.*

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 – *cure minor wounds, guidance, resistance, virtue;* 1st – *bane, bless, protection from good*, sanctuary;* 2nd – *desecrate*, hold person, sound burst.*
*Domain spell. *Domains:* Death (May use a death touch once per day. Death touch is a spell-like ability that is a death effect. He must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies); Evil (Casts evil spells at +1 caster level).

APL 8 (EL 10)

Perndon the Reaper: Male Human Wiz5/Clr4; CR 9; Medium-size humanoid (human); HD 5d4+4d8+21; hp 59; Init +4; Spd 30 ft.; AC 11 (touch 10, flat-footed 11); Atk +7 melee (2d4+1/x4, scythe) or +6 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL NE; SV Fort +8, Ref +3, Will +12; Str 12, Dex 10, Con 14, Int 16, Wis 16, Cha 9.

Skills and Feats: Concentration +13, Heal +6, Knowledge (arcana) +13, Knowledge (religion) +14, Listen +5, Profession (apothecary) +9, Spellcraft +14, Spot +5; Combat Casting, Improved Initiative, Martial Weapon Proficiency (scythe), Spell Focus (Necromancy), Toughness.

Possessions: masterwork scythe, masterwork light crossbow, 2 tanglefoot bags, *potion of cure moderate wounds, potion of invisibility, potion of blur, scroll of mage armor, scroll of shield, scroll of cat's grace, scroll of protection from arrows, wand of magic missile* (7th level caster), *cloak of resistance +1; amulet of natural armor +1.*

Wizard Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0 – *daze, flare, ghost sound, ray of frost;* 1st – *charm person, chill touch, ray of enfeeblement, true strike;* 2nd – *blindness/deafness, scare, web;* 3rd – *haste, vampiric touch.*

Cleric Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0 – *cure minor wounds, guidance* (2), *resistance, virtue;* 1st – *bane, bless, deathwatch, protection from good*, sanctuary;* 2nd – *desecrate*, hold person, resist elements, sound burst.*

*Domain spell. *Domains:* Death (May use a death touch once per day. Death touch is a spell-like ability that is a death effect. He must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level. If the total at least equals the creature's current hit points, it dies); Evil (Casts evil spells at +1 caster level).

S secret door

locked door

ladder

1

S

2

3

4

5

6

7

S
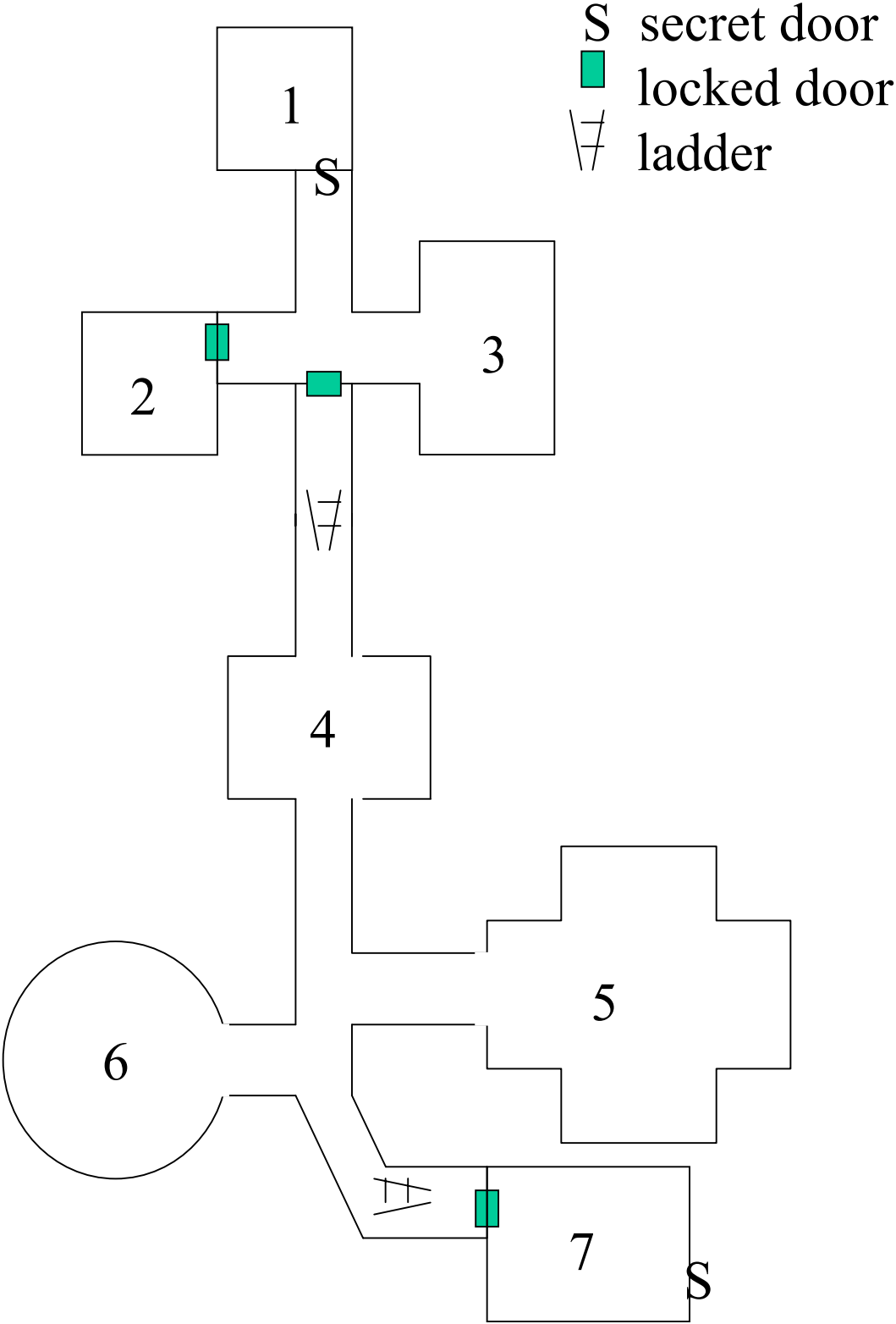
PLAYER HANDOUT 1: CEDRIC QUICKSWOOP'S MASK

This mask originally belonged to Cedric Quickswoop, a lieutenant of the wizard Evard. A necromancer and rogue, the man was known fo r being twitchy and working better with the dead than with the living. He led a band of zombie thugs and highwaymen, operating out of the Dim Forest. Cedric, as well as his gang members, always went masked. Whether this was to hide disfigurement, conceal a well-known identity, or strike fear into his victims, remains a mystery. The necromancer gained his nickname from his habit of moving in quickly while his slower allies occupied the victims, grabbing the most valuable items, and getting away. Cedric met h is death during the uprising in CY 580. A band of peasants led by the dwarf abjurist Bofur Forkbeard and a paladin of Rao named Gideon laid siege to the necromancer's stockade in the Dim Forest. Breaking through the walls, a wizardly duel ensued, with Bofu r victorious. Little remained of Cedric after his violent demise, and his mask was not found that day. Years later, a lad playing in the woods came across a wondrous mask hanging from the branch of a dead tree in the forest. Donning the mask, the teen claimed it. After a time, the young man gained knowledge of the mask's origin.

The mask is made of boiled leather. It is dark red, with black shadows. The brow is furrowed, and the nose protrudes to a point some five inches in front of the wearer's face. It i s held on with a simple leather cord.

❦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 Wiz1: 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 Rog1: 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, theives' 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—*bless, 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.