

URD1-11

INCIDENT AT KIDDEKY CROSSING

A One-Round D&D LIVING GREYHAWK®
Duchy of Urnst Regional Adventure

Version 1

by Richard Hubbard

The citizens of the poverty stricken community of Kiddeky Crossing awakens to find recently arrived cleric of Saint Cuthbert brutally murdered and terribly mutilated. There is no apparent motive for the crime and no witnesses to the act. An adventure for characters level 1-6.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

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

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

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
- 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three

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

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

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

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.

Wild: You are living the wild as a nomad, or perhaps in a cave. You hunt and gather your own food, and your clothes consist of furs, leathers, or hand-woven garments. At times, food is scarce and you must go hungry.

You must pass a Wilderness Lore skill check (DC 16) to survive with this lifestyle, if you fail you are destitute instead. You may take 10 on this check.

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

Rough: You live in the wilderness, either roaming a specific territory or living in a crude shack or tent. Your meals come from hunting and foraging animals, possibly supplemented by a few crops or herded animals. You barter for equipment and trade for coins when possible. You wear peasant clothing, leather, furs, or hand-woven garments.

You must pass a Wilderness Lore skill check (DC 14) to survive with this lifestyle, if you fail you are **poor** instead. You may take 10 on this check.

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
Wild	14 sp	-2*
Poor	43 sp	-1
Rough	43 sp	-1*
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

* Reduced to -1 in rural interactions

** No penalty in rural interactions

Bard PCs who choose the Common, High or Luxury lifestyle may roll a Perform check at DC 20 to reduce their lifestyle costs by 25%.

ADVENTURE BACKGROUND

In times past the Lord of Kiddeky manor kept the hamlet of Kiddeky Crossing and the surrounding scrubland farms reasonably livable by collecting only a few taxes and providing generous help in times of need. Although the manor never showed much of a profit, Lord Kiddeky often used his other income from family holdings in the city of Pontyrel to support his subjects.

Twelve years ago Lord Kiddeky was summoned to fight a large and well-organized group of bandits out of the Abbor-Alz who were preying upon traders skirting the northern edges of that range. When he was killed in an ambush, Domalyn, his trusted aide and longtime advisor, returned to Kiddeky Crossing with the sad news and the few possessions the Lord had taken with him into the field. Included were two books, written in some odd script, that Kiddeky had taken from the bandit chief's packs the day before his death.

Kiddeky's wife left the failing manor within a year, returning to the city where her family lived. Left behind were most of the furnishings of the manor, including Lord Kiddeky's modest library.

Domalyn, Kiddeky's elderly advisor, was shattered by his Lord's death and never really recovered. He has been living in semi seclusion with his daughter's family at a small farm just north of town for the past twelve years.

The surrounding lands were so unproductive that no one came to occupy the deserted manor. Most of the farmers soon abandoned their poor farms and the hamlet of Kiddeky crossing became a virtual ghost town. Only a small general store, the smithy, and the inn, which catered to the remaining farmers and the few traders still passing that way, were still occupied.

The old church stood abandoned for several years until Brother Valardy, an aged cleric of Saint Cuthbert, came and partially restored enough of it to minister to the few remaining residents and the occasional traveler. It seemed an odd place to have been chosen for his retirement, but the locals welcomed his presence.

Actually, the cleric had heard rumors that Lord Kiddeky had acquired a pair of books purporting to be a personal record of the activities of a Lord Robilar who had been exploring the Bright Desert just south of the Abbor-Alz.

Robilar, who once released and battled the imprisoned demigod Iuz beneath Castle Greyhawk, is now commanding the armies of the Archmage Rary in the Bright Lands. The two fled to the Bright Desert after an aborted coup attempt against the Circle of Eight in Greyhawk. Robilar is sought by many in the Flanaess for

his role in the murders of Otiluke and Tenser (Tenser was eventually returned to life via a hidden clone).

Brother Valardy discreetly questioned Domalyn about the circumstances of Lord Kiddeky's death and discovered that Kiddeky had indeed found the two carefully wrapped books in the packs of the bandit chief they had defeated. The next day the Lord's party was ambushed by a well-armed group of mounted men and Kiddeky was killed. Domalyn managed to kill the officer who slew Kiddeky and the rest of the ambushers were driven off.

The Church of Saint Cuthbert would love to get its hands on the books if they indeed prove to be a record of Robilar's activities in the Bright Desert.

Searching the deserted manor located two miles south of the town, Valardy finally found the diaries in a pile of deteriorating old books just two weeks ago. Although he was unable to translate most of the script, he was able to ascertain that the infamous Robilar had indeed written them. He sent a message to his superiors and expected someone to arrive soon to take possession of them.

Unfortunately, an agent of Robilar's has also managed to trace Domalyn and the books to Kiddeky Crossing. Al'lorgar, a trusted lieutenant with a small force has been sent to acquire them.

Setting up his camp in the deserted manor, the Al'lorgar checked out the local situation and last night with several of his men, he snuck into town, entered the church, and after a brief struggle killed the old cleric.

Brother Valardy was in a secret room he used as a study when the raiders entered the church. Lulled by the peace and quiet he had become accustomed to in the village, he had left the door to the room open. Realizing he could not escape, the old cleric concentrated his attacks on the lieutenant and surprising him with the strength and skill still remaining in his aged body, managed to inflict some serious damage before he was overwhelmed.

The wounded Al'lorgar mutilated the old cleric's body and left his severed head on the private altar in the secret room with the cleric's badge of office (a billet symbol) stuffed into its mouth.

The raiders took the two books and a golden chalice they found on the altar and returned to the deserted manor to rest and heal before returning to a way station in the Abbor-Alz where Robilar's agent was to meet them and pick up the books.

In the morning, realizing that he was too weak from his wounds to quickly make the trek back to the way-station, Al'lorgar sent his scout (Fader) and his guard archers ahead to be sure the books would be at the station when Robilar's agent arrived. He also sent a group of norkers under his sergeant (Alkarra) to deal with Domalyn and avenge the officer that Robilar had originally sent to acquire the diaries from the bandit chief.

The badly wounded lieutenant, with a few other members of his team, is resting in the old manor before moving to rejoin the rest of his force.

ADVENTURE SUMMARY

Encounter 1

The party will meet the invalid Abessa, have a chance to investigate the scene of the crime, find the secret room, and deal with a spear trap. From Abessa they should learn about the missing Chalice of Relief and the two books. A confidant of the cleric, she knows quite a bit about the diary's significance and how they came to be in the cleric's possession.

Encounter 2

The PCs will have to deal with the human sergeant Alkarra and norkers that killed Domalyn (Lord Kiddeky's aging advisor) and his family, and are burning the farm where he was living. During the battle they can rescue Domalyn's granddaughter from the pantry in which she was hiding in the burning farmhouse.

Encounter 3

The townspeople will be able to provide clues about the "strangers" at the old manor and motivate the party to hurry there to deal with the raiders and recover the stolen items. Wounded characters may receive some "free" healing.

Encounter 4

Arriving at the old manor, the party must use some intelligent tactics to defeat Al'lorgar and his men. Even without his armor, and suffering injuries, the lieutenant is still a formidable opponent. His men include the wizard Dalkar, several nomad warriors, and an accomplished rogue (Durl). The party recovers the chalice and learns that the books have been sent ahead to the way station. The Durl will attempt to steal back the chalice – either at the manor or when the party returns to town.

Encounter 5

This encounter only occurs if the party returns to the town that night. Again, there is a chance that they can get a bit of free healing.

Encounter 6

As the party is traveling to the way station, they must deal with the cowardly human warrior Beydorn and his dog pack. He may confirm that Al'lorgar's scout (Fader) and a number of nomad archers are indeed at the way station.

Encounter 7

At the way station, requires the party to take on Fader, the human ranger, and several of Robilar's archers. The clearing around the small station offers no cover and the party must figure out a way to reach the defenders without taking excessive damage. They can now recover the diaries.

Conclusion

When the party returns to the town or the main road, they will meet the emissaries from Saint Cuthbert who will

accept the records of Robilar's activities and reward the adventurers.

This module is very linear in construction, but the sequence of events should allow the players to proceed through it without feeling that they are being led.

PLAYER'S INTRODUCTION

After a long days travel through a dry and rocky scrubland where most of the poor farms you pass seem to have been abandoned, your party spends the night at a small inn in the nearly deserted hamlet of Kiddeky Crossing. The inn, a general store, a smithy, and a partially rebuilt church are the few occupied structures still standing in the town.

Awaking in the morning your minds are still centered on your morning meal when you hear yelling from outside the inn. You quickly step out of the inn to see half a dozen townsfolk up the road near the chapel. Several more villagers are moving toward the structure.

You move up the road to the outside of the chapel. As you move past the small crowd of villagers, you can clearly see a hand painted sign on the structure proclaiming that dilapidated structure to be the "Kiddeky Crossing Chapel of Saint Cuthbert".

While many of the villagers appear as curious and confused as you, several of the women and children closest to the chapel are in tears and the men are excited and alarmed.

Peering through the open door you can see the headless body of a frail looking old cleric lying in a pool of dried blood near the center of a room with some overturned and broken benches scattered about.

ENCOUNTER 1

Refer to Appendix B for maps of the Kiddeky Crossing village and the Chapel.

As the adventurers look through the open door of the chapel, a woman is heard screaming "I must see him, I must see him", as she wheels herself across the street from the smithy in a strange contraption which looks like a chair with a large and a small wheel attached to each side. The adventurers will meet Abessa, the smith's wife. (Appendix B, Female Human Com 1, 53 yrs). She is an invalid, confined to a wheelchair her blacksmith husband has made for her.

The rest of the town residents, consisting of two men, three more women, two young boys, and two girls, are gathered outside the chapel. A traveling trader and his apprentice watch from the doorway of the Inn.

The players can take over the action from this point.

Abessa will keep trying to get to the chapel door, sobbing, "Let me in!" Her husband will relent and push the wheelchair into the chapel when the opportunity presents itself. Abessa will go over to the cleric's body and remain there sobbing. Her husband is the quiet type. He has nothing to say and will stay by her side. The rest of the townspeople will remain outside.

It is assumed that the adventurers will enter the chapel to investigate.

Main Room

The remaining villagers part to allow you to move into the building.

The inside of the chapel shows obvious signs of a violent struggle. Besides of the headless body of the old cleric in the center of the main room, two of the five pew benches have been overturned and a small offering table shows several heavy "hack" marks.

A doorway to the cleric's bedroom is open and shows that the cleric's struggle appears to have started in there. A stool is overturned and the window shutters appear to have been forced open.

The body itself, besides being headless, shows that the cleric was dressed in simple grey robes and wearing his belt and boots. Blood soaks most of the clothing and the wooden planks of the floor.

If the PCs take detailed search rolls in the building they may find the following:

- DC 10 – Several blood splatters in the bedroom and a trail of blood near the window show that that someone other than the cleric was injured.
- DC 15 – Hack marks on the furniture indicates at least two types of slashing weapons – one the general size of a longsword and one much larger.
- DC 20 – Secret door. See bedroom below.

A healing check (DC 15) will reveal that either a bastard or greatsword dropped the cleric.

A tracking check (DC 10) will follow the bloody prints to an area near the back of the chapel where several horse tracks lead back the road and out of the village. A (DC 18) check will determine that at least four or five men participated in the attack. A second tracking roll (DC 12) is required to follow the tracks to the old manor house (see Encounter 4). However, Encounter 2 will occur before the PCs have any change to follow the tracks more than a short distance.

An open doorway in the west wall leads into the cleric's bedroom.

Special. There is a secret door (Search, DC 20) off the writing room. The wall appears normal wood paneling, but pressing what appears to be a knot in the wood paneling opens the door (inwards).

Note. If the party fails to discover the secret door before they leave the chapel or question Abessa in detail, she will point it out, "There is a door there." She shows how to open it.

Bedroom

The cot has been overturned, a wardrobe dumped over, and several shabby cloaks and robes are scattered about the floor along with toilet articles and undergarments. There is nothing of value in this bedroom.

Secret Room

In the secret room are a small bookshelf (containing a few torn books), and a small altar, actually just a table covered by a cloth bearing religious symbols. The floor is littered with the pages of books torn from their bindings, some broken candlesticks and writing materials, obviously swept from the table. A worn suit of leather armor hangs from a peg near the door.

Resting on the blood stained altar cloth is the cleric's severed head. There is something stuffed into its open mouth. A cudgel broken into two pieces lies beside the head. Bloodstains on its business end show that the cleric managed to land some telling blows.

The object in the cleric's mouth is his religious badge of office, a billet symbol (cudgel).

A trip-wire runs across the opening of the secret door. The first person passing through the secret door must make a reflex save (DC 18) to avoid a falling block of masonry hanging over the doorway.

✦ **Trip-wire trap:** (1d6, falling block); Reflex save for no damage (DC 18); Search (DC 15), Disable Device (DC 5). It can be stepped over without any problems.

As soon as she sees inside of the secret room, Abessa will now point out that several things are missing.

She knows that there should be a golden cup (Chalice of Relief, see magic item), and two black bound books that the cleric considered to be valuable on the altar. None of the torn books on the floor answer the description.

At this point Abessa may be questioned in detail. She will volunteer this information even if not questioned directly. She is in shock and wants to talk about it.

You should paraphrase the following information to the party. Take your time and make it conversational.

- Brother Valardy (the cleric) has been in Kiddeky Crossing since the previous summer. Seemingly retired from active service, the aged cleric partially restored the old church and ministered to the few remaining townspeople, the neighboring farmers, and the occasional traders and travelers passing through the area.
- He befriended the invalid Abessa using his most prized possession, the Chalice of Relief, to relieve her arthritic pain when it threatened to overcome her. An ounce of wine swirled in the cup before drinking would provide relief from all pains for twenty-four hours. Since the cup could only be used once a day, the cleric himself would endure the pain from his old wounds in order to aid Abessa.
- The cleric eventually confided to his most devoted parishioner, his real reason for coming to Kiddeky Crossing.
- Valardy had heard rumors that Lord Kiddeky had captured a pair of books purporting to be a record of the activities of Lord Robilar, notorious for his role in the betrayal of Tenser and Otiluke. These books concerned his travels in the Bright Desert, just south

of the Abbor-Alz. Robilar was seeking a location for a sanctuary for the Archmage Rary and himself should their planned coup in Greyhawk should fail.

- The cleric first questioned Domalyn, Lord Kiddeky's trusted advisor, who had accompanied Kiddeky on his last campaign and brought the sad news of his death and the few possessions the Lord had with him in the field, back to the manor.
- Domalyn never recovered from his loss and is living with his daughter's family on a small farm just north of town. He reluctantly confided the details of Kiddeky's death to Brother Valardy.
- Lord Kiddeky had found the two carefully wrapped books in the packs of a bandit chief they had defeated.
- Domalyn had no idea of the importance of the books, and presumed that they were left with the rest of Kiddeky's small library when the Lord's wife deserted the manor and returned to her family in Pontyrel.
- Brother Valardy quietly searched through the deserted manor and found the books just two weeks ago.
- Although unable to translate the writings in the books, the cleric was able to determine that they were indeed written by the notorious Robilar.
- He has sent word of the find to his superiors, and expected someone from the church to arrive soon to take possession of the books.

When the party finishes questioning Abessa, Encounter 2 is triggered.

ENCOUNTER 2

Refer to the Nirond Farm map. (Appendix A)

Kip, the innkeeper's youngest daughter, runs up to the group outside the chapel screaming, "There's lots and lots of smoke coming from the Nirond farm!"

This small farm is only one-half a mile north of town. The innkeeper, his wife and two daughters, and the woman who owns the general store with her two young boys, all start running toward the rising smoke. If necessary they will beg the party of adventurers to accompany them.

As the party crests a small hill approaching the farm, they see several humanoids (norkers) firing the barn, and a human in chain armor examining the bodies, all clad in their nightclothes, of the farmer, his wife, and an older man (Domalyn) in front of the fiercely burning farmhouse. Two dead norkers attest to their attempts to fight off the attackers.

All the townspeople stop at the top of the hill and wait for the adventurers to deal with the situation.

When the adventurers first reach the crest of the hill and see the farm, they have a surprise round, partial action, before the raiders spot them.

Roll initiative for all party members at this time.

The rear of the house (kitchen area) and the barn, have been set afire by the norkers.

The barn and house are 120 feet away from the crest of the hill. Sergeant Alkarra and one norker stand approximately 60 feet from the front of the house. One norker is behind the house, while the remaining norkers are finishing setting the barn ablaze.

Once noticed, Alkarra and his norker guard will hold their position while those near the barn will charge forward to assist.

Timing is important in this encounter. The party should hear the sound of a child screaming from the rear of the burning farmhouse just as any one of the adventurers first finishes any fire or melee attack on any of the raiders.

The party has a limited number of rounds after the one in which the screams are first heard to accomplish a rescue. When they get to the open kitchen window in the rear of the house they will realize that the screams are coming from behind a pantry door inside the smoke filled (or burning) kitchen. To enter the kitchen and reach the pantry door will take one full round due to the smoke. To rescue the child from the pantry and take her outside to safety will take an additional full round action. Any special preparations such as soaking with water or bundling in extra clothing or a blanket will take an additional full round.

Five rounds after the cries are first heard, flames will have spread to the kitchen, and an adventurer entering the room will take fire damage each round in the room. On rounds 5 through 8, any player in the room takes 1d6 points of fire damage from the extreme heat.

At the end of round 8, the ceiling collapses. Anyone in the room takes 3d6 points of bludgeoning damage (Reflex save DC 20 for half damage). From this point onward the flames cause 2d6 points of fire damage each to anyone in the room and characters must make a Reflex save (DC 15) or have their clothing catch on fire (taking an additional 1d3 points of fire damage each round until she succeeds at a DC 15 Reflex save. See catching on fire rules, *DUNGEON MASTER'S Guide* p86).

The pantry door, or the adventurer performing the rescue, will shield the child's body so that she will take only 1 point of damage each round after the kitchen catches fire. She has 4 hp.

If the child was still inside the house during round 8 then she is unconscious (-6 hp) and needs aid to prevent her from dieing. She loses 1 hp per round and dies at the end of round 12.

The old man was Domalyn. His daughter, Kellyn, was the farmer Nirond's wife. All three are dead. The child is his granddaughter, Erithyn.

The adventurers may try to put out the fire in the barn or just lead the cow and the two plow horses inside it out to safety. There is a well (with a bucket on a rope) between the house and the barn. The townspeople will assist. The house is beyond saving.

After this encounter, the townspeople will take the child back to town and encourage the adventurers to accompany them. There is a hand drawn cart in the yard that may be used to carry the farm family's bodies back to town.

APL 2 (EL 4)

➤ **Norkers** (4): hp 6; see Appendix C.

➤ **Sergeant Alkarra, male human Ftr2**: hp 16; see Appendix C.

APL 4 (EL 6)

➤ **Norkers** (6): hp 6; see Appendix C.

➤ **Sergeant Alkarra, male human Ftr4**: hp 24; see Appendix C.

ENCOUNTER 3

The players return to town and have an opportunity to question the other townspeople. They will all gather in front of the inn as the innkeeper's wife takes Domalyn's granddaughter inside to bathe and comfort her.

If any of the adventurers or the little girl still have uncured damage, Nekra will go into her store and return with potions of *cure light wounds*. She has up to five potions that brother Valardy left her for safekeeping.

She will explain, "These were lent to me by Brother Valardy for town emergencies. This seems to be the time to use them." She will administer them herself and refuses to part with them otherwise. I.e. the players may not keep these items.

The PCs may now ask some of the other villagers about recent events. At this point most of the villagers are now present and have calmed down. There are two key bits of information about the recent days.

- Two days ago a young man named Fader arrived in the inn. Seril thought he was a handsome man (scowls from her parents) and followed him. He was extremely pleasant, but had a foreign accent. He spent most of the morning around town and asked her lots of questions about the farms. She remembers telling him about Nirond's farm. He left quickly afterwards without even saying goodbye.
- Renni and Roddi (see Appendix B) ran into Fader near the old manor house. He asked a few questions about the place and when they told him it was abandoned and no one ever came there, he gave them a silver piece each.

If asked most of the villagers can provide an accurate description of Fader.

Abessa can also answer any other questions that the PCs might have about the cleric. Refer to information in Encounter 1.

Refer to appendix B for villager descriptions.

Fader is a ranger in Robilar's employ. He was a scout and for Al'lorgar. No one in town knows this. He checked into the inn and looked the town over. His main goals were to find out the location of the Nirond farm and scout out the chapel.

He is a nice looking lad of about twenty. While in the town he was wearing an explorer's outfit. He carried a longbow, but wore no armor. He traveled on foot.

He is no longer in town. No one has seen him since yesterday evening. No one saw him leave. His room at the inn is empty and no sign of his occupancy remains.

The boys can describe the old manor house and the terrain around it in detail (see The Old Manor in Encounter 4 below).

The party should acquire all the above information, but don't let them waste too much time questioning townspeople who know nothing. If necessary the townsfolk will encourage the party to try to find this fellow and direct them to the manor house if the PCs seem reluctant.

The townsfolk can provide detailed directions to the manor. None of the townspeople will accompany the party to the Old Manor. Necra will not allow her boys to go.

There are no horses available for sale in town. Nekra carries only common goods in her store, no weapons (except common daggers and staves) or armor. Other goods are restricted to goods common to a small community and under 50 gp in value.

Following the tracks from the chapel will only ascertain that several men did indeed rejoin the road and were heading towards the manor.

ENCOUNTER FOUR

Refer to Map 3 – The Old Manor

This is actually a set of four smaller encounters in and near the manor house. How the PCs approach and initiate the attack will determine the actions each of the nomads take. The first three should occur sequentially without any significant rest time in between them.

As the party approaches within their first sight of the Old Manor through the trees, stress the following about what they see:

An old manor house lies in a large dry field. The building is two stories tall, some forty feet square, and must have once been a moderately impressive building. However, years of abandonment now leave the place in poor condition. Sun, dust, and wind have left paint peeling off most of the building and shutters, roof tiles, and some pillars no longer lay in the fields next to the building.

A five-foot tall wooden fence that is broken down in many places surrounds the manor.

There is a sentry sitting on the wall by an open gate in the front of the manor. Wearing a light armor and carrying a curved blade, he seems to be carefully watching the area near that entrance.

There are four others similarly armed sitting on the front porch. Tied to the porch pillars are five horses – their saddles sitting on the porch.

The best cover inside the wall is an old overgrown orchard that fills the back part of the yard right up to the rear of the manor.

A Spot check (DC 23) will also reveal a figure in one of the upstairs windows.

The PCs may approach via the reach orchard (now overgrown by weeds and small bushes). If so, they can approach the rear and Encounter 4a and most likely again a surprise round on the lieutenant. If they attempt a frontal assault, or move near the front area, see Encounter 4b.

Encounter 4a – Al'lorgar

Through the two open windows in the back of the manor, the party can see Lieutenant Al'lorgar, without his armor and with a number of bandages covering his wounds, lying on his bedroll on the floor of the manor's empty kitchen. His un-holy symbol of Ralishaz, three sticks of bone, is on a chain around his neck. He used all his spells in the fight with the cleric. In APL 4, he has only one of his domain spells remaining. He is busy writing on a scroll. Beside him is his greatsword. His chain armor is stacked at the foot of the bedroll. A backpack leans against wall by the door to the servant's quarters. On top of the pack sits an object wrapped in an old towel – then golden cup.

The lieutenant is preoccupied in his wounds and writing. He gains no spot checks for characters approaching and players gain a +2 circumstance bonus on move silent checks. Even moderately stealthy players will reach the window or possibly get into the room. Gaining a surprise round should be fairly easy.

Up to four characters may fire missiles or spells through the two open windows or two characters may climb or jump through the windows into the room on their surprise actions.

If he survives the surprise round, he will grab his sword, get to his feet, and let out a yell for help when it is his action to act in the following round. If players have entered the room he will also attack if they are within five feet of the bed.

If still alive on the following rounds, he will attempt to take cover beside the window (if the PCs are using ranged weapons from outside), or move through the doorway and fight defensively attempting to delay the PCs at the doorway until help arrives.

There are three possible scenarios that depend on this encounter's results:

Al'lorgar Makes Noise

If the lieutenant yells or engage in noisy combat, he will be heard through the open doors by the nomad guards on the front porch and the sentry by the gate. They will run toward the kitchen (one round to the open door). The wizard (4c) upstairs will hear yell on a listen check (DC 10) or the sounds of combat (DC 15). The rogue (4d) will automatically hear any yelling or sounds of combat from the cellar stairs.

Al'lorgar Does Not Make Noise

If the lieutenant doesn't yell, the party will have a one round respite before the men from the porch first move to come and investigate the small sounds of the

attack. The kitchen is an additional two rounds (walking) from the porch. Those upstairs will not be aware of the party and the rogue in the cellar (4d) will only be alerted if the party descends the stairway.

The Party Attacks from the Front

If the first attack happens out in front of the manor, Al'lorgar will pick up his sword and take two rounds to reach the porch, still without armor, but now much more dangerous. He will alert all in the manor by yelling up and down the stairways.

Special: The scroll he is writing is Player's Handout 1. Also in his backpack will be found a scroll case (leather) containing Player's Handout 2.

Treasure: Besides his personal items, wrapped in an old towel on his pack is the Golden Chalice (see cert.)

ENCOUNTER 4B: DOWNSTAIRS GUARDS

Three possible scenarios:

PCs Attack the Guard at the Gate

If the sentry by the gate is the object of the first attack, his attacker(s) may sneak up on him. Roll hide vs. his spot. The men on the porch will hear him yell or see him be attacked and move quickly to join the melee. They will also yell a warning that alerts the lieutenant (4a), wizard (4c), and rogue (4d).

Any attempt to approach the porch area will likely alert the horses and spook them.

PCs Attack Al'lorgar

If the men on the porch hear the lieutenant yell, they will *run* through the great hall toward the kitchen on the next round and arrive at the open kitchen door in one round. The sentry by the gate will run around the outside of the manor and arrive at the back of the manor in two rounds.

Al'lorgar is Killed without Warning

If the lieutenant is killed without being able to yell or make extended noise in combat, the men on the porch will hear the soft sounds of the scuffle, discuss it for one round and then walk back through the great hall arriving at the open kitchen door in two more rounds. If they see anyone in the great hall, they charge. The sentry will remain by the gate, but shift his attention to the manor house. He will run around the outside of the house (taking two rounds) and wait approximately 50 feet back of the house – waiting until he hears or sees anything else happen at the rear of the manor.

The nomads are noisy fighters, and will yell loudly as they attack.

Encounter 4c – Upstairs Wizard

The wizard, Dalkar, and a single nomad guard are upstairs searching through the debris in the lord's study. They will hear any yell from their lieutenant with a successful listen check (DC 10), or the sounds of combat (DC 15). If alerted, Dalkar will enter combat as intelligently as possible. He will cast shield and follow behind his nomad guard – using *magic missile* as the opportunity presents itself. He will flee upstairs and try to escape through a window if his guard drops and faced with more than two PCs.

If not alerted, the guard will be outside the wizard's room and the wizard will immediately use *magic missile* and move out of a window if possible.

ENCOUNTER 4D: DOWNSTAIRS ROGUE

Durl the rogue will be downstairs searching through the small cellar. He will automatically hear any yells or combat sounds from the main floor. Also, anyone descending the stairs (and not moving silently) will be heard if Durl makes a Listen check (DC 10).

If alerted, he makes his way to the top of the stairs and attempts to reach the kitchen and steal the chalice before climbing out an unguarded window. He will be using his Hide skill if possible. If he encounters a single PC preventing him from escaping outside, he will use attempt a sneak attack with his thrown dagger. If he is not likely to escape, he will return to the cellar and attempt to hide behind some barrels.

His objective is to steal the Golden Chalice. If the chalice is left in the kitchen, he will make an attempt via the stairway to the servant's quarters while the party is still engaged by the nomads or Dalkar the wizard. He will be sneaking through the manor using his hide checks.

If not able to get the chalice in the house, he will attempt to flee into the orchard and hide. He will then begin following the party until he gets a chance to steal it – either if the PCs leave it unattended during the night (Encounter 5), or during combat (Encounter 6).

If the rogue succeeds in getting the cup at the manor, he will go to the town to hide and rest (see Encounter 5). Tracking (DC 20) will only reveal that he did take the road toward town.

ALL APLS

➤ **Horses, Light** (5): hp 19 each; see *Monster Manual* page 197.

Equipment: Each has a riding saddle, saddle bags (containing three days grain, a large water skin, and 4 javelins) hanging over the porch railing. One saddle also contains a light, desert-style tent. It holds two people, Value: 20gp, Wt. 20 lbs.)

The horses are non-combatant and flee if untied and combat occurs near them. The horses may be kept (value: 75 gp, saddles 10 gp, saddle bags 4 gp), or sold for one-half value.

APL 2 (EL 4)

➤ **Al'lorgar, Lieutenant, male human Ftr3/Clr2:** hp 16; see Appendix C; in charge of the raid although seriously wounded from last night's encounter with the cleric.

➤ **Nomad Guards, male human War1 (6):** hp 6 each; see Appendix C; one nomad is at the gate, four on the front porch, and one upstairs with the wizard Dalkar Magnus.

➤ **Dalkar Magnus, male human Wiz2:** hp 10; see Appendix C; a wizard located in one of the upstairs bedrooms.

➤ **Durl, male human Rog3:** hp 16; see Appendix C. serving Al'lorgar as a thief, Durl is currently in searching the cellar.

APL 4 (EL 6)

➤ **Al'lorgar, Lieutenant, male human Ftr3:** hp 24; see Appendix C. In charge of the raid although seriously wounded from last night's encounter with the cleric.

➤ **Nomad Guards, male human War2 (6):** hp 12; see Appendix C. One nomad is at the gate, four are on the front porch, and one is upstairs with the wizard Dalkar Magnus.

➤ **Dalkar Magnus, male human Wiz3:** hp 14; see Appendix C. A wizard located in one of the upstairs bedrooms.

➤ **Durl, male human Rog4:** hp 19; see Appendix C; serving Al'lorgar as a thief, Durl is currently in searching the cellar.

ENCOUNTER 5

This encounter only occurs if the party returns to the town after the fight at the manor.

There are three possible scenarios:

Durl has the Chalice

If Durl the rogue succeeded in stealing the chalice at the manor, he will be sleeping in the rear, un-restored, part of the church that he entered by way of the one open window. The rest of the un-restored part of the building is boarded up.

He is unaware that Roddi, the shopkeeper's youngest son (appendix B), saw him sneak into the building.

Roddi will tell the party what he saw at his first opportunity when they come back into town.

The rogue has rigged a few pieces of junk to clatter loudly if anyone tries to enter the window (Search DC 20, Disarm DC 15). If alarmed, he will try to hide (hide vs. searcher's spot) and hope the party will go away. If he escapes, he is gone and the chalice is lost. If confronted by the party he will attempt to pass himself off as a bum who was just looking for a place to spend the night. The chalice

is in his pack. If the party finds it, he will try to convince them that he was just staying in the basement of the old manor and saw the battle but had nothing to do with the raiders. He will fight only if directly attacked.

Durl is Following the Party

If Durl followed the party to town to try and steal the chalice, he will wait until the party is sleeping before making his try. He will select the least alert (lowest spot skill) sentry's watch to make his attempt. None of the inn's doors have locks, and the shutters on the windows are removed for the summer (open windows). Roll the rogue's hide roll vs. the spot roll of the sentry to determine success. If the chalice is hidden, assume Durl requires a DC 20 search check each round to find it. Each round spend searching requires a separate hide vs. spot or Durl is discovered.

If Durl succeeds, he will flee and the chalice is lost. Durl will take extreme precautions in assuring that he is not tracked or otherwise caught.

If detected and confronted by the party he will attempt to pass himself off as a bum who was staying in the basement of the old manor and saw the battle but had nothing to do with the raiders. He followed them to town to try and steal the cup. He will fight only if directly attacked.

Durl is Captured at the Manor

If the rogue was apprehended at the manor, then the party may have brought him back to town with them.

In any case, if Durl is a prisoner, the townspeople will volunteer to hold him (locked in a small storeroom at the inn) and send word for the authorities to come and take him into custody. If the party tries to force the rogue to accompany them to the way station, he will beg and whine continuously (making surprise impossible) unless gagged.

Nekra, the shopkeeper (appendix B), will use any remaining *potions of cure light wounds* on the party at this point. She only has five of these and will administer them directly to party members. She will **not** sell or part with them otherwise.

➤ **Durl (varies by APL):** See Appendix C.

ENCOUNTER 6

Likely the PCs will utilize the horses obtained from encounter eight and travel to the way station. The trip is about twenty miles over flat low hills. The journey takes approximately twelve hours of riding.

If the party does not leave by the morning and utilize the horses (or otherwise maintain a 50 foot movement rate) the Beydorn will have finished his business and the way station and area will be deserted.

A few miles before the party gets to the way station, give them the following information:

About 240 feet in front of you, you see the beginning of a field of large boulders. Beyond the field, the road passes by what might be some sort of small building.

Hiding in the boulder field is Beydorn (Human War 2, see appendix C) with his two dogs (DC 16 to spot). He was hired a few weeks ago to patrol and keep unwanted visitors away from the area around the way station. They have already spotted the party.

Beydorn's only job is to spot the party and alert Fader. He uses his dogs to patrol the area and observes from the rocks. If he spots anyone carrying non-traveling weapons (staff, dagger, etc.) he runs to the way station, alerts Fader, and then flees the area.

It may be difficult to sneak past Beydorn due to his dogs. If approached by a non-combatant (no visible heavy weapons or armor), it is possible for the PCs to intimidate (DC 20) or bribe (diplomacy DC 18, -1 for each 5 gp of the bribe) Beydorn into allowing them to pass. PCs might also use spells or stealth to take him (and the dogs) out with out giving him a chance to sound the alarm.

Beydorn is a coward and will watch the fight from the boulders. When the dogs are defeated he will try to hide. The party can find him cowering among the rocks. He will beg for mercy and only fight if directly attacked.

He knows nothing about the diaries and Robilar's involvement. The "bandit" who hired him, described and told him to let pass, the lieutenant, his sergeants, desert nomads, archers, and the norker troops.

He saw a sergeant and several archers headed for the way station late yesterday afternoon.

APL 2 (EL 1)

👉 **Beydorn, male human War2:** hp 14; See Appendix C. Hired scout.

👉 **Dogs, small (2):** hp 6; see *Monster Manual* page 195. Small dogs commanded by Beydorn.

APL 2 (EL 2)

👉 **Beydorn, male human War2.** See appendix B. Hired scout.

👉 **Dogs, small (6):** hp 6 each; see *Monster Manual* page 195; see appendix C. Small dogs commanded by Beydorn.

ENCOUNTER 7

Refer to Way-Station map.

The party may decide to rest and heal before attacking the station. There is no penalty for this, provided that Beydorn has not alerted Fader.

The way station is a one-room cabin standing next to a well-marked trail at a point where the trail passes through a large clearing. A few hundred yards away is the "Broken Spire", a hundred foot tall natural rock tower. Smoke rising from the chimney (during the day), or light from

the fireplace through the open windows (at night), makes the place easy to find.

Sergeant Fader and several of Robilar's archers are at the station.

Give the party the following description:

The single door to the cabin faces the trail. There is an open window on each other side of the building. It is a wooden structure with a wood shingle roof. There is no cover within three hundred feet of the building. A figure appears at one of the windows every few seconds.

If it is night, or the players ask about nighttime conditions, add the following:

Luna is nearly full tonight and lights most of the road, clearing, and cabin making it easily visible over two hundred feet away.

One of the archers will be alert and moving to keep watch out of the windows at all times. During the day PCs require a (DC 18) Hide check to approach within 200 feet of the cabin, or a (DC 22) to approach within 100 feet. In addition, a Move Silent (DC 18) check is required to reach the building. At night, the Hide DCs are reduced to 13 and 18 respectfully.

The cabin is old and dry and would be easy to set on fire with a fire spell or oil.

The archers are much more dangerous when firing their longbows out of the windows (one-half cover, +4 to AC) than they are if forced out of the building – although a maximum of two archers may fire in any one direction. If PCs concentrate their attack from one direction, two archers will move outside and fire from one corner of the building – using the corner for half cover also.

Treasure: Robilar's diaries, two books (Value: n/a; Wt. 2 lbs each) are in Fader's backpack.

APL 2 (EL 3)

👉 **Fader, male human Rgr2:** hp 16; see Appendix C; serves Al'lorgar as a scout and spy and holds the diaries.

👉 **Nomad Archers (4):** hp 6 each; see Appendix C.

APL 4 (EL 5)

👉 **Fader, male human Rgr3:** hp 25; see Appendix C. Serves Al'lorgar as a scout and spy and holds the diaries.

👉 **Nomad Archers (6):** hp 6 each; see Appendix C.

CONCLUSION

If the party decides to wait around at the way-station (a bad idea), after three days (two days if the party spent an extra day resting) Robilar's agent and his party with about twenty mounted guards will be seen approaching from two miles down the trail to the east. The party should flee.

If the party stays and fights they will almost certainly be killed – assume 12 nomads and 8 archers, led by two sergeants (use Alkarra's stats), and a captain (use Al'lorgar's stats at normal hit points and choose spells as desired). See appendix C for stats. Mounted and using bows and scimitars, they should make short work of any PC silly enough to challenge them.

When the party returns from the way station to either the town or the main road, a high-ranking cleric of Saint Cuthbert (Brother Cathfall) with his three guards, finds the party and gratefully accepts Robilar's two diaries. He will show his credentials, explain the significance of the diaries, and offer his gratitude (influence point for church of St. Cuthbert, see certs). The party may keep the *Chalice of Relief*, and any coins or mundane equipment (including horses) that the party has acquired. If the party has the Al'lorgar's un-holy symbol, the silver grinning skull, he will identify it as the emblem of the god Ralishaz and ask for it as well. If the party should be reluctant to give up the books or the unholy symbol, he will question the party's alignment and moral character. He should be able to shame or intimidate them into giving them up.

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 One

The party finds the secret door without Abessa's help. 10 xp

The party finds the trap and manages to avoid anyone taking damage from it. 10 xp

Encounter Two

The party defeats the norkers and their sergeant. 40 xp

The party manages to rescue Domalyn's daughter alive. 60 xp

Encounter Four

The party defeats the Al'lorgar. 75 xp

Each nomad defeated (max 50 xp). 10 xp

The party defeats the Dalkar. 50 xp

Encounter Five

The party does not lose the Golden Chalice to Durl (including defeating or capturing him). 40 xp

Encounter Six

The party gets past Beydorn and his dogs without alerting Fader. 40 xp

Encounter Seven

The party defeats Fader and his archers and retrieves the books. 75 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

TREASURE SUMMARY

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

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

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

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

Encounter One

- No treasure

Encounter Two

- 15 sp (Alkarra)

Encounter Three

- No treasure

Encounter Four

- Five light horses with gear (Common, Value 445 gp, sell for 222 gp) (outside manor house)
- 44 gp, 18 sp (lieutenant)
- 14 gp, 7 sp, gem 50 gp (Common, Value 50 gp, Wt. -) (Dalkar)
- 12 gp, 31 sp (Durl)
- *Chalice of Relief*. (See cert. Rare, Tradable, Value 600 gp, Wt. 1 lbs). A golden cup engraved with the images of several herbs associated with pain relief. An ounce of wine swirled in the cup before drinking will relieve all pain, pain related effect, and heal all subdual damage in a single user. It will only work once each day.

Encounter Five

- No treasure

Encounter Six

- 20 sp (Beydorn)

Encounter Seven

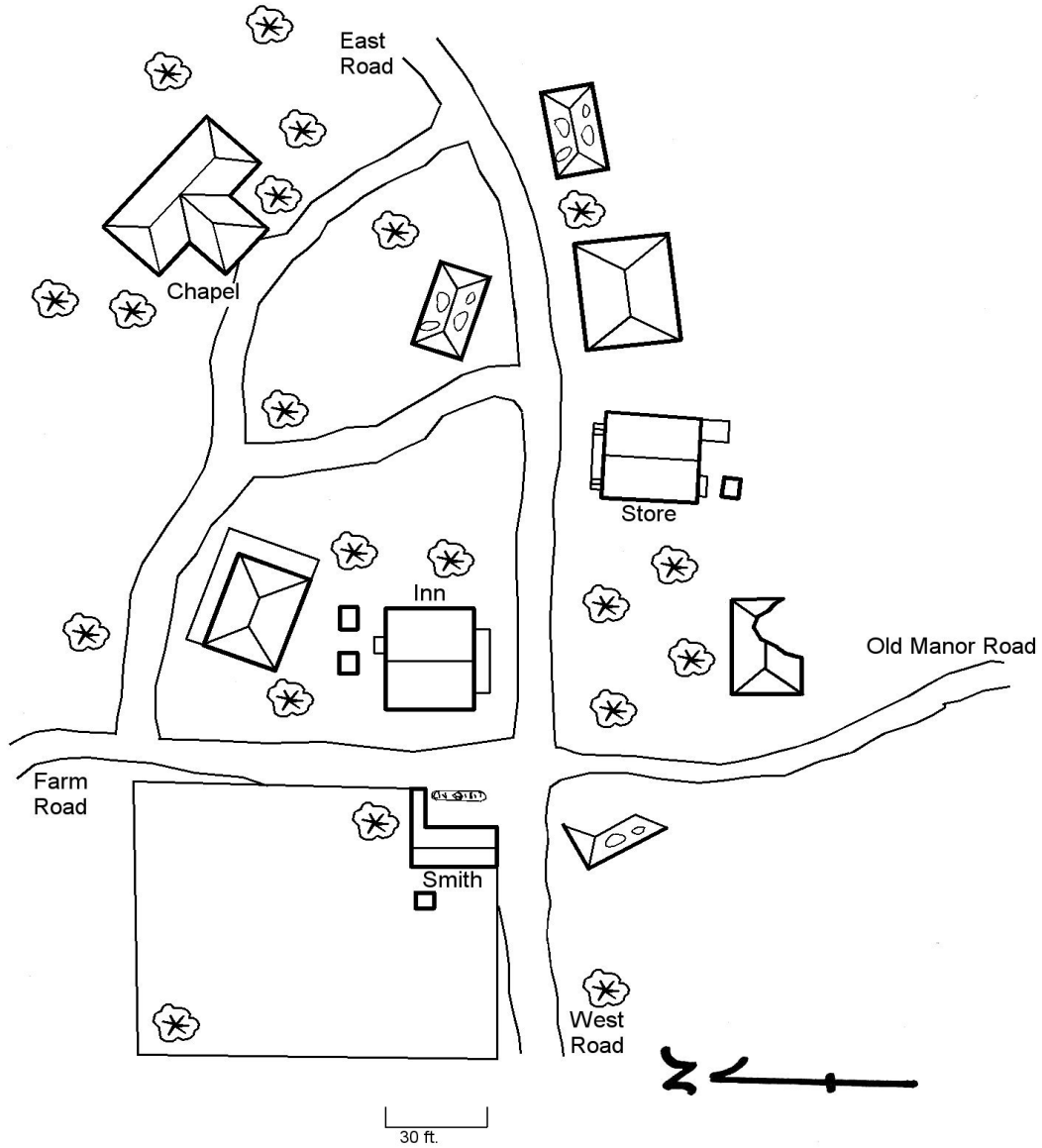
- 20 gp, 15 sp (Fader)

At the Conclusion

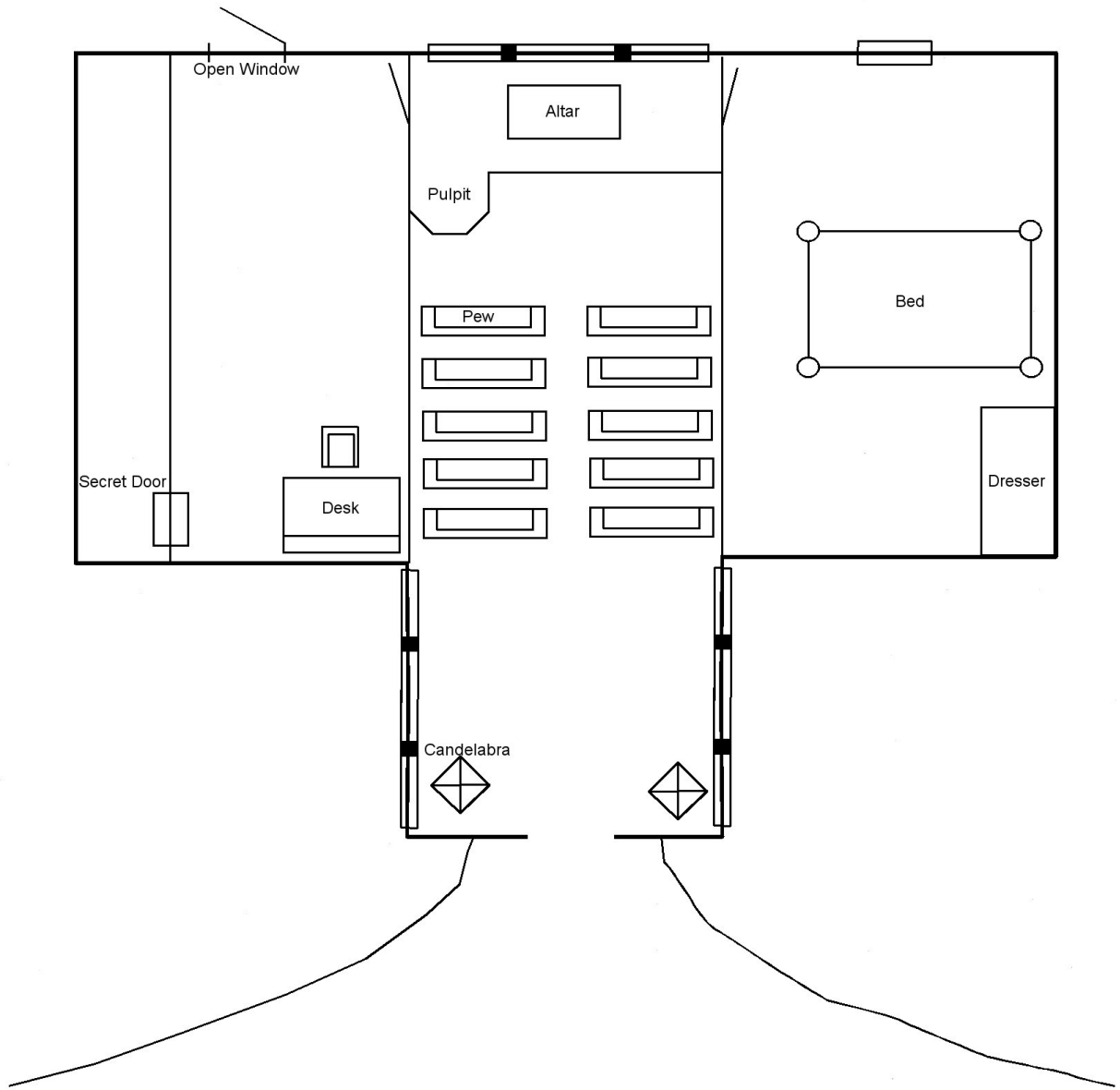
- Influence point from the Church of Saint Cuthbert (one per player character) in return for the books.

APPENDIX A – DM MAPS AND PLAYER HANDOUTS

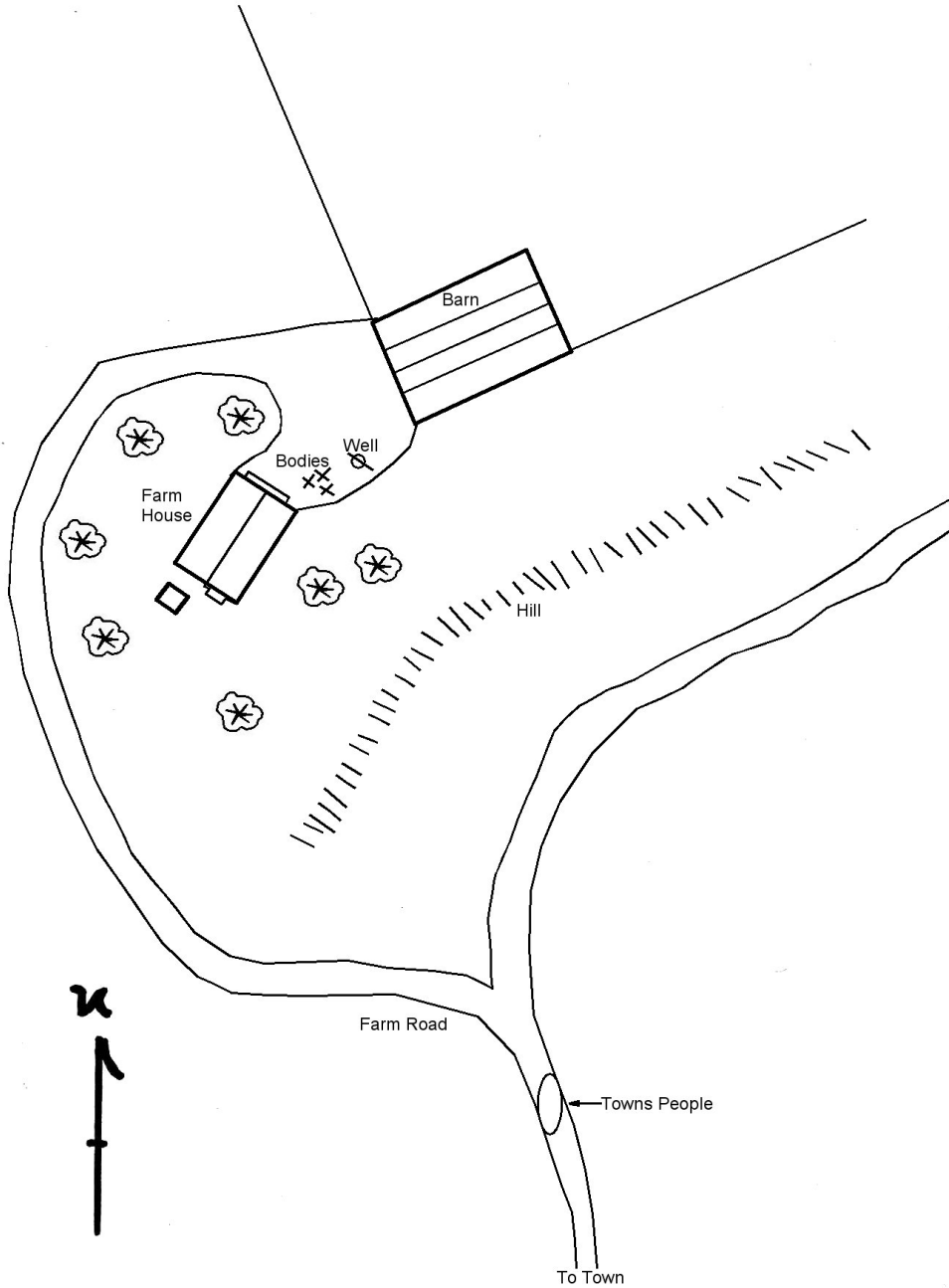
Map #1. Kiddeky Crossing



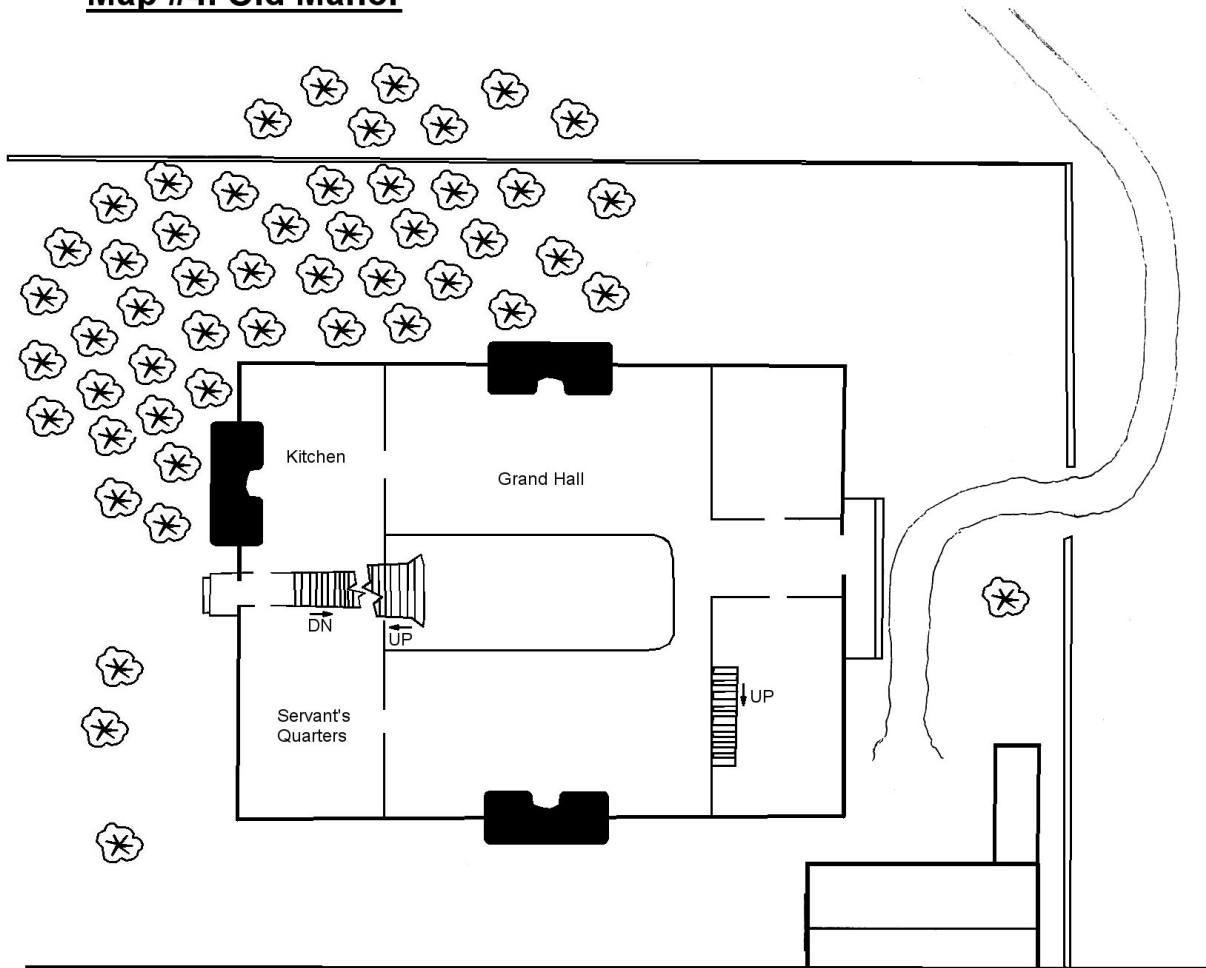
Map #2. Chapel



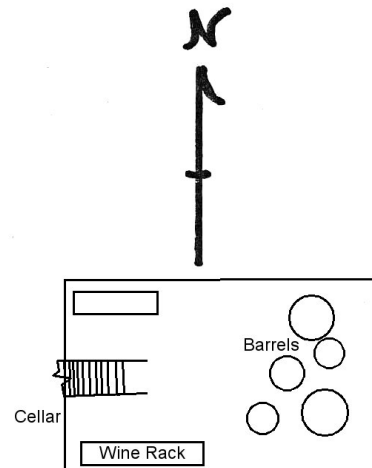
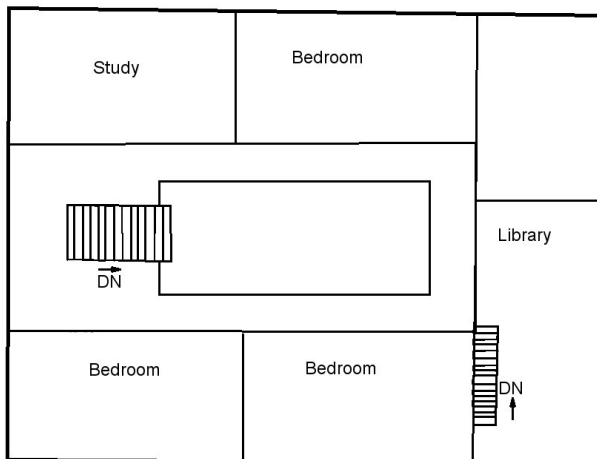
Map #3. Old Nyronnd Farm



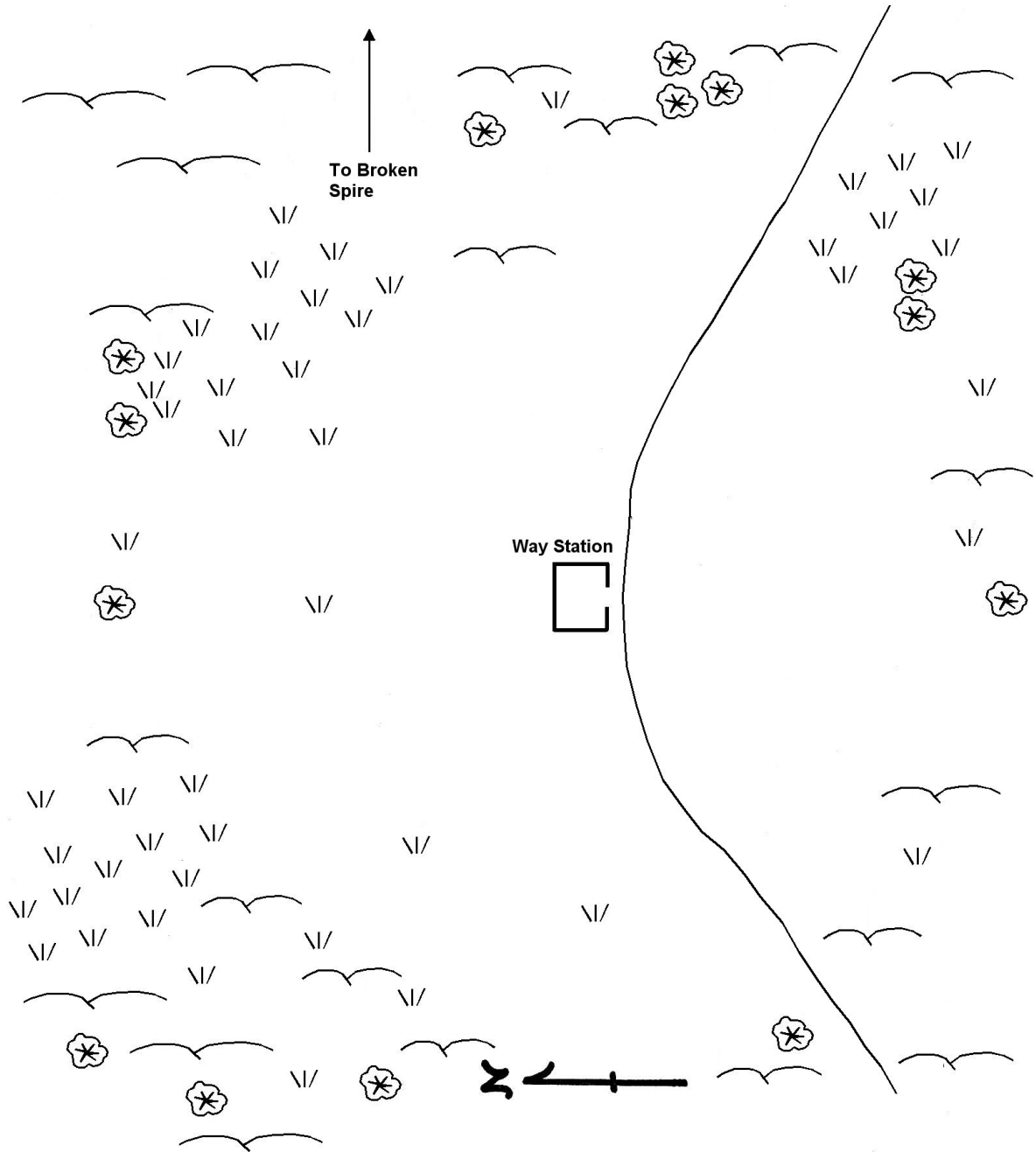
Map #4. Old Manor



2nd Floor



Map #5. Way Station



PLAYER HANDOUT #1

Your Lordship,

I have obtained the diaries as you ordered.

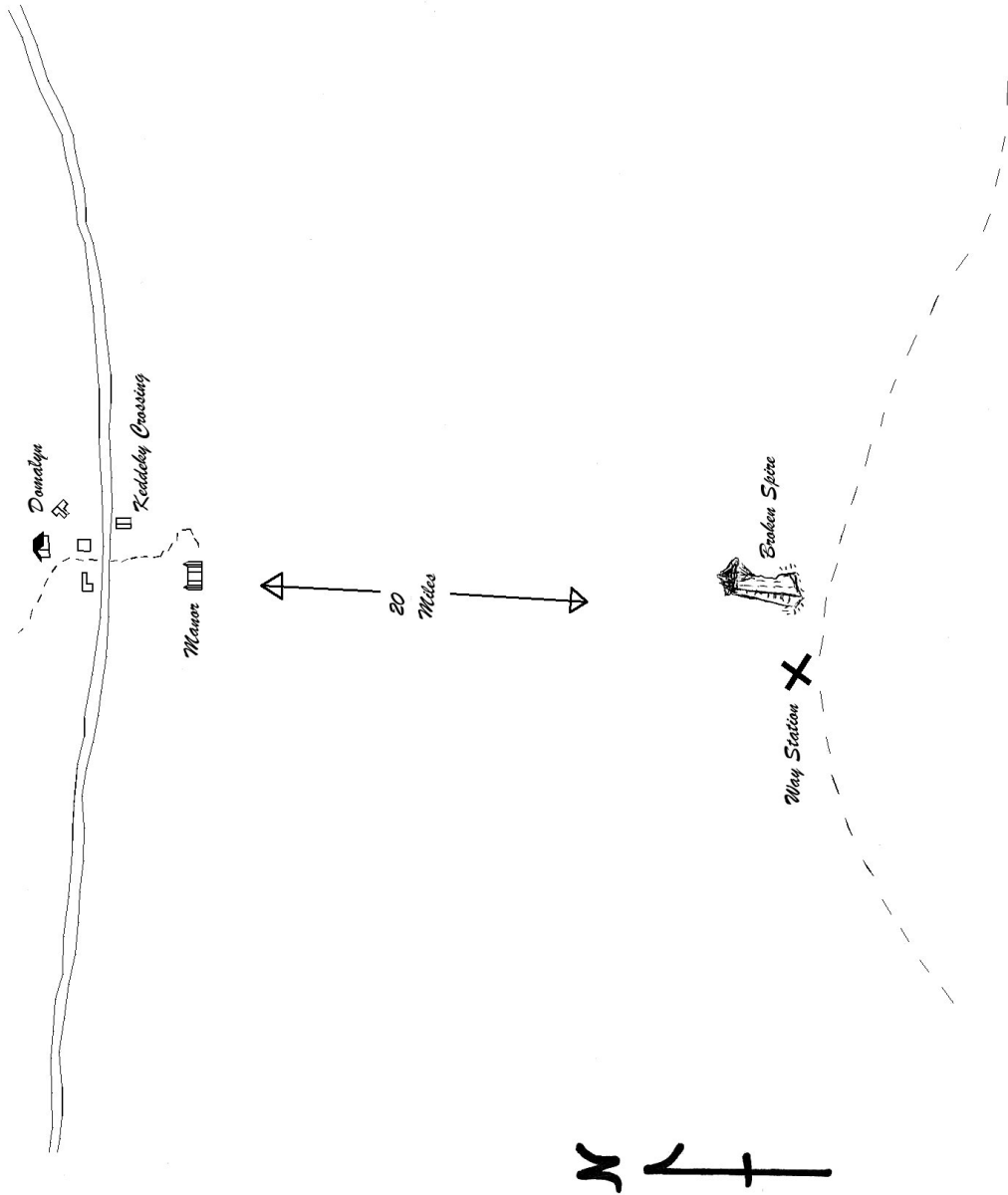
The books should be in your Agent's hands before you read this. The old Cleric proved to be more capable than we could have thought. I took some serious wounds while subduing him. It will be another day or so before I am able to travel at normal speed.

Domalyn, the one who slew the agent you sent to retrieve the books twelve years ago, is being attended to as I write this. He is an old man now living on a small farm north of Kiddeky Crossing. I sent a force sufficient to the task.

I know that your Agent is not scheduled to arrive at the way station for a few days yet, but I thought it best to send a Sergeant ahead with the books so there will be no delay if his party arrives earlier than anticipated. I will follow when I am able.

I should be able to take care of the other matter we discussed in a timely manner. It would be helpful if you could

Player Handout #2



APPENDIX B – NPC VILLAGERS

☞ **Abessa, the smith's wife, female human Com2:** 53 yrs. An invalid, confined to a wheelchair her husband has made for her. She is devastated by the murder of Brother Valardy. She is a prime source of information about the cleric.

☞ **Gam, Trouben's mother, female human Com1:** 65 yrs. Confused and slightly senile, she has no useful knowledge.

☞ **Hummer the smith, male human Exp4:** 54 yrs. Quiet, but angry that the peace of the town has been disturbed. Protective of his wife. Would never consider leaving her alone for any reason. No useful knowledge.

☞ **Kerm, the trader's apprentice, male human Com1:** 17 yrs. Awkward in manner and has an acne problem. He is interested in Seril, the innkeeper's daughter, but she doesn't like his looks or his attitude. No useful knowledge.

☞ **Kip, Trouben's youngest daughter, female human Com1:** 9 yrs. Weeping, but doesn't really understand what is happening. No useful knowledge.

☞ **Mellith, Trouben's wife, female human Com2:** 33 yrs. Weeping, scared, and terribly concerned about more attacks. She has no useful knowledge.

☞ **Neckra, the storekeeper, female human Com3:** 31 yrs. She is authoritative and obviously the town leader. There are tears on her cheeks although she is trying to control her emotions. A bear killed her husband while he was hunting four years ago. However, she has managed to keep the store open in spite of the area's decline. Raised and educated in the city of Pontyrel, she ran away to avoid an arranged marriage and would never go back to her former family. She schools her two sons and the other children in the town in reading, arithmetic, and a bit of history and geography. She will try to get the party of adventurers to investigate the incident and deal with the raiders if they can be located. Brother Valardy gave Neckra five *potions of cure light wounds* for safekeeping and for emergencies. She will administer these to injured party members during encounters 3 or 5. She will never allow PCs to keep or purchase these. She has no useful knowledge about the crime.

☞ **Renni and Roddi, Neckra's sons, male humans Com1:** 13 and 12 yrs. Excited and scared (but they would never admit it). As the only two boys in town they are always together and act like best buddies rather than brothers. They have scavenged empty buildings in the village; the surrounding abandoned farms, and the deserted manor for useful items, which they brought back to the store for their mother to sell. They know more about the current condition of the surrounding area than anyone else in town. See important comments above.

☞ **Seril, Trouben's eldest daughter, female human Com1:** 16 yrs. Attractive, weeping, and scared. She has never seen violent death before.

☞ **Smoot, the trader, male human Com3:** 37 yrs. He is Interested and sympathetic, but eager to be on his way. He is sure that the perpetrators were only after the old cleric for some reason and won't pose a danger to his wagon if he moves on. He travels this route every few weeks. He sold a few basic goods to the innkeeper and the shopkeeper yesterday and took their orders for his next time round. He has been traveling this route for about five years and has never been robbed or accosted. No useful knowledge.

☞ **Trouben, the innkeeper, male human Com2:** 35 yrs. Now putting on weight and sensitive about it, he is garrulous but uneducated. He has lived here all his life. His father owned the Inn before him. No useful knowledge.

APPENDIX C – NPC NOMADS

Please note that Rary's forces use desert nomads, not the dervishes found in many other Duchy of Urnst adventures. The dervishes of the Bright Desert are generally not friendly to the forces of Rary and Lord Robilar. Both are of Flan stock, and many of the folk of the Duchy of Urnst are unaware that the dervishes and nomads are not one people.

APL 2

➤ **Alkarra, Sergeant, male human Ftr2:** CR 2; Medium-size humanoid; HD 2d10+4; hp 16; Init +5; Spd 20 ft; AC 18 (touch 11, flat-footed 17); Atk +5 melee (1d10+2/19-20, bastard sword); AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Listen +3, Spot +3, Climb -2, Jump -2, Speak Language (norker dialect of Goblin); Endurance, Exotic Weapon Proficiency (Bastard Sword), Improved Initiative, Weapon Focus (Bastard Sword).

Equipment: Bastard sword, chainmail armor, large wooden shield, knife, backpack, blanket, flint and steel, 5 days trail rations, full waterskin, 15 sp.

A trusted and loyal sergeant of Al'lorgar, Alkarra is extremely useful for his ability to speak the language of the norkers.

➤ **Al'lorgar, Lieutenant, male human Ftr3/Clr2 of Ralishaz:** CR 3 (reduced from 5 due to circumstances); Medium-size humanoid; HD 3d10 + 2d8 + 5; hp 46 (currently 17 due to injuries); Init +3; Spd 30 ft; AC 13 (touch 13, flat-footed 10); Atk +7 melee (2d6+3/19-20, greatsword); AL CE; SV Fort +7, Ref +4, Will +6; Str 15, Dex 16, Con 13, Int 12. Wis 16. Cha 14.

Skills and Feats: Climb +6, Concentration +4, Gather Information +4, Heal +3, Jump +5, Knowledge (religion) +4, Listen +6, Ride +7, Spot +6, Swim +2; Combat Casting, Dodge, Endurance, Mobility, Weapon Focus (Greatsword).

Spells Prepared (4/4; base DC = 13 + spell level): None (all spells have been used).

Domains: Chaos (chaos spells cast as a 3rd-level caster), Destruction (smite once per day, +4 to hit and +2 to damage, power has been used for the day).

Equipment: greatsword, chainmail armor, silver unholy symbol (Ralishaz), bedroll, waterskin, healer's kit (four uses remaining), writing materials, (pen, ink, four sheets of paper), unfinished letter (see Player's Handout 1), Golden Chalice (see magic item), backpack containing: map case (with map, see Player's Handout 2), cleric's vestments, blanket, flint and steel, cooking and eating utensils, three days rations, 44 gp, 18 sp.

➤ **Beydorn, male human Warz:** CR 1; Medium-size humanoid; HD 2d8+2; Hp 12; Init +0; Spd 30 ft; AC 12 (touch 10, flat-footed 12); Atk +3 melee (1d6+1, club); AL CN; SV Fort +3, Ref +0, Will +1; Str 13, Dex 11, Con 12, Int 8, Wis 12, Cha 12.

Skills and Feats: Handle Animal +8, Wilderness Lore +3; Track, Skill Focus (Handle Animal).

Equipment: club, knife, leather armor, backpack, blanket, dog leashes, flint and steel, dog whistle, 20 sp.

➤ **Dalkar Magnus, male human Wizz:** CR 2; Medium-size humanoid; HD 2d4+4; Hp 10; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d6, quarterstaff); AL CE; SV Fort +2, Ref +2, Will +4; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 10.

Skills and Feats: Alchemy +7, Concentration +6, Knowledge (Arcana) +7, Listen +3, Ride +3, Search +5, Spellcraft +7, Spot +3; Combat Casting, Scribe Scroll, Spell Focus (Evocation).

Spells Prepared (4/2; base DC = 13 + spell level, 15+ spell level for evocations): 0 – *daze, detect magic, flare, read magic*; 1st – *magic missile* (x2), *shield*.

Equipment: robes, quarterstaff, spell component pouch, backpack (in the upstairs study) contains waterskin, flint and steel, cooking and eating utensils, blanket, three days rations. 14 gp, 7 sp, small pale blue opal (value 50 gp).

He does not possess a familiar and his spellbook is not on him.

➤ **Nomad Archers, male human Warr** (4): CR ½; Medium-size humanoid; HD 1d8+1; Hp 6; Init +2; Spd 30 ft; AC 14 (touch 12, flat-footed 12); Atk +2 melee (1d6+1/19-20, shortsword) or +4 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +2, Will +0; Str 12, Dex 15, Con 12, Int 12, Wis 12, Cha 9.

Skills and Feats: Intuit Direction +3, Listen +3, Ride +6, Spot +3; Point Blank Shot, Weapon Focus (longbow).

Equipment: leather armor, longbow, quiver with 20 arrows, shortsword, backpack (containing waterskin, blanket, flint and steel, cooking and eating utensils, 3 days rations), 8 sp.

➤ **Nomad Guards, male human War** 1, (6) CR ½; Medium-size humanoid; HD 1d8+1; hp 6; Init +3; Spd 30 ft; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d6+1/18-20, scimitar); AL CN; SV Fort +3, Ref +3, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Ride +7, Spot +2; Mounted Combat, Weapon Focus (Scimitar).

Equipment: scimitar, robes, backpack containing waterskin, blanket, flint and steel, cooking and eating utensils, 3 days rations, 6 sp.

One nomad is at the gate, four are on the porch, and one is upstairs with the wizard.

➤ **Durl, male human Rog3:** CR3; Medium-size humanoid; HD 3d6+3; Hp 14; Init +3; Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d4+1/19-20, dagger); SA +2d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed); AL CN; SV Fort +2, Ref +6, Will +2; Str 12, Dex 17, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +4, Climb +5, Craft (Trap making) +4, Gather Information +4, Hide +9, Listen +7, Move Silently +9, Open lock +7, Pick Pocket +9, Ride +6, Search +8, Spot +7, Swim +4; Dodge, Mobility, Run.

Equipment: leather armor, three daggers, thieves' tools, backpack containing waterskin, blanket, flint and steel, cooking and eating utensils, three days rations, 12 gp, 31 sp.

➤ **Fader, male human Rgr2:** CR2; Medium-size humanoid; HD 2d10+4; Hp 16; Init +7; Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d8+1/19-20, longsword) or +5 ranged (1d8/x3, longbow); SQ Favored enemy animals (+1); AL CN; SV Fort +5, Ref +3, Will +1; Str 13, Dex 16, Con 14, Int 12, Wis 12, Cha 16.

Skills and Feats: Knowledge Nature +5, Listen +5, Ride +6, Search +6, Spot +5, Swim +1, Wilderness Lore +5; Improved Initiative, Track, Weapon Focus (longsword).

Equipment: leather armor, longsword, longbow, quiver with 20 arrows, backpack (containing explorer's outfit, waterskin, blanket, flint and steel, cooking and eating utensils, 3 days rations, two black bound books (Robilar's diaries), belt pouch, 20 gp, 15 sp.

He is Al'lorgar's chief scout and spy.

➤ **Norkers (4)** CR ½; Small humanoid (goblinoid); HD 1d8+2; hp 6 (each); Init 1; Spd 20 ft; AC 19 (touch 12, flat-footed 18); Atk +2 melee (1d6, club), -3 melee (1d4, bite) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft; AL CE; SV Fort +4, Ref +1, Will +1; Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Listen +3, Move Silently +5, Spot +3; Alertness.

Equipment: club, javelin, sack, 3 days food, full waterskin, torch (burning).

Description: They resemble goblins, other than they have three-inch long canine teeth and no hair. Their skin is reddish brown to dark grey and extremely tough. Norkers have a +4 racial bonus to Move Silently.

APL 4

➤ **Alkarra, Sergeant, male human Ftr3:** CR3; Medium-size humanoid; HD 3d10+6, hp 24; Init +5; Spd 20 ft; AC 18 (touch 11, flat-footed 17); Atk +6 melee (1d10+2/19-20, bastard sword); AL LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Listen +3, Spot +3, Climb +0, Jump +0, Speak Language (norker dialect of Goblin); Feats: Endurance, Exotic Weapon Proficiency (Bastard Sword), Improved Initiative; Weapon Focus (Bastard Sword).

Equipment: Bastard sword, chainmail armor, large wooden shield, knife, backpack, blanket, flint and steel, 5 days trail rations, full waterskin, 15 sp.

A trusted and loyal sergeant of Al'lorgar, Alkarra is extremely useful for his ability to speak the language of the norkers.

➤ **Al'lorgar, Lieutenant, male human Ftr4/Clr3 of Ralishaz** CR 5 (reduced from 7 due to circumstances); Medium-size humanoid; HD 4d10 + 3d8 + 7; hp 58 (currently 29 due to injuries); Init +3; Spd 30 ft; AC 13 (touch 13, flat-footed 10); Atk +9 melee (2d6+5/19-20), greatsword); AL CE; SV Fort +8, Ref +5, Will +7; Str 15, Dex 16, Con 13, Int 12. Wis 16. Cha 14.

Skills and Feats: Climb +6, Concentration +4, Gather Info +4, Heal +3, Jump +5, Knowledge-religion +4, Listen +6, Ride +7, Spot +6, Swim +2; Feats: Combat Casting, Dodge, Endurance, Mobility, Mounted Combat, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Spells Prepared (4/4/3; base DC = 13 + spell level): 2nd – *shatter**. (all other spells used)

* Domain spell. Domains: Chaos (chaos spells cast as a 4th level caster), Destruction (smite once per day, +4 to hit and +3 to damage, power has not been used this day).

Equipment: greatsword, chainmail armor, silver unholy symbol (Ralishaz), bedroll, waterskin, healer's kit (four uses remaining), writing materials, (pen, ink, four sheets of paper), unfinished letter (see Player's Handout 1), Golden Chalice (see magic item), backpack containing; map case (with map, see Player's Handout 2), cleric's vestments, blanket, flint and steel, cooking and eating utensils, three days rations, 8 pp, 44 gp, 18 sp.

➤ **Beydorn, male human Warz:** CR 1; Medium-size humanoid; HD 2d8+2; Hp 12; Init +0, Spd 30 ft; AC 12 (touch 10, flat-footed 12); Atk +3 melee (1d6+1, club); AL CN; SV Fort +3, Ref +0, Will +1; Str 13, Dex 11, Con 12, Int 8, Wis 12, Cha 12.

Skills and Feats: Handle Animal +8, Wilderness Lore +3; Track, Skill Focus (Handle Animal).

Equipment: club, knife, leather armor, backpack, blanket, dog leashes, flint and steel, 20 sp.

➤ **Dalkar Magnus, male human Wiz3:** CR3; Medium-size humanoid; HD 3d4+6; Hp 14; Init +2; Spd 30 ft; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d6, quarterstaff); AL CE; SV Fort +3, Ref +3, Will +5.

Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 10.

Skills and Feats: Alchemy +8, Concentration +7, Knowledge (Arcana) +7, Listen +3, Ride +3, Search +5, Spellcraft +8, Spot +3; Feats: Combat Casting, Mounted Combat; Scribe Scroll, Spell Focus (Evocation).

Spells Prepared (4/3/2; base DC = 13 + spell level, 15 + spell level for evocations): 0 – *daze, detect magic, flare, read magic*; 1st – *magic missile* (x2), *shield*; 2nd – *flaming sphere, scare*.

Equipment: robes, quarterstaff, pouch of spell components, backpack (in the upstairs study) contains waterskin, flint and steel, cooking and eating utensils, blanket, three days rations. 14 gp, 7 sp, small pale blue opal (value 50 gp).

He does not possess a familiar and his spellbook in not with him.

➤ **Desert Nomad Guards, male human Warz (6):** CR1; Medium-size humanoid; HD 2d8 + 2; hp 12; Init +3; Spd 30 ft; AC 13 (touch 13, flat-footed 10); Atk +4 melee (1d6+1/18-20, scimitar); AL CN; SV Fort +4, Ref +3, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +3, Ride +8, Spot +3; Mounted Combat, Weapon Focus (Scimitar).

Equipment: scimitar, robes, backpack containing waterskin, blanket, flint and steel, cooking and eating utensils, 3 days rations, 6 sp.

One nomad is at the gate, four are on the porch, and one upstairs with the wizard.

➤ **Desert Nomad Archers, male human Warri (6):** CR1/2; Medium-size humanoid; HD 1d8+1; Hp 6; Init +2; Spd 30 ft; AC 14 (touch 12, flat-footed 12); Atk +2 melee (1d6+1/19-20, shortsword) or +4 ranged (1d8/x3, longbow); AL LE; SV Fort +3, Ref +2, Will +0; Str 12, Dex 15, Con 12, Int 12, Wis 12, Cha 9.

Skills and Feats: Intuit Direction +3, Listen +3, Ride +6, Spot +3; Feats; Point Blank Shot, Weapon Focus (longbow).

Equipment; leather Armor, longbow, quiver with 20 Arrows, shortsword, backpack (containing waterskin, blanket, flint and steel, cooking and eating utensils, 3 days rations), 8 sp.

➤ **Dogs, small (2):** CR 1/3; hp 6 (each); see *Monster Manual* p. 195.

Small wild-type dogs commanded by Beydorn.

➤ **Durl, male human Rog4:** CR4; Medium-size humanoid; HD 4d6+4; Hp 19; Init +4; Spd 30 ft; AC 16 (touch 14, flat-footed 12); Atk +4 melee (1d4+1/19-20, dagger) or +6 ranged (1d4+1/ 19-20, dagger); SA +2d6 sneak attack; SQ Evasion, uncanny dodge (never flat-footed); AL CN; SV Fort +2, Ref +8, Will +2; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +4, Climb +7, Craft (Trap making) +5, Gather Information +4, Hide +10, Listen +7, Move Silently +10, Open lock +8, Pick Pocket +10, Ride +6, Search +8, Spot +7, Swim +4.

Feats: Dodge, Mobility, Run.

Equipment: leather armor, dagger, thieves' tools, backpack containing waterskin, blanket, flint and steel, cooking and eating utensils, three days rations, 12 gp, 31 sp.

➤ **Fader, male human Rgr3:** CR3; Medium-size humanoid; HD 3d10+6; Hp 25; Init +7; Spd 30 ft; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d8+1/19-20, longsword) or +6 ranged (1d8/x3, longbow); SQ Favored enemies Animal (+1); AL CN; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 14, Int 12, Wis 12, Cha 16.

Skills and Feats: Knowledge Nature +5, Listen +8, Ride +7, Search +6, Spot +8, Swim +1, Wilderness Lore +6; Feats: Alertness, Improved Initiative, Track, Weapon Focus (Longsword).

Equipment: leather armor, longsword, longbow, quiver with 20 arrows, backpack (containing explorer's outfit, waterskin, blanket, flint and steel, cooking and eating utensils, 3 days rations, two black bound books (Robilar's Diaries)), belt pouch, 20 gp, 15 sp.

He is Al'lorgar's chief scout and spy.

➤ **Norkers (6)** CR ½; Small humanoid (goblinoid); HD 1d8+2; hp 6 (each); Init 1; Spd 20 ft; AC 19 (touch 12, flat-footed 18); Atk +2 melee (1d6, club), -3 melee (1d4, bite) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft; AL CE; SV Fort +4, Ref +1, Will +1; Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Listen +3, Move Silently +5, Spot +3; Alertness.

Equipment: club, javelin, sack, 3 days food, full waterskin, torch (burning).

Description: They resemble goblins, other than they have three-inch long canine teeth and no hair. Their skin is reddish brown to dark grey and extremely tough. Norkers have a +4 racial bonus to Move Silently.

APPENDIX D: NEW MONSTERS

NORKER

Small Humanoid (goblinoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 19 (+1 size, +1 Dex, +7 natural)

Attacks: Club +2 melee, and bite -3 melee; or javelin +3 ranged

Damage: Club 1d6, bite 1d4; or javelin 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8

Skills: Listen +3, Move Silently +5, Spot +3

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground.

Organization: Gang (4-9), or band (10-40 plus 50% noncombatants plus 1 3rd-level boss per 20 adults and one leader of 4th-6th level).

Challenge Rating: ½.

Treasure: Standard

Alignment: Usually chaotic evil.

Advancement: By character class.

Norkers are related to goblins and hobgoblins. They forsake armor because their hide is incredibly tough. They are unreliable troops and tend to quarrel with each other, which keeps their numbers low compared to goblins.

Norkers resemble goblins, except that they have three-inch long canine teeth and no hair. Their skin ranges from reddish brown to dark gray. A norker usually wears only a loincloth and belt, tying its favorite possessions and trophies to its belt.

Norkers speak Goblin. Those with Intelligence scores of 12 or above also speak Orc.

Most norkers encountered outside their homes are warriors; the information in the static block is for one of 1st level. (See page 39 in the *DUNGEON MASTER's Guide* for more about the warrior class).

Combat

Norkers enjoy swarming tactics. Their weapons are simple and crudely made, but they are not averse to taking better weapons from their fallen foes. When bullied into submission by hobgoblins, they can use basic military tactics, but they laps into their old ways when not supervised.

Skills: Norkers have a +4 racial bonus to Move Silently checks.

Norker Society

Norkers are tribal, although the leader's influence only extends about as far as his reach. This means their tribes are much smaller than a typical goblin tribe. They raid and steal from other humanoids, as they are too lazy to do their own hunting.

Their lairs are usually caves, old ruins, or villages taken by conquest. They can't cooperate well enough to build anything more than a fence around their lair, perhaps with a gate and a narrow walkway. A lair has on-and-a-half times as many females as males and twice as many young as males.

Different tribes of norkers rarely meet, but when they do the conflict often becomes bloody, with the victors taking the fangs of the losers as trophies. These conflicts rarely result in the complete loss of males on one side, as they occur to establish who is the dominant leader.

When powerful groups of hobgoblins command norkers, they often equip their lesser cousins with scale mail and shields. In these situations, the norkers are used as shock troops, absorbing the brunt of enemy attacks while the hobgoblins use their superior intelligence, tactics, and equipment to break up the enemy forces.

Norkers worship Maglubiyet, the god of goblins and hobgoblins.

Norker Characters

A norker's favored class is rogue, but norker leaders tend to be fighters. Norker clerics worship Maglubiyet and can choose two of the following domains: Chaos, Evil, and Trickery.

Source: *LIVING GREYHAWK Journal* #3, page 24

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.