

KEO1-04

NEVER MINED

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

Version 1

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A gripping tale of monstrous invasions, destroyed hopes, sour business deals, and lazy gnomes. An adventure for characters level 1-4.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" 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 will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC 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 PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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. PCs 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 a free action (spoken command) 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 join them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

ADVENTURE BACKGROUND AND SUMMARY

The gnomish village of Pindangoogly in the Good Hills has lived on the exports of a nearby rock quartz mine for a long time. The mine is owned by Doonfitting, the local merchant and bigwig. However, a band of kobolds led by Grickya, a sorcerer, invaded the mine, killing the village's garrison, running off their pet bear, and claiming the mine as their own.

Without any soldiers and located two days from civilization, the gnomes entered a collective state of despair. They feel that their days are numbered. Still, being gnomes, they do not show their depression in the same way humans might. The entire village has erupted into song and dance, abandoning their work and determined to spend their last days making merry and enjoying the company of each other.

The quartz is shipped every four days like clockwork to Cryllor, where it is bought by the Royal Guild of Gem Cutters of Keoland. When the most recent caravan failed to show up two days ago, Syndic Mingo, under the authority of the Guild, dispatched Journeyman Danagh Morrid to figure out what had happened, and perhaps to intercept a late caravan. At least, that's the cover story. In truth, Mingo figured that there was trouble at the mine, and that it was the perfect time to offer to purchase the mine from Doonfitting and place it in the possession of the Guild. This was not meant maliciously, however; the villagers would all still have their jobs, and would still mine their goods as they have always done. The quartz would simply be the property of the Guild without an intermediary.

In any case, the mine is still of little use if it remains filled with kobolds and the gnomes refuse to work it. Mingo, being exceptionally astute, realizes that the trouble at the mine may be worse than what Morrid can handle on his own. Thus, Mingo has gone on the lookout for a group of heroes that would be willing to examine the situation and resolve any difficulties stemming from the mine's troubles.

Story Synopsis

This scenario begins at the marketplace in the city of Cryllor. The PCs are witness to thievery. The victim of the thievery is Master Mingo, who either thanks the PCs for catching the thief or notices their adventuresome nature. He takes them aside and tells them that he's concerned about Pindangoogly and asks for them to check up on the village, including also taking a message to Danagh Morrid.

The heroes spend a day and a half trekking across the Good Hills. On the way, they discover Boddynock, the village's runaway pet bear. Once they reach Pindangoogly, they find the village virtually deserted, with the exception of the Rabbit's Hole Inn. This place is packed with the village's residents, and they are doing nothing more than having a party that has lasted for most of the last week. Elsewhere in the village, everything seems undone. Hearths have grown cold, even at the baker's; weeds have begun to grow in gardens, with rabbits eating both; and tools, rakes, picks, and the like are scattered all over the place.

After meeting with the gnomes (and putting up with a couple of pranks) Doonfitting and Morrid arrive from the Inn's private area. Doonfitting gleefully informs everyone that he has just sold the mine, and that drinks are on him! Everyone lets out a cheer and proceeds to get even more plastered. Morrid has bought the mine for the Gem Cutters, and hopes that the citizens of Pindangoogly can get themselves up tomorrow to go to work in the mine like they always have.

As everyone drops off, Doonfitting speaks with the PCs. He explains that he understands that the big folk don't always understand gnomes and that this big party was really the gnomes' way to despair. Kobolds took over the mine two days ago, and the village's garrison was wiped out trying to kill them off. Everyone knows it's just

a matter of days before they are all wiped out, too, so they've forgotten their work and are trying to enjoy the last few days they have left. If that doesn't get the PCs hooked to help, the next morning, Morrid speaks to the PCs and informs them that the mine is filled with kobolds, and that the Gem Cutters will owe them a debt of gratitude (or, finally, pay them outright) if they get rid of the menace for them.

The citizens of Pindangoogly are more than welcome to help the PCs learn what they can about the kobolds, and between them and the local rabbits they live with, the PCs can potentially learn about the traps the kobolds have set up. Once in the mine, the PCs can learn that the mine only produces clear rock quartz, no special gems. The kobolds are part of a band of outcasts from a larger, hidden tribe, led by a talented sorcerer who understands the value of traps and magic. In fact, a number of the gnome garrison was done in by the kobolds' traps, and not by kobolds themselves. If the PCs manage to drive out the kobolds, the village will heartily thank them, celebrate, and then complain bitterly the next morning as they all go to work with hangovers.

INTRODUCTION

For this adventure, the PCs met the night before. Someone noted that the market had an interesting food stand, and the others were interested in finding out about this place. They had agreed last night to meet in front of the food stand when it opened the next morning. (Feel free to change these details if there's a more cohesive reason for the PCs to be together in the marketplace first thing in the morning).

Last night still burns in your minds as you look out at the marketplace. Even this early in the morning, the place has grown crowded and the sounds of buying and selling surround you. It would almost be too much if it weren't for Huffin' Guffin's Muffins. They really are as good as they said they were! Warm, soft, chewy yet crumbly in your mouth, they help to wake you up and prepare yourselves for a happy, leisurely day.

Don't forget to ask PCs what they have with them at this time. Armor, weapons, prepared spells, that sort of thing. Oh, and six muffins are 2 cp, just in case they want some more.

ENCOUNTER 1: STOP! THIEF!

A murmur starts up inside the throng, as a young red-headed human, no more than 18, starts taking off at a quick run, desperately dodging between stunned people as he tries to leave the crowd. Off at the crowd's edge, a gnome calls out, after him, "Stop! Thief!"

PCs should roll initiative at this time.

The gnome is Syndic Mingo, and his stats can be found in the appendix. This small act of larceny is a ruse. The redhead is Mingo's apprentice, Daelmarr, a young, impressionable youth who simply wishes to serve and

learn his trade. Mingo came up with this staged event to attract adventurers to him. He specifically chose early in the morning to attract more disciplined individuals, in the marketplace where adventurers are more likely to be (and sober), and the stealing event to attract those who wish to do the right thing. Astute PCs may note that there are some inconsistencies between this event and an actual theft:

- Mingo is at the edge of the crowd, and Daelmarr ran into the thick of the crowd. Running into the crowd slows Daelmarr down, while ducking into the back alleys would make for a quicker getaway.
- There are more guards on duty in the morning while everyone is still setting up their stalls. The pickings are easier later in the day.
- On a successful Sense Motive (DC 20) check, a PC can tell that Mingo's voice is too confident for someone who has just been robbed. It's clear he's expecting something.

Of course, because the action is so fast, they might not notice any of this; that's okay.

Daelmarr carries a small sack in his hand, and tries to weave between people as he runs past them. At the same time, marketplace guards rush toward the apprentice, slowed by the presence of so many people. The PCs have five rounds before the guards reach Daelmarr. During this encounter, make note of the following conditions:

- Be sure that you roll initiative for Daelmarr and the guards. Daelmarr starts within the crowd, while the guards are at the edge of it.
- Because of the crowds, movement for all characters is at half rate. On a successful Dexterity check (DC 15) a character can dodge enough people to move at his or her full rate for a round. No running is possible within the crowd, however. Small characters gain a +4 size bonus to their Dexterity checks.
- Also, there is a strong risk to hit an innocent marketgoer if a ranged weapon is used, or if a melee weapon larger than Tiny is wielded. For ranged weapons, consider it shooting into a melee, even though there is no actual combat between the marketgoers and Daelmarr. For melee weapons, all combatants are considered to have one-half cover. In addition, there is a limited amount of space to wield weapons without hitting someone else. Combatants wielding Small weapons have a -1 tight quarters modifier. Medium weapon wielders suffer a -2 tight quarters modifier. Large weapon wielders suffer a -4 tight quarters modifier. If someone wants to simply ignore hitting the crowd with their weapons to ignore the tight quarters penalty, they may do so, but it will be an evil action and you have full rights to remove the offending PC from the campaign. If someone tries this, warn them that it is an evil action and give them an opportunity to change their mind.
- After one round of brandishing a weapon, the crowd disperses enough around the character that there will no longer be any of the above penalties resulting from crowding, resulting in a free area of a radius of

10 feet. A successful Intimidation check (DC 13) will keep the crowd away from a character, but the character must spend a move-equivalent action intimidating the crowd.

- Daelmarr will surrender when the first PC or guard either successfully attacks or grapples him.
- There are plenty of other items all throughout the marketplace: live animals, carts, produce, etc. As long as it makes sense, let the PCs use whatever they want in the vicinity, although stealing anything will still be frowned upon. This should be a quick opportunity for the players to show off a little and have fun.

If the PCs turn Daelmarr over to the guards, they thank the PCs for their assistance and take him to jail. They return the sack to Mingo. Later that day, Mingo speaks to the guards and has them free Daelmarr, so he can return to the shop. If the PCs do not chase after Daelmarr, the guards eventually catch up with him anyway, and return the sack to Mingo.

The sack is filled with sparkling cut gems of many different colors. These gems are actually glass, and are samples from Daelmarr's first attempts at gem cutting under Mingo's supervision. They have a total value of 1 gp. They can be identified for what they are on a successful Appraise or Craft (Gem Cutting) check (DC 12, but an unsuccessful check will convince the PC that they are valuable gems, probably between 1000-5000 gp for the total bunch).

APL 2 (EL 3)

➤ **Daelmarr, male human Rogr:** CR 1; Medium-sized humanoid (human); HD 1d6; hp 6; Init +8; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +0 melee (1d4/19-20, dagger); SA Rog sneak attack +1d6; SQ none; AL NG; SV Fort +0, Ref +6, Will -1; Str 10, Dex 18, Con 10, Int 14, Wis 8, Cha 10.

Skills and Feats: Appraise +6, Balance +8, Bluff +4, Craft (Gem Cutting) +6, Diplomacy +2, Disguise +4, Escape Artist +8, Forgery +6, Hide +8, Move Silently +8, Pick Pocket +6, Tumble +8; Dodge, Improved Initiative.

Possessions: Dagger.

APL 4 (EL 4)

➤ **Daelmarr, male human Rog3:** CR 3; Medium-sized humanoid (human); HD 3d6; hp 14; Init +8; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +2 melee (1d4/19-20, dagger); SA Rog sneak attack +2d6; SQ Rogue evasion, Uncanny dodge; AL NG; SV Fort +1, Ref +7, Will +0; Str 10, Dex 18, Con 10, Int 14, Wis 8, Cha 10.

Skills and Feats: Appraise +8, Balance +10, Bluff +6, Craft (Gem Cutting) +8, Diplomacy +3, Disguise +6, Escape Artist +10, Forgery +8, Hide +10, Move Silently +10, Pick Pocket +8, Tumble +10; Dodge, Improved Initiative, Mobility.

Possessions: dagger.

BOTH TIERS:

➤ **Guards, male human Warr (4):** Medium-sized humanoids (human); HD 1d8+1; hp 5 each; Init +1; Spd 20 ft. (armor); AC 15 (touch 11, flat-footed 14); Atk +2 melee (1d8+1, heavy mace); SA none; SQ none; AL LN; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 9, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Knowledge (Law) +1; Alertness, Endurance.

Possessions: heavy mace, scale mail, manacles (very simple locks, DC 20 to pick), signal whistle.

ENCOUNTER 2: MINGO'S REQUEST

If the PCs attempt to catch Daelmarr, whether they are successful or not, Mingo shows his thanks to the PCs.

The gnome looks over his sack and casts a discerning eye over the thief, then over to you. His stern countenance melts into a more jovial face. "Thank you," he begins, "for stopping that unfortunate bit of larceny. I can't believe what we're coming to around here. I'm just glad that a hearty band as yourself was nearby. The name's Mingo, and I represent the Royal Guild of Gem Cutters. You know, I have the need for a bold group as yourself for a small task. Won't you please come by my office over a cup of tea to discuss it?" With a furtive glance around the marketplace, he adds, "Suddenly I don't feel so safe here."

If the PCs don't attempt to catch Daelmarr, Mingo still manages to notice them.

The gnome sternly watches as the thief is taken away, and then turns to scan the crowd once again. "Oy, you there!" he shouts, pointing in your direction. He steps into the crowd, almost disappearing under the taller humans. Moments later, he shows up by Huffin' Guffin's Muffins. "You seem like a hearty bunch. I might just have some work for you." He then turns to face the food stand, choosing a dozen muffins for himself. He reaches into his sack, pulling out a small green gem. He checks it for a moment, then passes it to Guffin, telling him to keep the change. Guffin greedily pockets the gem and thanks him. The gnome turns to you, saying, "The name's Mingo. Interested?"

The gem is still glass, but covers the cost of the muffins (5 cp). Mingo tells them to meet him at his office. In both cases, he gives directions.

Once the PCs meet Mingo at his office, he offers them all tea and invites them to sit. The office is a small stone room, quiet and dark except for the two lamps on Mingo's desk. The desk is gnome sized, but there are chairs for both small and medium-size characters available. Mingo waits for everyone to settle down before he speaks:

"I've got a problem in operations that needs some settling. More importantly, however, there's a question of the livelihood of an entire village. You see, there's this village that makes deliveries

from their mine to me here in Cryllor every four days, as clear as clockwork. They're a hearty, jovial folk, and quite good at their work.

Mingo pauses for a moment before continuing. "The last shipment came through six days ago. I sent an associate out back on the fourth day when it was clear that they weren't coming. I need someone who'd be willing to go to the village and check things out. Make sure everything's okay. And, if you might run across my associate, I have a package for him. Are you willing to help?"

Mingo then reaches into a drawer behind his desk and pulls out a small mahogany box with a brass keyhole. The symbol of the Royal Guild of Gem Cutters of Keoland, a large red gem with a black lion rampant emblazoned upon it is carved and painted on the lid of the box. The box is locked (DC 30 to pick) and contains a bag of assorted cut crystal, smoky, rose, and blue quartz stones worth 75 gp and a letter with a wax seal with the same guild symbol as on the box. This letter, written by Mingo in Gnome, informs Danagh that he is to use the gems in the box to pay the bearers of the box to solve whatever problem the mine might have, in order to make it productive again. Danagh is also informed to try to get the bearers of the box to perform whatever needed tasks for as little as possible, as usual. Finally, the letter informs Danagh that the value of the gems in the box for payment is equal to the value of the gem certified by Certificate #46257, signed by Journeyman Danagh Morrid and confirmed by Syndic Kimble Nooglie Mingo "The Brain" Foonshizzle.

Mingo will inform the PCs that the associate was named Danagh Morrid, and that he is a human of Suel extraction. His hair is pale blond and shoulder-length, and he wears a signet ring around his neck. Mingo will also tell the PCs that this village is a gnome community by the name of Pindangoogly and give a small map showing the path from Cryllor to Pindangoogly.

If the PCs ask for some reward, Mingo wryly smiles and chuckles to himself. He pulls out the sack that had been stolen from him earlier and tosses it to the PCs. He lets the PCs know that Danagh will give them another bag just like that if they ask him. He then asks if they have a deal. Note that any attempt to appraise the gems in Mingo's office will get a -4 penalty due to the darkness of the office, unless the PCs start up their own light and make a concerted effort. If they do, Mingo will clear his throat in offense.

If the PCs call Mingo's bluff, he will offer 25 gp to the group now and another 50 gp once they guarantee that the shipments will begin again.

If the PCs do not follow Mingo, or do not accept to help him out, then the adventure is effectively over. The village of Pindangoogly is overrun by the kobolds in three days, and the gnomes, too drunk and despondent to defend themselves, are slaughtered. The mine is essentially lost.

ENCOUNTER 3: TRAVEL TO PINDANGOOGLY

If the PCs want to spend some time and money preparing for their travels to Pindangoogly, they can. Everything in the PHB is available with the exception of masterwork and alchemical items at their regular cost in Cryllor. If they dally, Mingo finds them and asks why they're still in Cryllor. He then leaves, muttering some comment about time being money, and is that's how they want to spend their money, then so be it. Eventually, they should head out of Cryllor on the open road.

The path to Pindangoogly soon takes you off the main road and onto a small dirt path. There are two obvious, parallel grooves in the dirt along this path, showing full well that a wagon of a particular size travels this way regularly. The path twists into the hills, mostly along valley bottoms, crossing small streams and moving through patches of young spruces and by patches of wildflowers of all colors. The only sounds in the area are songbirds and an occasional babbling brook. The beauty of the clear areas, the smells of the flowers and trees, and the quiet, relaxing sounds remind you of why these are called the Good Hills.

Due to the winding nature of the path, the traveling is still slow, but easy, even when mounted. There is never any sign of hostile activity along the path, if PCs look for it. The hills are picturesque and serene. For PCs with the Track feat (or rangers), the DC is 15 to determine that there has been no hostile activity. The DC is 18 if Profession (Guide) or Profession (Teamster) is used. The DC is 20 if Search is used. The first day on the road passes uneventfully, and is actually a rather relaxing stroll through some pretty lands. If the PCs wish to interact with each other, this is a good opportunity.

The first night, while the party sleeps (accounting for watch, of course) a large black bear comes to visit. The bear is Boddynock, and is actually a pet of the gnomes of Pindangoogly. Boddynock normally lives in the quartz mine and protects it. However, the gnomes' kind treatment of the bear has caused him to become relatively docile. Because of this, the kobolds were able to drive Boddynock out of the mine, allowing them access. Boddynock feels bad about losing his home and his friends, but has been too ashamed to return to Pindangoogly. Also, because he is used to being fed by the gnomes, Boddynock has been getting hungry.

Boddynock will circle the camp, trying to remain out of sight. He will try to locate backpacks, sacks, and other such items, which could carry food. If he manages not to be noticed, Boddynock will try to sneak into the camp to steal a sack and take it away, where he will open it up and eat anything he can. If Boddynock is spotted, he will not attack. He will look with surprise at the party. At this point, PCs will notice that the bear wears a collar, and that there is a large, leather tag with a gem mounted on it. The gem is a large piece of unworked rock quartz, and upon

closer inspection, the tag has the name “Boddynock” embroidered on it in Gnomish.

If Boddynock is attacked, he will only attack if the attacker is in melee with him. Otherwise, he will run at the first opportunity (in response to ranged attacks, whether magical or not). He will also run away on a successful Intimidate attempt (DC 13). Note that because Boddynock has lived among gnomes for years, he will not run away if magic is used to intimidate him, unless he is the direct target of a spell. (For example, Boddynock thinks nothing of Dancing Lights.) Spells cast at him or spell effects that affect him (*burning hands* or *magic missile*, for example) will also drive him off. If he is engaged in melee, he will attack only as long as he is attacked only in melee; otherwise, he will run. He will also run if he is significantly injured (loss of 1/3 HP).

If the PCs feed the bear, then they will gain his trust. If someone can speak with the bear, they can also gain his trust that way. If someone feeds him one of Huffin’ Guffin’s Muffins, he will sniff around the PC looking for more muffins. Boddynock will accompany the PCs if they befriend him. If spoken to, he will reveal that his home was taken over one night by a bunch of little lizard men (more than he can count, but it turns out he can’t really count anyway) who made lights that made him afraid (a *cause fear* spell). He’s also hungry and misses his friends.

🐻 **Boddynock, a black bear** (1): hp 19; see *Monster Manual* page 193.

ENCOUNTER 4: PARTY!

After the encounter with the bear, the rest of the night passes uneventfully. It takes about another half-day for the party to reach Pindangoogly.

The idyllic beauty that you have been used to seems to wane as you round the next hill. Nestled between a few smaller, rolling hills in a miniature valley lies an area devoid of trees. The underbrush has grown thick here, except for a small clearing in the center of the valley, where a stone well stands. Lying next to the well is a wooden cart, on which the wheels match the track in the path you have followed for the last two days. Small shovels, picks, and buckets litter the clearing, and can be found sticking out of bushes. Rabbits are jumping everywhere, exploring the cart and finishing off patches of wildflowers. No one can be seen.

Examining the clearing reveals that the well does in fact mark the village of Pindangoogly. There are a number of larger burrows here. These burrows are the front doors to the gnomes’ homes. The wildflowers are people’s gardens. Everything was dropped haphazardly, as if everyone suddenly decided to quit their work at the same time and leave. Anyone spending extra time in the clearing can make a Listen check (DC 13). If successful, the party hears the light sounds of tavern music and laughter coming from the other side of one of the hills, along the well-trodden valley floor path that makes up Pindangoogly’s main street.

As you continue through the abandoned town, the sounds of laughter, tavern music, and dancing on wooden floors brushes by you as a breeze. You move around a hill to find larger, barn-sized wooden building, built into the side of the hill. An ornate, four foot high wooden door leads directly into the hill. Seated right next to this door is a large stone with a flat surface. Upon the surface is painted the rear end of a rabbit as it jumps down a hole. The door to the hill is slightly ajar, and the inviting if somewhat putrid smells of an alehouse full of revelers waft forth.

This building is the Rabbit’s Hole Inn. The main hall of the inn is gnome sized. Gnomes and halflings are probably more comfortable there than they have been in a long time. Dwarves can get in and move about all right, but they tend to knock things over easily. Elves, half elves, and humans will find themselves instinctively hunching over, chairs and tables too small, and generally uncomfortable. The largest humans and half-orcs will have trouble just getting in the door (remember, to a gnome, humans are the size of fire giants!).

Anyone entering the inn (or simply opening the door further) will be welcomed by shouts of about a hundred gnomes, including children.

The inn itself is packed with gnomes of all ages, from babes in arms to doddering elders, all of them partying as though it were Brewfest. They are drinking freely, singing off-key, and, if the bucket of something that just emptied on your heads is any sign, playing pranks with abandon. They all turn and laugh heartily as you are drenched, a serving girl pressing mugs of beer into your hands as you stand there dripping. “Welcome to the Rabbit’s Hole Inn! Relax! Enjoy! That was a bucket of our finest beer we just served you,” smiles the young gnome, “Here’s one you can drink the normal way!” Voices call out inviting you in as you consider an appropriate response.

If Boddynock is with the PCs, a group of gnomes come rushing out to greet their old friend. The bear gladly accepts the gnomes’ affection, and rolls around as gnome children climb all over him. Later on, he will rejoin everyone in the Big Room (see below) during the party, playing with the gnomes and eating whatever he’s offered and whatever else is unattended.

Give the PCs a moment to take this all in. The inn is extremely crowded, and in addition, probably extremely cramped. Assuming that at least someone in the party is medium-sized (and you have my apologies if there isn’t) they’ll find themselves ducking, knocking things over, and having trouble finding a good place to sit. Furthermore, although there are many villagers who will speak Common with the PCs, they will speak Gnomish with each other, and there are a number of villagers (especially children) who speak only Gnomish and no Common. If anyone asks to see Danagh Morrid, they will be informed to wait, and that he will come soon. In the meantime, the PCs are welcome to join the party.

An older fellow, so drunk he can barely stand, takes notice of your plight. “Oy, you Big Folk havin’ trouble? Sittin’ on tables?”

Stuff's too small for you? 'Sokay. We gotcha covered. We got the Big Room!"

"The Big Room!" the entire village calls back, laughter heavy in the air. Instantly, about six young men go running to one side of the inn and open a door, leading to the barn-sized wooden room you saw from the outside.

"Come on!" the men call. "Things are closer to your size over here!" They look inviting, but the sounds of a village's stifled chuckling never sounded so ominous before...

Inside the Big Room, the chairs and table are huge. Climbing into a chair (about table high) means that the table comes to about chest level for humans and higher still for the smaller races. The gnomes have set up ladders on the sides of the table and have tracks in the ceiling so that they can pour ale directly from the barrels into gallon-sized mugs. The party eventually filters into the Big Room to meet the new Big People. Soon, the place is a raucous mess, just like the main room, but they do serve ale by the gallon.

Basically, the Big Room is there to remind the Big Folk of what the Little Folk have to deal with on a regular basis. After all, as much trouble the Big Room is for Medium-sized people, it's even worse for the gnomes.

The gnomes, as mentioned above in the adventure summary, are actually in a state of despair, and not just having a good time. They feel convinced that the entire village is doomed to either starve from being unable to work the mine or be overrun and killed by the kobolds. Anyone taking the time to observe the gnomes might be able to understand their emotional state. The state of despair becomes apparent with a successful Sense Motive roll (DC 20); PCs who do not speak Gnome get a -4 language penalty to this roll. Non-gnome PCs get a -2 racial penalty to the roll. The above penalties are cumulative. Gnome PCs get a +5 racial bonus to this roll.

Here are a few examples of how this despair manifests itself in the party. Feel free to add to this list, or omit certain events from the party scene as you see fit. All dialog mentioned below is in Gnome.

- One man calls for a series of toasts. Among the toasts is one for Garl Glittergold, and that they'll finally be able to settle the bet about the size of his nose.
- One very drunk girl falls off the table in the Big Room and bloodies herself. No one lifts a finger to help her, and she doesn't seem concerned that she's cut a gash on herself.
- A frenzied game of cards is happening in the corner. One person at the table has apparently gambled everything away, and is, in fact, heavily in debt. When asked, he's nearly a thousand gp in debt; far more than he'll ever be able to repay. However, nobody seems to care, and even his creditors have been passing him loans.

If a villager is confronted and asked to explain why all the despair, or why they are partying so much and abandoning their chores, the gnome will get nervous,

change the subject, pretend not to hear the question, or perhaps use Dancing Lights or Prestidigitation to distract the PCs. The PCs' curiosity will tend to make the night more difficult as a series of practical jokes is played on them throughout the night, including the ubiquitous dribble goblet, whoopee bladder, rabbit in the pants, and the always (?) hilarious pea soup in a hidden bladder. Don't forget that many gnomes can use Ghost Sound, Prestidigitation, or Dancing Lights in their pranks, causing gnomes to shoot little balls of fire from their mouths, food and drink to talk, or to cause foul smells to rise from the PCs.

☛ **Villagers, mixed gnome Com1** (50): Spells (3): 0 lv—
dancing lights, ghost sound, prestidigitation.

ENCOUNTER 5: HANDLING BUSINESS

Let everyone have a chance to party with the gnomes for a little bit and look around. Once the action needs to move along, read the following:

A thundering crash bursts through the Big Room, originating far above the gargantuan fireplace dominating one wall. The reason is quickly apparent: the mantel of the fireplace is actually a balcony, complete with railing, and the crash was from a door atop the balcony being flung open. Stepping forward to the rail is a rather stately looking gnome, wearing garish trousers with green diagonal stripes and a red doublet with large gold shoulder pads. The doublet remains open over a considerable paunch, thankfully still covered by a blue tunic. He grasps the rail with ring-encrusted hands, clear and grey stones twinkling with reflected hearth light. He sports a long, white beard over deep, chocolate-brown skin and dark blue eyes, and is crowned with a forester's hat embellished with a peacock feather.

Behind him, towering over the gnome, a slim, pale-skinned, blond-haired human stands. His outfit consists of much duller browns and grays, the only notable marks about him a signet ring on a chain around his neck and a pair of pince-nez at his nose. The human tries to stand in the back, letting the gnome dominate the scene.

The gnome looks around, as the party dies down momentarily to meet his gaze. The room holds its breath, waiting expectantly for him to speak. The twinkle in his eye bursts forth like a flame as he bellows out...

"I've sold the mine! Drinks are on me!"

The room instantly erupts once again in celebration, and yet another gallon is thrust upon you.

The foppish gnome is Doonfitting, the Speaker of Pindangoogly and former owner of the Pindangoogly quartz mine. The human behind him is Danagh Morrid, journeyman of the Royal Guild of Gem Cutters of Keoland, acting on behalf of Syndic Mingo. See Appendix I for their stats. Doonfitting joins the party by climbing down the (human-sized) stairs on either side of the fireplace, casting inquisitive glances to the PCs. Danagh

stays in the back, making merry in withdrawn bewilderment.

Doonfitting will try and engage the party in conversation, sizing them up to see how capable they are. He will make small talk, leading to questions about their background and abilities. A Sense Motive check (DC 14) will reveal he is both hiding something and trying to pump the party for information. He will resist all efforts to interrogate him more closely about what is going on, insisting the players join the celebration, finally hinting that it would be a serious insult to the entire community if they don't party as hard as they can. Of course, more jokes will be played throughout the night.

If the PCs deliver the box to Danagh (he will introduce himself to the PCs when asked, happy to see another non-gnome) he will thank them and tip them with 1 gp each. At the time, he will not open the box, and simply make small talk, quite please with himself as he has just bought the mine.

Finally, after several hours of hard wassailing have passed, and most of the gnomes have passed out, Doonfitting will ask the players to draw closer and tell them;

All right, you have been good sorts and done your best to help us so I may as well admit it. This is a wake. Not for any one person, but the whole village. We are getting it done now as there won't be anyone to do it for us when everything is finished. A week ago, a band of those miserable Celbit [Kobolds] showed up and took the mine. Those guards they didn't kill in taking it died when they attacked the mine to try and take it back. It seems those stinking beasts set up traps all through the mines and they just wore our boys out. Now it's just a matter of time before they finish us all off.

So have a drink to poor old Pindangoogly on Doonfitting the Master Miner and remember us for Garl, Ulaa, and Bleredd.

Should the players do the heroic thing and immediately volunteer to help, Doonfitting will be overcome with joy, as will those villagers still awake. Though seemingly impossible, they will party even harder, now celebrating their saviors.

Should the players ask what they can do to help, Doonfitting will simply look at them and ask what they think they could do to help. He won't beg, and if simple guilt isn't enough to combine with a natural tendency to do the right thing among the players, he is too far gone in despair to bother.

Should the players not offer to help, the party will gradually break down as the gnomes drink themselves into a stupor. One of the last conscious ones will escort the players to a room for the night if they desire. The rooms are comfortable, and properly sized for both Small and Medium-sized PCs.

When they wake up the next day they should be reasonably shocked to see the party already starting up again. No one will pay them any special heed, but when they first head outside Danagh Morrid will confront them.

Greetings travelers, I am Danagh Morrid. We met last night, to witness my purchase of the mine. I take it you were sent by Syndic Mingo?

As you no doubt heard, the mine has been overrun by Celbit, who will no doubt soon overrun the entire village. Obviously, this isn't a good thing for the Guild. If you could see your way to taking care of the situation I can promise you the Guild will not forget it.

Should this not be enough and the players ask about direct and immediate compensation he will eventually allow them to talk him into offering all 75 gp worth of gems in the box, although he will start by offering only 50 gp.

Should even this not be enough for the players they can simply leave the village and the adventure is over. The village will be overrun, the gnomes will be slaughtered, and the Guild will lose a valuable property.

ENCOUNTER 6: PREPARATION

Having undertaken to clear the mines, the villagers' attitudes will change dramatically. They will treat the players as heroes even before they do anything, making sure they have food and a place to stay, and even resisting playing any more practical jokes on them. In fact, although the rooms are located behind the balcony in the Big Room, they are properly sized and comfortable for Medium-sized PCs. Small PCs, of course, can stay in the main rooms of the inn and also be very comfortable. The players should have the entire day available to try and investigate the situation as they wish. They are also free to delve into the mines immediately. This will deny them a good deal of information and make the ensuing encounter significantly more deadly.

If the players ask around, let them make Gather Information rolls. In addition, these sources of information are readily available if the PCs seek them out themselves. Note that roleplaying and character ideas are also another way to get this information; if they think of speaking with the rabbits, for example, then they can speak with the rabbits and get the rabbit information.

On a Gather Information roll of 10: The PCs join a few of the surviving miners over a drink. They describe the basic layout and the various dangers of an active mine. Give the players Players' Handout I. The miners can tell the PCs the following information:

- Boddynock lives in a small cave at the entrance to the mine. Although the village likes to think of the bear as a guard to the mine, they realize that they've spoiled him.
- The main shaft separates into two paths at a T-junction. The right one leads down a slope into the main mining room. The left passage leads to a vertical shaft where buckets of ore are taken up and small amounts of supplies and food are lowered. The sloping path is how the miners reach the main

mining room. Riding in a cart down to the room is fun!

- The mine is a quartz mine. Mostly rock crystal (clear quartz) is available, but there are some pieces of smoky quartz also.

On a Gather Information roll of 15: The miners from above will invite the PCs to visit with “Old Badger” Glim Garrick, the gnome in charge of the mining operations. Glim was badly injured during the initial attack and the PCs will either have to make an excellent Healing skill roll (DC 20), or use some magical healing to be able to talk with him. If they do so, and succeed at a Diplomacy check (DC 10), he will offer them a full map of the mine with notes on all the traps they gnomes placed. Give the players Players’ Handout II. Provided the PCs swear to return the map to him and never reveal anything on it to anyone else, he will also divulge the following:

- There is an outcropping of rock left on purpose as a ledge in the main mining room. It allows him to view the action in the mine, and make sure that everything is running smoothly. The ledge is also there to help the miners’ guards; there are peepholes at eye level all along the ledge, leading to the main corridor and looking out at the entrance.
- The mining carts are fitted with a metal spike with a curved end for a reason. A quick and easy way for the carts to reach the main mining room is to have someone steer them down the sloping passageway. They have fashioned a brake system along one wall of the passage, just to keep the cart from plowing into the miners. A small column catches the cart by the spike just before it enters the mine. The spike catches the column and causes the cart to wheel around just as it enters the mining room, and everyone is safe.
- Be careful traveling down to the left of the T-intersection, down toward the mine shaft. There is a weak section of the mine at this point, and the gnomes were chased out of the mine before it could be properly braced.
- The gnomes have placed a gate to the front of the mine before the T-intersection, but deeper than Boddynock’s lair so that he can get out and hunt. The portcullis swings down from a hinge in the ceiling, allowing for quick and easy closure if necessary. **If this is a Tier 2 scenario**, Glim also explains that the portcullis is self-locking and gives the PCs a stout iron key to open it.

On a Gather Information roll of 20: An older retired veteran gnome by the name of “Hearty” Barty takes a liking to the PCs and describes his encounters with kobolds and their traps. Although he has a tendency to ramble on, backtrack his conversation, and repeat particularly glorious moments over and over, he is a wealth of information about the local kobold tribes and their fighting style and traps. In addition to the information below, this will provide a +2 circumstance

check on all Spot, Search, and Disable Device rolls made in the mines dealing with the traps the kobolds have set.

- Whenever the kobolds take over a mine entrance, burrow, or other hole in the ground, they love to dig a large pit outside the hole and place a few hidden guards there to attack once someone falls into the pit.
- Kobolds tend to be led by what they term the “dragon-children,” or sorcerers. However, the more common kobold sorcerers aren’t all that flashy. They develop spells that confuse, distract, and trigger stronger traps that they set up. They try never to be the center of attention.
- Kobolds are lazy. They will build as little as possible when designing traps. They prefer to take existing natural or man-made features and modify them into something deadly.
- **If this is a Tier 2 scenario, add the following:** The kobolds have gotten better over the years in training dire weasels. There are two parts to dealing with dire weasels: they’re nasty and ferocious, and they have to be kept in line with a wrangler. Toast the wrangler, and the weasels don’t have as much direction, anymore. They’ll still hate your guts and attack, though.

On a Gather Information roll of 25: Someone in the village will be spotted talking with a local rabbit. The players will also notice a number of rabbit holes are located around the mine entrance. The players may try talking with the rabbits, either directly using Speak With Animals or similar methods or through a gnome interpreter. The rabbits have been into some parts of the mine since the kobolds showed up and will be willing to help their gnome friends get rid of them, especially since the kobolds appear to like rabbit stew! However, despite having seen the kobolds make some of the traps, as well as having very fluffy tails and floppy ears, they are still rabbits. They are quite twitchy and very easily distracted. Players will find negotiations are aided if they offer carrots or other vegetable goodies as enticements, kneel or lay down so they don’t tower over the rabbits, and make sure they haven’t eaten any meat recently. In addition, an Animal Empathy roll can be attempted. Assume that the rabbits have an initial attitude of Unfriendly (likely to bounce away). They respond well to people who take the time to make them feel comfortable. If properly approached, the rabbits will, after much digression and confusion, be able to reveal the following information to the party, giving them a +2 bonus on Spot, Search, Disable Device, and saving throws when dealing with traps or ambushes. This bonus is cumulative with the bonus given by speaking with “Hearty” Barty.

- The kobolds have placed a large number of sticks at the bottom of the slope. All the sticks are pointy and directed up the slope. It’s a really bad attempt at planting a forest.
- None of the rabbits are too sure where the end of the passage to the mine shaft is. Sometimes, it looks like it’s further away, sometimes, it’s a lot closer, and

sometimes, a rabbit fell into the mine shaft before he ever reached it.

- The kobolds placed a huge scary pair of jaws in Boddynock's old lair. The jaws were covered up by leaves and sticks, and one of the rabbits that the kobolds caught and killed was placed in the jaws. The rabbits are smart enough to stay away from the jaws, even without the dead rabbit warning, though.
- The gnomes had a big gate that came down in the mine. The kobolds have kept it, but they've put a bunch of their sticks on it, so now it's really pointy.
- There's a really big dragon down there! Stay away from the dragon! But if you see it, it's easy to get away from. Turn and run, and it's not there anymore. One of the rabbits says that she was looking at the dragon, and then the dragon wasn't there anymore. Maybe the dragon is only sometimes there.

Some roleplaying notes to keep in mind throughout the entire encounter:

- The Gnome miners and veterans are all drunk to one degree or other. All interactions with them should take this into account. Fortunately, they are happily drunk now that the players are going to save them and will do their best to help, at least as long as they remain awake.
- The rabbits are rabbits. They will constantly do rabbit things. Sit up, look about, chew on grass, run for cover if someone talks too loudly or moves too quickly, and similar actions. They will also tend to complain about predators regularly. Talking with them should be difficult but not impossible. If the players do reasonably well, take their time, and keep in mind that they are talking to rabbits they should be allowed to gain all possible information. If however they try and rush the rabbits, demand more information than a small bunny could possibly know, or let their carnivorous familiars harass them, they should get no information and have to fight their way through all the encounters.

Just in case someone's being a very bad person, the stats for rabbits are below:

🐇 **Rabbit:** CR —; Tiny Animal (6 in. high); HD 1/4 d8; hp 1; Init +6; Spd 30; AC 14 (touch 14, flat-footed 12); Atks none; Face/ Reach 2 1/2 ft. by 2 1/2 ft/ 0 ft.; AL N; SV Fort +1, Ref +4, Will +1; Str 2, Dex 15 Con 10, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +10, Jump +12, Hide +18, Move Silently +10; Improved Initiative.

Note: Rabbits receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. These bonuses are already added in the above skill values. They use their Dexterity modifier for Jump checks.

ENCOUNTER 7: THE MINE AND THE KOBOLDS

Eventually the PCs should make their way to the mine. A map of the mine and keyed areas can be found in Appendix II. Remember that all gnomes (gnome PCs too) gain +1 attack vs. kobolds. The ceiling is high enough here for everyone, and the mineshafts are 10 feet wide.

If Boddynock has been befriended and is still around, he is willing to join the PCs. Boddynock will tend to jump after any kobolds he can find and maul them. However, because of the traps, this can be dangerous for him. Remember that because of his Scent special quality, he can sniff out kobolds, even if hidden or invisible. Because of this, he can be very useful in tracking down Grickya at the end, but protecting him may be difficult.

A suitably charismatic PC will be able to convince some of the townspeople to join them, but they are all 1st level Commoners with a -2 drunkenness penalty to all rolls. Using the gnomes as bait, cannon fodder, or suicidal trap springers is an evil act, and any PC who attempts to use them for this purpose should be told so. If they persist, the PC becomes an NPC.

The rabbits will not help or accompany the PCs. They're too scared. They wouldn't really be able to help, anyway.

Area 1: The Mine Entrance

Here, the kobolds have dug a 10' pit and have covered it with vegetation. Three kobolds armed with light crossbows remain behind rocks near the entrance, waiting to ambush any party that might fall into the pit. A party searching the area in front of the entrance might find the pit (DC 18). The first line of party members risk falling into the pit if not detected (Reflex save, DC 20, 1d6 damage if failed).

When the pit is triggered, the kobolds will fire their crossbows at whoever is in the pit. Note that the kobolds will most likely be on the opposite side of the pit from the heroes. The pit is 10' wide by 5' across, and there are only 5' ledges on either side of the pit leading to the mine. They will also blow whistles, alerting the kobolds inside and run into the mine to the main room once they start losing the battle.

APL 2 (EL 1)

🐉 **Kobolds** (3): hp 2 each; see *Monster Manual* page 123.

APL 4 (EL 3)

As above, and a dire weasel is hiding at the bottom of the pit and will attempt to ambush whoever falls into the pit.

🐭 **Dire Weasel** (1): hp 13; see *Monster Manual* page 56.

Area 2: Boddynock's Lair

There is a small room off the main passageway here, no more than ten feet across. It is littered with plants, built up as kind of a nest. In the center of the room, a half-eaten rabbit lies.

This is where Boddynock lived before the kobolds took over. In the center of the cave, with the rabbit as bait, a bear trap lies hidden under the vegetation. Due to the tight quarters of the lair, if more than one PC searches the lair for traps at one time, and no one finds the bear trap, then the bear trap is sprung and attacks the PC who rolled the lowest Search score.

APL 2 (EL 1)

↗**Bear Trap:** CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 3)

↗**Poisoned Bear Trap:** CR 3; no attack roll necessary (2d6, plus medium-sized spider venom causes 1d4/1d6 temporary Str damage, DC 14); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Area 3: The Portcullis

At one point along the corridor, there is a gate that is held in the ceiling, put there by the gnomes to protect the mine. It swings into place by a hinge into the ceiling, and it can be released to swing shut from a rope in the main room. The kobolds have modified this gate and added spear heads on its face, to impale anyone they spring it on.

Once sprung, kobolds from either side of the T-intersection ahead emerge and fire crossbow bolts at the party, through the portcullis. The gate provides one-quarter cover for the PCs, however. The kobolds once again are simply trying to harass the PCs, and will run to the main room when fired upon. If the PCs discover and attempt to disarm the trap, the kobolds will not trigger it and will instead regroup in the main room.

APL 2 (EL 3)

↗**Portcullis/spear trap:** CR 2; +10 melee (3d6); Search (DC 20); Disable Device (DC 20).

➡**Kobolds (2):** hp 2 each; see Monster Manual page 123.

APL 4 (EL 4)

As above, and the portcullis locks in place. The foreman's key fits the lock, and the lock can be picked or broken (DC 20). However, the kobolds will continue to fire at the party while the gate is locked.

Area 4: The T-intersection

You come to a T-junction. To the left, the passage continues past some fallen beams to turn off in the distance. To the right, the passage heads around a bend, sloping strongly downwards.

As you consider which way to go, smoke begins to rise from the passage on the right. A dark rumbling is heard, followed by footsteps. As the footsteps grow louder, a monstrous creature looks out at you! Grayish-black scales, a long snout, long clawed hands, black wings, and a head full of horns!

From her vantage point in the main room, Grickya has cast a *ghost sound* and a *silent image* spell. She has created the image of a half-dragon, half-kobold in the hope to scare the party down the passage to the left, A.K.A., the Weak Passage (see below). The DC to disbelieve is 14, if anyone does.

At this or later points, PCs may wish to look through the peepholes into the chamber. Allow them a glimpse into the main room before Grickya covers the peephole and moves on.

Area 5: The Weak Passage

You head off to the left. Large beams litter this passage, and moments later you see no creature anymore.

However, the rumbling remains. It grows louder and louder, and suddenly a whole section of the ceiling collapses in on you!

Grickya has cast *mage hand* to release a cornerstone in the ceiling to cause it to collapse while the center of the party is in the path of the falling debris. Quickly ask each PC which way he or she is jumping, then roll for Reflex saves. Anyone who stops to consider which way is most beneficial jumps the way that is closest, regardless of what the player wants. Boddynock will go whichever way is closest to avoid the stone. This might cause the party to be split; that's Grickya's idea.

Once the trap is sprung, rubble fills the corridor to the left, making it impassable. PCs on the far side of the T-junction must continue to the mine shaft. PCs who jump into the T-junction must take the slope to enter the main room, or they can leave.

If the trap is detected, then it can be disabled easily by bracing the ceiling with one of the beams.

APL 2 (EL 2)

↗**Cave-in Trap:** CR 2; +10 melee (2d6 to everyone), Reflex save to avoid (DC 15, save for half damage); Search (DC 20); Disable Device (DC 18, or DC 12 if Profession (Miner) is used).

APL 4 (EL 4)

The cave-in is more severe.

↗**Cave-in Trap:** CR 4; +10 melee (4d6 to everyone), Reflex save to avoid (DC 17, save for half damage); Search (DC 20); Disable Device (DC 20, or DC 12 if Profession (Miner) is used instead).

Area 6: The Slope

You head off to the right. A pair of grooves in the floor naturally lead you down the slope.

Suddenly, the ground changes beneath you! As if instantly covered in oil, the ground gives way beneath your feet!

Grickya has just cast *Grease* in the grooves (left from years of having the carts run down the slope). Everyone should make a Reflex save (DC 14) or slip, fall, and slide to the

bottom. Anyone who succeeds manages to hold their grip by staying at the sides of the passage.

Read the following to anyone who falls:

As you suddenly slide quickly down the steep slope, you turn the corner to see in front of you the end of the slide—into a dense barrier of spear points!

There is a small metal bar set vertically at the side of the hall just as it enters the room. Any PC may attempt to grab the bar to stop their descent and avoid the barrier. The DC to grab the bar is 8 if the PC knows about the bar in advance and it is 18 if the PC does not, on a straight Dex check.

The Grease fades soon after the initial attack and Grickya does not cast the spell again. Anyone who falls is attacked by the trap, dislodging it from its position as a barrier (after all initial fallers). In the next round, the kobolds in the main room attack the fallers.

If the barrier is not dislodged by slipping characters, it can be pushed out of the way (Strength check, DC 13) or run around or jumped over (DC 15, using Jump, Tumbling, or Dexterity). If a PC takes a move-equivalent action, he or she can avoid the barrier by way of the bar without a check.

APL 2 (EL 1)

↪ **Slide Trap:** CR 1; +10 melee (3d6); no Search or Disable necessary.

TIER 2 (EL 3)

↪ **Poisoned Slide Trap:** CR 3; +10 melee (3d6, plus medium-sized spider venom causes 1d4/1d6 temporary Str damage, DC 14); no Search or Disable necessary.

Area 7: The Mine Shaft

The passage turns a corner to the right, heads forward about fifty feet, and ends in a drop into a larger chamber below.

According to the foreman's map, the shaft is only 40 feet ahead. This is not a mistake. Grickya cast a *silent image* to make it look as if the end of the passage was ten feet further than it really is. Anyone who mistakenly believes the illusion and attempts to walk all the way to the shaft falls down 30 feet (3d6 points of damage) before the PC reaches the end and is immediately attacked by the kobolds in the main room. There is a DC 14 to disbelieve the illusion.

Area 8: The Main Room

A soft, warm glow fills the end chamber. Ladders lead to a rock ledge that encircles fully half the cavern, and many small viewing ports into the nearby passages can be seen from the ledge. In the center of the cavern, a column of crystal rises. Clearly, this would be a great find, if it weren't holding the ceiling up. The light, for some odd reason, seems to come from the crystal.

However, the mystery of the column does not concern you at the moment, Somehow, the kobolds rushing at you with halfspears seems somewhat more important right now.

Grickya has been standing on the ledge, following the PCs' movements through the mine from the viewing ports. She is presently invisible, and will try to remain that way by not attacking. By this point, she will have most likely cast one second level, three first level, and two zeroth level spells. This will leave her with three seconds level, four first level, and four zeroth level spells. At this point, she will try to keep her position on the ledge hidden by casting spells via *Silent Spell*. Note that spells like *Cause Fear* will be used sparingly, since they will constitute attacks and render Grickya visible.

The ledge is 30' high and 4' wide, and if someone slips off the ledge (by a *Grease* spell, for example) the falling character takes 3d6 points of damage.

The kobolds will attack anyone who enters this cavern. They hope that the PCs enter only a few at a time and not all at once, but they will attack to defend their new place of worship to the death. The kobolds will open fire with their crossbows, only engaging in melee with their halfspears if the PCs get close enough. Any dire weasels will charge when they have the chance.

There are 250 gp of assorted quartz stones that the kobolds have gathered in a bucket here. If the PCs are victorious, the gnomes will let the PCs have them.

APL 2 (EL 5)

The encounter will consist of ten kobolds, one dire weasel, Grickya, and any kobolds from earlier encounters that have run back here.

↪ **Kobolds** (10): hp 2 each; see *Monster Manual* page 123.

↪ **Dire Weasel** (1): hp 13; see *Monster Manual* page 59

↪ **Grickya, female kobold Sor4:** hp 13; see Appendix I.

APL 4 (EL 7)

In addition to the above, there are four additional dire weasels and a wrangler.

↪ **Dire Weasel** (5 total): hp 13 each; see *Monster Manual* page 59

↪ **Chak-Kak, male kobold Rgr3:** CR 3; Small humanoid (reptilian); HD 3d10; hp 22; Init +8; Spd 30 ft.; AC 20 (+4 Dex, +4 chain shirt, +1 size, +1 natural); Atk +4 melee (1d4/19-20, dagger), +4 melee (1d4/x4, light pick), +8 ranged (1d8/19-20, light crossbow); SA Favored Enemy (gnome), Two-Weapon Fighting; SQ Track; AL LE; SV Fort +3, Ref +5, Will +2; Str 10, Dex 18, Con 10, Int 10, Wis 12, Cha 12.

Skills and Feats: Craft (Trapmaking) +8, Animal Empathy +7, Handle Animal +7, Hide +11, Profession (Miner) +6; Track, Point Blank Shot, Improved Initiative.

Equipment: dagger, light pick, light crossbow, 20 bolts, chain shirt.

CONCLUSION

If the PCs are successful in driving the kobolds from the cave, then the adventure is successful.

As you re-enter the village, sweaty, smelly, and exhausted, the whole village comes out to see you. Doonfitting steps forward, asking if the kobolds are gone. The village grumbles, babies cry, children cling to their mothers and mewl, everyone considerably hung over. When he hears the answer, Doonfitting frowns, nods, and shouts to the others that the kobolds are indeed gone. The village collectively lets out a painful groan, mild insults passing through the community. The miners stumble about the yard, complaining as they find and pick up their tools. They glower at you as they gingerly make their way to the mine. Only Danagh looks at the scene with a smile. Doonfitting walks up to you and places something in one of your hands. "You did good and you saved us. But please, ask us tomorrow how we feel about it."

If anyone asks about the glowing column, the gnomes shrug, wink, chuckle, and say nothing. If pressed, they admit that they don't know why it glows, either, but it does save them on lamp oil.

The End

EXPERIENCE POINT SUMMARY

The awarding of experience for this adventure was based not only on the accomplishments of the PCs, but also for heroic behavior. Since the PCs are supposed to be heroes, doing good deeds or being helpful, even if it's for some ulterior motive, such as greed, is rewarded. The inclusion of ulterior motives when determining heroic actions is to guarantee that Neutral characters can play true to their alignment and still gain the awards for being heroic.

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

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Catching the Thief (award only half if the thief is killed):

50 xp

Encounter Three

Befriending Boddynock, the bear: 25 xp

Encounter Four

Putting up with the gnomes' pranks with reasonably good humor: 25 xp

Encounter Seven

Driving the kobolds from the mine 200 xp

Capturing/killing Grickya 150 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 100 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter One

- Bag of glass stones (1 gp value, 0.5 lb.)

Encounter Two

- The same bag of glass stones might be available.
- The gems in the locked box (75 gp value, no weight).

Encounter Three

- Boddynock's tag (50 gp value, 0.5 lb.)

Encounter Seven

- Assorted quartz stones (250 gp value, no weight)

Conclusion

- If the PCs either clear the mine of kobolds without Danagh requesting it or if they do it without Danagh paying them, then each PC gets an Influence Point with the Royal Guild of Gem Cutters of Keoland. If the PCs do not clear out the mine, or has Danagh pay them for the service, then they do not receive the Influence Point. Furthermore, if the gems in the box are missing, then the PCs do not get the Influence Point.
- Danagh is willing to pay the PCs up to 75 gp in gems to complete the mission. These gems are found in the box that Mingo gave the PCs in Encounter 2. If the PCs take the gems through some other manner, then the payment will not be available.
- Boddynock is willing to join a PC as an animal companion, if the appropriate Animal Friendship spell is cast and the caster is of high enough level. (Certed)
- (Certed items) The PCs can get a Gem of Findlefarb and Gricky's Pouch here (~550 gp value?)

APPENDIX I: IMPORTANT NPCs

Syndic Kimble Nooglie Mingo “The Brain” Foonshizzle of the Royal Guild of Gem Cutters of Keoland (Mingo)

Male Gnome Expert (level 7)

Neutral

Str: 6 Int: 18

Dex: 12 Wis: 17

Con: 13 Cha: 16

Hit Points: 31 Base Attack: +5

Armor Class: 12

For: +3 Ref: +3 Wil: +10

Skills: Craft (Gemcutting) +16, Bluff +13, Appraise +14, Diplomacy +13, Forgery +14, Gather Information +13,

Knowledge (Politics) +14, Sense Motive +13, Innuendo +13, Decipher Script +14

Feats: Skill Focus: Craft (Gemcutting), Iron Will, Leadership (5 1st level apprentices)

Languages: Common, Gnome, Keolandish, Halfling, Dwarf, Elf

Equipment: Dagger, Masterwork Gemcutter’s tools

Attacks: melee +4 (1d4+2 [crit 19-20], dagger)

Mingo is a middle-aged (about 110 years old), somewhat crusty-looking gnome. He typically looks at people with an impatient glare, almost as if he expects them to do something offensive. Still, this more serves to make him seem more competent instead of annoying.

Mingo is an exceptionally canny individual. He’s a crack negotiator for the Guild and works hard to guarantee the safety and success of his operation. Although he is fiercely loyal to the Guild, that is mainly because he recognizes that his best interests involve successful work for the Guild. He would sell out the Guild if he ever felt that it would be to his benefit, but he will never trade a short-term benefit for a long-term one, so anyone attempting to get him to betray the Guild would have to guarantee that he’s set for life—and he’s not likely to trust a betrayer.

The Guild has charged him with the task of locating quartz mines and purchasing them on behalf of the Guild. So far, he has met with some success, but the need to find mines for sale is quite difficult.

Doonfitting, Speaker of Pindangoogly

Male Gnome Aristocrat (level 3)

Neutral Good

Str: 10 Int: 12

Dex: 10 Wis: 14

Con: 14 Cha: 15

Hit Points: 24 Base Attack: +2

Armor Class: 13 (+1 size, +2 leather)

For: +3 Ref: +1 Wil: +5

Skills: Profession (Mining) +3, Bluff +6, Appraise +7, Diplomacy +6, Gather Information +5, Read Lips +2, Knowledge (Good Hills) +4, Sense Motive +10, Listen +7

Feats: Skill Focus: Sense Motive, Alertness

Languages: Common, Gnome, Halfling

Equipment: Light Pick, Leather Armor

Attack: +3 melee (1d4 [crit x4], light pick)

Doonfitting is the owner of the quartz mine outside Pindangoogly. He is a jovial man, known for looking extremely foppish. In reality, he’s dressed as flamboyantly as he is because other gnomes do his clothes shopping in Cryllor for him, so they fill his wardrobe with garish styles. Doonfitting is a kind soul, though, and enjoys their jokes.

Doonfitting looks on the villagers of Pindangoogly as his children, and he tries to take the best care that he can for them. Although he did not want to sell the mine to the Gem Cutters, he did when he understood that the miners would still have their jobs. Furthermore, he saw no way that the mine would be emptied of the kobolds, and that the entire village had given up hope. With that in mind, he reasoned, why keep the mine? Why not simply let his brethren enjoy their last few days on earth?

Danagh Morrid, Gem Cutters' Guild Journeyman

Male Human (Suel) Aristocrat (level 1)/Expert (level 2)

Lawful Neutral

Str: 8 Int: 18

Dex: 10 Wis: 12

Con: 10 Cha: 12

Hit Points: 16 Base Attack: +1

Armor Class: 10

For: +0 Ref: +0 Wil: +6

Skills: Craft (Gemcutting) +8, Bluff +7, Appraise +10, Diplomacy +7, Forgery +12, Gather Information +7, Knowledge (Ancient History) +10, Sense Motive +7, Innuendo +7, Decipher Script +10

Feats: Skill Focus (Forgery), Skill Focus (Decipher Script)

Languages: Common, Gnome, Keolandish, Ancient Suloise, Elf

Equipment: Dagger, Magnifying Lens, Gemcutter's Tools

Attack: +0 melee (1d4-1 [crit 19-20], dagger)

Danagh Morrid is the third heir to the House of Morrid, a minor noble house in the County of Cryllor. As it is not expected for his family to bequeath him much, he has joined the Royal Guild of Gem Cutters of Keoland to seek out his own fortune. This has been quite a change for him. He is much more used to studying the history of his family, but no, he knows nothing of the time of the family before the founding of Keoland (at least, that's what he's saying). He fully expected to spend most of his time in musty back rooms, working gems, instead of traveling. However, he understands the importance of this mission and will not let his allergy to grass pollen nor his hatred of the smell of horse sweat (he walked here) to jeopardize this mission.

As a minor heir to a minor house, he is quite used to letting others take the spotlight from him. This suits him just fine because he prefers to remain ignored and listen. He tends not to reveal much about himself or his motives, except when necessary to get others to help out.

Grickya, Kobold Sorceress

Female Kobold Sorcerer (level 4)

Neutral Evil

Str: 6 Int: 16

Dex: 10 Wis: 12

Con: 11 Cha: 16

Hit Points: 13 Base Attack: +2

Armor Class: 12 (+1 size, +1 natural)

For: +1 Ref: +1 Wil: +7

Skills: Craft (Trapmaking) +10, Knowledge (Arcana) +9, Move Silently +2, Spellcraft +8, Disable Device +6, Concentration +4

Feats: Silent Spell, Craft Wondrous Item

Languages: Draconic, Common, Gnome, Abyssal

Spells Known: (spells/day: 0:6, 1:7, 2:4)

Level 0: Arcane Mark, Daze, Detect Magic, Ghost Sound, Mage Hand, Prestidigitation

Level 1: Grease, Silent Image, Cause Fear

Level 2: Invisibility

Equipment: Grickya's Invisible Pouch (spell component pouch), light crossbow, 10 bolts, halfspear

Attacks: +1 melee (1d6-2 [crit x3], halfspear), or +3 ranged (1d8 [crit 19-20], light crossbow)

Grickya is one of the "dragon-blooded," a separate social class among the kobolds that can cast magic. About two months ago, she started hearing whispers from afar, promising her great power if she would only uncover the source of whispers. She challenged her elders of her tribe for control, believing that there was great power to be had nearby. They kicked her out, but she gathered the followers she was able to gain and set out looking for the source of the whispers. Her travels took her to the mine of Pindangoogly. Convinced she had found the source of her whispers, she and her

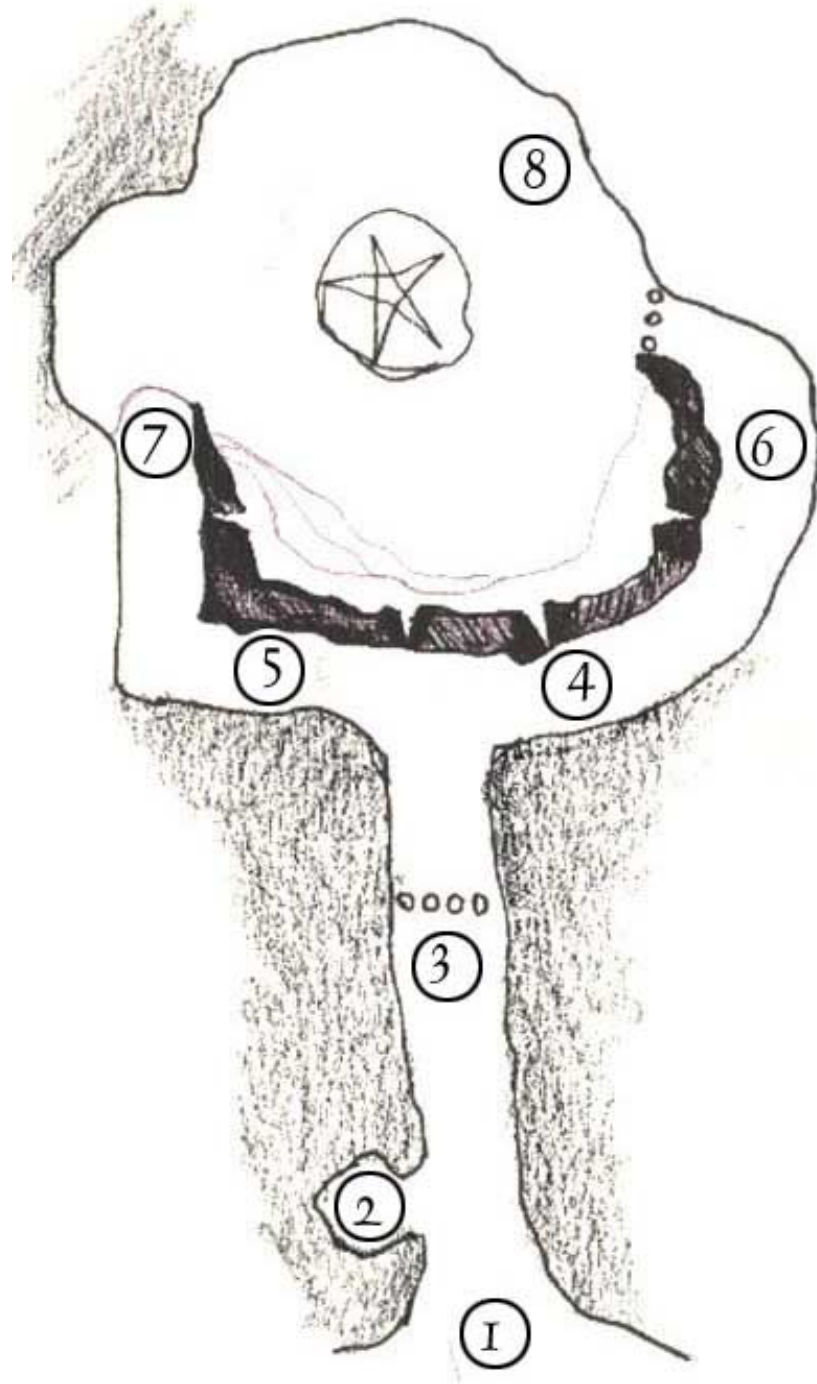
followers invaded, threw out the gnomes, and started worshipping at the crystal column in the center of the mine, trying to find a way to release the light from the column.

Grickya is shrewd and careful, but also a bit of a religious fanatic. She will do whatever it takes to keep herself hidden, but will also fight to the death to protect the column. She is willing, however, to let her followers all die, let the gnomes back in, and still invisibly attempt to unlock the secrets of the column.

The real question, of course, is whether the column really holds any secrets.

APPENDIX II: MAP OF THE PINDANGOGLY MINE

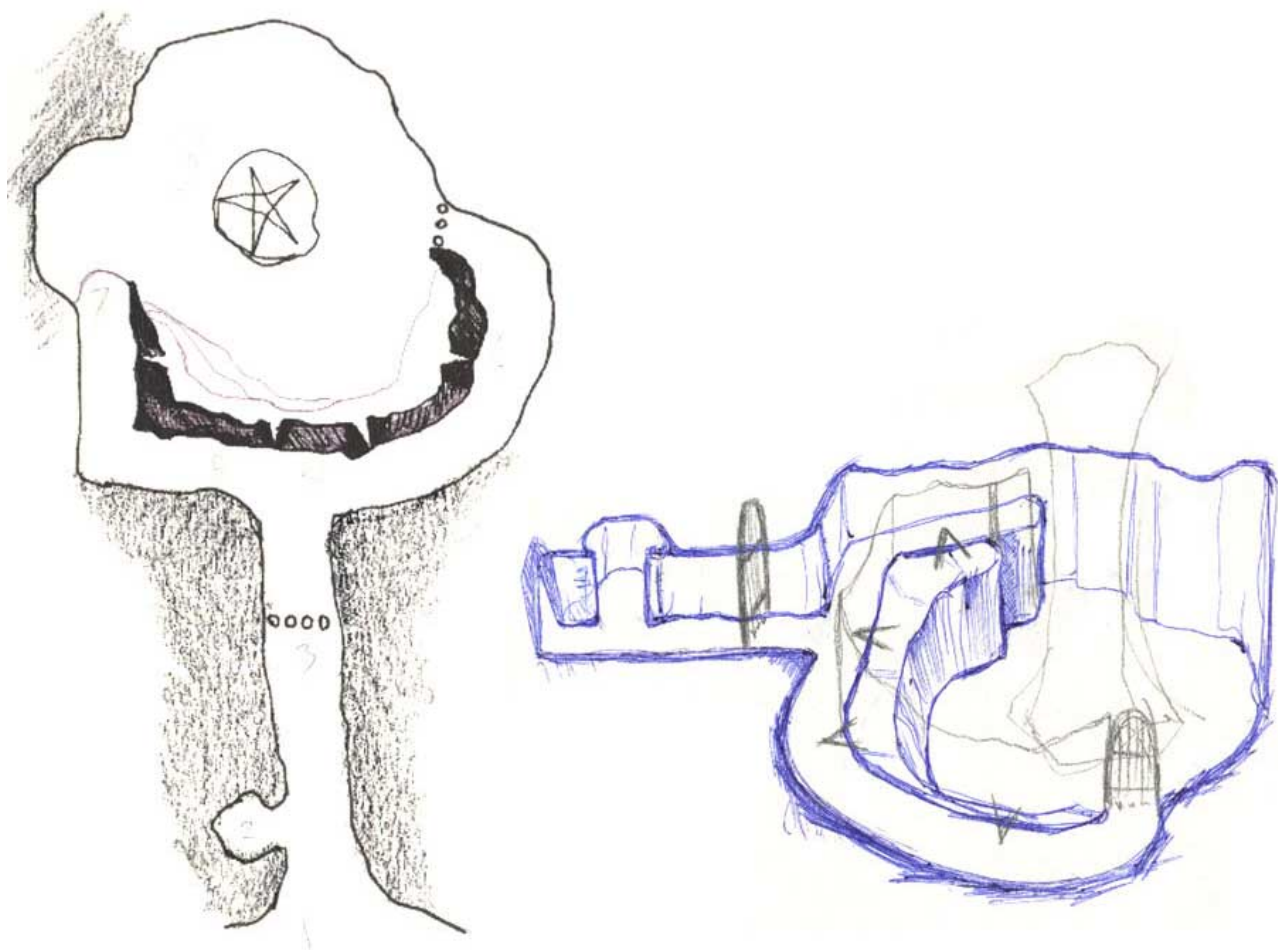
MAPS BY JOHN BAKER AND BRIAN VIGER



PLAYERS' HANDOUT I: SKETCH OF THE PINDANGOOLY MINE



PLAYERS' HANDOUT II: "OLD BADGER'S" DIAGRAM OF THE PINDANGOGLY MINE



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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