

ONW1-05

LAST RESPECTS

A One-Round D&D Living Greyhawk®
Onnwal Regional Adventure
version 1

by Tony Barber

A young daughter's visit to her father's grave, to pay her last respects. An adventure for characters level 1-2.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. **No-vote scoring:** The players write their names and 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 convention co-ordinator wants information as to 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 them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

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, Miale, 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.

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.

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 cost of each lifestyle will be indicated at the beginning of the **scenario**. 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 SUMMARY AND BACKGROUND

Bigby the Archmage has been a supporter of the Onnwal freedom fighters since the invasion by the Scarlet Brotherhood.

To assess the current situation, Bigby has sent his representative Valash Kador to speak to the leaders of the Onnwal Freedom fighters.

Valash Kador is married to Crishana who's father was killed during the Scarlet Brotherhoods invasion of Onnwal. She has recently discovered that her father was buried at an old church of Boccob, near to where she used to live. She did not get the chance to say goodbye to him before he died. While her husband is meeting with the Free Onnwal representatives she has requested to be allowed to visit her fathers grave to say goodbye.

Due to the importance of Valash's negotiations the Council have agreed to Crishana's request and have decided that an escort should be assigned to take Crishana to The Shrine of the IsleShatterer so she may pay her last respects.

THE COUNCIL

The Council are a selection of Jian Destron's advisors who he has tasked with the role of securing the support of Bigby in the creation of the new school for Mages.

THE SCARLET BROTHERHOOD.

Maranefel Toktot, the leader of the Scarlet Brotherhood in Scant has learned of these negotiations. He has instructed two of his agents to ensure that these talks are not successful.

Perfin Jamar a.k.a. Natan Omras, a rogue of the Scarlet Brotherhood, is a local tracker. Using his Diplomacy skill he has secured the role of guide to escort Crishana Kador. He intends to wait for a suitable moment and then kill Crishana, preferably implicating the party as the culprits. He believes that this will destroy any chance the talks have of succeeding.

Brother Mishran a priest of the Scarlet Brotherhood is hiding at The Shrine of the IsleShatterer's church, which is a church of Boccob. He killed the local priest and has been busy animating undead to attack the party with. He hopes to capture Crishana and use her to blackmail Valash, or failing that, kill her.

THE SHRINE OF THE ISLESHATTERER.

The Shrine of the IsleShatterer is a Church located about one mile inland from the coast of the Storm Islands. The history that surrounds the Church says it was located here when two powerful mages fought on an island off the coast. In the battle the large island became shattered and formed the now smaller Storm Islands.

The victor, a mage known as Antor, managed to make it back to land but only got as far as the location of the church before he died from his wounds. Travellers found and buried his body at the site. Since that day it is rumoured that magic is especially powerful near this area, although no proof has ever been found to substantiate this.

Over the years the Church grew up as more mages requested to be buried at this location. Why? I guess you will have to ask the mages buried there.

The Church always appears to be in miraculous condition, as though it hasn't aged a day since it was built.

VALASH KADOR.

Valash is a high level mage (level 9+) who has been an apprentice to Bigby for several years. Bigby trusts and respects Valash, which is why he sent him to discuss the current situation.

CRISHANA KADOR

Crishana is the young wife of Valash Kador. During the Scarlet Brotherhood invasion, Crishana, then a young girl, and her mother fled Onnwal. Her father stayed to fight the Scarlet Brotherhood and was struck down by a Scarlet Brotherhood assassin. Crishana bitterly regrets leaving her father when she fled Onnwal. She sees this trip as the opportunity to say goodbye to her father.

Being around mages most of her life Crishana is also a minor mage herself. She realises that Onnwal is a dangerous place but cannot imagine why anyone would want to stop her from visiting her father's grave.

INTRODUCTION

You have been in Sornhill for a few days looking for work. You have asked around but so far not much luck. While you are all together having some food in the Inn a man approaches you. He sits down and introduces himself.

"I am Captain Mithrow of the Free Onnwal Army Of Rebellion. I understand that you are looking for employment. I may have something for you, are you interested?"

Give the PCs an opportunity to respond.

"Good, I have a young lady who is married to a visiting dignitary. She has requested to visit the Island Shatterer Church, which is about two days travel from here. I would like you to escort her there and back. We're offering 100 Gulls (gps) each in payment."

If the party asks any of the following questions these answers should be supplied.

Q. *Who is the dignitary?*

A. **A friend of the Free Onnwal Army Of Rebellion.**

Q. *Why won't you tell us who it is?*

A. **You don't need to know.**

Q. *What is the ladies name?*

A. **Her name is Crishana.**

Q. *Why does she want to go to this Church?*

A. **She wish's to pay her last respects to her father who was killed in the Scarlet Brotherhood invasion of Onnwal.**

Q. *Why does she need a bodyguard?*

A. **Her husband is any ally of the Free Onnwal Army and therefore any enemy of the Scarlet Brotherhood.**

Assuming the PCs accept the mission, and they had better, they will be instructed to meet Captain Mithrow outside the town stables an hour after dawn the following day.

ENCOUNTER 1

The next day one hour after dawn, the party should meet outside the town stables. There will be 3 figures waiting, Captain Mithrow, a man, and a woman. The Captain introduces them as:

Perfin Jamar, who has been hired to guide the group to the Shrine of the IsleShatterer.

Perfin Jamar is a medium-sized human dressed in studded leather, with a rapier at his side and a composite bow slung over his shoulder. He has black unkempt hair, and dark eyes.

Perfin acts subservient towards Crishana, attempting to win her trust, but will try to avoid conversation with the party only talking when he has to.

☛ **Perfin Jamar:** Male human Rog2; Medium-size humanoid (5 ft. 10 in. tall); HD 2d6, hp 10; Init +3 (Dex); Spd 30; AC 16 (touch 13, flat-footed 13); Atks +2 melee (1d6+1/18-20, rapier) or +4 ranged (1d6/x3, composite shortbow); SA sneak attack; SD evasion; AL NE; SV Fort +2, Ref +8, Will -1

Str 12, Dex 17, Con 10, Int 16, Wis 11, Cha 16
Skills and Feats: Bluff +6, Diplomacy +8, Disguise +6, Escape Artist +5, Gather Information +7, Hide +7, Innuendo +3, Intimidate +5, Listen +4, Move Silently +7, Pick Pockets +3, Read Lips +6, Search +1, Spot +4, Tumble +6, Wilderness Lore +4; Point Blank Shot, Rapid Shot.

Possessions: studded leather armour, composite shortbow, 20 arrows, pouch containing 15 Gulls.

Note: Perfin has 4 arrows tipped with poison. This is a sleep poison and requires a successful Will save (DC 15) to avoid falling asleep for 1d4 turns.

The woman is introduced as Crishana (Kador) (Only tell the party her surname if they ask).

Crishana Kador sits astride a riding horse, sidesaddle, wearing a cream riding dress. She has long blonde hair and blue eyes. When she smiles she is very beautiful.

Crishana will talk to the party quite happily. If asked, she will explain why she wishes to go to the Shrine of the IsleShatterer, but is reluctant to discuss her husband's mission.

☛ **Crishana Kador:** Female human, Sor1; Medium-size humanoid, (5 ft 7 in tall); HD 1d4+3, hp 7; Init +2 (Dex), Spd 30; AC 12 (touch 12, flat-footed 10); Atks +2 ranged (1d8/19-20, light crossbow) or -1 melee (1d4-1/19-20, dagger); AL NG; SV Fort +0, Ref +2, Will +3

Str 8, Dex 15, Con 10, Int 15, Wis 12, Cha 18

Skills and Feats: Alchemy +6, Concentration +4, Knowledge Arcana +6, Spellcraft +6, Herbalist +5; Spell Focus (divination), Toughness

Spells Known: (5/4; base DC = 14 + spell level): 0 – dancing lights, daze, detect magic, disrupt undead; 1st – color spray, mage armor

Possessions: light crossbow, 20 bolts, dagger, backpack, bedroll, rations

After the introduction Perfin will lead the PCs and Crishana out of Sornhill along the coast road toward the Storm Islands. The day is pleasant and the party can make good time.

ENCOUNTER 2

At the end of the first day when it starts to get dark Perfin leads the party to a small wood with a stream running by; the perfect place for a camp.

Perfin volunteers to find some game for the group, going out into the woods. Perfin is a skilled woodsman and will have no problems finding game. On his return journey he purposefully leaves a trail of blood in an attempt to attract predators. That evening while the party rests, a wild bear attacks them.

APL 2 (CR 2)

☛ **Black Bear (1):** hp 19; see *Monster Manual* page 193

Perfin pretends to protect Crishana, but secretly looks for the opportunity to kill her. He would prefer the bear to do it though, so at this stage he will not make any aggressive moves towards Crishana unless the odds are very favourable.

ENCOUNTER 3

The next morning the party sets off. Far to the right the coastline and the sea can be seen, while even further to the left the hills can be seen. Just after midday the party will hear a cry above them.

Looking up the party sees a creature flying above them. The creature has the torso and hindquarters of a horse and the forelegs, wings and head of a giant eagle. It is a Hippogriff. The Hippogriff will circle for one round and then dive attack the party. If the party has any horses it will attack these first.

APL 2 (CR 2)

☛ **Hippogriff (1):** hp 25; see *Monster Manual* page 118

ENCOUNTER 4: THE SHRINE OF THE ISLESHATTERER

Located about a mile from the coast, the church is in a clearing surrounded by a small wood, on a slightly raised portion of land, not quite a hill. From the Church tower you can just see the sea. The tower cannot be seen until the clearing is entered as the trees in the wood obscure it.

As the group approaches there will be a gradual slope leading up to the Church. The clearing is approximately three hundred feet across.

Getting towards evening, the party enters a small wood. Shortly after entering the wood the road begins to raise, the trees part, and a clearing can be seen. At the far side of the clearing is a broken down building. In front of the building to the left is a small fenced off area. Within this area gravestones of varying sizes can clearly be seen. Outside the building entrance is a figure that waves at the party.

Brother Mishran has been watching for the party and moves to the main entrance when he spies them.

Over the years since the invasion, the church has gradually deteriorated. Only one priest has been looking after the place, until now.

The Church area is quite overgrown and trees and bushes have now started to encroach upon the area surrounding the church.

Graveyard. Around the Graveyard is a five foot high fence which, although in serious need of repair, is complete and will require a character to climb over if they do not use the gate on the East side. This is where Crishana's father is buried.

See Appendix 1 & 2 for maps of the church grounds.

AMBUSH

APL 2 (CR 4)

Awaiting the group's arrival, Brother Mishran makes no attempt to hide and will wave to the approaching party amiably, attempting to lure them into the trap.

The Scarlet Brotherhood has sent Brother Mishran with a Ghoul and an animate dead scroll. He has animated some of the dead in the graveyard into skeletons. As the party advance up the road the eight skeletons behind the right hand trees will attack the party.

🦇 **Medium-size skeletons (8):** hp 6 each; see *Monster Manual* page 165.

THE GHOUL

Behind the left hand tree is a ghoul. This ghoul has been commanded to attack the women in the party (hopefully this will be Crishana). If not determine randomly which woman it attacks.

The Ghoul will not attack until the party have engaged the skeletons, hopefully attacking their rear.

🦇 **Ghoul (1):** hp 13; see *Monster Manual* page 97.

When Brother Mishran first sees the party approach he will cast Bull Strength on himself.

As the party gets closer, Brother Mishran uses sound burst on the party first. Unless the party has specified that they are being wary, this will catch them flat-footed.

🦇 **Brother Mishran, male human Clr3:** Medium-size humanoid (5 ft. 2 in. tall); HD 3d8+9; hp 27; Init +5 (+1 dex, +4 Improved Initiative); Spd 20; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+2, masterwork morningstar); AL NE; SV Fort +6, Ref +4, Will 6

Str 15, Dex 12, Con 16, Int 10, Wis 17, Cha 10

Skills and Feats: Concentration +9, Knowledge Arcana +4, Knowledge Religion +4, Spellcraft +4;

Combat Casting, Improved Initiative, Lightning Reflexes

Possessions: chainmail armour, large steel shield, masterwork morningstar, pouch containing 25 Gulls

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level); 0 – create water, detect magic, guidance, resistance; 1st – bane, cause fear*, command, shield of faith; 2nd – bull's strength, desecrate*, sound burst

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

THE TRAITOR

Perfin will use his Hide skill to hide behind a bush, observing the combat, awaiting an opportunity to kill Crishana. If he attempts to kill Crishana he does so in a manner in which he may conceal his identity. He is valuable within Sornhill as a spy and wishes to remain so.

If the opportunity presents itself, like if the PCs are running, Perfin uses his sleep arrows on Crishana.

THE POOL OF WATER

Hidden deep below the pool of water is the powerful magical artifact that Father Petaraia was searching for. It is not possible, in this scenario to find this artifact. Any arcane magic cast within 100ft of this pool works at 100% effectiveness, e.g. 1st level Magic Missile will do 5 hit points of damage.

THE CHURCH

The only entrance to the church is through the porch at the front of the building. Inside the porch are double doors, which open into the Church.

Down either side of the church are pews. These pews appear old but are still in good repair. Also down the sides are stained glass windows. Each window appears to depict a scene of wizards fighting either other wizards, or various monsters (dragons etc.).

At the far end of the church is an altar with the symbol of Boccob on it. Lying in front of the altar is a body.

To the left hand side of the altar is a door. This leads into Father Petaraia's living quarters and the stairs to the tower.

FATHER PETARAIA

The body is Father Petaraia who was killed by Brother Mishran's Ghoul. The body is badly mutilated having had it's throat ripped out.

Father Petaraia was the last surviving priest of this church. The others had either fled or been killed by the Scarlet Brotherhood. Father Petaraia stayed because he was convinced that there was some powerful magic hidden somewhere in the Church. His search was largely unsuccessful.

THE BACK ROOM

In this room is a bed, a table, and a chair. Under the bed is a chest. It is not locked and contains Father Petaraia's clothes and personal belongings.

On the table are a book, quill, and some ink. The book is Father Petaraia's journal, and tells of his time looking after the church. The last couple of entries refer to his search for a magic of considerable power, which he believed was located somewhere in the grounds of the church.

Note: For the purpose of this adventure, this item does not exist, as it will be the subject of a future adventure. If the party searches they will not find anything.

THE TOWER

The stairs lead up to the bell tower. At the top is a platform where you can look out the open arches and see the surrounding countryside. From the tower you can see the sea and on a good day the Storm Islands.

There is also a Brass bell here. The rope used to ring the bell has rotted away, but the bell appears whole, if very battered and dirty.

END OF THE BATTLE

If Crishana is still alive, she insists on visiting her father's gravestone to pay her last respects.

Killed by the ghoul, Father Petaraia will rise the following night as a ghoul unless the PCs burn the body or cast a bless spell upon it.

If the Scarlet Brotherhood captures Crishana she will be used as a hostage to ensure that the negotiations fail.

If Crishana is killed, Perfin will return immediately to Sornhill and lay the blame at the feet of the PCs, "They didn't take enough precautions!" etc.

ENCOUNTER 5: RETURN TO SCANT

If the party took no action to prevent the body of Father Petaraia from becoming a Ghoul he will rise as a Ghoul that night and follow the party, attacking in the early hours of the morning, before it gets light.

APL 2 (CR 1)

🐉 **Ghoul (1):** hp 13; see *Monster Manual* page 97.

CONCLUSION

If the party is successful, returning to Sornhill with Crishana alive they will be given their 100 Gulls. If they also report that there was a Scarlet Brotherhood attempt on her life, they will be given a bonus of 10 Gulls each.

If any member of the party was particularly brave i.e. saved Crishana she will award them with a small gem (Opal) worth 100 gulls.

If the party brings back Perfin and/or Brother Mishran alive they will be paid a bonus of 50 Gulls for each prisoner. The prisoners will be locked up in the local jail for questioning but will be found dead the next day. Someone has poisoned the food.

If the party returns without Crishana they will not be paid the 100 Gulls. Captain Milnrow will be most displeased and will want a complete report of what happened.

If Crishana survives then the negotiations will succeed and Valash will be sympathetic to reasonable requests for assistance from the Free Onnwal Army of Rebellion.

The End

EXPERIENCE POINT SUMMARY

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 2

Killing the Black Bear	50 xp
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Encounter 3

Killing the Hippogriff	100 xp
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Encounter 4

Destroying the skeletons	50 xp
Destroying the ghoul	50 xp
For defeating Brother Mishran	100 xp
Killing / Capturing Perfin	50 xp
Preventing Father Petaraia from becoming a Ghoul	50xp

Encounter Five

For Killing the Ghoul	50 xp
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Total experience for objectives	450 xp
Discretionary Roleplaying bonus	0-50 xp

Total possible experience	500 xp
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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. armour 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 certed 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 practised by some player characters. Items which are worth more than [insert campaign value] 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 judgement 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 which it later finds unreasonable but which were allowed at the time.

Encounter Four

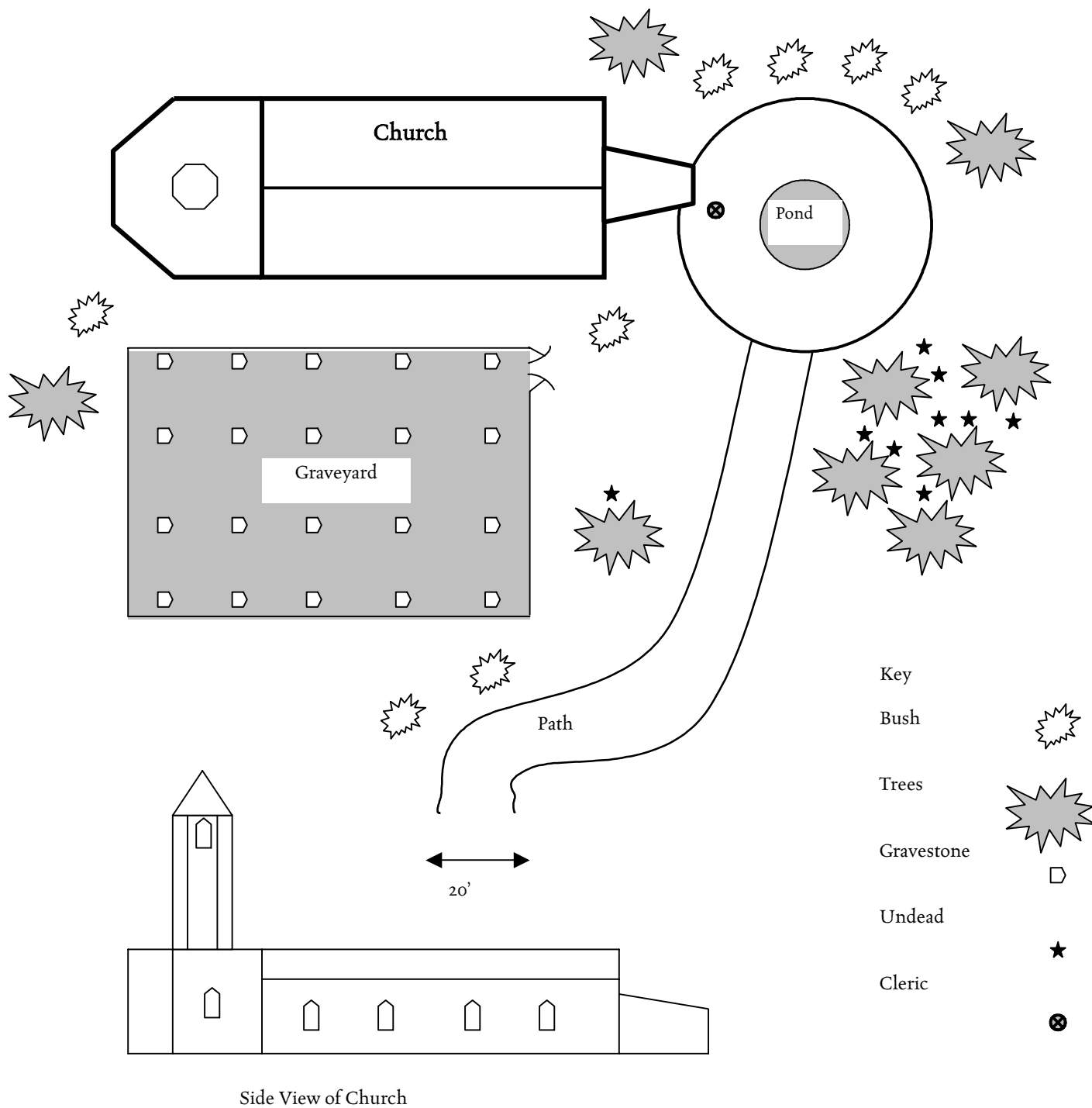
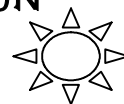
- Treasure on Brother Mishran: 25 Gulls. Chainmail, Large Metal Shield, Masterwork Morningstar.
- Treasure on Perfin Jamar: 15 Gulls, 4 arrows tipped with sleep poison, Studded Leather Armour, Short Composite Bow, Rapier.

Conclusion

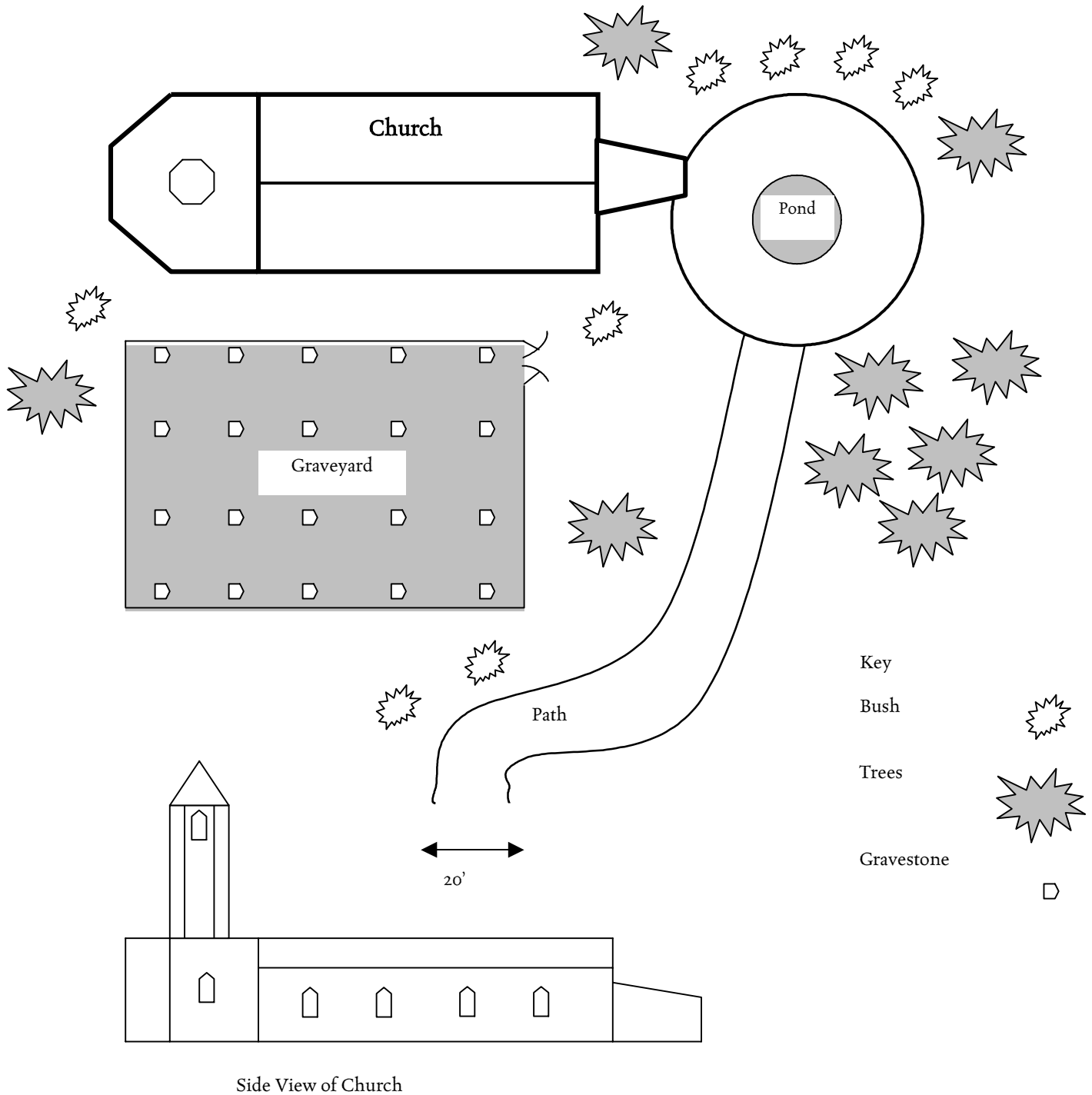
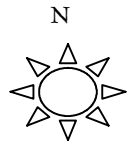
- Payment from Captain Mishran 100 Gulls each.
- Bonus from Crishana for bravery Opal (100 Gulls).
- Bonus for informing Captain Mishran of the attempt by the Scarlet Brotherhood. 10 Gulls each.
- Bonus for bringing back Perfin Jamar and/or Brother Mishran 50 Gulls per prisoner.

APPENDIX 1 – DM MAP OF THE SHRINE OF THE ISLESHATTERER

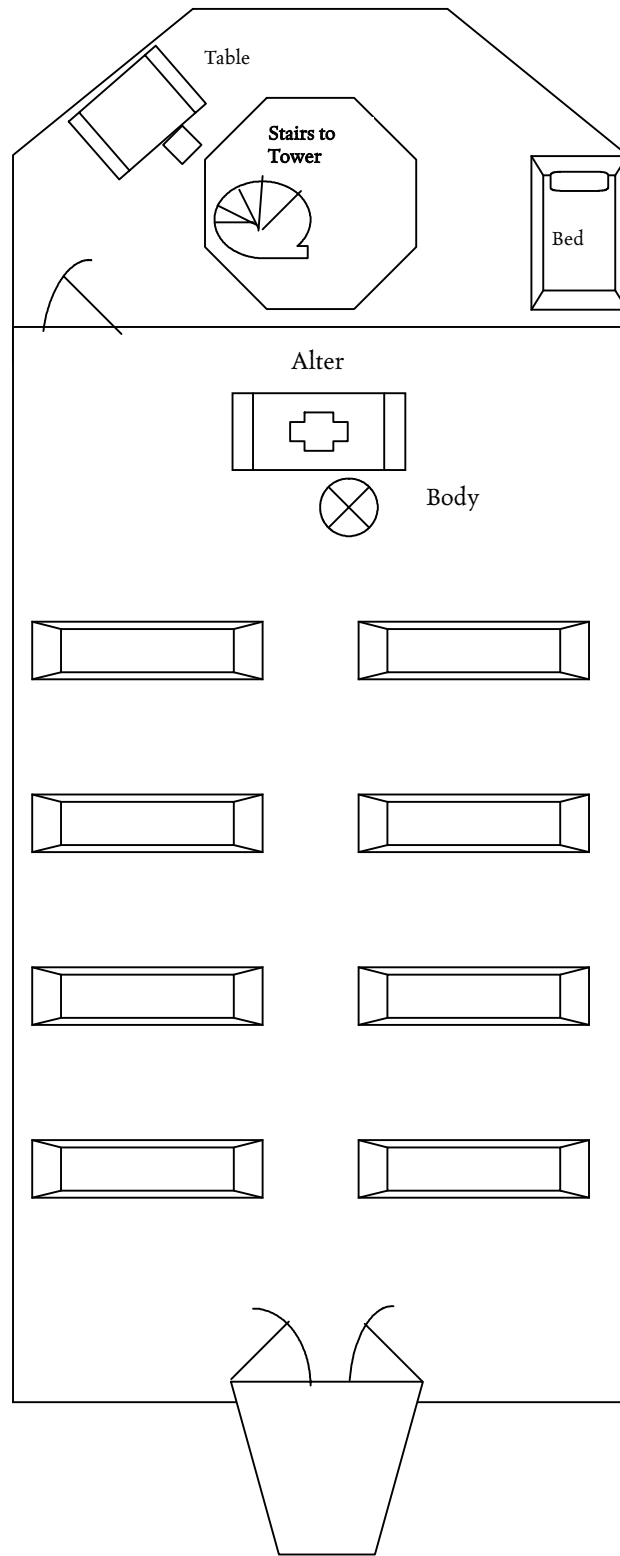
GROUND



APPENDIX 2 – PLAYER MAP OF THE SHRINE OF THE ISLESHATTERER GROUNDS



APPENDIX 3 – MAP OF INSIDE THE SHRINE OF THE ISLESHATTERER CHURCH



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.

☛ **Miale, 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—*bless, protection from evil**, *shield of faith*.

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

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