

ADP1-09



SINKHOLE

A One-Round D&D Adaptable LIVING GREYHAWK™ Adventure

version 1

by Christopher Jensen

Rumors have spread across the land of buried treasure found on an old widow's farm. They say there are gems just lying in a sinkhole for the taking. It can't be that easy, can it? An adventure for characters level 1-8.



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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, Miale, 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

ABOUT ADAPTABLE SCENARIOS

This is an adaptable LIVING GREYHAWK scenario. Contact your Regional Triad (contact information available at www.living-greyhawk.com) for specific information on how to adapt this adventure to your home region. Your triad will provide you with an Adaptation Sheet, which will dictate needed changes to make this adventure playable in your Home Region.

Some adventures simply are not appropriate for all regions. It's possible that your Regional Triad will not wish to adapt this adventure to your region. In that case, or in case you cannot or do not contact your Regional Triad, you may run this adventure as a "Default Core" adventure set in an unassigned or wild region. In this case, run the adventure essentially as written. Do not attempt to change history in a nation that is not an assigned Triad region.

An Adaptable Scenario played as a "Default Core" scenario costs 2 Time Units per round. An Adaptable Scenario played as a regional event per the Triad's Adaptation Sheet costs 1 Time Unit per round for native characters, and 2 Time Units per round for visitors.

DM'S INTRODUCTION

After recent rains, a sinkhole opened up on an out of the way farm owned by a widow. Her sons entered the sinkhole to explore the caverns beneath and returned with a small handful of gems. Stories of the family's newfound wealth and its source spread about the land, and the rumors brought adventurers.

The family gave up farming soon after they began to allow adventurers to search the tunnels for any treasure, taking a percentage of any finds. After months of plundering, a few bands of adventurers and the family became rich, as treasure hunters discovered and harvested caches of gems. That was months ago, though, and while the stories about the sinkhole are still circulating throughout the countryside, this money pit has dried up. Unknown to the family, and yet undiscovered by any adventurers, a group of hobgoblins and goblins has found the caves, taken up residence, and discovered their own strange treasure deeper in the earth.

The PCs searching for easy money may only find a thick fight and a dark and dangerous treasure.

ADVENTURE SYNOPSIS

Introductions: This adventure has two introductions: a longer roleplaying intensive introduction for groups who have time, and a quick introduction for those with stricter time limits. In both, PCs find out about a gem-encrusted sinkhole on a widow's land, and the easy wealth that is supposed to be buried there.

Encounter 1: Approaching the farm, bandits, lead by a twisted sorcerer, spot the PCs. If the PCs have non-humans among them, they are attacked on the way to the farm, if not the bushwhack occurs as they leave with newfound wealth.

Encounter 2: The PCs are put up at the widow's farm and learn more about the sinkhole, and that they may have shown up months too late.

Encounter 3: On the way to the sinkhole the PCs feel the earth move under their feet. Is it just a mild earthquake or something more?

Encounter 4: The PCs delve the upper pit, and find that things are a little more dangerous than how the widow and her sons let on.

Encounter 5: The PCs reach the heart of the sinkhole, and find a hobgoblin tribe that is trying to unleash something terrible into the world.

Encounter 6: An optional encounter, the PCs may combat the source of the earthquake.

Conclusion: The widow and her sons are shocked and surprised by the horrible things that the PCs found in the sinkhole. They show their thanks for the effort of eradicating monsters.

INTRODUCTIONS

There are many ways to run an adventure. Some groups will desire to go straight to the action, while others will want to roleplay the gathering of information and will desire immersion into an adventurer's setting before going on into dangerous combat. This adventure offers two types of introduction. Introduction A: At the Tavern gives a high degree of detail about the trail to the farm. It gives the PCs the opportunity to interact with NPCs, and to gain their information from them. If your players enjoy this type of prelude, and you have time to run it, use this introduction.

Introduction B: To the Quick, is, as its title hints, a quick start into the adventure. With a brief prelude, and a chart to determine what information the PCs may have gathered in town and tavern before approaching the farm, this introduction immediately, and with little roleplaying, moves the PCs on to Encounter 1. This introduction is ideal for action-oriented groups of players, or if this adventure is run at events that offer strict time limits for play.

INTRODUCTION A: AT THE TAVERN

The expanded introduction begins in a tavern. The default name of the tavern (if you are playing this adventure as a LIVING GREYHAWK Core event) is the Unicorn's Rest. The PCs could have many reasons for being in this tavern, maybe to get an evening meal and a drink.

It is rather peaceful in the tavern this evening. The place is about half full when you enter, though you expect the evening crowd will enter soon. You have no problem finding a seat either at a table or the bar.

The PCs are free to interact with the denizens of the tavern as they wish. The following sections offer some normal actions and appropriate responses from the employees and other patrons. Note that the names are not given for the waitress or the barkeep in the text. If you are running this adventure as a LIVING GREYHAWK Core adventure, use the names Minda (for the waitress) and Renrick (for the barkeep)

Sit at a table

*The waitress comes over to your table.
"Hello would you like a drink?"*

The waitress presents the players with a list of meals and drinks the tavern offers (use *Players Handbook* prices). If the PCs ask, the catch of the day is lemon-dipped rainbow trout and the seasonal vegetables in the vegetable medley are spinach, asparagus, and potatoes.

Note: that different regions may offer different menus and specials—please see your region's adaptation sheet for any changes.

The waitress (human female, Com2; Cha 13; Bluff +3) may flirt with any male PC with a Charisma of 10 or more. She will not flirt with neither half-orcs nor those who look like barbarians, though; those folks she practically ignores. She is not looking for a lover, instead she is merely trying to increase the tip left by the PC. She hates half-orcs (her young husband was killed last year by an orc warband) and she does not expect barbarians to have enough coin to pay for their meal, not to mention tip her well. If anyone asks why she seems to disdain half-orcs, the waitress will list many common stereotypes: they are ugly, smelly, and that they are foul creatures, little better than the orc that bred them. She will say these things with obvious disdain and a successful Sense Motive check (DC 13) will clue a PC in that she has intensely feelings about this subject, but nothing less than magic incursion into her thoughts will reveal her reasons for this. No amount of argument can change her views about orcs and half-

orcs, though she will serve them meals and drinks since the barkeep allows them in the tavern.

If the PCs ask the waitress about possible employment, the possibility of performing at the tavern, or if she knows any rumors of adventure, she will refer them to the barkeep. As long as there are no half-orcs at the table, she will be pleasant and chatty. If there are half-orcs at the table, she will do her job briskly, and without small talk.

Sit at the bar

*The barkeep, wanders over toward you.
"What can I get you?"*

Like the waitress, the barkeep provides a list of drinks and meals available. He is friendly and loves to share stories with his patrons. The barkeep is a popular fellow in this town, and any PC who succeeds a Knowledge (Local) check (DC 10) will know the following things about him. Those without this skill can pick up this information by talking with him or others in the tavern.

- He is the barkeep and the owner of the tavern.
- Though he looks much younger, the barkeep is middle aged.
- He bought the tavern using money he saved from his adventures as a caravan guard.

If the PCs spend a time talking to the barkeep he swaps stories with them. A story he will gladly share about his time as a caravan guard can be found in Appendix B. This is an optional tale that has no impact on the adventure but adds some roleplaying flavor.

The following lists some questions that the PCs may ask the barkeep and his answers.

Have you heard about any work around here?

I don't know of anyone locally who is looking to hire adventurers, and caravan activity has been slight as of late. Sorry, it seems a bad season to look for work.

Any rumors of adventure, bandit raids, goblin lairs, or the like?

You should address this question as appropriate to the region (and such responses may be listed on your adaptable sheet). For instance, if the PCs are in or near Geoff, the answer will be a laugh and a reply that there is always orc, ogre, and giant activity about if the PCs are foolhardy enough to search after it. For a more peaceful nation like Veluna, the answer may be more along the lines that the roads have been quite safe for some time.

Is there any entertainment for this evening? If not, can I sing some?

Yes. I do. Or at least I hope I do. A bard from Safeton may come to entertain us and enlighten us with news and song. Still, she is not due here for another bell's ring, at least. I will pay you supper and any coin the people here throw at you if you will entertain us until then.

A successful bardic knowledge check (DC 20) clues in a PC to the bard that the barkeep is talking about—the famous Ashlyn of Safeton. If they ask the barkeep to confirm this, he just winks and puts a finger to his mouth in a silent request for discretion.

Any PC may attempt to entertain customers with the Perform skill. Without Perform, they may make a Charisma check (DC 12) to see if they provide adequate entertainment. They will not make any money, however, and if they fail the check by 5 or more, that PC will be pelted with food and then be asked to leave by the barkeep.

A PC with Perform, however, can earn some coins according to the following:

- DC 5 Fair Performance: The PC successfully entertain the crowd but earns no coin, just a supper and some applause.
- DC 10 Routine Performance: The PC entertains the crowd and they throw 1d4 cp to the PC.
- DC 15 Enjoyable Performance: The PC is very entertaining and earn 1d4 sp.
- DC 20 Great Performance: The crowd cheers for an encore, and throws 1d12 sp.
- DC 25 Memorable Performance: Those in the crowd will speak fondly of your performance for more than a year after. Earn 2d10 sp.
- DC 30 Extraordinary Performance: Through your art, you have touched the some of the people in the crowd for the rest of their lives. Earn 1d6 gp.

Questioning other Tavern-goers

All of the other tavern's patrons will talk with adventurers, but will only share the details of their every day life, or want to hear stories of the PCs prowess and heroism. Many talk (or listen) to the PCs for hours without giving them any useful information or rumors.

ENTER ASHLYN OF SAFETON

After a half hour to an hour, a traveler enters the tavern and goes up to talk to the barkeep. She is an attractive red haired woman wearing road-worn clothing and sporting a lute strapped to her leather backpack. After

a few moments, she and the bartender come to some agreement and she heads into a back room. The barkeep walks out to the performance stage and asks everyone to hush.

"I am honored this evening to present a rare performance in these parts. Ashlyn the Wanderer has found her way to this far tavern from far off Safeton, and wishes to perform for you this evening." Some of the people in the crowd let out slight gasps of surprise. Like you, they have heard of Ashlyn—it is said that Ashlyn never invents a tale; instead, she always tells tales based on true events.

After a few minutes, Ashlyn reappears from the back room, cleaned of road grime and now in a nice, red silk outfit. She looks stunning. She brings a lute and flute with her on stage and begins to play and sing some songs.

Ashlyn, female human Brd13: Chr 20; Perform +23 (master-work lute).

If any PCs who served as Ashlyn's opening act had a Memorable or better (25+ check) performance, Ashlyn will invite them onstage at this time to perform a few songs with her.

After an hour, Ashlyn puts her instruments down and begins to tell a tale. The entire tavern grows quiet as she begins:

"This, friends, is a tale of luck, of how a family has found wealth enough to see them through the remainder of their days. It all began with the rains three months ago. The old widow and her sons were afraid the rain would never stop and they would not be able to start their planting. You see, like most of you, these folk were farmers, living off the land.

Finally, the rains stopped and they went out to check for damage. At the edge of their property, they found an interesting but worrisome sight. A large sinkhole had opened in the ground with a cave leading even deeper into darkness. Unsure of what dangers these caves might bring forth, the two sons agreed to go in and search for any signs of danger. The widow, not wanting to lose her sons, argued against the plan, but soon relented and allowed her sons to search the caves.

The next day the two sons went in and began looking about. They found that the caves were apparently isolated, with no outlets to the surface or other caves. What they did find, however, brought them great joy. Inside the caves they found a small vein of green, glittering gems. Not sure what they might be, but hoping they were valuable, they chipped a few pieces out to take to town. In town, the owner of the general store looked at the gems and deduced that the lads had found a vein of emeralds.

Well, the family was doing fine as farmers, but with a vein of emeralds below their property they would be rich. They found a few people to help them mine the emeralds, and settled into a life of contented bliss.

They don't farm anymore, but they do still live on the same land. The old lady allows treasure hunters onto her land to check out the caves and see if any more wealth can be found. She even allows the treasure hunters to take anything they find. She figures her family has enough

money already, and does not need any more.

So, live a little in your own lives, take chances when faced with unknown obstacles, and you too might one day find wealth like the widow and her sons."

After reciting her tale, and singing a couple of other songs, Ashlyn leaves the stage and heads back to her changing room. After a few moments, she comes back out and sits at a table. If the PCs do not approach her to find more information, she approaches them. She is always interested in talking to adventurers—they tend to have the best stories and news.

After some idle chitchat, Ashlyn offers the following information to the PCs:

- The widow she mentioned in her tale lives near a small town named that sits two day's travel away from here by horse.
- The widow lives with her two sons.
- Her husband died about five years ago. He was a local hero, defending the town against marauding savage humanoids.

Ashlyn also has the following answers to specific questions the PCs may ask:

Why are you telling us about this cavern?

As a teller of tales, I am always interested in new stories. The story of this family is a good one, but it would be so much better if other tales of luck can be added to it. I hope that you find similar treasures in the caverns and return to share your story of luck with me so that I may share it with others.

Have you heard of any bandits, brigands, or monsters being active around the town?

I do not know of anything recently in the area, but there are always some bandits and savage humanoids from the nearby highlands.

Are there any special precautions we should take?

You look like adventurers; you know what you need to do to stay alive.

The party is free to talk with anyone else in the tavern, but the normal townsfolk do not have any useful information.

AND ON TO THE VILLAGE

If the PCs travel on horse, it takes them two days. Traveling on foot will take them more than twice as long.

Note: Based on where a particular region places the tavern and the village the travel times may be longer or shorter. Check your region's adaptation sheet.

You see a small village ahead. By your guess, the place serves as home to no more than eight score souls. Most of the buildings are wood-sided, one-story structures. The only exceptions are a two-story wooden building that looks like an inn, and a stone structure that must be a blacksmith judging by the ringing sounds of metal striking metal emanating from it.

Farmland surrounds the village. There are also a few fenced fields with livestock grazing. The day is beautiful; sunny skies with only one or two puffy clouds. With weather like this, the roads should dry up in no time and you can get back to caravan work.

THE STALLION INN

The lonely but well kept inn is a two-story wooden structure. A small fenced-in courtyard with stables sits behind the building. A finely polished wooden sign with brass trimmings hangs over the door. Depicted on the sign is a magnificent stallion.

The Stallion Inn is the only decent lodging in Dunset. This forty-foot square building has shuttered spaced evenly around the building on both floors. During sunny days, both the shutters and the window are open, but both are shut tight at night. The courtyard is home to a few chickens, a cow, and about a half-a-dozen goats. The stables are in good condition, and land around the in is well tended and clean. There is an exit out of the back of the building into the fenced courtyard.

If you are running this adventure as a LIVING GREYHAWK Core event, feel free to use the generic village of Dunset, below as the village. If you are running the event as a regional, check you adaptation sheet for any changes. The four general encounters in this section assume that Dunset is the setting, so also be mindful of changes your region's Triad may designate.

☞ Dunset (hamlet): Conventional; AL NG; 100 gp limit; assets 700 gp; Population 140; Isolated (135 humans, 4 halflings, 1 half-elf—afraid of orcs and half-orcs).

Authority Figures: Quen the Olive (male half-elf Ari3/Ftr3) an elusive and mysterious town protector, called by the populous the "Fey Lord," Beygrol (male human Exp3) the town mayor, and Lorgand (male human War4) the leader of the town's militia.

Important Characters: Talinda Gearn (female human Exp4), owner of the general store, and Lilin, (female human Clr3) custodian of the shrine to Berei.

Entering the Stallion, you find a very homey common room. The stuffed head of a large stag hangs over a fireplace to the right. Stairs head to the second floor to your left. There are almost a dozen tables scattered about the room along with a bar that yields more seats during crowded night. Next to the bar is a door leading back into what can only be the kitchen area.

If the PCs enter the Inn in the early to late evening, the place is packed (45-60 members of the local population and a couple of the smaller thorps around), but during the day, the numbers are smaller (a dozen at most).

The people of the town tend either ignore, or shun half-orcs. If they sit at a table or the bar, everyone around them immediately gets up and moves elsewhere. Neither the waitress nor the barkeep serves them or even talk to them. No one in the tavern talks to them. If the PCs remain in the tavern for more than a half an hour, the barkeep comes over to them, but only to ask them to leave.

While the townsfolk are not interested in fighting adventurers (and really don't want to fight half-orcs, who they fear), some of the local men, and members of the militia (and there leader Lorgand) that are in the bar will not shrink from a challenge.

ALL APLS

➤ **Local men, male humans Com2** (8 during the evening, 4 at any other time): hp 11 each; see Appendix A.

➤ **Militia men, male humans War2** (3 during the evening, 2 at any other time): HD 2d8+7; hp 15 each; see Appendix A.

➤ **Lorgand, male human War4** (evening only): hp 35; see Appendix A.

If there are no half-orcs among the PCs, they may stay and eat. The inn serves good meals, ale, wine, an common rooms at standard *Player's Handbook* prices.

The following can be gathered via good roleplaying or by a successful Gather Information check (progressive DCs given with information). The people who give these rumors believe them, so neither a successful Sense Motive check nor the *discern lies* spell will not reveal them as either true nor false.

(DC 10) "The Ranel (the default name for the farmers who found the sinkhole on their land, see Encounter 1) were rather successful farmers, but who can blame them for giving it up with their newfound wealth."

(DC 12) "There is a small group of bandits wandering the area charging tolls from travelers. Just the other day, my brother

had to pay two gold coins to get where he was going. He never saw the bandits, just heard one of them shout to pay a toll to continue."

(DC 15) "I helped the Ranel boys dig up those gems. As soon as the roads clear, I'm taking my share and heading out to a big city to try my luck in business."

(DC 16) "Some dark being has taken up residence to the north. It is summoning nightmares and planning to overrun the land."

(DC 17) "I heard rumors that some of the trappers in these parts have come across huge footprints. They say the tracks are from giants."

(DC 20) "My uncle was wandering out past the Ranel farm about three days ago and came upon some humanoid tracks. He didn't know for certain, but he thought they might be goblins and hobgoblins."

(DC 25) "Don't tell anyone, but sometimes I have dreams and they come true. The last month or so, I've been having dreams of a great burrowing devil that will devour all the living souls it can find."

In addition to gathering information, PCs tend to want to use some of their other skills in social environments. Here is a small listing of some things they may ask to do.

Perform: The tavern owner does not really care if or if not performers play in the tavern. The folks in town will cheer good music, but they have no extra cash for a minstrel's cap.

Pick Pockets: Anyone caught picking pockets could be in serious trouble, and more than likely will have to tangle with Lorgand and his men (2d4 militia members). At most, a PC can gain 1d6 cp for each success.

Gambling: Gambling is a favorite pastime of many adventurers and commoners alike. Over the course of the evening there will be a few games of chance played at this table or that. For simplicity, there are three basic types of games: skill based, luck based, and skill and luck based.

Skill Based: Primarily, this consists of throwing darts and arm wrestling. For darts, rolls three ranged attacks and count ranged attacks of 10 or over. Add the results, the participant with the highest sum wins. Commoners typically have a ranged attack modifiers of +1, and militia members have ranged attack modifiers of +3. For arm wrestling, use opposed Strength rolls. Two wins take the match.

Luck Based: These are games such as dice, where only luck decides the winner. To resolve these, simply roll 3d6, with the highest total winning. Priests with luck domain may use their once/day domain power to reroll one, two, or all of the

dice for a given wager.

Skill and Luck Based: These are primarily games such as cards.

An easy resolution is to roll 3d6 as with the luck based games (be sure to keep the NPC rolls hidden). A PC can choose to Bluff a good hand or a bad hand. This becomes an opposed check with the opponent's Sense Motive skill. If the check succeeds, the NPC is fooled and either raises or folds. If the check fails, the NPC is not fooled.

No matter they the type of competition, commoners wager no more than 5 sp a contest, and militia men no more than 1 gp in silver. If a PC defeats more than three people in any kind of contest, the town people stop wagering with him or her, fearful that they will lose their hard-earned coin to the lucky strange.

GENERAL STORE

The general store is typical of the rest of the buildings in town except that it is larger than and flanked by a warehouse and a stable. A long porch faces the courtyard. A loom sits on the porch, as a woman weaves.

If there are half-orcs with the party, read the following. If someone knocks, she replies that she is closed for the day.

After looking you over, she enters the store, then closes and locks the door behind her.

If there are no half-orcs in the group, Talinda approaches and talks with the PCs.

"Good day, travelers. I see you have risked the roadways in their current muddy condition, not to mention with the rumors that bandits, goblins, and giants are about. Well, you have successfully made it to Dunset and found my humble shop. Maybe there is something inside I can interest you in, maybe something that you will need on your future travels."

☞ **Talinda Gearn, female human Exp4:** Bluff +9, Knowledge (Local History) +5, Knowledge (Nature) +8, Listen +8, Sense Motive +11, Spot +8.

Talinda's inventory contains just about anything from *Player's Handbook* Table 7—7: Goods and Services that costs under 50 gp, and she can get other items worth 100 gp or less by the end of the week.

If asked specifically about any rumors heard at the Stag Inn, Talinda has heard all of them except the burrowing devil dream. She does not know that any are particularly false, but she does know that there are bandits extorting tolls from travelers and that goblins and hobgoblins do raid the outlying settlements every few years.

If asked about the sinkhole:

- Talinda tells the PCs that she sold many of the tools that treasure hunters used to dig and expand the caves. She also bought many of the gemstones that they brought out of those depths.
- She does not know if there are any more gems in the caves, but no one has brought new gems in well over two months.

BLACKSMITH

PCs that choose to visit the blacksmith will find he can make simple repairs of items. He has a few items for sale, though nothing of masterwork quality.

SHRINE

Note: Again, the information offered below is for a generic running of this adventure. While some regions will no doubt have this town shrine as a shrine to Berei, check your region adaptation notes for any changes.

On the eastern edge of the village is a small clearing with a stone altar in the center. A small wooden shelter is nearby, likely the residence for the town priest. On the altar are carvings of sheaves of wheat; obviously, the shrine is to a nature deity of some sort.

PCs with Knowledge (Religion) can make a check to see if they recognize the symbol. Because Berei is a less common deity, the check DC is 12.

Parties with half-orcs among them when they enter the clearing will see a good-looking young woman rise and come their way.

"Be gone from here. Berei does not look kindly upon your kind, pillaging the land, destroying families. You are not welcome on her blessed land."

If the party has no half-orcs among them, the priestess will rise and come over to greet them.

"Greetings wanderers, I am Lilin, Priestess of the Hearth Mother, Berei. Do you come seeking aid?"

☞ **Lilin, female human Clr3:** Knowledge (Nature) +6, Knowledge (Religion) +6, Healing +8; Brew Potion, Extra Turning, Toughness

Spells Prepared: (4/3+1/2+1, base DC = 12 + spell level): 0—detect poison (x2), purify food and drink (x2); 1st—entangle*, bless, endure elements, shield of faith; 2nd—barkskin*, calm emotions, speak with animals.

*Domain spell. Domains: [Plant (rebuke or command plant creature(s); Protection (protective ward spell-like ability, touch for +3 resistance bonus on next saving throw)].

Lilin is very friendly and easy to get along with unless someone openly shows disdain for nature (such as trampling through a flower bed, digging up crops). She will gladly inform the party about the following:

- I healed a traveler who wandered in from the west two days ago. He has since moved on to another town, but he claimed that bandits attacked him. Apparently, they asked him for a toll and he refused. The bandits shot him with an arrow before he decided to pay. He gave them his coin, but they seemed upset that he did not have any gems.
- The newfound wealth has helped the Ranel and some of the people of Dunset. The Ranel hired some people who were down on their luck in town to help mine the gems. They also spread their wealth around some to help others who need it.
- She has heard about the rumors mentioned in the tavern also, except for the dream of burrowing devil. Mention of that rumor actually causes Lilin to shiver and say, "I hope that was just some drunken vision and never comes to pass."

INTRODUCTION B: TO THE QUICK

Your travels started with a bard's tale, which have taken you to this isolated trail leading to a remote farm. Ashlyn of Safeton, a renowned troubadour known for weaving her songs and tales from fact rather than fancy told you that at this farm was a pit encrusted with gems, a sinkhole that opened after a bout of heavy rains, and that the farmers allow treasure hunters to delve the hole and keep what they carry save a modest cut.

While the promise of easy gems is a lure that only a fool would pass up, only a fool would believe that such riches would be so easy in anyone's grasp. On your trail you have heard of many possible dangers.

Have the PC with the best Information Gathering roll a check. Allow other PCs to cooperate. Once the roll is made, continue with the paragraphs that correspond to the DC the check hit, stopping at the first DC higher than the PCs' check.

DC 15

Many stories warn of bandits on the road to the farm. So far, you are unmolested, but it is always a good idea to keep your wits about you.

DC 20

Folks from the last town also warned you of goblins and hobgoblins that sometime raid in this area. Though there has not been a raid in many years, the locals are still nervous of this menace.

DC 25

Tales of giants raiding the outlying farms soon followed the stories of hobgoblins. It was difficult, though, to tell if giants were a real threat, or a tall tale playing on the real threat of goblinoid raids.

The locals also told you that no one has brought any gems from out of the sinkhole for about two months.

DC 30

The strangest story you heard was from a drunken young man who claimed that he sometimes had "visions" of future events. He warned with a slurred tongue of burrowing devils that would attack local farms and devour both his neighbors and their livestock.

After relaying whatever rumors the PCs may have gathered, continue with the following.

However, whatever the dangers ahead, you should be able to reach the farm by sunset.

The PCs are on the road to the farm. After the introduction, go to Encounter 1: Bandits!, below.

ENCOUNTER 1: BANDITS!

A group of bandits has decided that they too wish to benefit from the gems and other treasure taken from the sinkhole, but rather than pillaging the sinkholes depths, they have decided to pillage its spelunkers.

This encounter could unfold in a number of ways depending on the PCs' actions, and whether or not there are non-humans among the PCs.

The bandits are actively watching the road from the woods north of the road leading to the Randels' farm. The bandits attentively watch any group heading toward the farm, but it is not their immediate plan to attack such a group.

PCs may be able to spot the bandit. Allow the PCs to make one single Spot check upon passing this area of the road. It is difficult to see the bandits when they are hiding in the woods (APL 2 and APL 4: DC 32; APL 6: DC 34; APL 8: DC 35), but it is possible. If the PCs make a point to watch the approach for bandits or an attack give either a +1 or +2 circumstance bonus to any Spot checks based on the particulars of their preparation. These bandits want a share of the loot—but they would rather steal than adventure. They have a plan to bushwhack adventures coming back from a successful delve. This plan may be defeated by their own shortcomings, though, for these ne'er-do-wells are both cowards and bigots.

The bandit's leader, Zelonin, a deformed Suel sorcerer, is also a faithful of Wastri, the Hopping Prophet—the man's

philosophies are as crooked as his back. Over the last few months, this twisted but charismatic man has drawn three ruffians, Armond, Relana, and Syl Beald, not only to his thinking about methods of fund raising, but also about the doctrine of human supremacy. While the plan is to attack adventurers on the way back from the sinkhole, groups with one or more non-humans may provoke an earlier attack. For every non-human the bandits are able to spot in the group, there is a 20% cumulative chance that the bandits will attempt to sneak up and attack at the bridge farther up the road.

If spotted the bandits retreat into the woods and rally at an ancient oak that sits in the central western portion of the woods. They will fight here if necessary, using the ancient tree as cover.

If neither spotted, nor provoked by the sight of non-humans, the bandits will hold off their attack until the PCs head back to town after their foray into the sinkhole. Run the combat at the bridge at the end of the adventure.

Creatures:

APL 2 (EL 5)

- **Zelonin, male human Sor2:** hp 8; see Appendix A.
- **Armond, male human Ftr2:** hp 16; see Appendix A.
- **Relana, female human Ftr1:** hp 8; see Appendix A.
- **Syl Beald, male human Rog1:** hp 6; see Appendix A.

APL 4 (EL 7)

- **Zelonin, male human Sor3:** hp 19; see Appendix A.
- **Armond, male human Ftr3:** hp 28; see Appendix A.
- **Relana, female human Ftr3:** hp 28; see Appendix A.
- **Syl Beald, male human Rog3:** hp 20; see Appendix A.

APL 6 (EL 9)

- **Zelonin, male human Sor5:** hp 29; see Appendix A.
- **Armond, male human Ftr5:** hp 49; see Appendix A.
- **Relana, female human Ftr5:** hp 44; see Appendix A.
- **Syl Beald, male human Rog5:** hp 32; see Appendix A.

APL 8 (EL 11)

- **Zelonin, male human Sor7:** hp 39; see Appendix A.
- **Armond, male human Ftr7:** hp 67; see Appendix A.
- **Relana, female human Ftr7:** hp 60; see Appendix A.
- **Syl Beald, male human, Rog7:** hp 44; see Appendix A.

Tactics: Whether at the bridge of the ancient oak, the bandits will attempt to use the terrain to their advantage. Firing arrows and spells from hidden higher positions among the trees. They will always parley and promise passage for gems or gold, but they will still attack bands with non-humans within their numbers.

Treasure: At the ancient oak, the group has a stash of some 75 gold coins and 100 sp. As well, taking them into authorities alive or dead will win a reward of 50 more gp.

ENCOUNTER 2: THE FARM

After traveling for hours, you finally crest a small hill and see what must be the Ranel farm ahead. The place looks abandoned. The fences are in poor condition, they look as if they could not hold if faced with something stronger than a mild breeze. The fields are overgrown with grass and weeds, obviously untended for some months. Still, the farmhouse itself, the barn, and the immediate premises around them all appear in good order. On the far side of the house the garden looks newly planted. A few cows, some chickens, and a few goats wander about the barnyard. You hear the sound of horses in stables. It seems the Ranel have just given up farming most of the land and instead farm for personal use only. Whatever the case, an evening breeze brings an evening chill followed by the more welcome smells of fresh bread and a tasty dinner.

As the PCs approach, they do not see anything else that is out of the ordinary for a small farm steading. Wisps of smoke exit the chimney, and as they come closer the scent of a wonderful dinner become more prevalent. No person moves about in the yard, but as they approach, PCs can make out the sounds of dishes clinking and some talking inside the farmhouse. The farmhouse and barn are both in good repair and look as if they recently received a new coat of paint. Unlike the outer fences, the fences around the immediate yard and the barnyard are both in good repair.

PCs may make either a Knowledge (nature) check or Wilderness Lore check (either DC 15) to recognize that the dropping temperature means a spring shower is likely overnight.

One of the sons come out of the house to investigate the PCs' approach.

The front door opens and a good-size young man stands in the doorway. "Is there something I can do for you folk?"

This is Milat Ranel, the older of the two boys. He exits the house in a non-threatening manner and doing his best to be polite. If the PCs are polite, he invites them in for dinner, his mom always makes plenty in case travelers stop by.

During the meal with Anella (his mother, Milat, and Toman (his brother), chat obviously ensues. The Ranel's are always polite and answer questions to the best of their knowledge.

The Ranel's do not have extra rooms in the house, but they will offer the loft of their barn as sleeping quarters. When asked about the sinkhole, Toman relates the following:

The opening appeared about three months ago. Milat and I were chasing a stray heard that went missing after the heavy rains. While we were looking for some signs of the animals in a patch of woods, we found the hole. It looked to us like the ground just fell, but when we looked down into it, we saw the cave openings at the bottom. Not sure, what might be in the caverns, we went back to the house to let mom know about the hole. We gathered our weapons and some leather armor so we could check the place out. We did not find any signs of habitation, but we did find a few gems. That is when we decided to try and mine the cave walls, we found even more gems. Then we figured we were in over our head and hired help. The last group of folk who helped us figured that we have depleted the caves of gemstones, but you are welcome to check out the caves for yourself.

The following are some answers to further questions the PCs might ask.

Do you know anything about the bandits?

We heard a little about the bandits but we have never seen them.

What happened to your husband/father?

Father was a good warrior, serving in the army for a few years and earning a pension in his retirement. He decided to take the money he had saved and start a life as a farmer out here in the frontier. He bought this farm and worked the land until he passed on five years ago, some of his old battle injuries just got the best of him in the end. We stayed here to keep up the farm and will probably never leave.

Why are the fields untended?

I guess you have probably heard the rumors about us finding a gem vein on our property. Well, we did and dug up a bunch of emeralds. We made enough money selling them that we only farm for our own food now—no need to sell any crops. Now, don't get any ideas about robbing us. We have our wealth stored in various places, with trusted friends who can protect it. We really have little here.

What about the caverns, can we go down and look at them for ourselves?

Sure, in the morning I will send Toman out to show you the caves. Explore them to your heart's content. If you find anything, you are welcome to keep it. We are rich enough.

So there are no dangers in the caves?

There is only one that we found—the water in the caverns is poisonous. If you drink the water, you can go blind.

Have you heard anything about orcs, giants, goblins, or hobgoblins in the countryside?

Well, there are always rumors of some group or another in the woods around these parts. The truth is we have not been bothered by any of them for at least three years.

If asked about any of the other rumors the PCs have heard, the Ranel's don't know anything about them.

After dinner, Toman and Milat help the party out to the barn to settle in. They help move around piles of straw as needed and ask that no fires be started inside the barn, "wouldn't want to catch the whole thing on fire." After the party is settled in with watches set, the night passes uneventfully except for a gentle rain shower from about midnight until just before sunrise.

ENCOUNTER 3: EARTHQUAKE

When they are on the trail to, but before the PCs reach the sinkhole, read or paraphrase the following:

The ground begins to shake a rumble violently under your feet. The strange and startling sensation lasts only a few moments, but even after it is done, you can see the trees sway back and forth—and after effect of the jostling.

The earthquake is due to the movements of either a single or mated pair of bulette (see Encounter 6). They do not attack the PCs at this time, as the PCs' movements are just beyond their tremorsense.

ENCOUNTER 4: THE UPPER PIT

If the PCs spent the night in the loft of the barn, Toman invites them to breakfast in the house.

"It's about an hour after sunrise and mom has breakfast about ready. It is still raining a little, but should clear up in an hour or so. After breakfast, I'll take you out to the caverns so you can look around."

After Anella serves a hearty meal to the PCs, Toman takes them to the edges of the Ranel land, some four miles from the home. He brings the PCs to a copse of trees.

Strange things along the way

If the PCs wish to search the surrounding countryside for signs of goblinoids or giants, they will find a couple of suspicious things.

☛ Even though the land around the farm is prime for herding, and the Renal boys may have mentioned the fact that they found the sinkhole while searching for a missing herd, few cows or sheep will be seen. Many have been hunted by the hobgoblins now living in the cave before they started their rite of purification. If this is mentioned to Torman, he will also find it odd, but will suggest they have run off.

☛ With a meticulous Search (DC 20) of the area outside of the copse that hides the sinkhole, the PCs will find a long dead goblin. The humanoid died from a sharp blow to the head given to him by an angry hobgoblin master (Xelab himself).

"The cavern entrance is within this group of trees.

Upon entering the copse, Toman show you an area where it looks like the ground just collapsed. A manmade path winds its way around the outer edges of the sinkhole to allow carts in and out. A few beams and some rubble still lie about on the muddy floor of the hole. A single cave entrance sits at the bottom of the pit.

There are some clues to what has occurred in the sinkhole caves for the past month, all of which may be found at the bottom of the sinkhole. They will be hard to find due to the rain,

and the fact that Xelab, the hobgoblin adept that currently has his newly created Mak-tuul (Blood Seers) tribe in a frenzy has prescribed a purifying fast for the last few days—no warriors have been out to hunt for the last five moons. A Track check (DC 25) is need to find hobgoblin tracks, but only a check that hits DC 30 or more will recognize that they are hobgoblin tracks. Remember that rangers with goblinoids as the favored enemy gain their bonus to these Track checks.

In general, these caves are roughly 10 feet wide (See Map # 2). Some of the caves are worked (Knowledge [engineering] or Dwarven Stonecunning, DC 10). This is from minor mining work done by earlier adventures. There are also some support beams in various spots. Anyone with Knowledge (engineering), Profession (mining), or the dwarven Stonecunning ability can easily recognize (DC 12) that the support beams are not needed and that whoever installed these beams did not know what they were doing.

Area A: Cavern Entrance

Entering the sinkhole, you find a supported archway leading into the darkness. The only sound is a slow and rhythmic dripping of water from one of the beams to a puddle at the cave's base.

Just beyond the darkness, this moist cave dips quickly downward and slides down that way at a steep angle for the next 20 feet. PCs who travel down this incline without the aid of ropes, spikes, or other stabling devices must succeed a Balance check (DC 20) or slide down to the large puddle below. Such a tumble does no damage, but will leave the PC wet, mud-stained, and will alert the presence of Jezzil, Lat, and Zorz, the three goblins hiding in Area E. Those three jebli will then set an ambush for invaders.

Area B: Foul Intersection

The cavern opens up into this "T" intersection. A smashed lantern sits in the mud at the base of the northeast support beam, and a foul smelling pool of larvae-infested water dominates the center of the room, but otherwise the intersection is empty.

This foul smelling intersection also sports some hobgoblin and goblin tracks (Track DC 15). All of these tracks travel between the entrance and the southeast corridor (heading to area E) in both directions.

Area C: Rubble Room

You have reached a small room roughly 20 feet across. One passage exits to your left and the other to your right. There are small piles of rubble lying in the corners of the room, but you see nothing of value.

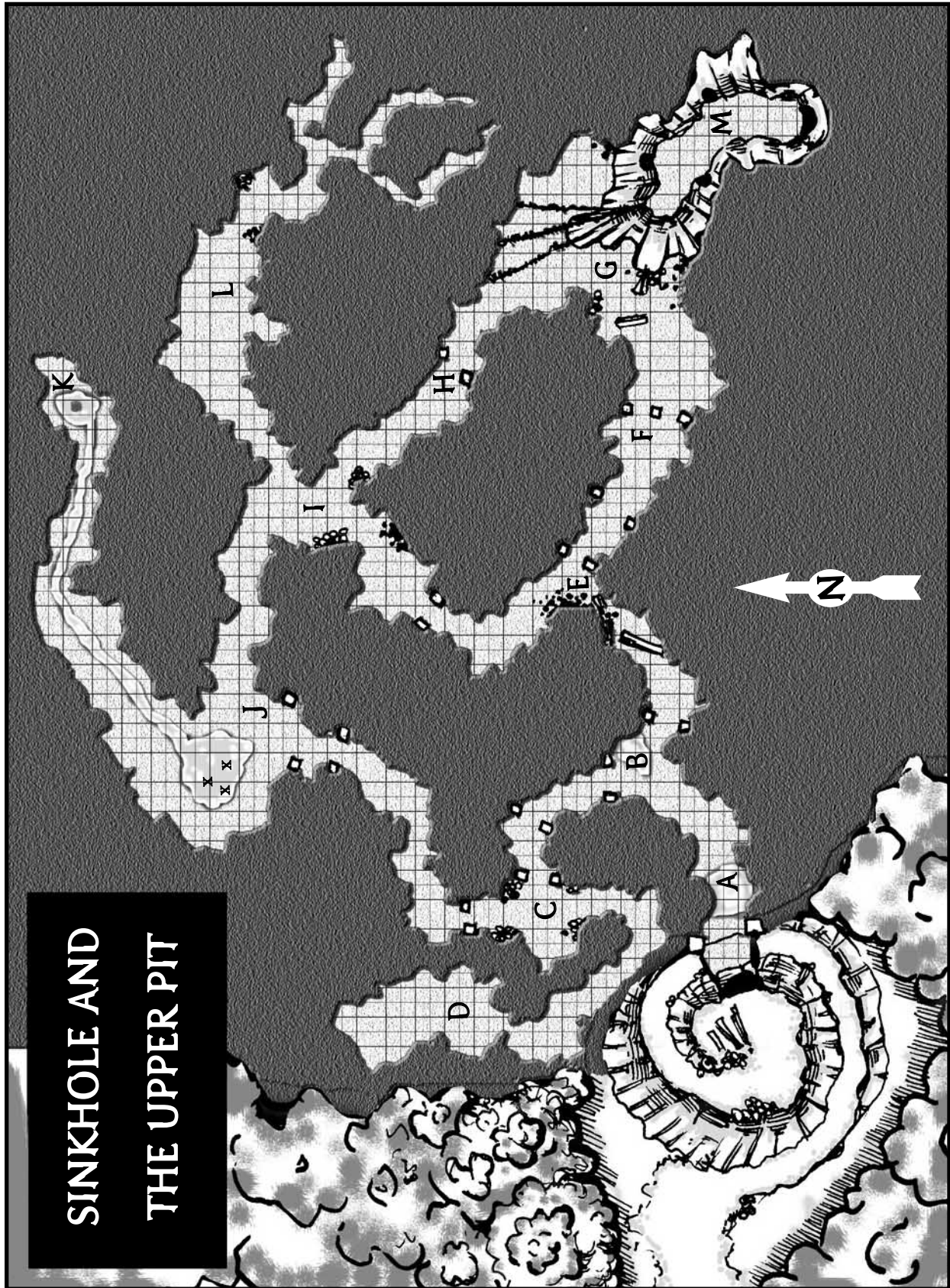
Other than what the PCs can see, this room is empty.

Area D: Scavenger

Read or paraphrase the following description just before the PCs approach the bottleneck that serves as the entrance for this area.

Beyond you see a narrow entrance into a natural cavity. A moist and hot breeze stinking of sulfur and rot spits forth from the fissure.

The chamber beyond is a natural fissure that the treasure hunters stumbled upon during the height of their plundering. This slick chamber is a natural wonder, decorated with mineral deposit formations, but its formations also make this place a hazardous location for combat. Any combatant who charges within the chamber must make a Balance check (DC 12) or forfeit their attack as they slip and slide toward their opponent. That combatant suffers the normal AC penalty for a charge, and is flat-footed for the remainder of their round.



**SINKHOLE AND
THE UPPER PIT**

Sinkhole

Creature: A choker is the most recent resident of the caves; it crawled down here a couple of weeks ago. It has survived on the stray wandering goblin or hobgoblin, but with the creatures recent retreat into the lower caves it has grown ravenous. It attempts to surprise any who enter and attacks with fury. At APL 8, the creature in this room is a black pudding.

APL 2 (EL 2)

➤ **Choker:** hp 20; see *Monster Manual* page 36.

APL 4 (EL 4)

➤ **Choker, advanced 6 HD:** hp 40; see Appendix A.

APL 6 (EL 6)

➤ **Choker, advanced 12 HD:** hp 102; see Appendix A.

APL 8 (EL 8)

➤ **Black Pudding, advanced 14 HD:** hp 125; see Appendix A

Area E: Goblin Ambush

This cavern is full of rubble and discarded beams. The walls look as if they could crumble and collapse with little force.

Three goblin thralls have escaped the caverns of the under pit, and are hiding out in this area. There used to be four of them, but one went missing days ago after it went to search the northwestern corridors (it was eaten by the choker or dissolved by the black pudding depending on the APL the adventure is played at). The three escaped slaves have set a trap for anything that happens to stroll this way. They are both scared and hungry, and attack for both security and food.

The three spend most of their time hiding behind a pile of rocks and old beams they have set up just beyond their trap (Spot by APL—2 and 4: 18; 6: 23, 8: 24), and it is possible (but difficult) to sneak up on the trio. If the PCs open parley, they demand with much bluster that the PCs should give food for safe passage. And for food they respect the agreement, but demand the same deal if the PC return and wish to to leave the caverns by this direction. If the PCs refuse to give them food, they will try trapping the PCs under their goblin-made mini-avalanche. They do not voluntarily join the PCs, nor do they easily give any information about what lies deeper within the caves, instead they will merely giggle and heckle, “you’ll see.”

If pressed or bullied, they will flee to the north. If they cannot flee, they attack with the ferocity of cornered animals.

APL 2 (EL 3)

➤ **Jezzil, Lat, and Zorz, male goblins (3):** hp 6, 5, 4; see *Monster Manual* page 107.

➤ **Rubble Trap:** CR 2; +12 melee (2d6); Search (DC 20); Disable Device (DC 20): **Note:** Can strike all characters in two adjacent squares (the exact squares are DM’s choice).

APL 4 (EL 5)

➤ **Jezzil, Lat, and Zorz, male goblins (3):** hp 6, 5, 4; see *Monster Manual* page 107.

➤ **Rubble Trap:** CR 4; +14 melee (4d6); Search (DC 20); Disable Device (DC 25): **Note:** Can strike all characters in two adjacent squares (the exact squares are DM’s choice).

APL 6 (EL 7)

➤ **Jezzil, Lat, and Zorz, male goblins Rogz (3):** hp 10, 9, 8; see Appendix A.

➤ **Tunnel Collapse Trap:** CR 6; +16 melee (6d6); Search (DC 20); Disable Device (DC 25): **Note:** Can strike all characters in six adjacent squares (the exact squares are DM’s choice).

APL 8 (EL 9)

➤ **Jezzil, Lat, and Zorz, male goblins Rog3 (3):** hp 15, 14, 13; see Appendix A.

➤ **Tunnel Collapse Trap:** CR 8; +16 melee (8d6); Search (DC 20); Disable Device (DC 25): **Note:** Can strike all characters in eight adjacent squares (the exact squares are DM’s choice).

Area F: Crude Trap

The hobgoblins have placed a trap here to protect the lower caverns. The middle pillar of the chamber is very loose, and connected to a pair of taunt ropes that sit under some loose dirt. Toppling the pillar or pulling the rope in any way (basically passing the pillar unless the PCs have discovered the existence of the trap) will cause a collapse.

APL 2 (EL 2)

➤ **Rubble Trap:** CR 2; +12 melee (2d6); Search (DC 15); Disable Device (DC 10): **Note:** Can strike all characters in two adjacent squares (the exact squares are DM’s choice).

APL 4 (EL 4)

➤ **Rubble Trap:** CR 4; +14 melee (4d6); Search (DC 15); Disable

Device (DC 10): **Note:** Can strike all characters in two adjacent squares (the exact squares are DM's choice).

APL 6 (EL 6)

↪ **Tunnel Collapse Trap:** CR 6; +16 melee (6d6); Search (DC 15); Disable Device (DC 10): **Note:** Can strike all characters in four adjacent squares (the exact squares are DM's choice).

APL 8 (EL 8)

↪ **Tunnel Collapse Trap:** CR 8; +16 melee (8d6); Search (DC 15); Disable Device (DC 10): **Note:** Can strike all characters in six adjacent squares (the exact squares are DM's choice).

Development: Whether or not the PCs set off the trap this area, read or paraphrase the following:

Suddenly you here the poundings of drums echoing down the corridor. They beat quickly and with an intense rhythm.

At this point, the Xelab's ritual attempt to bring down the wall of force starts in the lower caverns (see Encounter 5).

Area G: Second Sinkhole

The far southeast section of this room has dropped into another sinkhole. The beating of the drums emanates from that section of the cavern. A trio of ropes, spiked to the north wall drop down into this sinkhole.

The sinkhole leads down 30 feet to area M of the under pit (see Encounter 5). If the PCs approach the pit with stealth, have them role hide checks, giving them a +6 circumstance bonus for the cover and the fact that the hobgoblins below are distracted. Allow the hobgoblins apposed checks to Spot the PCs. If the PCs are able to observe the hobgoblins without being spotted, read the following.

This sinkhole is much like the first one. At its relatively flat bottom there are caves—four of them: one on the west wall, two on the east wall, and a wider opening on the south wall. At the bottom, you can also see the source of the drumming. At there are at least eight hobgoblins pounding on crudely made drums. Orchestrating their effort is a rag and bone adorned massive hobgoblin flailing his arms, and shouting at the southern opening. He seems in frenzy as he starts to hop madly gesturing violently toward that cave. Both he and his drumming companions seem not notice your prying.

If the PCs are spotted, add the following

Then one of the drummers looks up. You notice the look of recognition as he registers what he sees above the pit. He leaps up and shouts. Soon all

hobgoblin eyes are up looking for you. With quick order from their leaders, they head for the caves, grabbing javelins as they go.

Even if they are not spotted, the PCs will probably alert the hobgoblins to their presence in some way eventually. When they do, the hobgoblins will retreat into their caves, and wait to attack as detailed in Encounter 5.

Area H: Cruder Trap

Here the hobgoblins have set a pit trap.

APL 2 & 4 (EL 2)

↪ **Pit Trap (40 Ft. Deep):** CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Devices DC 20).

APL 6 & 8 (EL 4)

↪ **Pit Trap (80 Ft. Deep):** CR 4; no attack roll necessary (8d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Devices DC 20).

Development: Whether or not the PCs set off the trap this area, read or paraphrase the following:

Suddenly you here the poundings of drums echoing down the corridor. They beat quickly and with an intense rhythm.

At this point, the Xelab's ritual attempt to bring down the wall of force starts in the lower caverns (see Encounter 5).

Area I: The Dead Lie Upright

At this junction of three caverns, stand two gruesome objects—the bodies of two decaying hobgoblins impaled on sturdy steaks. Flies buzz around the corpses.

The hobgoblins of the *Mak-tuul* have a peculiar ritual to warn other in their tribe of dangerous areas. They place the impaled bodies of those in their tribes who have fallen to the danger of that place or beyond. These two warn of the danger of the sickened stream in areas J and K. Because they do not sit in the evil chamber beyond, they have not suffered the fate of other hobgoblin bodies impaled in the area (see area J). The bodies have been stripped of valuables.

Area J: The Undead Awakens

Note: All of both areas J and K radiate a faint aura of evil. It is the intrinsic evil nature of these parts of the caves that has created the undead and the foul effect of the spring.

Like Area I, there are impaled bodies standing in warning. These bodies are stand up in the pool's edge (the spots marked with an x). Unlike the dead in area I, at least one of these bodies will not sit still. The intrinsic evil of this cavern has caused one or two of the hobgoblin bodies to come back as undead who will come to life and kill any who approach.

APL 2 (EL 1)

☛ **Zombies** (2): hp 20, 17; see *Monster Manual* page 191.

APL 4 (EL 3)

☛ **Wight**: hp 29; see *Monster Manual* page 183.

APL 6 (EL 5)

☛ **Wights** (2): hp 29, 25; see *Monster Manual* page 183.

APL 8 (EL 8)

☛ **Mohrg**: hp 88; see *Monster Manual* page 137.

As well, the water is diseased. Any PCs who is stupid enough to drink the water has a chance of contracting blinding sickness (see *DUNGEON MASTER'S Guide* page 75 and the certificate that details this state for campaign specific rules).

Area K: Evil Spring

Note: All of both areas J and K radiate a faint aura of evil. It is the intrinsic evil nature of these parts of the caves that has created the undead and the foul effect of the spring.

At the end of this cavern, you see a natural fountain of black rock. A trickle of clear water trickles down its sides from unknown fonts.

This is the source of the foul, unnatural water of the sinkhole. It radiates a strong aura of evil, as well as a strong aura of magic. The only way to stop the flow of foul water is to dispel the spring with either a *dispel magic* (DC 18) or a *dispel evil* spell. Drinking the water here has the same results as drinking the water in Area J. Touching the black rock puts any PC in the same danger of contracting blinding sickness as if they had drank the water, even if that touch is to dispel the power of the stone.

Area L: The Last Treasure

This cavern has been worked, dug, and picked at in many places. There are a few broken shovels off to the side, stacked with some unused support beams. Alongside the pile of rubble is an old, broken cart, with piles of dirt and rock still inside.

A successful Search check (DC 20) will reveal that two of the

rocks in the cart are actually dirt-covered, small rough-hewn emeralds. Currently, these gems are worth 200 gp each. If a PC has Craft (gemcutting), they may make a skill check (DC 10) will increase the value to 250 gp each, while a better checks will create more valuable gem stones. Use the chart below.

Skill Check	New Gem Value (each)
DC15	300 gp
DC20	350 gp
DC25+	400 gp

Not that increasing the price of the gem is only possible if a PC has the gemcutting skill. Selling uncut gems to a gemcutter will only yield the 400 gp total for the uncut emeralds.

ENCOUNTER 5: THE UNDER PIT

Areas M-Q are all areas that have been settled by the *Mak-tuul* tribe of hobgoblins and their goblin slaves. A splinter group from a much larger group of hobgoblins that live farther in the wild lands, this group is lead by the crazed adept Xelab. This new tribe, made up primarily of young malcontents of hobgoblin society (unlike most of their kin these hobgoblins are either neutral evil or chaotic evil), was lead here by the ecstatic visions of Xelab.

The group of hobgoblins found this cave scant weeks after the last of the treasure hunters abandoned it, and quickly made a home of its upper warrens. Between the abundance of livestock outside the cave, and the fact that Xelab could purify the diseased water of the caverns, the new tribe prospered. Then the floor of their main lair (Area M) collapsed, killing half of the tribe, but opening the lower caverns, and revealing the mask upon the altar (see Area Q), Xelab's current obsession.

Xelab believes that the mask is a holy item, he calls it the *Face of Maglubiyet*, and he believe that if he can get his claws on it, it will give him the power to return to his former tribe and take it over. The problem is that the mask lies beyond a permanent *wall of force*, and Xelab lacks the magic to bring the barrier down. To generate the power to destroy the wall, he has initiated a purifying ritual to focus his entire tribes' essence to bring down the wall.

Xelab is a fool.

The mask is not a holy item dedicated to Maglubiyet, but a terrible item created centuries ago by unknown but surely evil beings. If worn the wearer with a dread infection. Luckily, the hobgoblin adept is also mistaken in his belief that the rite of purification he has subjected his tribe to and the beating of

drums will bring down the wall of force—it will not.

Still, the hobgoblins will not look kindly on any beings that disturb their ritual, and will attack interlopers.

Area M: Chamber of the Beating

Unless the PCs are able to get the jump on the hobgoblins, this chamber should be cleared out when the PCs climb down, but they will no doubt suffer javelin attacks as they climb (or fly) down and approach the caves leading to Area N and O.

If the PCs are able to surprise the hobgoblins somehow, all of the creatures from Area N and O are here performing the drum ceremony with Xelab.

The drums are crude and worthless.

Area N: Hoch Jebline Home

This Cavern is the main home for the *Mak-tuul* tribe. This already small tribe has been greatly diminished by the collapse of the second sinkhole, but its survivors are fierce, and will resist any attack with cunning.

The Living quarters of the hobgoblins is home of few amenities. Here and there are lice infested mats and piles of dry grass, old helmets used as pots, and a fire circle or two.

APL 2 (EL 3)

➤ **Hobgoblins** (4): hp 7, 6, 5, 4; see *Monster Manual* page 119.

APL 4 (EL 5)

➤ **Hobgoblins** (5): hp 7, 6, 5 (x2), 4; see *Monster Manual* page 119.

➤ **Sergeant, male Hobgoblin Ftr3**: hp 15; see Appendix A.

APL 6 (EL 7)

➤ **Warriors, male and female hobgoblins War 2** (6): hp 13, 10 (x2), 8 (x3); see Appendix A.

➤ **Sergeant, male Hobgoblin Ftr3**: hp 15; see Appendix A.

APL 8 (EL 9)

➤ **Warriors, male and female hobgoblins, War 2** (6): hp 13, 10 (x2), 8 (x3); see Appendix A.

➤ **Sergeant, male Hobgoblin Ftr3** (2): hp 15; see

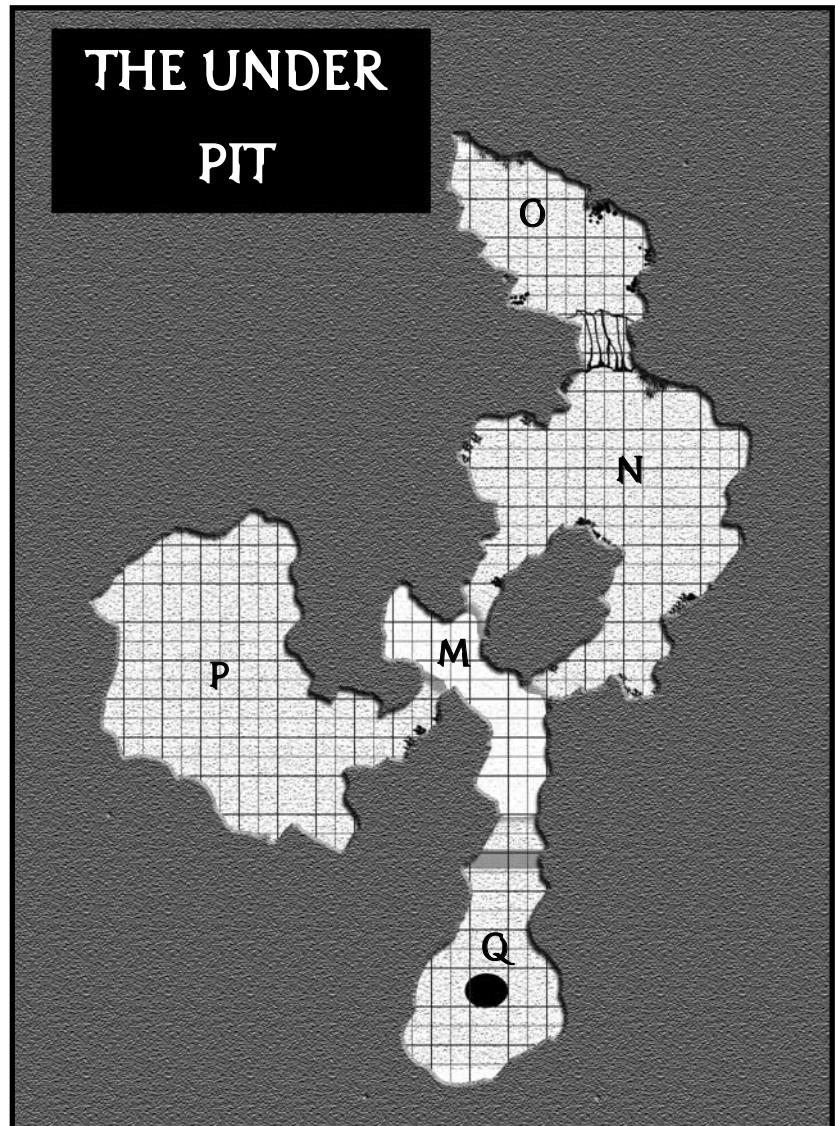
Appendix A.

➤ **Glarnog, male hobgoblin Ftr6**: hp 54; see Appendix A.

Tactics: When the PCs approach the hobgoblins, they attack first by throwing javelins from the cave entrance (1/4 cover), and then defending at the bottleneck, and calling for the help of their goblin slaves (Area O). If PCs decide to push into other caves, the hobgoblins will take the opportunity to rush in and either corner the intruders (if the PCs enter the cave leading to Area Q) or flank them (if the PCs enter the cave leading to Area P).

Area O: The Goblin Pit

A steep slide dips down into this room, which is filled with bones and rotting things. Strewed around the cave is not only the long discarded bones of meals of cattle, sheep and horse, but also the remains of dead hobgob-



lins and goblins, along with their waste. Among the rubble dwell the hobgoblins filthy goblin slaves.

These goblins are cowardly, attacking only if bullied or cornered.

ALL APLS (EL 3)

➤ **Goblins** (12): hp 4 each; see *Monster Manual* page 107.

Area P: Xelab's Cave

This cave serves as the home of Xelab and his body guards. The walls have drawings and symbols drawn all over them. All of these are jibberish, a language of magic that is true only in Xelab's imagination, but they give the room an arcane seeming.

APL 2 (EL 5)

➤ **Hobgoblins** (4): hp 7, 6, 5, 4; see *Monster Manual* page 119.

➤ **Xelab, male hobgoblin Adp5**: hp 30; see Appendix A.

APL 4 (EL 7)

➤ **Warriors, male and female hobgoblins, War 2** (7): hp 13, 10 (x2), 8 (x3); see Appendix A.

➤ **Xelab, male hobgoblin Adp7**: hp 40; see Appendix A.

APL 6 (EL 9)

➤ **Warriors, male and female hobgoblins, War 2** (10): hp 13, 10 (x2), 8 (x3); see Appendix A.

➤ **Xelab, male hobgoblin Adp9**: hp 50; see Appendix A.

APL 8 (EL 11)

➤ **Warriors, male and female hobgoblins, War 3** (10): hp 13, 10 (x2), 8 (x3); see Appendix A.

➤ **Xelab, male hobgoblin Adp11**: hp 60; see Appendix A.

Tactics: When the PCs approach the hobgoblin warriors, they attack first by throwing javelins from the cave entrance (1/4 cover), while Xelab casts *mirror image* on himself and prepare his offensive spell barrage. If PCs decide to push into other caves, the hobgoblins will take the opportunity to rush in and either corner the intruders (if the PCs enter the cave leading to Area Q) or flank them (if the PCs enter the cave leading to Area N).

Treasure: Under Xelab's dirty bedroll the PCs may (Search, DC 12) the hobgoblin adept's coins: 60 sp and 24 gp, and 10 pp. If

they search the walls of the room the PCs may (DC 15) find a rubble-covered nook with the adept's magical and alchemical treasures: two *potions of cure light wounds*, a *potion of spider climb*, and two vials of anti-toxin, and *Quaal's feather token* (fan).

Area Q: Beyond the Wall

Read or paraphrase the following before the PCs hit the *wall of force* (shown as a gray box on the map):

The passage leads roughly to a chamber. In that chamber you can make out a rough-hewn altar, atop of which sits what looks like a mask.

The path to the altar and the mask is blocked by a permanent *wall of force* (20th-level caster). While it is unlikely that PCs will be able to bypass the wall, it is possible.

The wall is a flat plane, and expands 50 ft. up from the center point in the cavern entrance, 150 ft. down, and 100 feet to the left and the right.

If the PCs are able to get into the chamber, they can approach and even collect the mask...although they will be sorry that they did.

The mask is an ancient item of disease and evil entombed here by good heroes. This wooden mask, covered with painted leather (elf skin) that depicts the results of a pox-eaten face, radiates both an overwhelming auras of evil and magic. Any PC that even touches the mask may be infected with blinding sickness (see *DUNGEON MASTER'S Guide* page 75) as if they drank tainted water. Those who place the mask on their face will become even more tainted, as the mask fuses to their face. The mask warps the PCs face and body to make it look pox and boil infested, and causes a horrible reek to emanate continually from the PC. While the PC's visage can be hidden with leapers robes, no spell or cosmetic can hide or change the PCs new visage or sickly smell. Because of this he or she suffers a -6 circumstance penalty to all Diplomacy, Bluff, Move Silently (against those who have a sense of smell) and any Charisma check for a social situation. Also, creatures tracking with Scent gain a +6 circumstance bonus to their Wilderness Lore checks while tracking the PC. The PC must pay five times the value of a desired lifestyle cost at the beginning of each adventure, and when he or she uses influence points or favors to buy any service or other end associated with them, they must spend twice the normal number to do so. Children, and even some skittish adults shun you, and only the most unsavory tavern or other places of business will tolerate your presence.

Oddly the mask does bestow some benefits. It grants the wearer a +2 bonus to Constitution, and upon donning the mask cures any disease they may be carrying, and are also immune to all other diseases. As well, once the mask is worn, its ability to infect those touching it with blinding sickness becomes dormant. Once the mask worn, it may not be removed by anything short of casting a *miracle* or *wish*.

ENCOUNTER 6: THE BURROWING DEVILS (OPTIONAL, APL 4 -8)

At APLs 4-8, to add an extra challenge to the last encounter, the PCs may encounter an extra challenge hinted to here and there in the adventure.

A single or mated pair (depending on APL) of bulettes has migrated into these parts, and are attracted by the vibration of drumbeats, or the activity at the farm (DM's choice).

This encounter should be used if the PCs made easy work of the hobgoblins, and should be run after that encounter and before the PCs have opportunity to rest. There is both an extra treasure and experience reward for defeating this encounter.

APL 4 (EL 7)

➤ **Bulette**: hp 94; see *Monster Manual* page 28.

APL 6 (EL 9)

➤ **Bulette** (2): hp 94, 87; see *Monster Manual* page 28.

APL 8 (EL 11)

➤ **Bulette, advanced 16 HD** (2): hp 160, 145; see Appendix A.

CONCLUSION

The following text assumes that Encounter 6 was either not run, or run within the caves. If you have bulette(s) attack the farm, adjust the text.

Returning to the farmhouse, Anella welcomes you. "I see you made it out alright. Some of you look injured. Did you have a fall or was there a cave-in?"

Assuming the party shares their story with Anella, she will become extremely surprised at the dangers that were encountered. After ensuring that no one is seriously hurt, she offers to cook dinner and let the party stay the night before heading back to town. If any PCs are seriously injured, Anella offers to let them sleep the night in one of her sons' beds.

If the party stays for dinner, Anella will offer them a reward for eliminating the goblinoid menace from her property.

Having finished another wondrous meal prepared by your hostess, you are just preparing to leave for the barn when Anella rises and asks you to wait a moment. She turns to her son and says, "Milat, go get your father's armor for me."

Anella continues as Milat goes into the sitting room where you remember seeing a shining shirt of chainmail over the fireplace. The links were so subtle, you were sure it was of elven make. "Since you have done my family a favor by ridding us of hobgoblins and other threats that moved into the caverns, I am giving you my husband's chain shirt, given to him by Quen the Olve himself. Neither Milat nor Toman took well to the fighting, and I really feel as if I owe you for probably saving our lives. I know some of you are the noble type and will refuse any reward, but that is another reason I offer you this weapon. With your good deeds, I am sure you will help save many more people in the future." Milat returns with a glimmer shirt of chainmail and sets it on the table. "Now, please, take this armor as an expression of my thanks. Use it to do good deeds just as my dear husband did in the past."

The chain shirt is a mithral shirt. If the PCs refuse such a fine gift, or explain that none of them can use such a shirt, Anella asks them to wait another day, and presents them with two small, but well cut emeralds worth 400 gp each.

If the PCs also defeated the bulette(s), she presents them with a lesser gem, along with either the two others or the chain shirt. This lesser gem is worth 300 gp.

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 1

Defeating the Bandits 70xp

Encounter 4

Defeating Choker or Black Pudding 50 xp

Defeating goblins 15 xp

Defeating undead 50 xp

Defeating each trap (up to 3) 10 xp

Encounter 5

Defeating hobgoblins (area N) 100 xp

Defeating goblins 35 xp

Defeating hobgoblins (are P) 150 xp

Total possible experience 500 xp

Encounter 6 (Optional)

Defeating bulette(s) 100 xp

TREASURE SUMMARY

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

- The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts

(sources of extra information) must be specifically certified.

- Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 1

- 75 gp and 100 sp (bandits' loot).
- 50 gp reward for bandits (dead or alive).

Encounter 4

- Emeralds (There are 2 of these emeralds)--These rough-cut gems may either be sold for their base worth (200 gp) or PCs with the Craft (gemcutting) skill may attempt to fashion them into finished gems. If they decide to do so, they must roll for their check at the table.

Skill Check

DC 15

DC 20

DC 25+

New Gem Value (each)

300 gp

350 gp

400 gp

Encounter 5

- 10 pp, 24 gp, 60 sp
- 2 *potions of cure light wounds* (50 gp each, common, tiny, *) 1st-level caster.
- *potion of spider climb* (50 gp, common, tiny, *) 1st-level caster.
- 2 vials of antitoxin.
- *Quaal's feather token* [fan] (200 gp, common, tiny, *).
- *Pox Mask* (4,000 gp, rare, small, 1 lb)

Conclusion

- Mithral shirt (1,100 gp, common, medium, 10 lb).
- or 2 well-cut small emeralds (400 gp each)
- 1 small emerald (worth 300 gp) Note: This treasure is given only if the PCs defeated the bulette in optional encounter 6.

APPENDIX A: OPPONENT STATISTICS

INTRODUCTION A

➤ **Local men, male humans Com2:** CR 1; Medium-size humanoid (human); HD 2d4+7; hp 11 each; Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d3+1 subdual, fist), or -3 ranged (1d2+1, rock, mug or other improvised ranged weapon); AL N; SV Fort +2, Ref +0, Will -1; Str 13, Con 14, Dex 10, Int 10, Wis 8, Chr 11.

Skills and Feats: Craft (various) +5, Handle Animal +4; Spot +2, Use Rope +3; Improved Unarmed Strike, Toughness.

Possessions: Peasant's outfit.

➤ **Militia men, male humans War2:** CR 1; Medium-size humanoid (human); HD 2d8+7; hp 15 each; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +5 melee (1d8+2/19-20, longsword), or +4 melee (1d4+2/19-20, dagger) or +3 ranged (1d4+2/19-20, dagger), or +3 ranged (1d6/x3, shortbow); AL N; Fort +5, Ref +1, Wis +0; Str 14, Con 14, Dex 12, Int 8, Wis 10, Chr 8.

Skills and Feats: Intimidate +4, Ride +6; Toughness, Weapon Focus (longsword).

Possessions: Traveler's outfit, studded leather armor, longsword, dagger, shortbow, 20 arrows.

➤ **Lorgand, male human War4** CR 3; Medium-size humanoid (human); HD 4d8+15; hp 35; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +8 melee (2d6+2/19-20, masterwork greatsword), or +6 melee (1d4+2/10-20, dagger, or +5 ranged (1d4+2/19-20, dagger) or +5 ranged (1d6/x3, shortbow); AL N; Fort +7, Ref +2, Will +3; Str 14; Con 16, Dex 12, Int 10, Wis 10, Chr 10.

Skills and Feats: 10 Climb +7, Handle Animal +5, Intimidate +7, Ride +8; Iron Will, Toughness; Weapon Focus (greatsword).

Possessions: Traveler's outfit, chain shirt, greatsword, dagger, shortbow, 20 arrows.

ENCOUNTER 1: BANDITS!

➤ **Zelonin, male human Sor2:** Medium-size humanoid (human); HD 2d4+2; hp 8; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atks +0 melee (1d4-1/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +2, Ref +1, Will +3; Str 8, Dex 13, Con 14, Int 12, Wis 11, Cha 16. Height 5 ft. 10 in.

Skills and Feats: Appraise +4, Concentration +5, Hide +3, Spot +3; Point Blank Shot, Weapon Focus (rays).

Possessions: Dagger, light crossbow with a quiver of 20 quarrels, traveler's outfit, pouch with 5 cp, 7 sp, and 6 gp.

Spells Known (6/5; base DC = 12 + spell level): 0—daze, flare,

mage hand, ray of frost, resistance; 1st—mage armor, ray of enfeeblement.

➤ **Zelonin, male human Sor3:** Medium-size humanoid (human); HD 3d4+6; hp 19; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10), +2 armor; Atks +0 melee (1d4-1/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +3, Ref +2, Will +3; Str 8, Dex 13, Con 14, Int 12, Wis 11, Cha 16. Height 5 ft. 10 in.

Skills and Feats: Appraise +4, Concentration +8, Hide +4, Spot +3; Point Blank Shot, Toughness, Weapon Focus (rays).

Possessions: Dagger, light crossbow with a quiver of 20 quarrels, traveler's outfit, pouch with 5 cp, 7 sp, and 6 gp.

Spells Known (6/6; base DC = 12 + spell level): 0—daze, flare, mage hand, ray of frost, resistance; 1st—mage armor, ray of enfeeblement, sleep.

➤ **Zelonin, male human Sor5:** Medium-size humanoid (human); HD 5d4+10; hp 29; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 melee (1d4-1/19-20, dagger), or +4 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 14, Int 12, Wis 11, Cha 16. Height 5 ft. 10 in.

Skills and Feats: Appraise +5, Concentration +10, Hide +6, Spot +4; Point Blank Shot, Toughness, Weapon Focus (rays).

Possession: Dagger, light crossbow with a quiver of 20 quarrels, traveler's outfit, pouch with 5 cp, 7 sp, and 6 gp.

Spells Known (6/7/5; base DC = 12 + spell level): 0—daze, flare, mage hand, open/close, ray of frost, resistance; 1st—mage armor, magic missile, ray of enfeeblement, sleep; 2nd—protection from arrows, Melf's acid arrow.

➤ **Zelonin, male human Sor7:** Medium-size humanoid (human); HD 7d4+14; hp 39; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d4-1/19-20, dagger), or +5 ranged (1d8/19-20, light crossbow); SA Spells; AL NE; SV Fort +4, Ref +4, Will +5; Str 8, Dex 14, Con 14, Int 12, Wis 11, Cha 16. Height 5 ft. 10 in.

Skills and Feats: Appraise +6, Concentration +12, Hide +7, Spot +5; Improved Initiative, Point Blank Shot, Toughness, Weapon Focus (rays).

Possessions: Dagger, light crossbow with a quiver of 20 quarrels, traveler's outfit, pouch with 5 cp, 7 sp, and 6 gp

Spells Known (6/7/7/5; base DC = 12 + spell level): 0—arcane mark, daze, flare, mage hand, open/close, ray of frost, resistance; 1st—color spray, mage armor, magic missile, ray of enfeeblement, sleep; 2nd—protection from arrows, Melf's acid arrow, mirror image; 3rd—displacement, fireball.

➤ **Armond, male human Ftr2:** Medium-size humanoid (human);

HD 2d10+4; hp 16; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 14); Atks +3 melee (1d6+1/19-20, short sword), or +6 ranged (1d6/x3, shortbow); AL N; SV Fort +5, Ref +3, Will +0; Str 12, Dex 16, Con 15, Int 8, Wis 11, Cha 11. *Height 6 ft. 3 in.*

Skills and Feats: Hide +3, Spot +2; Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (shortbow).

Possessions: Chain shirt, traveler's outfit, short sword, shortbow with a quiver of 20 arrows.

➤ **Armond, male human Ftr3:** Medium-size humanoid (human); HD 3d10+6; hp 28; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 14); Atks +4 melee (1d6+1/19-20, short sword), or +7 ranged (1d6/x3, short bow); AL N; SV Fort +5, Ref +4, Will +1; Str 12, Dex 16, Con 15, Int 8, Wis 11, Cha 11. *Height 6 ft. 3 in.*

Skills and Feats: Hide +4, Spot +3; Far Shot, Point Blank Shot, Precise Shot, Quick Shot, Weapon Focus (shortbow).

Possessions: chain shirt, traveler's outfit, short sword, short bow with a quiver of 20 arrows.

➤ **Armond, male human Ftr5:** Medium-size humanoid (human); HD 5d10+15; hp 49; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 14); Atks +6 melee (1d6+1/19-20, short sword), or +9 ranged (1d6/x3, short bow); AL N; SV Fort +7, Ref +4, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 11, Cha 11. *Height 6 ft. 3 in.*

Skills and Feats: Hide +5, Spot +4; Far Shot, Point Blank Shot, Precise Shot, Quick Shot, Weapon Focus (shortbow).

Possessions: Chain shirt, traveler's outfit, short sword, shortbow with a quiver of 20 arrows.

➤ **Armond, male human Ftr7:** Medium-size humanoid (human); HD 7d10+21; hp 67; Init +7; Spd 30 ft; AC 17 (touch 13, flat-footed 14); Atks +10/+5 melee (1d6+1/19-20, short sword), or +11/+6 ranged (1d6/x3, shortbow); AL N; SV Fort +8, Ref +5, Will +2; Str 12, Dex 16, Con 16, Int 8, Wis 11, Cha 11. *Height 6 ft. 3 in.*

Skills and Feats: Hide +6, Spot +5; Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Quick Shot, Weapon Finesse (short sword), Weapon Focus (short bow), Weapon Specialization (shortbow).

Possessions: Chain shirt, traveler's outfit, short sword, shortbow with a quiver of 20 arrows.

➤ **Relana, female human Ftr1:** Medium-size humanoid (human); HD 1d10+2; hp 8; Init +1; Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atks +3/-1 melee (1d6+3/crit 19-20, 1d6+1/19-20, two short swords), or +2 ranged (1d6/x3, shortbow); AL NE; SV Fort +4, Ref +1, Will -1; Str 16, Dex 13, Con 14, Int 12, Wis 8, Cha 11. *Height 5 ft. 7 in.*

Skills and Feats: Climb +3, Hide +2, Jump +3, Spot +2; Power Attack, Two-Weapon Fighting, Weapon Focus (short sword).

Possessions: Chain shirt, traveler's outfit, 2 short swords,

shortbow with quiver of 20 arrows.

➤ **Relana, female human Ftr3:** Medium-size humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atks +5/+1 melee (1d6+3/1d6+1 [crit 19-20], two short swords), or +4 ranged (1d6/x3, short bow); AL NE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 13, Con 14, Int 12, Wis 8, Cha 11. *Height 5 ft. 7 in.*

Skills and Feats: Climb +7, Hide +2, Jump +7, Spot +2; Cleave, Power Attack, Run, Two-Weapon Fighting, Weapon Focus (shortsword).

Possessions: Chain shirt, traveler's outfit, 2 short swords, shortbow with quiver of 20 arrows.

➤ **Relana, female human Ftr5:** Medium-size humanoid (human); HD 5d10+10; hp 44; Init +2; Spd 30 ft; AC 16 (touch 12, flat-footed 14); Atks +7/+3 melee (1d6+5/1d6+3 [crit 19-20], two short swords), or +7 ranged (1d6/x3, short bow); AL NE; SV Fort +6, Ref +3, Will +0; Str 16, Dex 14, Con 14, Int 12, Wis 8, Cha 11. *Height 5 ft. 7 in.*

Skills and Feats: Climb +9, Hide +4, Jump +9, Spot +3; Cleave, Power Attack, Run, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: chain shirt, traveler's outfit, 2 short swords, short bow with quiver of 20 arrows.

➤ **Relana, female human Ftr7:** Medium-size humanoid (human); HD 7d10+14; hp 60; Init +6; Spd 30 ft; AC 16 (touch 12, flat-footed 14); Atks +9/+5/+4 melee (1d6+5/1d6+3/1d6+5 [crit 19-20], two short swords), or +9/+4 ranged (1d6/x3, short bow); AL NE; SV Fort +7, Ref +4, Will +1; Str 16, Dex 14, Con 14, Int 12, Wis 8, Cha 11. *Height 5 ft. 7 in.*

Skills and Feats: Climb +11, Hide +5, Jump +11, Spot +4; Cleave, Improved Initiative, Great Cleave, Power Attack, Run, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: chain shirt, traveler's outfit, 2 short swords, short bow with quiver of 20 arrows.

➤ **Syl Beald, male human Rogr:** Medium-size humanoid (human); HD 1d6+2; hp 6; Init +7; Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atks +omelee (1d6/19-20, short sword), or +2 ranged (1d6/x3, shortbow); SA Rog sneak attack +1d6; AL NE; SV Fort +3, Ref +6, Will +1; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12. *Height 5 ft. 4 in.*

Skills and Feats: Climb +6, Disable Device +7, Hide +9, Listen +8, Move Silently +9, Open Locks +9, Search +7, Spot +8, Tumble +9; Alertness, Improved Initiative, Point Blank Shot.

Possessions: Leather armor, traveler's outfit, short sword, shortbow with quiver of 20 arrows.

➤ **Syl Beald, male human Rog3:** Medium-size humanoid (human); HD 3d6+6; hp 20; Init +7; Spd 30 ft; AC 15 (touch 13, flat-footed 15); Atks +2 melee (1d6/19-20, short sword), or +5 ranged (1d6/x3, shortbow); SA Rog sneak attack +2d6; SQ Rogue Evasion, Uncanny Dodge; AL NE; SV Fort +3, Ref +6, Will +1; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 12. *Height 5 ft. 4 in.*

Skills and Feats: Climb +6, Disable Device +7, Hide +9, Listen +8, Move Silently +9, Open Locks +9, Search +7, Spot +8, Tumble +9; Alertness, Improved Initiative, Point Blank Shot.

Possessions: leather armor, traveler's outfit, short sword, shortbow with quiver of 20 arrows.

➤ **Syl Beald, male human Rog5:** Medium-size humanoid (human); HD 5d6+10; hp 32; Init +7; Spd 30 ft; AC 15 (touch 13, flat-footed 15); Atks +3 melee (1d6/19-20, short sword), or +6 ranged (1d6/x3, short bow); SA Rog sneak attack +3d6; SQ Rogue Evasion, Uncanny Dodge; AL NE; SV Fort +3, Ref +7, Will +1; Str 10, Dex 17, Con 14, Int 12, Wis 10, Cha 12. *Height 5 ft. 4 in.*

Skills and Feats: Climb +8, Disable Device +9, Hide +11, Listen +10, Move Silently +11, Open Locks +11, Search +9, Spot +10, Tumble +11; Alertness, Improved Initiative, Point Blank Shot.

Possessions: leather armor, traveler's outfit, short sword, shortbow with quiver of 20 arrows.

➤ **Syl Beald, male human Rog7:** Medium-size humanoid (human); HD 7d6+14; hp 44; Init +7; Spd 30 ft; AC 15 (touch 13, flat-footed 15); Atks +8 melee (1d6/19-20, short sword), or +8 ranged (1d6/x3, shortbow); SA Rog sneak attack +4d6; SQ Rog Evasion, Uncanny Dodge; AL NE; SV Fort +4, Ref +8, Will +2; Str 10, Dex 17, Con 14, Int 12, Wis 10, Cha 12. *Height 5 ft. 4 in.*

Skills and Feats: Climb +10, Disable Device +11, Hide +13, Listen +12, Move Silently +13, Open Locks +13, Search +11, Spot +12, Tumble +13; Alertness, Improved Initiative, Point Blank Shot, Weapon Finesse (short sword).

Possessions: leather armor, traveler's outfit, short sword, shortbow with quiver of 20 arrows.

ENCOUNTER 4: THE UPPER PIT

➤ **Choker, advanced 6 HD:** CR 4; Small aberration; HD 6d8+6; hp 40; Init +4; Spd 20 ft., climb 10 ft.; AC 16 (touch 11, flat-footed 16); Atks +8 melee (1d3+3, 2 tentacle slaps); SA Haste, improved grab, constrict 1d3 +1; AL CE; SV Fort +3, Ref +2, Will +6; Str 16, Dex 10, Con 13, Int 4, Wis 13, Cha 7.

Skills and Feats: Climb +16, Hide +8, Move Silently +4; Improved Initiative.

Haste (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra partial action each

round, as if affected by a *haste* spell.

Improved Grab (Ex): To use this ability, the choker must hit an opponent of up to Large size with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against Large or smaller creatures. Because it seizes victims by the neck, a creature in a choker's grasp cannot speak or cast spells with verbal components.

➤ **Choker, advanced 12 HD:** CR 6; Medium-size aberration; HD 12d8+24; hp 102; Init +4; Spd 30 ft., climb 20 ft.; AC 14 (touch 9, flat-footed 14); Atks +15 melee (1d6+5, 2 tentacle slaps); SA Haste, improved grab, constrict 1d6+5; AL CE; SV Fort +8, Ref +3, Will +9; Str 20, Dex 8, Con 15, Int 4, Wis 13, Cha 7.

Skills and Feats: Climb +16, Hide +10, Move Silently +4; Improved Initiative, Greater Fortitude, Power Attack.

Haste (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra partial action each round, as if affected by a *haste* spell.

Improved Grab (Ex): To use this ability, the choker must hit an opponent of up to Large size with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A choker deals 1d6+5 points of damage with a successful grapple check against Large or smaller creatures. Because it seizes victims by the neck, a creature in a choker's grasp cannot speak or cast spells with verbal components.

➤ **Black Pudding, advanced 14 HD:** CR 8; Huge ooze; HD 12d10+48; hp 125; Init +5; Spd 20 ft., climb 20 ft.; AC 3; Atks +8 melee (2d6+4 and 2d6 acid, slam); SA Improved grab, acid, constrict 2d6+4 and 2d6 acid; SQ Blindsight, split, ooze; Face/Reach 5 ft. by 20 ft./10 ft.; AL N; SV Fort +7, Ref -2, Will -2; Str 17, Dex 1, Con 19, Int —, Wis 1, Cha 1.

Improved Grab (Ex): To use this ability, the black pudding must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): The pudding secretes a digestive acid that dissolves organic material and metal quickly. Any melee hit deals acid damage. The puddings acidic touch deals 50 points of damage per round to wood or metal objects. The opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 19). The acid can dissolve stone, dealing 20 points of damage per round of contact. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Split (Ex): Weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each

with half the original's hit points (rounded down). A pudding with only 1 hit point cannot be further split.

➤ **Jezzil, Lat, and Zorz, male goblins Rog2** (3): CR 2; Small humanoid; HD 2d6+2; hp 10, 9, 8; Spd 20 ft.; AC 16 (touch 13, flat-footed 14); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d6, javelin); SA Sneak attack +1d6; SQ Evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 8, Dex 14, Con 12, Int 10, Wis 11, Chr 8.

Skills and Feats: Balance +7, Climb +4, Escape Artist +7, Hide +8, Listen +7, Move Silently +11, Sense Motive +4; Spot +7; Alertness.

Possessions: Studded leather armor, short sword, 3 javelins.

➤ **Jezzil, Lat, and Zorz, male goblins Rog3** (3): CR 3; Small humanoid; HD 3d6+3; hp 15, 14, 13; Spd 20 ft.; AC 16 (touch 13, flat-footed 16); Atks +5 melee (1d6/19-20, short sword) or +5 ranged (1d6, javelin); SA Sneak attack +2d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +1, Ref +5, Will +0; Str 8, Dex 14, Con 12, Int 10, Wis 11, Chr 8.

Skills and Feats: Balance +8, Climb +5, Escape Artist +8, Hide +9, Listen +8, Move Silently +12, Sense Motive +5; Spot +8; Alertness. Weapon Finesse (short sword).

Possessions: Studded leather armor, short sword, 3 javelins.

ENCOUNTER 5: THE UNDER PIT

➤ **Sergeant, male hobgoblin Ftr3:** CR 3; Medium-size humanoid (goblinoid); HD 2d10+4; hp variable; Int +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atks +4 melee (1d8+1/19-20, longsword), or +4 ranged (1d6+1 javelin); SQ Darkvision 60 ft.; SV Fort +5, Ref +2, Will +1; Str 12, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Swim +5, Ride +5; Cleave, Power Attack, Weapon Focus (longsword), Weapon focus (javelin).

Possessions: Chain shirt, small wooden shield, longsword, 3 javelins.

➤ **Warriors, male and female hobgoblins War2:** CR 1; Medium-size humanoid (goblinoid); HD 2d8+2; hp variable; Int +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +2 melee (1d8/19-20, longsword) or +2 ranged (1d6, javelin); SQ Darkvision 60 ft.; SV Fort +4, Ref +0, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +4, Move Silently +3, Spot +4; Alertness.

Possessions: Studded leather armor, small wooden shield, longsword, 3 javelins.

➤ **Warriors, male and female hobgoblins War3:** CR 2; Medium-

size humanoid (goblinoid); HD 3d8+3; hp variable; Int +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +3 melee (1d8/19-20, longsword) or +2 ranged (1d6, javelin); SQ Darkvision 60 ft.; SV Fort +4, Ref +1, Will +1; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +1, Listen +5, Move Silently +3, Spot +5; Alertness, Weapon Focus (longsword)

Possessions: Studded leather armor, small wooden shield, longsword, 3 javelins.

➤ **Glarnog, male hobgoblin Ftr6:** CR 6; Medium-size humanoid (goblinoid); HD 6d10+18; hp 54; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atks +8/+3 melee (1d8/x3+3, battleaxe), or +9/+4 ranged (1d6+1, javelin); SQ Darkvision 60 ft.; SV Fort +8, Ref +4, Will +4; Str 12, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Ride +8, Swim +7; Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (battleaxe), Weapon Focus (javelin), Weapons Specialization (battle axe).

Possessions: Chainmail, large wooden shield, battleaxe, 3 javelins.

➤ **Xelab, male hobgoblin Adp5:** CR 4; Medium-size humanoid (goblinoid); HD 5d6+10; hp 30; Init +3; Spd 20 ft.; AC 12 (touch 9, flat-footed 12); Atks +5 melee (1d8+3, morningstar); SQ Darkvision 60 ft.; SV Fort +3, Ref +0, Will +6; Str 16, Con 14, Dex 8, Int 10, Wis 14, Chr 14.

Skills and Feats: Concentration +11, Wilderness Lore +6, Spellcraft +3; Improved Initiative, Weapon Focus (morningstar)

Possessions: Hide armor, small wooden shield, morningstar.

Spells Prepared (3/3/2; base DC = 12 + spell level): 0—*create water, guidance* (x2); 1st—*burning hands* (x2), *obscuring mist*; 2nd—*bull's strength, mirror image*.

➤ **Xelab, male hobgoblin Adp7:** CR 6; Medium-size humanoid (goblinoid); HD 7d6+14; hp 40; Init +3; Spd 20 ft.; AC 12 (touch 9, flat-footed 12); Atks +6 melee (1d8+3, morningstar); SQ Darkvision 60 ft.; SV Fort +4, Ref +1, Will +7; Str 16, Con 14, Dex 8, Int 10, Wis 14, Chr 14.

Skills and Feats: Concentration +13, Wilderness Lore +6, Spellcraft +5; Improved Initiative, Maximized Spell, Weapon Focus (morningstar)

Possessions: Hide armor, small wooden shield, morningstar.

Spells Prepared (3/4/3; base DC = 12 + spell level): 0—*create water, guidance* (x2); 1st—*burning hands* (x3), *obscuring mist*; 2nd—*bull's strength, maximized burning hands, mirror image*.

➤ **Xelab, male hobgoblin Adp9:** CR 8; Medium-size humanoid (goblinoid); HD 9d6+18; hp 50; Init +3; Spd 20 ft.; AC 12 (touch 9, flat-footed 12); Atks +7 melee (1d8+3, morningstar); SQ

Darkvision 60 ft.; SV Fort +5, Ref +2, Will +8; Str 16, Con 14, Dex 9, Int 10, Wis 14, Chr 14.

Skills and Feats: Concentration +15, Wilderness Lore +6, Spellcraft +8; Improved Initiative, Maximized Spell, Spell Focus (transmutation), Weapon Focus (morningstar)

Possessions: Hide armor, small wooden shield, morningstar.

Spells Prepared (3/4/3/1; base DC = 12 + spell level): 0—*create water, guidance* (x2); 1st—*burning hands* (x3), *obscuring mist*; 2nd—*bull's strength, maximized burning hands, mirror image*; 3rd—*lightning bolt*.

➤ **Xelab, male hobgoblin Adpri:** CR 10; Medium-size humanoid (goblinoid); HD 11d6+22; hp 60; Init +3; Spd 20 ft.; AC 12 (touch 9, flat-footed 12); Atks +8 melee (1d8+3, morningstar); SQ Darkvision 60 ft.; SV Fort +6, Ref +3, Will +9; Str 16, Con 14, Dex 9, Int 10, Wis 14, Chr 14.

Skills and Feats: Concentration +17, Wilderness Lore +6, Spellcraft +10; Improved Initiative, Maximized Spell, Spell Focus (transmutation), Weapon Focus (morningstar)

Possessions: Hide armor, small wooden shield, morningstar.

Spells Prepared (3/4/3/2; base DC = 12 + spell level): 0—*create water, guidance* (x2); 1st—*burning hands* (x3), *obscuring mist*; 2nd—*bull's strength, maximized burning hands, mirror image*; 3rd—*lightning bolt* (x2).

ENCOUNTER 6: BURROWING DEVILS

➤ **Bulette, advanced 16 HD** (2): CR 9; Huge Beast; HD 16d10+80; hp 160, 145; Init +2; Speed 40 ft., burrow 10 ft.; AC 22 (touch 10, flat footed 22); Atks +18 melee (2d8+8, bite) and +13 (2d6+4, 2 claws; Face/Reach 10 ft. by 20 ft. by 10 ft.; SA Leap; SQ Scent, tremorsense; AL N; SV Fort +14, Ref +11; Will +6; Str 27, Dex 15, Coon 20, Int 2, Wis 13, Cha 6.

Skills: Jump +15; Listen +9.

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, but it cannot bite. The attack bonus is +18.

Tremorsense (Ex): Bulettes can automatically sense the location of anything within 60 feet that is in contact with the ground.

APPENDIX B

This tale is one that barkeep gladly shares with any PCs that inquire about his time as a caravan guard:

“So you want to know a bit about my time guarding for the Red Wheel Shipping Coster, do you? Well, I guess I have a tale or two that I could share.

Once, me and some other guards were hired to help escort a caravan from Greyhawk to Leukish, you know, the capital of the Duchy of Urnst. Well anyways, for some reason this cargo had to go overland and couldn't go by sea. Not sure exactly what we were guarding, but it was never my business to know so what did I care. If you didn't know, the path to Leukish from Greyhawk takes you through the Mist Marsh and around the southern edge of the Cairn Hills. We made it through the Mist Marsh alright, really rather unexpectedly, so we were maybe a bit care-free heading through the Cairn Hills. About the ninth day out, I was riding alongside the lead wagon. Elbein was riding scout, about a half mile ahead of us. Talane was riding to the left and Wildern on the right. Bringing up the rear were Alvar and Gadley. Luckily, we even had some priest of Boccob named Isen riding along with the second wagon. Around midday, the ambush hit us. Apparently, some ogres had gotten organized under a hill giant. Who knows what was going on, maybe some evil mage was compelling them or some greater force than that, but we didn't exactly stop to question them. First, they let Elbein ride on through. Somehow, he completely missed them. Just as I passed through their ambush zone, a boulder came flying out at me while the ogres charged the horses. See what I mean, the ogres knew to at least disable us by killing the horses pulling the wagons. Not normal for an ogre to think that much. Fortunately, I caught the motion of the hill giant and managed to maneuver my horse out of the way of the boulder. Letting out a shout to Elbein so he'd come back and help us, I turned to engage my nearest foe. Isen let loose with a pair of flaming arrows that slammed into the hill giant, but that hardly fazed it. Talane had one ogre completely engaged, scoring a few blows across its torso with his long sword. Alvar and Gadley looked to be doing alright with the two ogres that attacked them back, though Alvar did have a nasty looking bruise on his cheek. Wildern, however, was being overborn by two ogres while the third tried to dodge his battleaxe to get at the wagon horses. Seeing where help was needed, I closed to help Wildern out. Charging into combat with my spear, I slammed into the ogre trying to get at the horses. With a satisfying crunch, I saw the spear completely drive through the ogre's heart, exiting from its back. The ogre fell lifeless, but my spear was wedged and lost to me for the combat. I lost track of everyone else except Wildern, who was pulled off his horse. The ogres ripped his helmet off and started bashing his skull with rocks before I could get over and distract them with my longsword. I took a few smacks in my ribs, breaking one or two of them, but I was dealing blows back. Fortunately, Elbein made it back and helped finish off the two ogres on me. During the battle, Isen managed to chase off the hill giant with his magic. Alvar and

Gadley had a few bruises, but nothing that wouldn't heal in a few days. Talane was almost unharmed, but his shield was dented beyond repair. I had a few broken ribs while Elbein missed most of the fun and only got a black eye for his efforts. Wildern, though, was bleeding from multiple wounds to his head. He was unconscious, and we all feared he would die before we could get him any help. Luckily, or maybe I should say magically, we were forgetting our priest of Boccob. Isen quickly went to Wildern's side and began chanting. As we watched, a magical glow began flowing from Isen's hands to the worst of Wildern's wounds. Those wounds stopped bleeding and closed before our eyes. Over the next few days, Isen managed to finish healing Wildern and even managed to fix my broken ribs. The rest of the trip was rather uneventful, but you never know what will happen when you pull caravan duty. I wonder whatever happened to Isen. Never did see him again, not since we got to Leukish. Well, I guess I should save my other tales for another day. Got customers to serve and all.

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.