

GEO2-03



THE LAST OF NINE

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

Version 1

by Bill Locke

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

Long ago, gnomish illuminators enchanted nine pickaxes as icons of Gnomish pride and power. When the giants came down from the mountains, the gnomes sent eight of these wonders to aid the Grand Duchy of Geoff. None returned to the hands of the gnomes. But the last one made was never sent against the giants. Its tale lies separate and apart from that of its brethren. An adventure for characters level 1-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Willams, Richard Baker, and Peter Adkison.

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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, 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, Mialec, 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 Geoff. 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 Last of Nine is a tiered adventure for APL 2-8 set in the Grand Duchy of Geoff in the Living Greyhawk campaign setting. The adventure begins in the town of Preston and moves to the Stark Mounds, home of the Gnomes in Geoff.

This module is set in the late spring of CY 592. At this time, Grand Duke Owen has reclaimed rulership of Geoff. The fledging Army of Liberation has scored its first victory at the Siege of Preston. Preparations are being made to remove all residual giant forces from the Outwood.

The Stark Mounds are ostensibly free of giant occupation, but this does not mean that it is a safe area. Giants regularly send patrols into the Mounds to harass the gnomes and the few keeps of the Knights of the Watch. In addition, the Stark Mounds are haunted by the

Sword Wraiths, tortured spirits of the Keoish army that invaded Geoff long ago.

HISTORY OF THE NINE PICKAXES OF THE GNOMES

Many years ago (approx. 1140 Flan Tracking), the gnomes from the Stark Mounds helped the dwarves against a horde of goblinoids. Part of their thanks was nine of the most perfect pickaxe heads ever made. The gnomes had the handles made by their most skilled wood carvers. These were then given to the high priestess of Garl Glittergold and the realm's most powerful sorcerer to enchant.

High Priestess Janias Clinktock and Sorcerer Gomard Clinktock, wife and husband, were also the founders of the Order of Illumination. They deplored the fact that most gnomes, though they knew the names of the gods, could not tell you one story concerning them. Nor were most able to tell the tales of their fore-parents. So they decided to use illusions and bardic songs to make the stories dramatic entertainment that would stick in peoples' minds. The tales were told at festivals where the gnomes would gather to celebrate their holy days.

Over the course of years, the pickaxes were enchanted by these two, which legend says died in a magic accident while enchanting the ninth pickaxe. Rumor has it that the ninth pickaxe was cursed from its creation. This proved to be correct. The pickaxe misinterpreted its mission to protect the gnomish village of Dewerd to mean the physical buildings. The pickaxe drove out the gnomes who lived there and has guarded the village against intruders ever since.

The eight remaining pickaxes have for generations been wielded by the personal guard of the gnomish kings, that is until Grand Duke Owen called for aid as the giants attacked the land of Geoff. The eight remaining pickaxes were sent to Gorna and delivered unto Grand Duke Owen. As the giants battled their way to Gorna, the capital of Geoff, Grand Duke Owen dispatched many of the finest heroes of Geoff to battle them. To some he gave the magic pickaxes to combat the strange stone monoliths that the Giants somehow enchanted to suppress the Gyric magic.

Many of these heroes died in the battles and the eight pickaxes were lost during the days of battle. Though many died in the battles, their efforts were great enough that they managed to delay the giants' march to Gorna, and much of the city was evacuated before it fell.

The gnomes are proud that their weapons were used to help save the people of Gorna, even though they were lost when the heroes wielding them died buying the citizenry time to escape. This is now one of the new heroic tales that the Illuminators sing about at feasts and holy days.

Note: A character that has Knowledge (history) can make a check (DC 10) to know of the Fall of Gorna. As well, a successful Knowledge (history) check (DC 15) allows them to know of the eight gnomish pickaxes. Gnomes from the Stark Mounds may use their

Intelligence instead of the Knowledge skill to see if they remember stories of these events.

(History by David Darnell)

This adventure takes the characters from Preston on a search for a trapped Olwythi gan Gyruff out at the northeast end of the Stark Mounds. It all begins when a message is delivered by Cuthalion Strongbow's raven who mistakes the local supply building for his home. The message is delivered to the characters by mistake.

The players can then gather some information about the Ranger Cuthalion, the sender of the message, and Caedeven, the person to whom the letter is addressed. They can learn quickly that Caedeven is not in Preston at the moment and is not likely to return for another 24 hours. The characters are left with a choice to go deliver the message to its proper addressee or to leave to go in search of the trapped ranger.

If they go in pursuit of Caedeven, they find him at Caer Rhiniog in the Oytwood. They can accompany him back, but stumble across a giant patrol along the way. If they immediately go in pursuit of the trapped ranger, they can reach Griffon's Watch without difficulty.

Once at Griffon's Watch, the characters have a choice. They can attack the giant forces besieging the cave and drive them off, or they can sneak around the hill and search for another way in. Either way, the characters gain entrance to the cave, but are trapped inside with Cuthalion and the slaves that he rescued when more giant reinforcements arrive.

The characters must find another way out. With some searching, they find a hidden passageway in the caves. Cuthalion asks the characters to lead the freed slaves out, while he holds off the giants.

After spending several hours, the players come across an elaborate illusion that is both a warning and a trap. A stone portcullis has been modified with a gong in the middle. Striking the door or dropping the door sets off a sonic trap.

Once beyond the portcullis, the players enter the Gnomish town of Dewerd. The gnomes abandoned the town after the cursed pickaxe drove off everyone as part of its mission to defend the "town." Lots of debris lies in piles along the ground. Most of it looks like broken furniture or house wares.

The pick senses the characters presence and order some animated objects to come after them. Once the players enter the center of town, a giant statue animated by the pick long ago confronts them.

Once the players exit the town, they make their way to a nearby Gnomish village and learn just how close their escape was.

The players must also keep the prisoners alive during the entire process.

INTRODUCTION

Spring has come to the land of Geoff. The snows have melted; leaving many of the roads and paths through the land as slow moving, muddy streams. The winds still hold a strong chill and

the nights frequently leave frost on the ground. But the people in Geoff seem to be happier than they have been in a long time.

The Army of Liberation battled fiercely for the village of Preston. In several places, the walls are burnt timbers jutting distressingly from the blackened ramparts. The moat is a quagmire of filth and bilge, although masons have begun to stem the seep from the rivers into the sodden moat. Carpenters have removed the blackened ruin of many of the buildings, of which only a few survived and none in good condition.

Let the players determine why their characters are in Preston. This is not a place that people wander off to; they come for a reason. There is an obvious military presence here as well as many craftsmen helping to rebuild the town.

Possible reasons they would have come:

- Military service (Army of Liberation only)
- To entertain the laborers
- To provide manual labor
- To assist the wounded
- To offer spiritual guidance
- To hunt remaining monsters
- To befriend the elves

Also, in this process, ask each player if their character lost family when the giants attacked Geoff. Most adventurers from Geoff (and even those from neighboring regions) have a story of one or more relatives/friends that are missing and presumed to be held by the Giants. Let each tell a quick story of who was lost. Select one who has lost a relative and make note of the person that was lost. Choose someone who has a name of the lost relative or one with the best story. This is a reward for them when they rescue Cuthalion Strongbow later in the module.

It is shortly before the last daylight watch is to end and you have gathered at the Provisions Exchange in Preston in the hopes of getting your bedding assignments before the large numbers of soldiers are relieved and the place fills with tired soldiers.

The Provisions Exchange is an old merchant's shop, and the back wall seems to have been recently replaced. Lightly burnt timbers hold up the newly thatched roof. The shutters on the windows are missing and the wind blows chilly through the opening.

On the east wall is a piling made of hewn timber that serves as a counter. The only seats in this establishment are several bulky benches resting alongside the walls.

The quartermaster is quickly trying to put a wagonload of supplies from the front of the building into a back warehouse room. He has noticed your entrance but has made no offer to assist you.

Seated around the room are several others that seem to have a similar thought: a quick trip for their nightly bedding before the throng of people crowd in after their work.

Have the party introduce themselves and interact a bit. The supply sergeant is too busy at the moment to offer them much conversation. Offers of assistance earn the characters a disapproving gesture to leave the packages

where they lie. He doesn't trust anyone to manage the large volumes of supplies that he receives.

The quartermaster knows many of the mundane things that happen in town. He is familiar with many of the people who move through here and knows what many of the people are doing in town. He is also exhausted and lacks sleep; his voice is hoarse from talking over the number of people who crowd in here each night. He answers questions only if prodded, and then only with short direct answers.

A flutter of activity catches your attention as a large black raven settles on the sill of the window. It hops from the sill to the nearest bench as it begins to survey the room. In one claw, it clutches a sheaf of parchment. After seeming to look at each one of patrons at the tavern, it fixes a gaze at your group and glides over.

As it lands, it looks at the largest of you all and drops the sheaf of parchment. With that, it hops away and starts picking crumbs from the floor.

The letter is from Cuthalion Strongbow to his friend, Caedeven, a cleric of Allitur, a singly large man that has been assisting at Preston since it was recovered. The raven is an animal companion to Cuthalion Strongbow and has no special abilities, except for a mistaken interpretation of 'home'.

The letter reads:

Good friend Caedeven.

I am in need of your help. I have become trapped with my burden in the large caves under the Griffon's Watch at the southern stretch of the Oytwood where it meets the Stark mounds.

My burden has slowed me too much, and now I have been wounded some while fighting off the humanoids at the entrance to the caves. After the last fight, I heard them say that they will get reinforcements.

I am running out of time. I am loath to leave my burden to be captured again, but I see no other way unless you can get here before the reinforcements arrive. Get your brother and come as quick as possible.

*Ehlonna be with us,
Cuthalion Strongbow*

Proceed to *Encounter 1*, if the characters decide to follow up on the note.

ENCOUNTER 1: TO THE RESCUE

The characters have just had a note calling for help dumped in their laps. They have a variety of choices right now.

SPEAK TO THE RAVEN

If they wish to cast *speak with animals*, the raven can tell them that Cuthalion sent him to deliver a message. It only has an Intelligence of 2, so it is not familiar with names. It was supposed to deliver a message to the big man that Cuthalion has been rooming with. The raven has mistaken the building for Cuthalion's home and has delivered it to the largest person present. It has no knowledge of what is in the letter. It could find its way back to the "ground hole" that it left from, but it is supposed to wait for Cuthalion to return.

SPEAK TO THE QUARTERMASTER

If they ask the quartermaster, he knows that Caedeven left for Caer Rhiniog and should be back by the end of the day tomorrow. His brother, Olwyn, went with him. Caedeven he knows fairly well, since he is a respected individual in Preston. His brother is an Athrodwrthdyn and a good warrior. If the players wish, the quartermaster delivers the message to him once Caedeven returns.

SPEAK TO OFFICERS IN PRESTON

Members of the Army of Liberation may seek out the commander of the village. His name is Arthir ap Llew, Braichdyn of the Bear Braich. Arthir ap Llew is a short and robust individual and is always willing to talk, as long as it means giving orders and questioning his messengers. He knows that Caedeven has left for Caer Rhiniog and won't return for several days. He sent two *dwrthdi* with the cleric as well as the Athrodwrthdyn Olwyn, the cleric's brother, as escorts. They were traveling up the road to the Caer to collect more medical supplies.

If they mention the message that was delivered to them by mistake, Arthir offers to see it properly delivered as soon as the cleric returns. If members of the Army of Liberation ask for permission to head to the Griffin's Watch to look for the trapped ranger, he assents although he is sure that Cuthalion can 'take care of himself. Arthir provides a writ giving the characters leave to answer Cuthalion's call for help. He is not aware of what Cuthalion was doing out in the area near Griffons Watch.

Members of other military organizations are likely to be the highest rank persons in town of their particular army or order. They may choose to report in to the Braichdyn, but he only has someone make note of their presence or absence.

SPEAK TO THE COMMON SOLDIERS AND LABORERS

If they wish to ask around town, it is easy for them to find people who know Caedeven with a successful Gather Information check (DC 10), but only a few know that he has left from town for Caer Rhiniog, requiring a successful Gather Information check (DC 15) to discover. A member of one of the *dwrth* that was left behind knows that the Athrodwrthyn is expected to return in two or

three days, requiring a successful Gather Information check (DC 20) to discover.

ASK ABOUT GRIFFON'S WATCH

If the characters ask if they have any knowledge about the Griffin's Watch, have them make a Knowledge (geography-Geoff) check.

(DC 10) The character knows the location of Griffin's Watch and might be able to find the caves from there. The hill is roughly 25 miles to the southwest of Preston.

(DC 15) The character knows the location of the caves and will feel they have a good idea where the cave that Cuthalion is hiding in.

(DC 20) The character knows the exact location of the cave and are aware of a rear entrance to those caves, a very tight fit but still capable of allowing a person to squeeze through.

Gnomes from the Stark Mounds, elves from the Oytwood, and rangers from Geoff receive a +2 circumstance bonus to this roll, as the location is common knowledge among these folk. If the character only has general local and geography skills (not Geoff specific), the respective DC increases by 5.

See DM's Map 1 for the location of Griffin's Watch, Preston, and Caer Rhiniog.

LEAVE FOR CAER RHINIOG

If the players wish to head to Caer Rhiniog to speak with Caedeven directly, there is a road along the river directly to Caer Rhiniog. They could also travel by boat, but next barge up there leaves in the morning, as it is too dangerous to take one up there at night. They could travel by foot through the Oytwood. It takes them over half a day because of the poor conditions of the roads. If they take this path, go to *Encounter 2*.

LEAVE FOR THE GRIFFON'S WATCH

The characters can go to Griffin's Watch to make the rescue on their own. The note says that there is little time left and a sense of urgency should prevail. They have several choices about how and when they leave Preston.

Preston is under curfew and there are to be no persons on the street after dark. The curfew is in effect from sunset to sunrise. Also, the town is sealed tight for the protection of the Army of Liberation that remains stationed here. At the beginning of the fourth watch a group of scouts are sent out to act as sentries. They make sure that the area around Preston is safe to reopen in the morning.

If they wish to leave immediately, they have only about half an hour to gather their equipment and leave before the guards close off the gates of Preston. After this time, they must wait until morning.

If the characters leave at night, proceed with the following:

You quickly gather your belongings and whatever equipment you feel will be needed and hurry to the entrance before the night forces them to close. The cooking fires have already been extinguished and the smoke settles over town as a black cloud.

Passing the gates, you see several groups of scouts that are readying to leave for the forests surrounding Preston. They keep watch on the outside to give advanced warning of any infiltration that the giant armies might make.

You move through the forest as the darkness thickens around you. Less than an hour, you are traveling quietly as you can manage through the darkest parts of the Oytwood. The eyes of the forest are watching you, leaving you to hope that they are elven eyes, and not those of the giant armies.

After several hours sneaking through the darkness, you feel the fatigue beginning to set in and that last misstep could have been a disaster had you injured yourself.

At this point, give the characters an opportunity to set up camp, rest, and recover spells. If you are feeling particularly nasty, feel free to make the paranoid with sounds in the dark. However, nothing actually comes out of the darkness to assault them. After they have prepared themselves for the next day, proceed with the following.

At mid-morning, you reach the low hills of the Oytwood. This is the tail of the Stark Mounds as it settles into the forest. A light drizzle begins to fall making the ground even softer. You continue to trudge up hill and back down through the soft ground until the forest begins to thin.

Go to Encounter 4.

If the character's leave in the morning, proceed with the following:

As the first light of dawn colors the sky, you prepare to leave. You throw your pack over your shoulder and make your way to the town entrance. On the way, you hear a call of "All Clear" from one of the observation towers and the large gates are pulled back from the entry by a team of oxen.

After many hours you reach the low hills of the Oytwood. This is the tail of the Stark Mounds as it settles into the forest. You rest for a few minutes and get something to eat before continuing on your mission.

As you begin again, a light misty rain begins to fall from the sky. You continue to trudge up hill and back down through the soft ground and as the forest begins to thin, the rain begins to fall a little harder.

Go to Encounter 4.

ENCOUNTER 2: THE HELP OF A FRIEND

If the characters decide to deliver the message to Caedeven, they can catch a barge for Caer Rhiniog to catch up with Caedeven and deliver the message, or they could take off along the road through the Oytwood to

arrive at Caer Rhiniog just before dawn. If they choose to wait in Caer Rhiniog until Caedeven returns, their wait may be long and in vain.

TAKING THE RIVERBOAT

You gather your belongings and meet at the docks just after dawn. As the riverboat sets off from the shore, you are told it will take much of the day to reach Caer Rhiniog. Several hours up the river you pass a fleet of barges floating down the Javan. You call out asking if Caedeven is on the barges, but all respond to the negative.

After several hours more of sailing up the river you reach the mooring points just outside of Caer Rhiniog. It takes almost an hour for the riverboat to slide into position and get lashed together. You disembark at the foot of the corduroy road that runs up the hill to Caer Rhiniog.

The characters have to find Caedeven amongst the large fort. A successful Gather Information check (DC 10) gets them directions to his tent toward the middle of the fort. There they can wait for his return. If they made the Gather Information check at DC 15 or better, they discover that he was seen heading off to the Apothecary. A few more questions and they learn of the location of the Apothecary in town.

At the tent, a successful Diplomacy check (DC 15) gets one of the guards to track him down, shortening their wait by a few minutes.

THROUGH THE OYTWOOD

If the character's leave at night, read the following:

You quickly gather your belongings and whatever equipment you feel will be needed and hurry to the entrance before the night forces them to be sealed. The cooking fires have already been extinguished and the smoke settles over town as a black cloud.

Passing the gates, you see several groups of scouts that are readying to leave for the forests surrounding Preston. They will keep watch on the outside to give advanced warning of any infiltration that the giant armies might make.

You move along the trail that leads from Preston to Caer Rhiniog as darkness thickens around you. The eyes of the forest are watching you, leaving you to hope that they are elven eyes, and not those of the giant armies. Nothing happens as you walk throughout the night.

As you emerge from the forest a few hours before dawn, you see Caer Rhiniog before you, rising up on its hill. The Javan flows behind it, and barges float among the large posts driven into the mud. You quickly make your way to the massive gates of the fort. Thirty paces from the gates, you hear a call from the walls above. "Stop and identify yourselves."

If the characters leave Preston in the morning, read the following:

As the first light of dawn colors the sky, you prepare to leave. You throw your pack over your shoulder and make your way to the town entrance. On the way, you hear a call of "All Clear" from

one of the observation towers and the large gates are pulled back from the entry by a team of oxen.

You move along the trail that leads from Preston to Caer Rhiniog as the day progresses. The eyes of the forest are watching you, leaving you to hope that they are elven eyes, and not those of the giant armies. Nothing happens as you walk throughout the day.

As you emerge from the forest just after noon, you see Caer Rhiniog before you, rising up on its hill. The Javan flows behind it, and barges float among the large posts driven into the mud. You quickly make your way to the massive gates of the fort. Thirty paces from the gates, you hear a call from the walls above. "Stop and identify yourselves."

If the characters have the permission of Braichdyn Arthir ap Llew from Preston, they are immediately allowed to enter the Fort. Otherwise they need to make a Diplomacy check (DC 15) to convince the guards of the urgency to speak to Caedeven. Speaking in Flan gives a +2 circumstance modifier. Appearing obviously Gyric gives an additional +2 modifier. Being a druid or a cleric of a faith revered in Geoff (Pelor, Ehlonna, Cuthbert, Obadhai, Beory, Heironeous, or Allitur) gives an additional +2 modifier.

The characters have to find Caedeven amongst the large fort. A Gather Information check (DC 10) gets them directions to his tent toward the middle of the fort. There they can wait for his return. A successful Diplomacy check (DC 15) gets one of the guards to wake the cleric. The circumstance bonuses listed above apply to this check too.

DELIVERING THE MESSAGE

As you hand the letter to Caedeven, he opens it slowly and suspiciously. As he recognizes the handwriting, he smiles for a moment, but his look turns to concern as he reaches the end of the letter. He looks back at you sadly then turns to a man who must be his brother. "Olwyn, Cuthalion has been trapped by the giant forces and has little, if any, time remaining. Can you gather your men quickly to go in pursuit? We must move quickly."

He turns back to you as Olwyn moves quickly to gather his men. "Thank you for delivering this message. I fear the time may have already passed where we can give him any aid. We will try to reach him as quickly as possible. You have run a ragged race to catch me in time, but you look worn. Here," he reaches into his purse and withdraws six gold lions and hands them to you, "take these and get yourself a good rest. You did a fine job of reaching me as quickly as you did."

With that he turns to catch up with his brother who is gathering several of his men. The men quickly rush into the tents, the Athrodwithdyn following them.

If the characters let him leave the Caer and go rescue Cuthalion with out them, go to Conclusion A.

If the players insist on accompanying Caedeven, they must make a Diplomacy check (DC 15) to convince him that they should accompany them. All the situational modifiers listed above apply.

If they are unsuccessful, they are told to remain at the fort or return to Preston for their duties. Go to Conclusion A.

If they succeed on the Diplomacy check, he quickly consents and asks them to follow him.

Caedeven rushes back to his tent and gathers a few possessions quickly. He emerges again and meets his brother Olwyn leading ten soldiers of the Army of Liberation. "We need to move quickly and there will be no time to rest," Olwyn announces. Caedeven nods and the soldiers move quickly through the gates of the fort and into the forest.

After many hours you reach the low hills of the Oytwood. This is the tail of the Stark Mounds as it settles into the forest. You rest for a few minutes and get something to eat before continuing on your mission. You know you need to move quickly to arrive on time and need your strength to free Cuthalion when you arrive.

As you begin again, a light misty rain begins to fall from the sky. You continue to trudge up hill and back down through the soft ground, and as the forest begins to thin, the rain begins to fall a little harder.

Go to Encounter 3.

WAITING AT PRESTON

Players that continue to wait for Caedeven to arrive at Preston must wait until the barges dock around evening the following day. By then, it is too late for any help to arrive for Cuthalion. Go to Conclusion B.

ENCOUNTER 3: PROBLEMS ON THE WAY

The characters have this encounter if they have gone to Caer Rhiniog and have joined Caedeven.

Griffon's Watch is roughly 36 miles to the south-southwest of Caer Rhiniog. It is densely forested the entire way and there are no direct roads or trails to follow so the characters move at half speed. Characters with a speed of 20 can make the journey in 4 days. Those with a speed of 30 can make the journey in 3 days. Those with a movement of 60 can make the trip in a day and a half.

Regardless of how fast they are traveling, the characters run into an encampment of giants and their thralls on the morning of the day before they reach Griffon's Watch.

You have traveled for several days through the forest. It rains most of the time, but the plant life loves the slow, steady drizzle. The first shoots of the year are already budding from the trees.

You should reach Griffon's Watch today, but then you hear a minor commotion coming from over the crest of the hill. You are unsure of who it might be until a bellowing voice grumbles loudly, barking out commands.

Those characters that speak Giant can hear a giant calling out "We rest here short while." A few minutes later they

hear him call out, "If we not ready when I say, you be my stew tonight."

Just over the hill is a force of giants, bugbears, and hobgoblins. They are on their way to Griffon's Watch to reinforce the giants there.

If the players decide to scout out the giant force, have those approaching the camp make opposed Hide and Move Silently checks against the hobgoblins that have been placed on watch. The hobgoblins have -2 on their Spot checks due to the light drizzle that is falling. They have a -1 per 5 feet on their Listen checks.

Any characters that are willing to move to within 40 feet of the camp may make a Spot check (DC 15) to get an accurate count of the creatures in the camp. The mist and drizzle make visibility difficult.

The characters may sneak past this encounter by having everyone make a successful Hide check against the hobgoblins. A successful Wilderness Lore check (DC 15) allows the character to determine a safe distance. They may move 300 feet or more from the camp and move around them without fear of being seen.

However, unless the characters hide their trail, the monsters quickly discover their tracks when they start walking later that day. They chase after the characters and catch up with them late that night, assuming that the characters stop to rest.

Keep in mind that Caedeven, Olwyn, and 10 rhyfelwr (warriors) accompany the characters. The levels for Caedeven and Olwyn scale with the APL.

APL 2 (EL 6)

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

➤ **Hobgoblins (8):** hp 5 each; see *Monster Manual*.

APL 4 (EL 8)

➤ **Ogres (4):** hp 30 each; see *Monster Manual*.

➤ **Hobgoblins (4):** hp 9 each; see *Monster Manual*.

➤ **Bugbear Shaman:** Male bugbear Clr5 (Hruggek); hp 51; Appendix I.

APL 6 (EL 10)

➤ **Hill Giant:** hp 102; see *Monster Manual*.

➤ **Ogres (6):** hp 35 each; see *Monster Manual*.

➤ **Hobgoblins (8):** hp 9 each; see *Monster Manual*.

➤ **Bugbear Shaman:** Male bugbear Clr5 (Hruggek); hp 51; Appendix I.

APL 8 (EL 12)

➤ **Hill Giants (3):** hp 120 each; see *Monster Manual*.

➤ **Bugbear Shamans (3):** Male bugbear Clr5 (Hruggek); hp 51; Appendix I.

ENCOUNTER 4: GRIFFON'S WATCH

When the characters arrive at Griffon's Watch, they come upon the force of giants (or their minions) that have trapped Cuthalion.

Rain continues to fall as you move toward Griffon's Watch. The hills are only sparsely covered with trees now, and you could see a good ways, were it not for the rain.

You know you are in the right area and the caves must be nearby. You are cautious as you move through the hills, knowing that any turn could bring you against the humanoids that are holding up Cuthalion and whatever it is he stole from them.

And then you see them, 300 feet away they are ringed around the entrance to the cave with their attention on the cave entrance. One of the humanoids is sneaking behind a group of lifeless bodies to the cave entrance when suddenly an arrow comes shooting out of the cave. It hits solidly and the creature falls into the flesh wall surrounding the entrance. The humanoids outside release a volley into the cave.

The characters now have two likely options.

First, the characters can drive off the besieging forces. If the characters take the obvious, and more dangerous route, skip down to "The Frontal Assault."

Second, the characters can sneak in the back way. Characters that make a successful Knowledge (geography) check (DC 20), know that the Griffon's Watch is riddled with small caves. There might be a back way in. If the characters avoid the giants and head around the hill to search, skip down to "Slipping in the Back Way"

THE FRONTAL ASSAULT

As stated above, the characters are 300 feet away from their opponents. Unless the characters have done something to attract the attention of the giants or their minions, they can stay relatively hidden in the foliage of the Oytwood. If the characters start sneaking closer, they need to make opposed Hide and Move Silently checks against the giants' Spot and Listen checks, or be spotted by the enemy.

The giants and their minions are ringed around the cave mouth, while hiding behind boulders, stumps, logs, trees, or bushes. The toughest monsters are directly across from the cave mouth, about 100 feet away from the opening.

The monsters have been trying to get into the cave, but Cuthalion has been driving them off with arrows. The ground in front of the cave is littered with bodies of giants or their minions. Assume that there are an equal number of dead bodies as live monsters listed below.

APL 2 (EL 5)

➤ **Goblins (8):** hp 5 each; see *Monster Manual*.

➤ **Bugbears (2):** hp 20 each; see *Monster Manual*.

APL 4 (EL 7)

- **Goblins (8):** hp 5 each; see *Monster Manual*.
- **Bugbears (3):** hp 20 each; see *Monster Manual*.
- **Ogres (2):** hp 30 each; see *Monster Manual*.

APL 6 (EL 9)

- **Bugbears (3):** hp 20 each; see *Monster Manual*.
- **Ogres (3):** hp 30 each; see *Monster Manual*.
- **Bugbear Shaman:** Male bugbear Clr6 (Hruggek); hp 57; Appendix I.

APL 8 (EL 11)

- **Hill Giants (2):** hp 120, 110; see *Monster Manual*.
- **Ogres (6):** hp 30 each; see *Monster Manual*.
- **Bugbear Shaman:** Male bugbear Clr6 (Hruggek); hp 57; Appendix I.

Once the combat has finished, Cuthalion Strongbow steps from the cave entrance to offer his thanks at the rescue. If Caedeven is not with the party, read the following:

With the humanoid either dead or fleeing, a man in studded leather armor steps cautiously from the cave. "The Land still provides, even in these dark days. Thank you for coming, did Caedeven send you?" Before you can answer, the heavy steps of giants approaching through the forest. "Shalm's Blood," Cuthalion curses. "Reinforcements. Quick! Back into the cave, it's our only chance!" As if to answer Cuthalion, a large boulder crashes into the ground near you.

If Caedeven is with the party, read the following:

With the humanoid either dead or fleeing, a man in studded leather armor steps cautiously from the cave. "The Land still provides, even in these dark days. Caedeven, it is good to see you. Thank you for coming." Before you can speak, the heavy steps of giants approaching through the forest. "Shalm's Blood," Cuthalion curses. "Reinforcements. Quick! Back into the cave, it's our only chance!" As if to answer Cuthalion, a large boulder crashes into the ground near you.

The giant reinforcements from *Encounter 5* are arriving. They drive the characters into the cave. Go to *Encounter 5*.

SLIPPING IN THE BACK WAY

The characters are going to need to search the backside of the hill for an opening. A promising entrance can be found with a successful Search check (DC 25). It takes 10 minutes of searching per roll. It is not detrimental to take time to find the entrance, but the characters don't know that. They should feel the pressure to find an entrance quickly.

If the characters slip into the narrow entrance, they find themselves in a twisting, turning cave with many branches. See DM's Map 2. Eventually, it opens up near

the entrance on the other side where the party encounters Cuthalion Strongbow and eight freed slaves.

If Caedeven is with the party, read the following:

"Who are you? Oh, Caedeven, it's you." A man in studded leather armor comes forward. "Thank the gods that you are here. We need you and your friends to help us escape."

Before you can say anything, you hear a shout from behind you. The heavy sounds of footsteps rumble above you and voices can be heard from the opening from which you entered. Within a few moments, you hear a loud thud of rock on rock behind you and then all goes silent.

If Caedeven is not with the party, read the following:

"Who are you? Did Caedeven send you?" A man in studded leather armor steps forward cautiously. "Well, however you arrived here, you are most welcome assuming you wish to help us escape."

Before you can say anything, you hear a shout from behind you. The heavy sounds of footsteps rumble above you and voices can be heard from the opening from which you entered. Within a few moments, you hear a loud thud of rock on rock behind you and then all goes silent.

The giants have sealed the entrance behind the characters. They are not able to get back out that way. Immediately go to *Encounter 5*.

ENCOUNTER 5: TRAPPED!

Giant reinforcements have arrived. Seeing all the dead bodies around the cave's mouth has given the giant's pause. They are not rushing the cave's mouth. Instead, they are taking up defensive positions around Griffon's Watch. The force is large enough to discourage the characters from trying to fight their way out of the cave.

APL 2 (EL 9)

- **Hill Giant:** hp 120; see *Monster Manual*.
- **Ogres (6):** hp 30 each; see *Monster Manual*.

APL 4 (EL 11)

- **Hill Giants (2):** hp 120, 110; see *Monster Manual*.
- **Ogres (6):** hp 30 each; see *Monster Manual*.
- **Bugbear Shaman:** Male bugbear Clr6 (Hruggek); hp 57; Appendix I.

APL 6 (EL 13)

- **Hill Giants (4):** hp 125, 120, 115, 110; see *Monster Manual*.
- **Ogres (6):** hp 30 each; see *Monster Manual*.
- **Trolls (2):** hp 70 each; see *Monster Manual*.
- **Bugbear Shaman:** Male bugbear Clr8 (Hruggek); hp 69; Appendix I.

APL 8 (EL 15)

➤ **Stone Giants (4):** hp 140, 135, 130, 125; see *Monster Manual*.

➤ **Hill Giants (3):** hp 125, 120, 115; see *Monster Manual*.

➤ **Trolls (6):** hp 70 each; see *Monster Manual*.

➤ **Bugbear Shamans (2):** Male bugbear Clr8 (Hruggek); hp 69 each; Appendix I.

Cuthalion is seriously wounded and has only 7 hit points remaining. There are currently eight freed prisoners with Cuthalion, and all eight of them are *fatigued* and malnourished.

If the players ask how he got here, he tells them that found a giant camp that had several prisoners in pens. He and two animal companions created a disturbance to distract the guards. He then snuck into camp and released them. He initially freed 11 prisoners, but two died from arrows and another one fell behind because he was too weak and was eventually recaptured. He was able to make it to Griffon's Watch before the giants overtook him. He has been here two days.

While the players are in discussion with Cuthalion, one of the prisoners steps forward, recognizing one of the rescuers. This should be one of the lost relatives that the players had told a story about in the beginning of the adventure. If no one has any stories, then there is no one to recognize them.

The prisoner can retell the story of his capture to the character and the rest of the group, but Cuthalion does not let much time go by.

Cuthalion speaks up. *"I hate to break up such a festive reunion, but time is getting away from us. We have a large group of giants and thralls outside. More than the group of us could handle so I suggest we start looking for another way out. I haven't had been able to search this cave while keeping the enemy at bay, but these hills are riddled with small burrows, and tunnels and all such things that the gnomes love about here. I suspect something can be found."*

Assuming that the characters take Cuthalion's advice, they search the area. Note that the giants have blocked off the back entrance with large rocks whether the characters came in that way or not.

A successful Search check (DC 20) coupled with a Will save (DC 16) reveals a hidden opening 5 feet up from the base of the wall that is cloaked by a *hallucinatory terrain* spell. A successful Climb check (DC 5) is all that is required to enter the opening.

The passage beyond is low, only about 3 feet high. Once through the entrance, the stone is worked and smooth.

When the characters return to Cuthalion and let him know that they found a tunnel, read the following:

"If you will take on the responsibility of returning these people to their homes, I will find another way out and draw off as many of the enemy as possible." He begins to collect the arrows lying on the ground. He looks up at you and winks, "Not as good as to

what I am used to, but one must make do with what is at hand. Now quickly, be off before they try to storm us again." Cuthalion turns and fires an arrow outside. A loud squeal erupts followed by a soft thump of a body hitting the ground.

Caedeven and the members of the Army of Liberation remain behind with Cuthalion.

Go to Encounter 6.

ENCOUNTER 6: UNDER THE HILLS

The party's speed is reduced to 20 ft. per round due to the condition of the escaped prisoners. As well, all Move Silently checks for the party are at -2 due to the noise made by the groaning and shuffling escaped prisoners.

Leaving Cuthalion behind, you continue onward, the tunnel opens up some with the ceiling being about five feet high and the walls ten feet apart. As you traverse through the tunnels, twisting and turning, you feel pretty lost.

You hear things scampering in the darkness outside your field of vision. The occasional moan or grunt escapes the freed prisoners as they shuffle along with you. After several hours of uneventful travel, you realize that the escapees cannot travel any further.

Allow the characters to set up a watch for the night. None of the escaped people are capable of maintaining a watch. They have no encounters during the night. When morning arrives, they may prepare spells. They can continue onward down the tunnels, but have them choose a marching order. Also, find out if any of them are searching for traps along the way.

The dark tunnels continue. Your passage is slow with the number of people you have and the limited visibility. Only gnomes would find this comfortable to travel through.

As the characters come around one of the bends in the tunnel, they reach an area that has been trapped by the gnomes. It is meant to slow or stop any movement through the area.

A faint glow comes from around the next bend.

A successful Listen check (DC 10) reveals the sound of a single set of boots walking on the stone floor coming from around the next bend. The sound moves, but does not get closer or farther away.

The sound is part of an elaborate illusion prepared by the gnomes to warn travelers not to enter the town. The illusion is a hunched, old gnome walking back and forth in front of the city gate. When the first player comes around the corner, the gnome reacts.

Looking around the bend, the cave opens up to twice its current height and width. Several torches light the way and an old, hunched over gnome paces back and forth in front of a large,

gold door. His boots make a clicking on the stone floor as he walks.

When the first player says that he or she is going around the bend, the illusion warns the player.

The old gnome walks to the middle of the path and turns toward you. In gnomish “Stop! It is not safe to enter Dewverd. Return the way you came. Consider yourself warned.” The gnome goes back to its original action of pacing back and forth.

As the other players and escapees come around the corner, they get the same warning. A successful Will save (DC 19) allows the character to recognize the *programmed illusion* for what it is.

The illusion does not interact with the players.

Behind the gnome is a large stone door reinforced by an ornate gold and iron working. The word Dewverd can be seen braided into the gold and iron working.

The door is an illusion over a stone portcullis, and a successful Will save (DC 18) allows a character to disbelieve the *mirage arcana*. An iron gong covers the portcullis. A magical sonic trap protects the door. If the players attempt to bash down the door, each strike on the door hits the gong and triggers a sonic trap.

The door opens by raising it up. However, the door has not been opened in a long time. Initially raising the door requires a successful Strength check (DC 24). This raises the door 2 1/2 feet. Each subsequent successful Strength check (DC 20) thereafter raises the door by an additional 2 1/2 feet. Up to three players can assist the person opening the door. They must make Strength checks (DC 10) to provide a +2 bonus to the person opening the door. The players can use crowbars and other creative solutions to raise the door as well. Give the players appropriate circumstance bonuses. The players can block the door open once it is raised. However, every round that the door is up and not blocked open, a player must hold it open. The player opening the door must make a successful Strength check (DC 20) every round to avoid dropping it.

Any Strength check failure after the initial success results in the door dropping closed. The drop sets off the sonic trap. The door does not take damage from the sonic trap. However, the door can be broken by a successful Strength check (DC 28).

Do not forget to include the escaped prisoners when determining the area of affect. The escaped prisoners stay behind the players as all times.

APL 2 (EL 2)

↗**Sonic Burst Trap:** CR 2; 10 ft. radius burst (2d6); Reflex save (DC 13) for half damage; Search (DC 26); Disable Device (DC 26).

APL 4 (EL 4)

↗**Sonic Burst Trap:** CR 4; 10 ft. radius burst (4d6); Reflex save (DC 15) for half damage; Search (DC 27); Disable Device (DC 27).

APL 6 (EL 6)

↗**Sonic Burst Trap:** CR 6; 20 ft. radius burst (6d6); Reflex save (DC 17) for half damage; Search (DC 28); Disable Device (DC 28).

APL 8 (EL 8)

↗**Sonic Burst Trap:** CR 8; 20 ft. radius burst (8d6); Reflex save (DC 20) for half damage; Search (DC 30); Disable Device (DC 30).

ENCOUNTER 7: DEWERD, NEXT EXIT

You continue farther down the twisting and turning tunnels. A little while later, you come across an iron plate blocking your path.

The plate is actually a drawbridge. To lower the drawbridge, the players must make three successful Strength checks (DC 25) to push down the drawbridge. Striking the plate and doing 11 points of damage counts as a push. The plate does not take damage. Each successful check budges the plate slightly. A successful assist (DC 10) by any characters using Knowledge (engineering) or Disable Device can grant those pushing on the door a successful +4 circumstance bonus to the Strength check. They assist the person opening the door by pointing out where best to push or strike.

With effort, the metal wall slowly falls away from you and slams down across a deep ravine.

As the players cross the drawbridge, continue with the following.

As you cross, you hear the sound of running water beneath you. On the other side of the bridge is a well-lit chamber with an archway that leads into the town proper. Several benches, some broken, line the walls. Torches flicker quietly in their wall sconces. Perhaps this was a guard post at some time in the past.

Continue with the text as the players enter the city through the archway.

As you enter the archway, the wooden bench nearest you rushes forward and attacks you, kicking at you with its legs.

All items in the town are capable of being animated. The ninth pickaxe is at the center of town and has sent a bench(es) to keep watch on the entrance to town. This bench is a quick introduction to the players. The orders for all animated objects are to keep living things from entering town or to destroy any invaders.

The bench attacks the first person that tries to enter the town through the arch. Whoever has been leading is the most likely person, unless they are invisible.

APL 2 (EL 3)

➤ **Wooden Park Bench (Large Animated Object)**: hp 22; see *Monster Manual*.

APL 4 (EL 5)

➤ **Wooden Park Benches (Large Animated Object)** (2): hp 22 each; see *Monster Manual*.

APL 6 (EL 7)

➤ **Wooden Park Benches (Huge Animated Object)** (2): hp 44 each; see *Monster Manual*.

APL 8 (EL 9)

➤ **Wooden Park Benches (Huge Animated Object)** (4): hp 44 each; see *Monster Manual*.

After the characters have dispatched the park bench(es), they have a small town before them.

ENCOUNTER 8: WAS THAT THE RIGHT EXIT?

As the characters wander and explore the town, they are attacked by the furniture and pottery in the town.

At the center of town, where each road leads, is a temple to Garl Glittergold. Residing at the temple is a large gilded-stone statue of Garl Glittergold himself. This statue has been animated to protect the town, and it sees all living things as invaders.

Also, at the center of town is an elderly couple that calls for the characters to flee town over the bridge just north of town to escape the wrath of the statue, which was animated by their magic so many years ago. They are Gomard and Janias Clicktock, now ghosts, who caused this enchantment to fall on the town as they attempted to create the ninth pickaxe.

The town is very quiet. Nothing moves, and no creature scurries as you enter the small village. Main street continues off to your left, and there is another small street that meanders to your right. The buildings to either side of the street look to be almost human-sized. The doors are almost six feet in height and the windows are smaller, but set in two rows above and below each other.

The street is well lit by lanterns atop street-posts. And the ceiling above you is about 20 feet high. The front façade of the house continues all the way to the ceiling above the street. However, a clattering on the street ahead of you interrupts your musings as house wares charge you.

APL 2 (EL 2)

➤ **1 Iron Teakettle and 3 Wooden Drinking Mugs (Tiny Animated Objects)** (4): hp 5 each; see *Monster Manual*.

APL 4 (EL 4)

➤ **4 Wooden Chairs and 2 Wooden Chests (Small Animated Objects)** (6): hp 8 each; see *Monster Manual*.

APL 6 (EL 6)

➤ **4 Iron Lamps and 2 Wooden Tables (Medium-size Animated Objects)** (6): hp 15 each; see *Monster Manual*.

APL 8 (EL 8)

➤ **4 Iron Coat Racks and 2 Wooden Beds (Large Animated Objects)** (6): hp 30 each; see *Monster Manual*.

Encounter 8 Treasure Summary

If the characters try to enter any of the homes, they may do so and explore the place. A successful Search allows them to discover treasure (mainly coins and small gems) among the debris per the following: (1 check per character).

Search (DC 15)

APL 2: 30 gp

APL 4: 72 gp

APL 6: 240 gp

APL 8: 300 gp

Search (DC 20)

APL 2: DC15 + 20 gp

APL 4: DC15 + 128 gp

APL 6: DC15 + 110 gp

APL 8: DC15 + 200 gp

Search (DC 25)

All APLs: the appropriate APL (DC 20) loot plus a set of gem encrusted silverware worth 100 gp.

ENCOUNTER 9: REVIVAL!

As the characters approach the center of the village, a short walk of only 100 feet or so, they arrive outside the temple of Garl Glittergold. There is a large stone statue of Garl Glittergold, covered in gold leaf. Once the characters reach to within about 20 feet of the statue, it moves to attack them. As it moves to do so, the ghosts of Gomard and Janias Clicktock appear and warn to characters to flee for the bridge to the north end of town.

The walls are only 15 feet high and of no impedance to large creatures. A Knowledge: (religion) check DC 10 allows anyone to recognize the symbols of Garl Glittergold. Gnomes may use their Int instead of Knowledge if they wish. The same roll can be used for the statue with the likeness of Garl Glittergold.

Before you is a large structure with low stonewalls surrounding it. A small iron gate hangs open. Inside is a large domed stone building with large gilded doors. Outside of the building is a large golden statue and as you near the building, it turns to look at you.

Whisperings in the back of your mind say, "Destroy them."

In the courtyard outside of the ground appear two, transparent, elderly gnomes and call out to you. "Quickly. Run for the bridge. You will be safe there." As they begin to fade from view you hear their voices once more. "Flee. Flee. The place is accursed by magic gone awry. Crossing the bridge is your only hope." The last word, like the spirits themselves, fades into nothingness.

APL 2 (EL 3)

➤ **Stone Statue of Garl Glittergold (Large Animated Object):** hp 40; see *Monster Manual*.

APL 4 (EL 5)

➤ **Stone Statue of Garl Glittergold (Huge Animated Object):** hp 80; see *Monster Manual*.

APL 6 (EL 7)

➤ **Stone Statue of Garl Glittergold (Gargantuan Animated Object):** hp 120; see *Monster Manual*.

APL 8 (EL 9)

➤ **Stone Statue of Garl Glittergold (Fiendish Gargantuan Animated Object):** hp 160; Appendix I.

The cursed pickaxe is elsewhere in the town. It avoids all direct contact with the players. The players are not allowed to take the cursed pickaxe out of the town.

Treasure Summary

If the succeed in destroying the statue, the characters may search the rubble in the courtyard for additional treasure. A successful Search (DC see below) allows them to discover treasure (generic coin and gems) among the debris per the following: (I check per character).

Search (DC 15)

APL 2: 90 gp

APL 4: 200 gp

APL 6: 300 gp

APL 8: 400 gp

Search (DC 20)

APL 2: DC15 + 60 gp

APL 4: DC15 + 100 gp

APL 6: DC15 + 150 gp

APL 8: DC15 + 200 gp

Continue with *Conclusion C*.

CONCLUSION

CONCLUSION A

The characters hand their message to Caedeven, either in Preston or at Caer Rhiniog, and watch as Caedeven leaves.

With a nod of appreciation Caedeven gathers his brother and his men. They walk through the streets and are quickly lost to your sight in this small town.

The rest of the day passes without disturbance and you can get back to your own business in Preston. All around you is activity as the Army of Liberation continues to strengthen the defenses. Houses are being rebuilt and the rubble is still being removed.

That night, you return again to get assigned your sleeping assignments, as space is still limited in this town. The next morning starts early with the sunrise. As you begin your day, a commotion seems to start on the east side of town. It quickly fades, but rumors begin to come to you.

"Caedeven and his brother were killed by giants."

"Cuthalion Strongbow returned this morning, and seems to have narrowly escaped with his life."

"The First Ward is returned to Preston, but carries a heavy heart from the recent bloodshed."

CONCLUSION B

If the characters wait for Caedeven to return to Preston they may do so, but Caedeven does not return for several days.

The day passes uneventfully. Each time the barges arrive in Preston, you greet them at the docks, but none among them is Caedeven. The last group arrives just as the sunsets. As the barges are tied up, you begin looking for Caedeven and Olwyn, but do not see them among those disembarking. Asking several of the bargemasters, you soon learn that Caedeven had decided to stay until the next day.

The players may decide what they wish to do at this point. Military persons are given their assignments for the day and non-military have time to do whatever they wish. There is not much activity in Preston that is not military, but a few shops are being repaired and the supplies for them are beginning to arrive.

The next morning starts early with the sunrise. As you begin your day, a commotion seems to start on the east side of town. It quickly fades, but rumors begin to come to you.

"Cuthalion Strongbow returned this morning, and seems to have narrowly escaped with his life."

"The First Ward is returned to Preston, but carries a heavy heart from the recent bloodshed."

CONCLUSION C

If the characters are able to flee from the town, they travel up the road to Armington.

You depart town across an old bridge made of wooden planks supported by heavy chains. Several twists later, you come upon

another stone door with a gold and iron covering. Remembering your previous experience with similar door, you quickly slip by and continue on your way.

A few feet further down is a sign, carved into the wall. Pointing back the way you came seems to have been the town of Dewverd and ahead lies Armington.

You travel down the road for the rest of the day before you arrive at a large gnomish town. This town, unlike the last, seems bustling with activity. As you enter town, many passing gnomes tip their cap, or smile widely as you enter. A few even call out "Greetings Topper" as they pass by.

Tired and weary from the long trip, you easily find a place to rest. It seems that many of the gnomish towns have places for travelers and traders of larger size to stay. You are welcomed and many of the local travelers wish to hear of your travels.

After a few moments, a well-dressed gnome moves over to your table. "Welcome to Armington," he says as he settles onto a stool at your table. "My name is Jijoren Clinktock. I have heard that you traveled up from Dewverd in the Dell. I am glad to see you made from there at all. A nasty mess of a place that is, and all because of my grand parents. Well, they did a lot of good in their days, but one small accident was all it took to ruin a very nice place."

Over his shoulder, a large and weary man stands. "Cuthalion, heaven. Didn't even hear you come in." Cuthalion smiles lightly at the gnome. "Well Jijoren, it seems you have found the ones who rescued me, but almost got killed off by some rogue furniture."

Jijoren motions for the First Ward to have a seat. "I was just about to tell these good people about that village. It was many hundred years ago that my grandparents took a finely crafted pickaxe to the place. They were going to enchant it and give it special powers to help protect the town. Well, something happened and the magic went bad. No one knows for sure, but there was a sudden blinding flash of light, and my grand parents had vanished. Everyone looked for them for several hours, and that was when thing began to happen.

"First, it was a few window shutters that closed on their own. Then a few doors that wouldn't open for anyone and soon after that, folks' own furniture chased them from their own homes. Chaos ensued as carts unfastened from the mules and lampposts started swing at those standing in the streets. Soon everyone was grabbing their children and their parents and running out of town. As the last few were fighting against the lamps and carts and dishes and plates, the statue of Carl Glittergold at the temple had taken up a pickaxe and came charging at them. No one had the heart to fight against the statue, so the rest fled as well."

If any character retrieved the pickaxe from the statue, Jijoren continues.

"The pickaxe you have there is cursed and warded against ever remaining in your hands for long. It will attempt to return to Dewverd at its first opportunity. However, the Illuminators Guild would be very willing to offer you a reward for its return. Perhaps we may be able to determine what had gone wrong."

If the characters ask about the pickaxe in anyway, Jijoren tells them the story of the magic pickaxes.

"Many years ago, the gnomes from the Stark Mounds helped the dwarves against a horde of goblinoids. Part of their thanks was nine of the most perfect pickaxe heads ever made. The gnomes had the handles made by their most skilled wood carvers. These were then given to the high priestess of Carl Glittergold and the realm's most powerful Sorcerer to enchant." Jijoren beams brightly at this.

"High Priestess Janias Clinktock and Sorcerer Gomard Clinktock, wife and husband, were also the founders of the Order of Illumination. They deplored the fact that most gnomes, though they knew the names of the gods, could not tell you one story concerning them. Nor were most able to tell the tales of their fore-parents. So they decided to use illusions and bardic songs to make the stories dramatic entertainment that would stick in peoples' minds. The tales were told at festivals where the gnomes would gather to celebrate their holy days.

"Over the years the Illuminators added entertainment to their lists of services so as to support themselves without being a drain on the churches coffers.

"The weapons were enchanted by these two, which legend says died in a magic accident while enchanting the ninth pickaxe. The three, Janias, Gomard, and the ninth pickaxe were lost.

"The eight surviving pickaxes have for generations been wielded by the personal guard of the gnomish kings, that is until Grand Duke Owen called for aid as the giants attacked the land of Geoff. The eight remaining pickaxes were sent to Gorna and delivered unto Grand Duke Owen. As the giants battled their way to Gorna, the capital of Geoff, Grand Duke Owen dispatched many of the finest heroes of Geoff to battle them. To some he gave the magic pickaxes to combat strange stone monoliths that the giants somehow enchanted to suppress the Gyric magic.

"Many of these heroes died in the battles and the eight pickaxes were lost during the days of battle. Though many died in the battles, their efforts were great enough that they managed to delay the giants' march to Gorna, and much of the city was evacuated before it fell.

"These eight pickaxes are a pride of the Stark Mounds. It was too bad that they were all lost, but we hope that someday, we can recover them again. If you hear of anyone that still has his or hers from the Fall of Gorna, let him or her know we would like to have it returned. And if you hear that anyone has found one, we would be very much interested to get it back."

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 3: Problems on the Way

Defeat the humanoids/goblinoids/giants.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

Encounter 4: Griffon's Watch

Defeat the goblinoids/giants.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 7: Dewerd, Next Exit

Defeat the animated objects.

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

Encounter 8: Was that the right exit?

Defeat the animated objects.

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

Encounter 9: Revival!

Defeat the animated statue of Garl Glittergold.

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

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 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 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (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.

TREASURE KEY:

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

Encounter 8: Was that the right exit?

Defeat the animated furniture, and search through the houses.

APL 2:	L: 0 gp; C: 150 gp; M: 0
APL 4:	L: 0 gp; C: 300 gp; M: 0
APL 6:	L: 0 gp; C: 450 gp; M: 0
APL 8:	L: 0 gp; C: 600 gp; M: 0

Encounter 9: Revival!

Defeat the animated statue of Garl Glittergold.

APL 2:	L: 0 gp; C: 150 gp; M: 0
APL 4:	L: 0 gp; C: 300 gp; M: 0
APL 6:	L: 0 gp; C: 450 gp; M: 0
APL 8:	L: 0 gp; C: 600 gp; M: 0

Total Possible Treasure

APL 2:	300 gp
APL 4:	600 gp
APL 6:	900 gp
APL 8:	1200 gp

APPENDIX I: NPCS

ENCOUNTER 2: THE HELP OF A FRIEND

➤ **Caedeven ap Uilliam:** Male human Clr6 (Allitur); CR 6; Medium-size humanoid (human); HD 6d8+12; hp 45; Init -1; Spd 30 ft.; AC 13 (touch 9, flat-footed 13); Atk +8 melee (1d8+3, masterwork morningstar) or +3 ranged (1d8/19-20, light crossbow); SA Spells, turn undead; AL LG; SV Fort +7, Ref +1, Will +8; Str 16, Dex 9, Con 14, Int 14, Wis 17, Cha 16.

Skills and Feats: Craft (weaponsmith)+11, Heal +12, Knowledge (religion) +11, Profession (herbalist) +11, Scry +13; Extra turning, Quicken Spell, Skill Focus (scry), Still Spell.

Possessions: silver holy symbol of Allitur, masterwork chain shirt, masterwork morningstar, crossbow, 20 bolts.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0 – create water (2), guidance, resistance, virtue; 1st – command, magic weapon, protection from evil*, remove fear, shield of faith; 2nd – aid*, bull's strength, endurance, hold person, lesser restoration; 3rd – daylight, dispel magic, magic circle against evil*, searing light.

*Domain spell. *Domains:* Good (Casts good spells at +1 caster level); Law (Casts law spells at +1 caster level).

Attempts to turn undead, though he does not engage in directly melee unless engaged by an enemy. Uses his light crossbow to assist others in need. Normally uses cure spells to keep others going.

➤ **Olwyn ap Uilliam, Athrodwthdyn:** Male human Ftr6: CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +11/+6 melee (1d12+4/x3 greataxe) or +11/+6 (1d8+3/x3, longbow); AL NG; SV Fort +7, Ref +5, Will +3; Str 16, Dex 17, Con 15, Int 12, Wis 12, Cha 13.

Skills and Feats: Climb +9, Craft (armorsmith) +9, Escape Artist +4, Handle Animal +7, Jump +8, Swim -2; Cleave, Combat Reflexes, Dodge, Improved Initiative, Leadership, Point blank shot, Power Attack, Weapon Focus (greataxe).

Possessions: masterwork chain shirt, masterwork greataxe, masterwork mighty composite longbow (+3), 20 masterwork arrows.

ENCOUNTERS 3 – 5

➤ **Bugbear Shaman:** Male bugbear Clr5 (Hruggek); CR 7; Medium-size humanoid (goblinoid); HD 8d8+8; hp 51; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +9 melee (1d8+3, morningstar) or +6 ranged (1d6+3, javelin); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +5, Will +7; Str 16, Dex 12, Con 13, Int 10, Wis 15, Cha 9.

Skills and Feats: Climb +2, Concentration +9, Hide +3, Knowledge (religion) +4, Listen +5, Move Silently +6, Spellcraft +4, Spot +5; Alertness, Combat Casting, Power Attack.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0 – detect magic (2), guidance, resistance (2); 1st – cause fear (2), entropic shield, magic weapon*, shield of faith; 2nd – hold person (2), sound burst, spiritual weapon*; 3rd – dispel magic, magic vestment*.

*Domain spell. *Domains:* Evil (Casts evil spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with the diety's favored weapon).

➤ **Bugbear Shaman:** Male bugbear Clr6 (Hruggek); CR 8; Medium-size humanoid (goblinoid); HD 9d8+9; hp 57; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +10/+5 melee (1d8+3, morningstar) or +7/+2 ranged (1d6+3, javelin); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL CE; SV Fort +7, Ref +6, Will +8; Str 16, Dex 12, Con 13, Int 10, Wis 15, Cha 9.

Skills and Feats: Climb +2, Concentration +10, Hide +3, Knowledge (religion) +5, Listen +5, Move Silently +6, Spellcraft +4, Spot +5; Alertness, Cleave, Combat Casting, Power Attack.

Spells Prepared (5/4+1/4+1/2+1; base DC = 12 + spell level): 0 – detect magic (2), guidance, resistance (2); 1st – cause fear (2), entropic shield, magic weapon*, shield of faith; 2nd – death knell, hold person (2), sound burst, spiritual weapon*; 3rd – dispel magic, magic vestment*, protection from elements.

*Domain spell. *Domains:* Evil (Casts evil spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with the diety's favored weapon).

➤ **Bugbear Shaman:** Male bugbear Clr8 (Hruggek); CR 10; Medium-size humanoid (goblinoid); HD 11d8+11; hp 69; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +12/+7 melee (1d8+3, morningstar) or +9/+4 ranged (1d6+3, javelin); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +6, Will +10; Str 16, Dex 12, Con 13, Int 10, Wis 16, Cha 9.

Skills and Feats: Climb +2, Concentration +11, Hide +3, Knowledge (religion) +5, Listen +5, Move Silently +6, Spellcraft +5, Spot +5; Alertness, Cleave, Combat Casting, Power Attack.

Spells Prepared (6/5+1/4+1/4+1/2+1; base DC = 13 + spell level): 0 – detect magic (2), detect poison, guidance, resistance (2); 1st – cause fear (2), entropic shield, magic weapon*, remove fear, shield of faith; 2nd – death knell, hold person (2), sound burst, spiritual weapon*; 3rd – contagion, cure serious wounds, dispel magic, magic vestment*, protection from elements; 4th – divine power*, freedom of movement, summon monster IV.

*Domain spell. *Domains:* Evil (Casts evil spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with the diety's favored weapon).

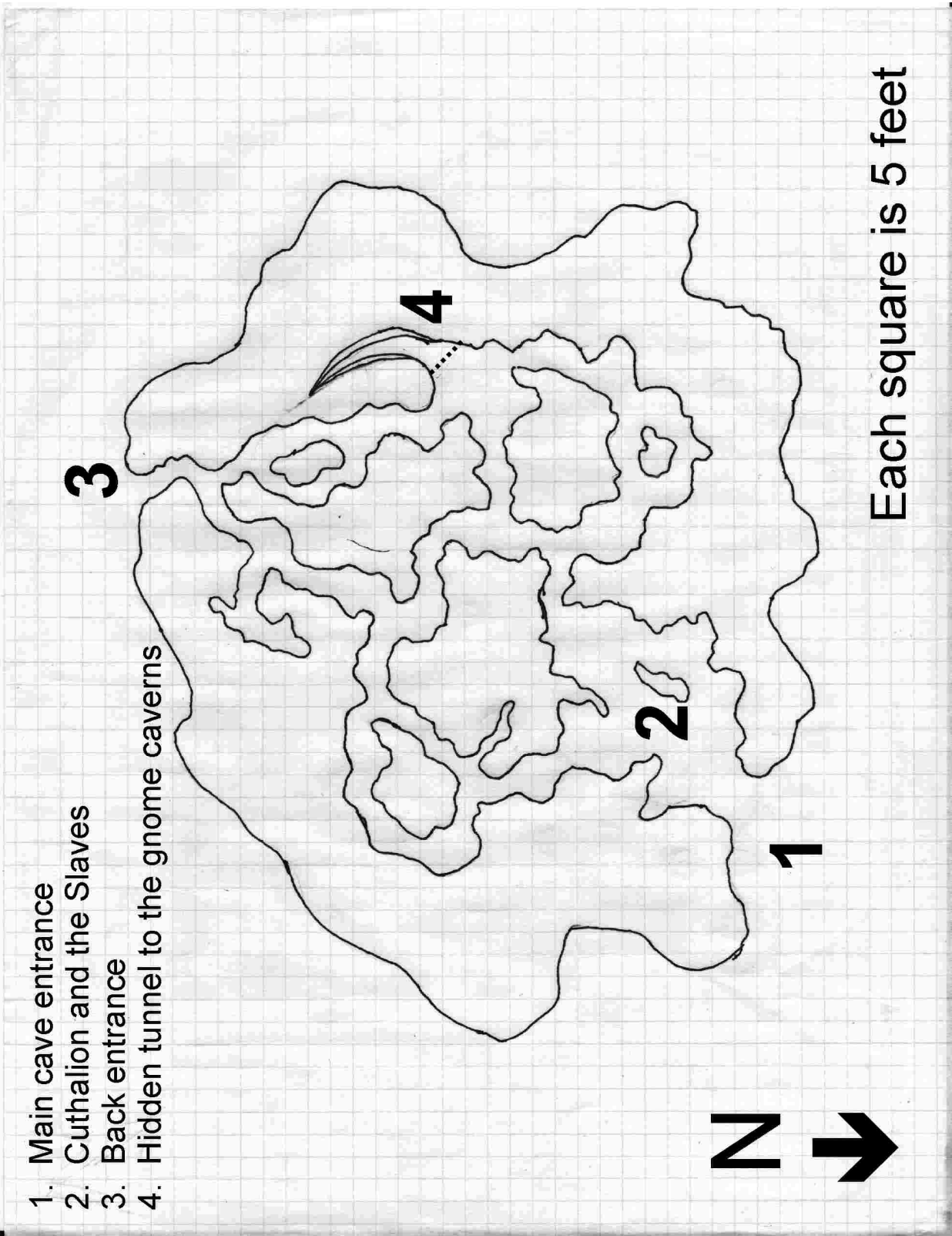
ENCOUNTER 9: REVIVAL!

APL 8 (EL 9)

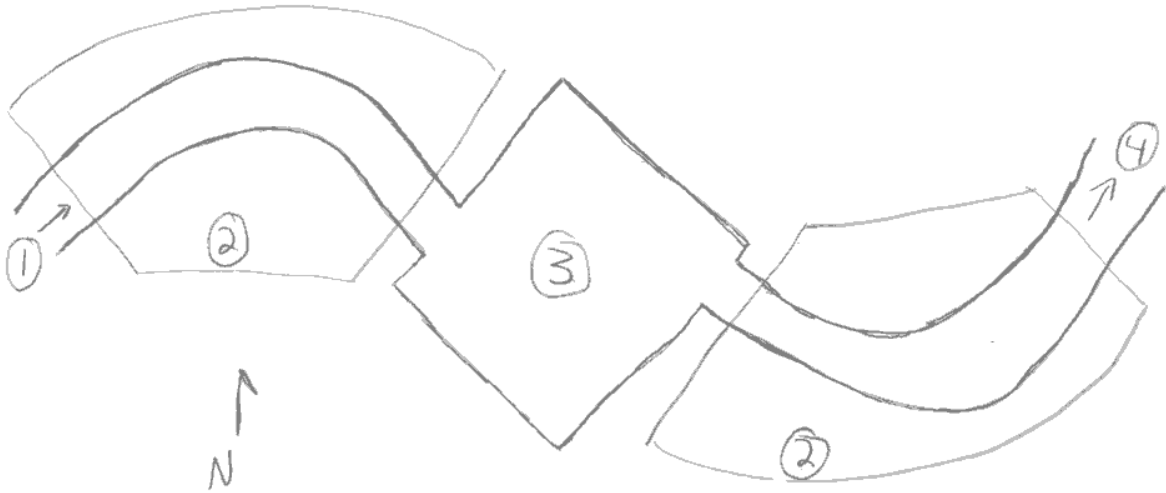
➤ **Stone Statue of Garl Glittergold (Fiendish Gargantuan Animated Object):** CR 9; Gargantuan

construct; HD 16d10; hp 160; Init -2; Spd 20 ft.; AC 12 (touch 4, flat-footed 12); Atk +15 melee (2d8+10, slam); Face/Reach 20 ft. by 20 ft./20 ft.; SA Trample, smite good; SQ Construct, hardness 8, improved speed, darkvision 60 ft., cold and fire resistance 20, damage reduction 10/+3; SR 25; AL NE; SV Fort +5, Ref +3, Will +0; Str 24, Dex 6, Con -, Int -, Wis 1, Cha 1.

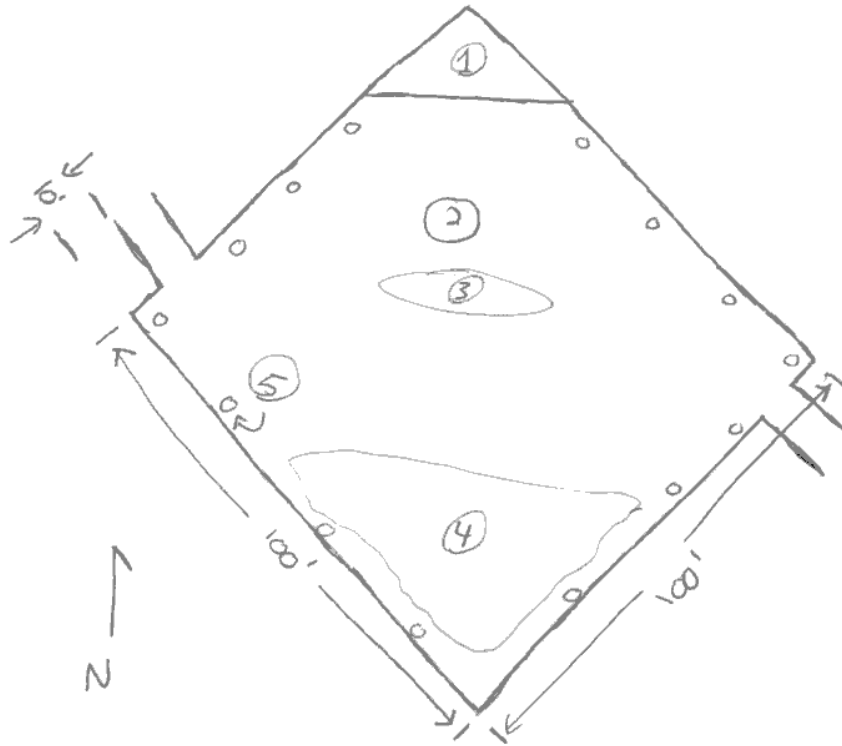
DM'S MAP 2
UNDER GRIFFON'S WATCH



DM'S MAP 3 MAP OF DEWERD



1. Players enter from Encounter 7
2. Abandoned Shops and Homes (see Search rules Encounter 8)
3. Encounter 9 Map (See DM Map 3b)
4. Players exit to Armington.



- 1. Temple of Garl Glittergold**
- 2. Statue of Garl Glittergold**
- 3. Players Start Here**
- 4. Debris Pile - Constructs Start Here**
- 5. Lampposts**

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.