



BIRTHDAY BASH

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

version 1

by Kevin Freeman

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

Carnival time arrives in Istivin as the people celebrate a local landowner's birthday, and everyone is invited! What fun and games await those who show up for the festivities? An adventure for characters level 3-12. The first adventure in the Gloom and Disunion Cycle.

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

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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core rulebooks during certain times of play. For example, usually the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the 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 bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (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 character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
- 4) If you are running a table of six 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 playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as

challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the City of Greyhawk. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

This adventure takes place in the war-torn March of Sterich, a fertile land west of Keoland and south of the Duchy of Geoff. It has been liberated only recently from occupation by giants and other creatures. However, the terror of an occupying force has been replaced by political instability as Sterich's nobles return to govern their lands. Despite it being a feudal monarchy, Sterich, in reality, is little more than a conglomeration of small fiefdoms ruled by lesser aristocrats.

One of those minor landowners is Arwin Mindon, a middle-aged man who owns a sizable manor some four leagues southeast of Istivin. His lands survived a majority of the devastation suffered by the rest of Sterich, and as such, he is still quite popular among his serfs and peasants, and he has a number of friends and companions in the surrounding regions, including Istivin.

As fate would have it, Arwin and his daughter, Larath, have the same birthday. This year, however, is different than most. Arwin turns 50 this year, while Larath celebrates her 16th birthday, a day considered her first as a grown woman. In celebration, the upper crust of the nearby regions has decided to give an elaborate festival in a rolling field outside of Istivin. It is also hoped that this festival can restore some of the morale lost by the people after years of war and occupation.

The festival includes merchants, performers, and musicians from throughout the district and beyond, as well as all of the other pomp and circumstance common in such circles. The culmination of this festival is an open archery tournament in which both townsfolk and visitors are invited to participate. Over the last few days, tents have been erected, a wooden grandstand has been constructed, and notices informing people of the festival and tournament have been posted throughout the district. As festival time draws near, excitement throughout Istivin grows.

While the people of Istivin hope that this festival is a time of celebration and merrymaking, others see it as an opportunity for profit. An adventuring group known as the Troubadours has been hired by Lord Arwin's Minister of Town Affairs to perform a play in celebration of Arwin's and Larath's birthday. They are a group of actors, musicians, and thespians that make a modest living performing in both the Sterich and Keoland villages surrounding Istivin. However, they

are also drow elves, disguised as humans so they may observe the townsfolk in an attempt to discern whether or not Istivin is ripe for the plucking by those whom they serve in the underdark. A particularly clever wizard named Ellistan is their leader.

Ellistan and the troubadours plan sometime during the festival to use their magic to charm a resident, forcing them to attempt to assassinate Lord Arwin. During the ensuing anarchy, they plan to pick as many pockets as possible before fleeing to the relative safety of their base in the ruins of the city. This allows the drow to make money that they require for operating expenses, while they destabilize the local government, making the town ripe for the picking.

However, the troubadours may not need to create their own distraction on this day. Another man, Wells Oakshire, plans to create one as well.

Wells Oakshire is the son of Miles Oakshire, a one-time friend and fellow adventurer of Arwin. Fifteen years ago, Miles, in a drunken stupor, killed a Sterich soldier during an argument. Unwilling to sentence his friend to life in the dungeon or outright death, Arwin banished Miles, his wife Ilea, and his five-year old son, Wells from his lands, never to set foot in them again.

During his exile, Miles became a bitter man, and he pushed these feelings onto his family. When his wife died in 581 CY, there was no one to vent his anger upon save Wells, and the only catharsis Wells could find would be to cower and hide when his father flew into a rage. Miles vowed that one day he would return to Istivin and get his revenge upon Arwin and his family. However, he died in 588 CY before he had the chance. Near brainwashed, Wells decided to continue his father's quest and find a way to usurp Arwin. However, finding a plan to do this proved exceedingly difficult for him, because he had grown up a coward and afraid of confrontation. Defeating Lord Arwin in combat was not an option. He had to find another way.

A few days ago, Wells received notice that an archery tournament was being held in celebration of Arwin's and his daughter's birthday. Despite Miles' anger, he did manage to teach his son how to use a bow. After his father's death, Wells continued to use the weapon to feed himself during the winter months. Confident in his archery skills, Wells decided that the time to strike was at hand. He would enter the tournament, win it, and leave Arwin and his family embarrassed and ashamed. This would restore his father's honor better than any duel!

The scene caused by Wells proves to be a perfect opportunity for the Troubadours to begin their thievery. They use the emotions of both Wells and Arwin, in combination with the troop's magical abilities, to keep attention away from them while they pick the pockets of the local populace.

This adventure begins about an hour ride southeast of the city of Istivin, near the Davish River. The characters are traveling along a well-used road towards the city. On the road they encounter a local courier who is hanging proclamations of a local lord's birthday and the festival that is being given in his honor. The flyers also mention the archery contest and the prize to be given as a result. The courier encourages the characters to attend and participate in the archery tournament. He also discusses the importance of winning gifts from the ladies and gentlemen of the court. The characters arrive in Istivin the night before the festival is to begin. They stay the night in the city, or outside, should they so desire. The morning of the festival, the characters may explore some of the festival activities, including performances, shops, and other happenings. Come mid morning, a herald announces that the Troubadours are about to perform. The characters may view the play if they so desire.

At high noon, another herald announces that the archery tournament is about to begin. Participants are to register with a scribe near the archery grounds. First, each contestant's name is announced. Once Wells is revealed to Lord Arwin, an argument ensues between the two. Wells convinces Arwin to allow him to participate. In the meantime, some of the Troubadours begin their pocket picking while others pay close attention to the argument.

Following the announcement of contestants, they are instructed to make an attempt to woo a gift from eligible nobles. The better the gift, the better each archer performs during the tournament. During the ceremony, Ellistan casts *dominate person* on Larath and forces her to give Wells her most precious gift. This causes further protest from Arwin, much to the Troubadours', and Wells' delight.

Once the ceremony is complete, the archery tournament takes place. Given Larath's gift, he has a very good chance of winning the contest. However, regardless of who wins the prize, the Troubadours take this opportunity to create more chaos. Ellistan casts another *dominate person* spell on Wells, forcing him to attack Lord Arwin. In the ensuing chaos, the troubadours once again attempt to rob more nobles, including Lord Arwin and his daughter, if possible.

The characters must discover that the Troubadours, and not Wells Oakshire, are the primary culprits in this chaos. From there, they must confront the Troubadours and defeat them. The Troubadours are more afraid of what may happen to them should they return home in failure, and fight to the death.

Note: Depending on the APL, Ellistan either casts *dominate person* from scrolls or memory. If he is using scrolls, assuming that his casting attempts are successful.

INTRODUCTION

The characters are traveling along a well-marked path through rolling, lightly forested hills for whatever reason the DM desires. As the characters come within a day's travel of the city of Istivin, read or paraphrase the following:

You have spent the last few days traveling along a narrow road through gentle hills and light forest. The weather could not be better: the sun has been warm, but not overly hot, a light breeze blows at your back, and rain clouds have not been seen for days. Despite this, however, it has been some time since you enjoyed a warm satisfying meal and a roof over your head, and the prospects of these pleasures convince you to carry on toward the next village despite the descent of the sun towards the horizon.

As you reach the summit of a low hill, you see a well-dressed man with a stack of papers in one hand and a small mallet in the other. Drawing closer, you see a cluster of small nails clenched between his lips. He takes a sheet of parchment, places it flat along the trunk of a tree, and taps four nails into it along the corners of the paper. He then scurries a few yards ahead to another tree and hangs a second sheet. However, while attempting to drive the final nail into the tree, he hits his thumb with the mallet and drops his remaining papers. Cursing loudly, he bends down to retrieve them.

The clumsy man is Eldred, a servant of Arwin who has been put in charge of posting notices about the tournament and festival. He is more than happy to tell the characters about the festival, including the archery tournament, and he gives them one of his flyers (see Player's Handout 1). If asked about the tournament's prizes, he points to the flyer and tells the characters that first prize, a jeweled quiver, is "breathtaking, priceless, and one of a kind." He knows that competition for the prize will be fierce, and a participant

would be well advised to ask for a gift from one of the “noble folk” for luck. If pressed further on this subject, read or paraphrase the following:

“When a Lord holds a tournament in these lands, be it a test of archery, combat, or what have you, it is customary that a participant select a noble of the opposite sex and ask for a gift to give him or her luck. Should your demeanor and etiquette impress the noble, he or she may bestow upon you a boon. The more that noble fancies you, the more personal or elaborate that item can be, and thus the more luck it gives you. It is a bit silly, I’ll say, but these people take their traditions seriously, and not playing the game can be considered an insult in some parts.”

If asked whether or not the local lord, Arwin, expects such participation, Eldred only smiles. When his conversation with the characters concludes, he heads back towards Istivin. If the characters follow him, they reach the outskirts of the city in two hours.

ENCOUNTER 1: THE FESTIVAL

When the characters arrive in Istivin, the festival is scheduled to begin the next morning. Unfortunately, the local inns are all full with travelers. However, a number of people are camping for the night near the fairgrounds. Arwin’s staff has anticipated this, and it has dispatched a number of guards to make sure that things remain peaceful. The characters can find a vacant plot there and rest there for the evening. Alternately, they can stay anywhere outside of the town.

People begin to flock towards the festival at dawn. The archery tournament is scheduled to begin at high noon. When the characters arrive at the festival, read or paraphrase the following:

The weather couldn’t be more perfect for a festival. The weather is warm, a gentle breeze blows, and there is not a cloud in the sky. What lies before you is a rainbow of colors. A dozen or so many-hued tents dot the meadow, and merchants stand outside of them selling wares or all kinds. The aromas of several different kinds of foods, such as roast mutton, beef, poultry, and vegetables waft through the air. Townsfolk distribute mugs of ale and mead all around the grounds. Children run and play about, laughing all the while. Jugglers, slight-of-hand experts, and other performers entertain the crowd. At the crest of the hill a wooden grand-

stand has been constructed, and several ladies and gentlemen of the court sit within. At the center of the grandstand the crest of the local landholder is displayed. He and his family sit behind it, smiles on their faces.

It is left up to the DM to use common sense in determining what particular merchants and performers are present at the carnival. It is suggested that most normal items from the *Player’s Handbook* be available, although magic, masterwork, and the more expensive items are absent from this list. The DM may improvise short purchasing encounters that could occur at any outdoor carnival. Allowing characters and NPCs to haggle with one another. This provides a good opportunity for the characters to roleplay during their intermingling with the townsfolk. To reduce the preparation time for DMs, some examples are given below. However, the characters should encounter the Lion Tamer’s tent at some point during the morning.

ENCOUNTER 1A: MADAME ZENOBIA

This enclosed tent is dark and smoky. Madame Zenobia is a surprisingly young and beautiful female human who tells fortunes for 2 sp each. She uses a crystal ball, cards, or reads palms. Secretly roll a d8 and tell the character the following fortune and feel free to embellish as necessary. Ignore duplicate results.

1. “I see you on a ship, making a long journey. Fame and fortune await you at the end.”
2. “You will be betrayed by the love of your life, but it will make you a better person.”
3. “One close to you will save your life very soon. Beware the man in the red cloak.”
4. “I see a great bird, with eyes of fire. It beckons you to follow it into the darkness.”
5. “I see a great mystical aura about you, as if you are blessed by the gods themselves!”
6. “A dark shadow copies your every move, and threatens to take over your essence.”
7. “I hear a wolf singing for you, or about you. I am unsure as to which.”
8. “Your true enemy hides behind deceit and deception. You must be cautious.” (Note that this fortune applies to this adventure)

ENCOUNTER 1B: THE INCREDIBLE BOUNCING BARRISTER BROTHERS

This group of identical triplets performs amazing feats of acrobatics, including tumbling and tightrope walking. They leave an upturned hat for donations after their performance, and anyone who gives less than 1

sp becomes the butt of off-color insults thereafter.

ENCOUNTER 1C: FONDOR THE FIRE-EATER

Fondor is a giant of a man who performs death-defying stunts. In addition to eating fire, he swallows swords, breaks chains, walks on hot coals, and lies on beds of nails. Friendly and jolly, he is appreciative of any donation, but will not complain if one doesn't give.

ENCOUNTER 1D: MEILLO'S CAKES AND PIES

For 1sp each, characters can purchase a lemon tart, a square of cornbread, a slice of apple pie, or a slab of vanilla cake from Meillo, a ridiculously fat dwarf with the tip of his beard tucked into his belt. His prices are high, but they are worth the price, as they are quite delicious.

ENCOUNTER 1E: LAR'S LIZARDS-ON-A-STICK

For 4 cp each, characters may treat themselves to a delicious grilled lizard-on-a-stick, prepared and served by Lar, a tall, thin human with long, greasy dark hair. Most of them are quite delicious, but each lizard has a 10% chance of being tainted. Anyone eating a tainted lizard must pass a Fortitude check (DC 12) or lose 2 points of temporary Constitution. Lar pleads ignorance should this happen, claiming that the characters "don't have the stomach for the stuff!"

ENCOUNTER 1F: THE HEDGE MAZE

As luck would have it, a local druid (Shandis) is a close friend of Lord Arwin and agreed to use his magic to create a large hedge maze near the festival grounds. For a modest fee (3 sp), people may wander through the maze at their leisure in hopes of exiting out of the other side. A successful Intelligence check (or Intuit Direction, should a character have that) at DC 10 means that the characters have solved the maze. Navigating the maze takes 30 minutes.

However, a pair of pickpockets has taken refuge in the maze and is using its relative isolation to relieve merry-goers of their possessions. They have had ample time to case and memorize the maze itself. As such, assume that they know exactly how to exit it. The characters may not have this luxury. If the characters have some way of stopping them, or should pickpock-

ets' attempts fail, they flee into the maze. Given their possessions, they have been quite successful so far.

☛ **Pickpockets (2):** Human male Rog3; hp 16; see Appendix I.

Current Loot: 40 sp, 90gp, gold necklace with jade pendant (180 gp), silver bracelet with garnets (250 gp).

If the characters capture the thieves alive, there are local militia and constables who are more than happy to take them off of the character's hands.

ENCOUNTER 1G: THE LION TAMER

At some point, the DM should point the characters towards the lion tamer's tent. Read or paraphrase the following:

Along the outskirts of the fairgrounds is a large, red-and-white tent. A colorful sign hangs above the entrance to the tent. It reads 'Kanga's Great Cats.' The next show begins in three hours.

As you pass by the tent on the way to other exhibits, you hear a scream coming from within the tent. "Help! Help! The cats are loose!"

Assuming that the characters enter the tent, continue reading or paraphrasing:

The tent is large and circular. A number of square metal cages line the outside of one half of the tent. Chairs, crates, and boxes are scattered in various parts of the enclosure. In the center of the tent, you see a thin, middle aged woman dressed in breeches and a tailed jacket. A number of lions circle her hungrily, and she has only a wooden chair to fight them off.

"Please! They're out of control!" Help me!

The woman is Kanga, a lion tamer and animal handler. The lions in her care are hungry and have been mistreated, and have decided to turn on their caretaker during a routine training session. Allow characters with the Handle Animal skill to make a check (DC 15). Success indicates that the characters see the abuse for what it is.

☛ **Kanga:** Female human Exp2; hp 10; see Appendix I.

APL 4 (EL 5)

☛ **Lions (2):** hp 37 each; see *Monster Manual*.

APL 6 (EL 7)

➔ **Lions (4):** hp 37 each; see *Monster Manual*.

APL 8 (EL 9)

➔ **Dire Lions (4):** hp 65 each; see *Monster Manual*.

APL 10 (EL 11)

➔ **Dire Lions, Advanced (4):** hp 102 each; see Appendix I.

APL 12 (EL 13)

➔ **Dire Lions, Advanced (4):** hp 160 each; see Appendix I.

Leave it up to the characters as to whether they decide to slay the lions or not. Perceptive characters realize that the keeper is the problem, not the lions. The DM needs to be flexible concerning character actions at the end of this encounter. They may decide to turn the lion keeper in, or force her to leave, or something similar. The keeper promises to take better care of her animals, lest they attack her in a similar fashion again. She also rewards the characters for saving her with a 100-gp amethyst. Furthermore, one of the lions may be befriended by a Druid using the animal friendship spell, assuming she is of sufficient level to do so.

ENCOUNTER 2: THE PLAY

When the DM feels that it is time to move on, he should read the following to the characters:

As you are milling about the festival, a trumpet fanfare near the center of the grounds gets your attention. The townsfolk stop briefly and shuffle towards the sound. In a few seconds, you hear the shrill voice of a town crier. Dressed in his finest silks, he proclaims the following message so that all can hear:

“Here ye, here ye! Citizens and friends, welcome to the festival celebrating the day of birth for our patrons, Arwin, and his beautiful daughter, Larath! I am happy to announce that a group of players, known only as the Troubadours, have prepared a play in Lord Arwin’s honor. They prepare, as we speak, in front of Arwin’s grandstand, and the play begins forthwith! I urge everyone to attend!”

With this said, the crier moves away and the crowd begins to walk towards Arwin’s entourage. Assuming that the characters follow, they see a large wooden wagon approximately fifty feet in front of the grand-

stand. One side of the wagon has folded down on a hinge to form a small stage, and a few actors and stagehands are making final preparations for the play. They are putting the set together and placing props in their proper locations. Children sit cross-legged in front of the stage, and other people are finding places to sit behind them. Arwin, his wife, son, and daughter, as well as other nobles of Istivin, sit in the covered grandstand in anticipation of the play. After a few moments, the actors take their places and a lone speaker stands on the stage to welcome the crowd and describe the setting of the skit.

Before you stands a handsome, dark-featured human male dressed in fine silks and satins. He smiles as you and other patrons approach his wagon. Once the crowd settles, he speaks.

“Welcome, friends, to this fine festival to honor the birthdays of our Lord Arwin and his lovely daughter, Larath.” With this, he smiles at the nobles’ box. “I am Ellistan, leader of this fine troop of players.”

“We, the Troubadours, are proud to present to you a play of our own creation. One that brings out feelings of fear, terror, joy, love, sorrow, and every other emotion that you can possibly imagine. It is called ‘The Giant’s Lament.’ We hope you enjoy.

With this, Ellistan and his entourage prepare to begin. In addition to Ellistan, you see four other people. A pretty girl of elven descent sits on a stool on one side of the stage, mandolin in hand. She strums a few notes. On the other side of the stage is another attractive woman, this one human. She is dressed in an elegant dress that leaves little to the imagination.

Besides Ellistan, two more men stand atop the stage. One is a short, nondescript man with dark hair and eyes. He is dressed in faux armor like a knight. The other is a huge, homely man with rippling muscles. He wears the bottom half of a costume that obviously is too large to be for him alone. The five players stand and bow, and then the play begins.

The play, titled “Sir Knight and the Giant,” is unimportant. It depicts the story of a brave knight who slays a giant (actually two actors, one sitting on the shoulders of another) in order to save a princess. One of the actors, Diixze, is an illusionist, and she uses some of her spells to create fantastic visual and audible effects to augment the actors’ performance.

Synnda, the bard, remains at the foot of the stage throughout the play, as she is the primary source of music. Diixze, the illusionist, plays the role of the cap-

tured princess when she is not using her ‘special effects.’ Ellistan, obviously the best actor in the group, plays a number of roles, including a number of townsfolk and the top half of the giant. Liw plays the role of the heroic knight, while Gur’flood is limited to the bottom half of the giant. The play is very good, and the crowd is transfixed by the happenings on stage. The play should let the characters know that the Troubadours have some knowledge of magic.

After the play is complete, the actors are given a warm round of applause from the appreciative crowd. Once the clapping has subsided, Arwin rises, raises his goblet, and declares a toast to the players for their wonderful entertainment. Shortly thereafter, the crowd disperses from the stage and continues its merrymaking elsewhere.

At this point, give the characters more time to shop and enjoy the festivities. When the sun reaches its summit, however, the trumpets blare once again and the crier moves towards the center of the grounds. As the townsfolk turn toward him, he speaks again.

“Here ye, here ye! My friends, the time is at hand! In a short while, the main event, the test of archery, will begin. Contestants are urged to make their way toward the field and add their name to the lists. Others are encouraged to watch the festivities and cheer for their favorite archer!”

With this, the crier again retreats and the people move toward the field of play. By this time, the players’ wagon has been moved, and in its place are a number of round burlap archery targets stuffed with hay. Approximately a dozen contestants have formed a line behind a table, at which an elderly gentleman records the name of each archer. A crowd gathers along the edges of the field of play in anticipation of the excitement to come. At this time, any character that wishes to participate in the archery contest should get into the line and register. Nonparticipant characters can watch from wherever they like, within reason of course.

ENCOUNTER 3: THE TOURNAMENT

Sixteen contestants, plus any character that wishes to participate, have registered for the tournament. The archers come in all shapes and sizes, both male and female. There is a short, portly halfling, a female trapper who obviously possesses some elven blood, and a number of local citizens from Istivin and its environs.

The DM may further embellish this list should he so desire. The most striking of the contestants is a tall, slender man with dark hair and goatee, dressed in black leather with a gray, linen cloak. This is Wells Oakshire.

After all contestants have been registered, the elderly man gathers each of them and gives them the rules and scoring of the tournament. Only standard long bows and short bows are allowed. He also says that magical bows and arrows are not permitted, and allowing him to cast detect magic on their weapons is a requirement for participation in the tournament. Those who have magic bows must replace them with nonmagical equivalents. Those who do not have nonmagical bows are provided one by one of Arwin’s staff.

Before the tournament begins, the elderly gentleman, Arwin’s scribe, announces each contestant one by one, in the order that they registered. Of course, included in this list are the names of any characters that are participating. Cheers erupt from the crowd as each name is called, and the townsfolk place small wagers between one another on some of the contestants. The last name on the list is Wells Oakshire, son of Miles. Upon the utterance of this name, Duke Arwin rises from his chair. Read or paraphrase the following to the characters:

When the last name from the list is read, that of the tall, bearded stranger, Lord Arwin rises from his chair, visibly upset. He looks at the tall stranger sternly, points at him, and exclaims, “You are not welcome here, exile! Your father, along with his family, which includes you, was banished from this place! Be gone!”

Wells looks nervously at the middle-aged man. “Surely the good Arwin knows the meaning of forgiveness! The crime committed by my father took place years ago. Must those crimes carry over to his son? I assure you, my lord, I have only the best of intentions. I wish only to be victorious, like everyone else here. According to your postings and criers, all were invited, am I not mistaken? Do you mean to exclude me?”

The crowd murmurs nervously after Wells’s words. Stroking his beard, Lord Arwin again speaks.

“Very well, Oakshire. I am a man of my word. If I said that all may participate, then all may. But know this, you are not welcome in Istivin or the Sterich. After this tournament, win or lose, you must leave these grounds, lest I take your head! Is this clear?”

Wells bows deeply. “Thank you my lord. I promise you that I shall be an exemplary contestant in your fine tourna-

ment.” With these words, Wells melds back into the throng of contestants and prepares for the upcoming tournament.

THE RULES OF THE TOURNAMENT

Each contestant is allowed six shots, each from 120 feet. A target has ten concentric rings, and scoring is determined by which ring an arrow strikes. Two rings each are colored, from the outside in, white, black, blue, red, and yellow, respectively.

In game terms, the target is treated as AC 10. However, the targets are at 120 feet and in the second range increment, giving a -2 “to hit” penalty. Therefore, the DM should treat the target itself as AC 12. The various rings are somewhat more difficult to hit however, and require the archer to hit the following AC to score.

| | | |
|-------|------------|-----------|
| AC 14 | White | 2 points |
| AC 16 | Black | 4 points |
| AC 18 | Blue | 6 points |
| AC 20 | Red | 8 points |
| AC 22 | Yellow | 9 points |
| AC 25 | Bull’s Eye | 10 points |

The score for all six shots are added up, and the archer with the highest number of points is declared the winner and entitled to the jeweled quiver as his prize.

Requesting a Gift

One old tradition among the elite in Istivin and elsewhere, perhaps as a remnant from Keoland tradition, is that contestants in a tournament may attempt to gain favors from the noble ladies and gentlemen of the court in order to improve their skill and luck for the contest. To many townsfolk, this is as exciting as the tournament itself, for it creates opportunities for gossip and hearsay. Contestants approach one of the single ladies or gentlemen and praise their appearance or disposition in order to gain a favor. The more impressed the noble is with the contestant’s attempt, the more personal the item that is given to them, and the more luck that is reputedly granted for the contest. However, each contestant is allowed only to ask for a favor once. If he or she is denied, and many are, he or she may not make another attempt. Similarly, a noble is only allowed to give one favor, so they choose their “champions” carefully. There are enough nobles present to allow each contestant a gift, although not every archer gets one.

After the contestant has selected a noble to approach, he or she must make a successful

Diplomacy check (DC 10) in order to garner a favor from that noble. A DM may add to or subtract from this roll depending upon how well each player performs his “woo.” How successful that roll is determines the sort of gift that is given. Failure means that the noble is unimpressed with the character’s attempt and gives them nothing. The noble ladies give articles of clothing to their suitors, while the noble gentlemen give one or more roses to female contestants. The type of gift, and the modifier it gives, are explained as follows:

- *Success by 0+*: Veil/One Rose – The archer may reroll one shot during the tournament.
- *Success by 5+*: Scarf/Two Roses – The archer may reroll two shots during the tournament.
- *Success by 9+*: Kirtle/Three Roses – The archer may reroll three shots during the tournament.
- *Success by 13+*: Sash/Four Roses – The archer may reroll four shots during the tournament.
- *Success by 17+*: Garter/Five Roses – The archer may reroll five shots during the tournament.
- *Success by 21+*: Tress/Six Roses – The archer may reroll all six shots during the tournament.

Again, each lady and gentleman is permitted only to give one boon, and each character is allowed only one attempt to secure a gift.

If a character wishes to use a reroll, he must do it immediately after a shot has been taken, and he must keep the result of the reroll even if it is worse than the original roll. In addition, a character may not reroll a reroll. The gifts have no other function outside of this, although the characters may want to keep them as souvenirs.

The Troubadours are aware of the rules and traditions of gift giving, and they decide to have a little fun with the ceremony and Lord Arwin in particular. Ellistan cleverly casts *dominate person* on Larath that compels her to give Wells a lock of her hair. They know that this may anger and embarrass Lord Arwin given the feelings that he has for Wells.

After all of the contestants have been announced, Arwin’s scribe motions for them to approach the nobles and begin their “courtship.” At this time, allow the characters to select a particular noble and attempt to win something from him or her. Any characters that select Larath automatically fail. The DM should provide appropriate descriptions of many of the nobles so that the characters can pick a favorite. After each character has attempted to win a favor, proceed:

Larath, Arwin's daughter, suddenly stands. She has spurned the requests of all suitors to this point, but her eyes are clearly upon Wells. "Wells Oakshire, son of Miles," she proclaims, "approach me." He looks at her in a puzzled fashion, but approaches her as she beckons towards him.

When he reaches the nobles' grandstand, she places a hand on his shoulder. "I have yet to find a champion, sir, and it is my birthday! Would you do me the honor of being my champion for this contest?" Silently he nods.

Holding out her left hand, she says calmly, "Give me your dagger."

Wells unsheathes his dagger and gives it hilt-first to Larath. Larath pulls her long hair around her shoulders and moves the dagger towards it. She slices a small length of it with one stroke, and hands both it and the dagger to him. "Luck be with you, champion."

The crowd protests vehemently at these actions. Arwin again rises, looks to his daughter, and says, "Larath! What are you doing? If this is some sort of joke, I am not amused!"

Larath looks at him straight faced. "I have chosen my champion, father. I am a woman now, and the choice is mine. Honor my choice."

Arwin stares at his daughter blankly, and then glances toward Wells. "Heed my words, Oakshire. Whatever you are attempting to do here, I do not like it! Be careful with what you do next!" He spits these last words out like a venomous cobra.

Without a word, Wells turns, draws forth his bow, and prepares for the contest.

With these words said, the tournament begins. Arwin's scribe calls each archer one at a time, and each archer completes all six shots before the next contestant begins. The crowd cheers as the score for each shot is announced. The DM should express the excitement of the crowd and the tension that they feel with each passing shot. Though it is important to move this along quickly as nonparticipating players could become disinterested quickly.

If no characters are entered in the tournament, Wells wins the contest by a considerable margin. Wells is an excellent archer, plus he received a tress from Larath, which allows him to reroll all six shots during the tournament. Even if characters are entered, they should have a very difficult time defeating him. After six shots, Wells has accumulated 52, 54, 56, 58, or 60 points at APLs 4, 6, 8, 10, and 12 respectively. Should Wells win, go to "Wells Receives the Prize" below. If a character happens to win the tournament, continue with the next section, "The Characters Receive the Prize."

ENCOUNTER 4: THE 'POSSESSION'

This Act can take two different directions, and the Troubadours take their actions accordingly. In one scenario, Wells wins the prize. In the other, one of the characters wins the prize.

WELLS RECEIVES THE PRIZE

In all likelihood, Wells wins the archery tournament and is entitled to receive the jeweled prize from Arwin. Victory has boosted his confidence and arrogance, and he has no problem with milking this scene for all it is worth.

Victory at hand, Wells walks confidently toward Lord Arwin, smirking the entire time. Arwin rises with the quiver, not at all pleased with what has transpired. As Wells reaches the precipice, he mockingly bows.

"Well, your grace," he says sarcastically, "it appears that I have bested what your land has to offer, and I am ready to claim my prize. I pray that next time you hold such a festival that the competition is better. Testing my mettle against corn farmers and dried up mercenaries is hardly a test for my honed skills." He chuckles at his own words.

Surprisingly, Lord Arwin keeps his composure, although the hate in his eyes betrays his true feelings. He extends the jeweled quiver towards Wells. "Wells Oakshire, son of Miles: I hereby declare you champion of this tournament. Take your prize. You have earned it." With this, he gives the jeweled quiver to Wells. Arwin raises his glass and toasts the victor. The wine appears to go down bitterly.

The tournament's champion caresses the quiver for a moment, touching the elegant gems that emblazon the fine leather. He stops for a moment at the largest gem, an elegant topaz of the highest quality.

At this point, the Troubadours sense that a little fun could be had at everyone's expense. As such, they take action. Ellistan casts *dominate person* on Wells to make him act as evil as Lord Arwin believes him to be. Go to "Wells Possessed."

THE CHARACTERS WIN THE PRIZE

On the outside chance that one of the characters wins the archery tournament, The Troubadours' plan is somewhat different. In order to make Wells look like the bad guy, Synnda casts *mage hand* to snatch the quiver from Arwin just as he is to give it to the victori-

ous character. The quiver then flies into the hands of Wells. Ellistan then casts *dominate person* on Wells. The scenario can then continue with “Wells Possessed.”

WELLS POSSESSED

Wells stares at the gem, transfixed upon its beauty and splendor for some time. He then looks up at Lord Arwin and smiles evily.

Allow characters to attempt a Sense Motive check at this time. Those who make their rolls (DC 12) notice that Wells’ mannerisms suddenly have changed. Similarly, any character that specifically states that they are looking for the Troubadours during this time are allowed a Spot check against their opposed Hide checks. Those who succeed notice Ellistan staring intently in the direction of Wells. Wells continues to speak, though his tone is clearly derogatory.

“Thank you. Of course, I cannot take all of the credit myself for this victory. Surely the luck given to me by your lovely daughter’s gift is what I needed to be victorious.” With this, he smiles at Larath while he sniffs the aroma of the lock of hair she had given him. “Perhaps one day she will be my bride! Wouldn’t THAT be ironic?”

With these words, Lord Arwin stands up. “ENOUGH!” he screams. “You’ve spoken your last insult, traitor!”

Wells laughs madly as he draws his blade. “It gives me pleasure to think that I will be sitting on your seat, your strumpet daughter by my side, as the crows pick from your dead flesh.”

Arwin and the nobles are frozen in surprise as Wells charges him, sword drawn.

The DM should keep in mind that normally Wells would have no intention to kill Arwin or any of his family. He would have been happy just knowing that he had won the tournament. Give the characters a Spot check (DC 10) to notice that the Troubadours, while still present, are oddly calm in the ensuing chaos. They stand outside of the conflict and watch with slight smiles on their faces.

Lord Arwin’s guards immediately rush to assist their liege, standing between Wells and Lord Arwin. If the characters decide to interfere, Wells turns on them, attacking viciously. Otherwise, it is a matter of moments as Lord Arwin’s guards subdue Wells, and clap him in chains.

APL4 (EL6)

➤ **Wells Oakshire:** Male human Ftr6; hp 45; see Appendix I.

APL 6 (EL8)

➤ **Wells Oakshire:** Male human Ftr8; hp 60; see Appendix I.

APL 8 (EL 10)

➤ **Wells Oakshire:** Male human Ftr10; hp 75; see Appendix I.

APL10 (EL 12)

➤ **Wells Oakshire:** Male human Ftr12; hp 90; see Appendix I.

APL 12 (EL 14)

➤ **Wells Oakshire:** Male human Ftr14; hp 105; see Appendix I.

CATCHING THE TROUBADOURS

Should one of the troubadours be caught either casting spells or picking pockets, the entire group flees from the scene of the festival, and makes their way toward a dilapidated and war torn section of the city, where they have set up their base camp. However, if no character notices the troubadours’ activities while they are attempting to subdue Wells, just as the fight is ending, give the characters a simple Spot check (DC 10) to notice the Troubadours slipping away from the festival while everyone else remains transfixed on the scene before them.

ENCOUNTER 5: SHADOW’S SONG

It is late afternoon as Arwin’s guards cart an unconscious (or dead) Wells Oakshire away from the festival grounds. Strangely enough, the shadows seem to grow preternaturally long as the afternoon wears into early evening. The townsfolk immediately come back to their senses. They almost seem panicked as they begin frantically packing up their personal belongings, and heading for the safety of their homes for the evening. Odd, though it seems early and the shadows are a bit long.

“Still, something is not right in Istivin. Though most citizens noticed few differences, the city’s buildings seem to cast longer shadows than before the war. Men

in taverns seem more likely to raise a fist in anger. A rash of mysterious fires consumed the homes of several important clerics. Iconic statuary on the walls of the temple of Pelor broke away, crushing children at play in the temple yards...

Nights now find the streets of Istivin nearly empty, even of city guards. Those brave souls who dare the darkness do so in great haste, running from place to place with weapons drawn. Many have disappeared in the city at night. The most famous victim is Querchard, marquis of Sterich."

~Living Greyhawk Gazetteer, page 108.

No one knows why things are the way they are in Istivin after the wars, but the townsfolk accept that things have changed and that their home is not as safe as it once was; and rightfully so.

The characters, however, may think this behavior odd, and the behavior of the Troubadours even more so. If the characters stop anyone in the street to ask what is going on, they can get any number of answers.

- The shadows are hungry; it is best to be indoors when they come out to hunt.
- Look to your own safety, and I'll look to mine.
- Not even our clerics stay out once the shadows begin their crawl across open ground.
- Men's hearts grow dark as the shadows grow long. Its best to safeguard your thought till the dawn breaks into a new day.
- The Lord's guards are just as common as the rest of us, and just as unwilling to venture where darkness reigns sovereign.
- Dark song rules the night; you can hear its haunting melody play across the outer ruins.

The townsfolk don't spend more than a few moments speaking with the characters, as they are more interested in finding solace in their homes, by the fire. If the characters ask about the outer ruins, the townserson speaking with them explains that the outer ruins were once a part of the city, but were destroyed in the war. Pointing out exactly where they are, savvy characters that saw the Troubadours leaving the festival, realize that this is exactly the direction they were headed. Once the characters decide to investigate the Troubadours, or the Outer Ruins, proceed to Encounter 6.

ENCOUNTER 6: THE DARK TRUTH

This section of town is virtually uninhabited. The townsfolk do not live here, merchants do no business here, and children are never allowed to play here. That leaves rats, roaches, and the Troubadours.

As you enter this section of town, things grow strangely quiet. Things were already quiet on the other side of town, but here, the silence seems to practically ring in your ears. The entire area is covered in shadows, some so deep that what lay within is indiscernible. Rubble and debris is scattered everywhere, and most of the buildings are clearly uninhabitable, being either collapsed, or on the verge of doing so. Along one block however, you do notice one particularly sturdy building that appears relatively unharmed; at least compared to those around it. Oddly enough, the light of a small fire can be seen playing within.

Here is where the Troubadours spend time away from the rest of the town, and plan in relative solitude, their next move. Currently, Gur'flod and Liw stand watch from the shadow of destroyed buildings next to the lair. Unless the characters go to extraordinary measures to remain unseen, the two drow spot them, and give a subtle signal to those within.

As soon as the group is alerted, they leave the building through a hole in the back wall, and circle around to attempt to ambush the characters. They are not in disguise at the moment, so there should be no delusion as to the nature of the Troubadours at this point. The group attacks the characters in force, with every intention to crush them. It is important that, as the DM, you prepare this encounter well ahead of time, especially with regard to the spell casting capabilities of Ellistan, Diixze, and Synnda.

APL 4 (EL 7)

➤ **Ellistan:** Male drow Wiz3 (Enchanter); hp 13; see Appendix I.

➤ **Gur'flod:** Male drow Ftr1; hp 12; see Appendix I.

➤ **Diixze:** Female drow Wiz1 (Illusionist); hp 5; see Appendix I.

➤ **Synnda:** Female drow Brd1; hp 7; see Appendix I.

➤ **Liw:** Male drow Rog1; hp 8; see Appendix I.

APL 6 (EL 9)

➤ **Ellistan:** Male drow Wiz5 (Enchanter); hp 21; see Appendix I.

➤ **Gur'flod:** Male drow Ftr3; hp 28; see Appendix I.

➤ **Diixze:** Female drow Wiz3 (Illusionist); hp 13; see Appendix I.

➤ **Synnda:** Female drow Brd3; hp 17; see Appendix I.

➤ **Liiw:** Male drow Rog3; hp 20; see Appendix I.

APL 8 (EL 11)

➤ **Ellistan:** Male drow Wiz7 (Enchanter); hp 29; see Appendix I.

➤ **Gur'flod:** Male drow Ftr5; hp 44; see Appendix I.

➤ **Diixze:** Female drow Wiz5 (Illusionist); hp 21; see Appendix I.

➤ **Synnda:** Female drow Brd5; hp 27; see Appendix I.

Liiw: Male drow Rog5; hp 44; see Appendix I.

APL 10 (EL 13)

Ellistan: Male drow Wiz9 (Enchanter); hp 37; see Appendix I.

Gur'flod: Male drow Ftr7; hp 60; see Appendix I.

Diixze: Female drow Wiz7 (Illusionist); hp 29; see Appendix I.

Synnda: Female drow Brd7; hp 37; see Appendix I.

Liiw: Male drow Rog7; hp 56; see Appendix I.

APL 12 (EL 15)

➤ **Ellistan:** Male drow Wiz11 (Enchanter); hp 45; see Appendix I.

➤ **Gur'flod:** Male drow Ftr9; hp 76; see Appendix I.

➤ **Diixze:** Female drow Wiz9 (Illusionist); hp 37; see Appendix I.

➤ **Synnda:** Female drow Brd9; hp 47; Init +3; see

Appendix I.

➤ **Liiw:** Male drow Rog9; hp 68; see Appendix I.

Tactics: Gur'flod, Synnda, and Liiw open up with their bows. They hope to nock as many characters unconscious with poison arrows as possible. Once the characters begin to close, Gur'flod and Liiw work in conjunction with each other, double-teaming characters with flanking maneuvers so that both get the to hit bonus, and Liiw can take advantage of his sneak attack. Once Gur'flod and Liiw move to engage, Synnda supports them with spellcasting, and missile fire.

Ellistan and Diixze both hang back at first, arming themselves with defensive magic for the first couple of rounds before beginning a full out magical assault on the characters.

CONCLUSION

Should the characters survive the fight with the troubadours, they should have some interesting information regarding the nature of the Festival's bards to take back to Lord Arwin. Lord Arwin is most grateful to the characters for their assistance, allowing them to keep any items looted from fallen or captured Troubadours, and assuming he lives, he releases Wells back to his exile.

Any of the troubadours who escape the battle are not be pleased with what has happened. They have a number of contacts in several of the surrounding cities and they and their friends could harass the characters for many adventures to come.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 1g: The Lion Tamer

| | |
|-------------------------|--------|
| Defeat/subdue the lions | |
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 270 XP |
| APL 10 | 330 XP |
| APL 12 | 360 XP |

Encounter 4: The 'Possession'

| | |
|----------------------|--------|
| Defeat/subdue Wells. | |
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |
| APL 10 | 360 XP |
| APL 12 | 420 XP |

Encounter 5: Shadow's Song

Figure out that Wells is innocent, and that the Troubadours are at fault.

| | |
|--------|--------|
| APL 4 | 60 XP |
| APL 6 | 90 XP |
| APL 8 | 120 XP |
| APL 10 | 150 XP |
| APL 12 | 180 XP |

Encounter 6: The Dark Truth

| | |
|-------------------------|--------|
| Defeat the Troubadours. | |
| APL 4 | 210 XP |
| APL 6 | 270 XP |
| APL 8 | 330 XP |
| APL 10 | 390 XP |
| APL 12 | 450 XP |

Total Possible Experience

| | |
|--------|---------|
| APL 4 | 600 XP |
| APL 6 | 810 XP |
| APL 8 | 1020 XP |
| APL 10 | 1230 XP |
| APL 12 | 1410 XP |

TREASURE SUMMARY

During an adventure, characters encounter treasure,

usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate. Because this is a Core adventure, taking place in a region not administered by a Regional Triad, characters cannot spend extra Time Units to practice professions or create items immediately after the adventure, so this total is not be modified by other circumstances.

TREASURE KEY:

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

Encounter 1g: The Lion Tamer

Subdue the lions.



BIRTHDAY BASH

APL 4: L: 0 gp; C: 20gp; M: 0
APL 6: L: 0 gp; C: 20gp; M: 0
APL 8: L: 0 gp; C: 20gp; M: 0
APL 10: L: 0 gp; C: 20gp; M: 0
APL 12: L: 0 gp; C: 20gp; M: 0

Encounter 6: The Dark Truth

Defeat the Troubadours and strip them of their gear.

APL 4: L: 93 gp; C: 32 gp; M: *potion of invisibility* (Value 30 gp per character)

APL 6: L: 138 gp; C: 32 gp; M: *potion of invisibility* (Value 30 gp per character); *potion of cure moderate wounds* (Value 30 gp per character); *potion of cat's grace* (Value 30 gp per character)

APL 8: L: 222 gp; C: 32 gp; M: *potion of invisibility* (Value 30 gp per character); *potion of cure moderate wounds* (Value 30 gp per character); *potion of cat's grace* (Value 30 gp per character); +1 *studded leather armor* (Value 118 gp per character); +1 *spiked chain* (Value 233 gp per character)

APL 10: L: 252 gp; C: 32 gp; M: *potion of invisibility* (Value 30 gp per character); *potion of cure moderate wounds* (Value 30 gp per character); *potion of cat's grace* (Value 30 gp per character); +1 *studded leather armor* (Value 118 gp per character); +1 *spiked chain* (Value 233 gp per character); *wand of hold person* (Value 450 gp per character); *wand of ray of enfeeblement* (Value 75 gp per character)

APL 12: L: 296 gp; C: 32 gp; M: *potion of invisibility* (Value 30 gp per character); *potion of cure moderate wounds* (Value 30 gp per character); 2 *potions of cat's grace* (Value 30 gp per potion per character); +1 *studded leather armor* (Value 118 gp per character); +1 *spiked chain* (Value 233 gp per character); *wand of hold person* (Value 450 gp per character); *wand of ray of enfeeblement* (Value 75 gp per character); *ring of protection +2* (Value 800 gp per character)

Total Possible Treasure

APL 4: 175 gp
APL 6: 280 gp
APL 8: 715 gp
APL 10: 1270 gp
APL 12: 2144 gp

Point of Contact in Istivin

You have performed a great service for House Mindon of Istivin. As a result, one of the following NPCs may be used as a special point of contact during future visits to the city. The choice must be made when this cer-

tificate is acquired. Mark the choice below.

__Lord Arwin Mindon: Lord Arwin is well connected to Istivin high society and government affairs. This point of contact allows the character to add +4 to any Diplomacy check related to Istivin nobility or government.

__Larath Mindon: Arwin's daughter is crafty and known to frequent the city's streets when her father isn't looking. This point of contact allows the character to add +4 to any Gather Information while in Istivin.

__Eldred the Scribe: Eldred the Scibe is well versed in Sterich history and culture. This point of contact allows the character to add +4 to any Knowledge checks related to these two subjects.

This bonus may be used three times before being used up.

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APPENDIX I: NPCs

ENCOUNTER 1: THE FESTIVAL

The Hedge Maze

➤ **Pickpockets (2):** Human male Rog3; Medium-size humanoid (human); CR 3; HD 3d6+3; hp 16; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d6+1/19-20, short sword); SA Sneak Attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +2, Ref +6, Will +1, Str 12, Dex 17, Con 12, Int 10, Wis 10, Cha 13.

Skills and Feats: Balance +5, Bluff +6, Climb +4, Disable Device +6, Disguise +4, Hide +5, Listen +4, Move Silently +8, Open Lock +7, Perform +4, Pick Pocket +9, Search +5, Spot +4, Tumble +5; Dodge, Improved Initiative, Weapon Finesse (short sword).

Possessions: leather armor, short sword, dagger.

The Lion Tamer

➤ **Kanga:** Female human Exp2; CR 1; Medium-size humanoid (human); HD 1d6; hp 10; AC 12 (touch 12, flat-footed 10); Atk +3 ranged (1d2+1 subdual, whip); AL N; SV Fort +0, Ref +2, Will +4; Str 12, Dex 14, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Animal Empathy +5, Bluff +5, Disguise +5, Handle Animal +5, Intimidate +5, Knowledge (nature) +5, Perform +5; Dodge, Exotic Weapon Proficiency (whip).

Possessions: whip, bard's outfit.

APL 10 (EL 11)

➤ **Dire Lions, Advanced (4):** CR 7; Large animal; HD 14d8+42; hp 102 each; Init +2; Spd 40 ft.; AC 15 (touch 11, flat-footed 13); Atk +16 melee (1d6+7, 2 claws) and +11 melee (1d8+3, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Pounce, improved grab, rake 1d6+3; SQ Scent; SV Fort +12, Ref +11, Will +5; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +5, Jump +10, Listen +4, Move Silently +9, Spot +4.

APL 12 (EL 13)

➤ **Dire Lions, Advanced (4):** CR 9; Huge animal; HD 20d8+80; hp 160 each; Init +1; Spd 40 ft.; AC 16 (touch 9, flat-footed 15); Atk +24 melee (1d8+11, 2 claws) and +19 melee (2d6+5, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SA Pounce, improved grab, rake 1d8+5; SQ Scent; SV Fort +17, Ref +13, Will +7; Str 33, Dex 13, Con 21, Int 2, Wis 12, Cha 10.

Skills: Hide +5, Jump +10, Listen +4, Move Silently +9, Spot +4.

ENCOUNTER 4: THE POSSESSION

APL4 (EL6)

➤ **Wells Oakshire:** Male human Ftr6; Medium-size humanoid (human); CR 6; HD 6d10+6; hp 45; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +11/+6 melee (1d6+3/18-20, rapier) or +11/+6 ranged (1d8+1/x3, might composite longbow); AL N; SV Fort +6, Ref +6, Will +1; Str 13, Dex 18, Con 12, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +5, Diplomacy +2, Handle Animal +3, Intimidate +3, Jump +5, Perform +2, Ride +5, Swim +2; Dodge, Mobility, Point Blank Shot, Rapid Shot, Weapon Finesse (rapier), Weapon Focus (longbow), Weapon Focus (rapier), Weapon Specialization (rapier).

Possessions: rapier, mighty composite longbow (+1), +1 studded leather armor, 20 arrows, pouch with 83 sp and 71 gp.

APL 6 (EL8)

➤ **Wells Oakshire:** Male human Ftr8; Medium-size humanoid (human); CR 8; HD 8d10+8; hp 60; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +13/+8 melee (1d6+4/15-20, rapier) or +13/+8 ranged (1d8+2/x3, might composite longbow); AL N; SV Fort +7, Ref +6, Will +1; Str 14, Dex 18, Con 12, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +8, Diplomacy +2, Handle Animal +3, Intimidate +3, Jump +8, Perform +2, Ride +5, Swim +5; Dodge, Improved Critical (rapier), Mobility, Point Blank Shot, Rapid Shot, Weapon Finesse (rapier), Weapon Focus (longbow), Weapon Focus (rapier), Weapon Specialization (rapier).

Possessions: rapier, mighty composite longbow (+2), +1 studded leather armor, 20 arrows, pouch with 83 sp and 71 gp.

APL8 (EL 10)

➤ **Wells Oakshire:** Male human Ftr10; Medium-size humanoid (human); CR 10; HD 10d10+10; hp 75; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +16/+11 melee (1d6+4/15-20, rapier) or +15/+10 ranged (1d8+2/x3, might composite longbow); AL N; SV Fort +8, Ref +7, Will +2; Str 14, Dex 18, Con 12, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +10, Diplomacy +2, Handle Animal +3, Intimidate +3, Jump +10, Perform +2, Ride +5, Swim +7; Dodge, Improved Critical (rapier),

Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Spring Attack, Weapon Finesse (rapier), Weapon Focus (longbow), Weapon Focus (rapier), Weapon Specialization (rapier).

Possessions: masterwork rapier, mighty composite longbow (+2), +1 *studded leather armor*, 20 arrows, pouch with 83 sp and 71 gp.

APL10 (EL 12)

➤ **Wells Oakshire:** Male human Ftr12; Medium-size humanoid (human); CR 12; HD 12d10+12; hp 90; Init +4; Spd 30 ft.; AC 20 (touch 16, flat-footed 16); Atk +18/+13/+8 melee (1d6+5/15-20, rapier) or +17/+12/+7 ranged (1d8+2/x3, might composite longbow); AL N; SV Fort +9, Ref +8, Will +4; Str 14, Dex 18, Con 12, Int 11, Wis 10, Cha 11.

Skills and Feats: Climb +12, Diplomacy +2, Handle Animal +3, Intimidate +3, Jump +12, Perform +2, Ride +5, Swim +9; Dodge, Expertise, Improved Critical (rapier), Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Spring Attack, Weapon Finesse (rapier), Weapon Focus (longbow), Weapon Focus (rapier), Weapon Specialization (rapier).

Possessions: +1 rapier, mighty composite longbow (+2), +1 *studded leather armor*, *ring of protection* +2, *potion of haste*, 20 arrows, pouch with 83 sp and 71 gp.

APL12 (EL 14)

➤ **Wells Oakshire:** Male human Ftr14; Medium-size humanoid (human); CR 14; HD 14d10+14; hp 105; Init +4; Spd 30 ft.; AC 20 (touch 16, flat-footed 16); Atk +20/+15/+10 melee (1d6+5/15-20, rapier) or +19/+14/+9 ranged (1d8+2/x3, might composite longbow); AL N; SV Fort +9, Ref +8, Will +4; Str 14, Dex 18, Con 12, Int 11, Wis 10, Cha 11.

Skills and Feats: Climb +14, Diplomacy +2, Handle Animal +3, Intimidate +3, Jump +14, Perform +2, Ride +5, Swim +11; Dodge, Expertise, Improved Critical (rapier), Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Spring Attack, Weapon Finesse (rapier), Weapon Focus (longbow), Weapon Focus (rapier), Weapon Specialization (rapier), Whirlwind Attack.

Possessions: +1 rapier, mighty composite longbow (+2), +1 *studded leather armor*, *ring of protection* +2, *potion of haste*, 20 arrows, pouch with 83 sp and 71 gp.

THE TROUBADOURS

The troubadours are a band of drow who possess a number of skills in the arts to further their disguise and make extra gold in whatever manner they deem fit. They also use their skills to scam and swindle

money out of others, and they perform the occasional burglary as well. Keep in mind that the names given here are identities that they have assumed as they operate on the surface world. Their drow elf names are considerably more elaborate.

Ellistan usually plays the main role in each of their plays. He knows that he is not a warrior, and uses his spells from a distance, given a choice.

Gurflod is the muscle of the Troubadours. He does a lot of the loading and unloading between performances, and he performs in a number of non-speaking roles (he was the bottom half of the giant in the play performed for Arwin). He enjoys a tussle, however, and does not hesitate to charge into combat with his spiked chain whirling.

Diixze is responsible for the audible and visual illusions at each of their performances. She hates physical combat, and avoids it if possible.

Synnda is a young, attractive woman with brown hair and green eyes. During performances, she provides the music and singing, as she is well trained in both. She tends to be a bit fiery and flamboyant.

Liiv is a short, nondescript man with dark hair and eyes. He is also a fine actor, and has aspirations to move beyond adventuring and become a court performer, if possible. He attempts to use his *potion of backstab* when the opportunity arises.

APL 4 (EL 7)

➤ **ELLISTAN:** Male drow Wiz3 (Enchanter); Medium-size humanoid (elf); CR 4; HD 3d4+3; hp 13; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d4/19-20, dagger) or +4 ranged (1d4/19-20, thrown dagger); SA Spells; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; SR 14; AL NE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 14, Con 12, Int 16, Wis 12, Cha 15.

Skills and Feats: Bluff +5, Concentration +7, Disguise +5, Perform +5, Spellcraft +9; Combat Casting, Spell Focus (Enchantment).

Spells Prepared (5/4/3; base DC = 13 + spell level): 0 – *daze* (2), *detect magic*, *prestidigitation*, *resistance*; 1st – *charm person*, *color spray*, *hypnotism*, *mage armor*; 2nd – *blur*, *fog cloud*, *Tasha's hideous laughter*.

Enchantment Spells (base DC = 15 + spell level).

Possessions: masterwork dagger, smoky quartz gem (50 gp), spell component pouch, 2 *scrolls of dominate person* (used).

➤ **Gur'flood:** Male drow Ftr1; Medium-size humanoid (elf); CR 2; HD 1d10+2; hp 12; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (2d4+4, spiked chain) or +4 ranged (1d6 plus poison/x3, shortbow); SA Poison; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; SR 12; AL NE; SV Fort +4, Ref +3, Will +0, Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 13.

Skills and Feats: Handle Animal +5, Jump +5, Perform +2, Ride +5, Tumble +4; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: studded leather armor, masterwork spiked chain, shortbow, 20 poisoned arrows, pouch with 50 sp.

➤ **Diixze:** Female drow Wiz1 (Illusionist); Medium-size humanoid (elf); CR 2; HD 1d4+1; hp 5; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; AL NE; SV Fort +1, Ref +3, Will +3; Str 10, Dex 16, Con 12, Int 16, Wis 12, Cha 14.

Skills and Feats: Concentration +5, Disguise +4, Perform +4, Spellcraft +7, Tumble +5; Spell Focus (Illusion).

Spells Prepared (4/3; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, ghost sound; 1st – color spray, shield, ventriloquism.

Illusion Spells (base DC = 15 + spell level).

Possessions: dagger, light crossbow, 10 bolts, silver ring (5 gp), pouch with 20 gp.

➤ **Synnda:** Female drow Brd1; Medium-size humanoid (elf); CR 2; HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +0 melee (1d6/19-20, short sword) or +3 ranged (1d6/x3, shortbow); SA Spells, poison; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness, bardic music, bardic knowledge; AL

NE; SV Fort +1, Ref +5, Will +2; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 18.

Skills and Feats: Bluff +8, Concentration +5, Disguise +8, Gather Information +8, Hide +7, Perform +8; Dodge

Spells Known (2; base DC = 14 + spell level): 0 – dancing lights, daze, ghost sound, prestidigitation.

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: leather armor, short sword, shortbow, 20 poisoned arrows, masterwork mandolin, gold earring (20 gp), gold nose stud (15 gp) pouch with 50 sp, 25 gp.

➤ **Liiv:** Male drow Rog1; Medium-size humanoid (elf); CR 2; HD 1d6+2; hp 8; Init +8; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +1 melee (1d6+1/19-20, short sword) or +4 ranged (1d6/x3, shortbow); SA Sneak attack, poison, SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +8, Bluff +5, Disguise +5, Hide +8, Listen +3, Move Silently +8, Perform +5, Pick Pocket +8, Search +6, Spot +3, Tumble +8; Improved Initiative.

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: leather armor, short sword, shortbow, 20 poisoned arrows, *potion of invisibility*, silver necklace (15 gp)

APL 6 (EL 9)

➤ **Ellistan:** Male drow Wiz5 (Enchanter); Medium-size humanoid (elf); CR 6; HD 5d4+5; hp 21; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, thrown dagger); SA Spells; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; SR 16; AL NE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 17, Wis 12, Cha 15.

Skills and Feats: Bluff +6, Concentration +9, Disguise +6, Perform +6, Spellcraft +11; Combat

Casting, Silent Spell, Spell Focus (Enchantment).

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0 – daze (2), detect magic, prestidigitation, resistance; 1st – charm person, color spray, hypnotism, mage armor, shield; 2nd – blur, fog cloud, Tasha's hideous laughter (2); 3rd – dispel magic, hold person (2).

Enchantment Spells (base DC = 15 + spell level).

Possessions: masterwork dagger, smoky quartz gem (50 gp), spell component pouch, 2 scrolls of dominate person (used); *potion of cure moderate wounds*.

➤ **Gur'flood**: Male drow Ftr3; Medium-size humanoid (elf); CR 4; HD 3d10+6; hp 28; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +8 melee (2d4+4, spiked chain) or +7 ranged (1d6 plus poison/x3, shortbow); SA Poison; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; SR 14; AL NE; SV Fort +5, Ref +4, Will +1, Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 13.

Skills and Feats: Handle Animal +5, Jump +7, Perform +3, Ride +5, Tumble +5; Dodge, Exotic Weapon Proficiency (spiked chain), Mobility, Weapon Focus (spiked chain).

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: +1 studded leather armor, masterwork spiked chain, shortbow, 20 poisoned masterwork arrows, pouch with 50 sp.

➤ **Diixze**: Female drow Wiz3 (Illusionist); Medium-size humanoid (elf); CR 4; HD 3d4+3; hp 13; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d4/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; AL NE; SV Fort +2, Ref +4, Will +4; Str 10, Dex 16, Con 12, Int 16, Wis 12, Cha 14.

Skills and Feats: Concentration +7, Disguise +5, Perform +5, Spellcraft +9, Tumble +6; Combat Casting, Spell Focus (Illusion).

Spells Prepared (5/4/3; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, mage hand; 1st – color spray, magic missile, shield, ventriloquism; 2nd – flaming sphere, invisibility, see invisibility.

Illusion Spells (base DC = 15 + spell level).

Possessions: dagger, light crossbow, 10 bolts, silver ring (5 gp), pouch with 20 gp, *potion of cat's grace*.

➤ **Synnda**: Female drow Brd3; Medium-size humanoid (elf); CR 4; HD 3d6+3; hp 17; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d6/19-20, short sword) or +5 ranged (1d6/x3, shortbow); SA Spells, poison; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness, bardic music, bardic knowledge; AL NE; SV Fort +2, Ref +6, Will +3; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 18.

Skills and Feats: Bluff +10, Concentration +7, Disguise +10, Gather Information +10, Hide +9, Perform +10; Dodge, Weapon Finesse (short sword).

Spells Known (3/2; base DC = 14 + spell level): 0 – dancing light, daze, ghost sound, mage hand, prestidigitation, resistance; 1st – expeditious retreat, mage armor, sleep.

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: leather armor, short sword, shortbow, 20 poisoned arrows, masterwork mandolin, gold earring (20 gp), gold nose stud (15 gp) pouch with 50 sp, 25 gp.

➤ **Liiv**: Male drow Rog3; Medium-size humanoid (elf); CR 4; HD 3d6+6; hp 20; Init +8; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +6 melee (1d6+1/19-20, short sword) or +7 ranged (1d6/x3, shortbow); SA Sneak attack, poison, SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +7, Will +2; Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +10, Bluff +7, Disguise +7, Hide +10, Listen +4, Move Silently +10, Perform +7, Pick Pocket +10, Search +8, Spot +4, Tumble +10; Improved Initiative, Weapon Finesse (short sword).

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: leather armor, short sword, masterwork shortbow, 20 poisoned arrows, *potion of invisibility*, silver necklace (15 gp)

APL 8 (EL 11)

➤ **Ellistan:** Male drow Wiz7 (Enchanter); Medium-size humanoid (elf); CR 8; HD 7d4+7; hp 29; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d4/19-20, dagger) or +6 ranged (1d4/19-20, thrown dagger); SA Spells; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; SR 18; AL NE; SV Fort +3, Ref +6, Will +6; Str 10, Dex 14, Con 12, Int 17, Wis 12, Cha 15.

Skills and Feats: Bluff +7, Concentration +11, Disguise +7, Perform +7, Spellcraft +13; Combat Casting, Lightning Reflexes, Silent Spell, Spell Focus (Enchantment).

Spells Prepared (5/6/5/4/3; base DC = 13 + spell level): 0 – daze (2), detect magic, prestidigitation, resistance; 1st – cause fear, charm person, color spray, hypnotism, mage armor, shield; 2nd – alter self, blur, fog cloud, Tasha's hideous laughter (2); 3rd – dispel magic, fly, hold person (2); 4th – confusion, minor globe of invulnerability, stoneskin.

Enchantment Spells (base DC = 15 + spell level).

Possessions: masterwork dagger, smoky quartz gem (50 gp), spell component pouch, 2 scrolls of dominate person (used); *potion of cure moderate wounds*.

➤ **Gur'flod:** Male drow Ftr5; Medium-size humanoid (elf); CR 6; HD 5d10+10; hp 44; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +10 melee (2d4+5, spiked chain) or +10 ranged (1d6 plus poison/x3, shortbow); SA Poison; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; SR 16; AL NE; SV Fort +6, Ref +4, Will +1, Str 16, Dex 17, Con 14, Int 13, Wis 10, Cha 13.

Skills and Feats: Handle Animal +5, Jump +9, Perform +4, Ride +5, Tumble +6; Dodge, Exotic Weapon Proficiency (spiked chain), Mobility, Spring Attack, Weapon Focus (spiked chain).

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: +1 studded leather armor, +1 spiked chain, masterwork shortbow, 20 poisoned masterwork arrows, pouch with 50 sp.

➤ **Diitze:** Female drow Wiz5 (Illusionist); Medium-size humanoid (elf); CR 6; HD 5d4+5; hp 21; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +2 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA Spells; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; AL NE; SV Fort +2, Ref +4, Will +5; Str 10, Dex 16, Con 12, Int 17, Wis 12, Cha 14.

Skills and Feats: Concentration +9, Disguise +6, Perform +6, Spellcraft +11, Tumble +7; Combat Casting, Empower Spell, Spell Focus (Illusion).

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, mage hand; 1st – color spray, magic missile (2), shield, ventriloquism; 2nd – flaming sphere, hold person, invisibility, see invisibility; 3rd – displacement, empowered magic missile, fly.

Illusion Spells (base DC = 15 + spell level).

Possessions: dagger, light crossbow, 10 bolts, silver ring (5 gp), pouch with 20 gp, *potion of cat's grace*.

➤ **Synnda:** Female drow Brd5; Medium-size humanoid (elf); CR 6; HD 5d6+5; hp 27; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6/19-20, short sword) or +6 ranged (1d6/x3, shortbow); SA Spells, poison; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness, bardic music, bardic knowledge; AL NE; SV Fort +2, Ref +7, Will +4; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 19.

Skills and Feats: Bluff +12, Concentration +9, Disguise +12, Gather Information +12, Hide +11, Perform +12; Dodge, Weapon Finesse (short sword).

Spells Known (3/4/2; base DC = 14 + spell level): 0 – dancing light, daze, ghost sound, mage hand, prestidigitation, resistance; 1st – expeditious retreat, grease, mage armor, sleep; 2nd – cat's grace, cure moderate wounds, hold person.

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: masterwork studded leather armor, masterwork short sword, shortbow, 20 poisoned arrows, masterwork mandolin, gold earring (20 gp), gold nose stud (15 gp) pouch with 50 sp, 25 gp.

➤ **Liiv:** Male drow Rog5; Medium-size humanoid (elf); CR 6; HD 5d6+10; hp 44; Init +8; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +7 melee (1d6+1/19-20, short sword) or +9 ranged (1d6/x3, shortbow); SA Sneak attack, poison, SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 19, Con 14, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +12, Bluff +9, Disguise +9, Hide +12, Listen +5, Move Silently +12, Perform +9, Pick Pocket +12, Search +10, Spot +5, Tumble +12; Improved Initiative, Weapon Finesse (short sword).

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: leather armor, short sword, masterwork shortbow, 20 masterwork poisoned arrows, *potion of invisibility*, silver necklace (15 gp)

APL 10 (EL 13)

➤ **Ellistan:** Male drow Wiz9 (Enchanter); Medium-size humanoid (elf); CR 10; HD 9d4+9; hp 37; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d4/19-20, dagger) or +7 ranged (1d4/19-20, thrown dagger); SA Spells; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; SR 20; AL NE; SV Fort +6, Ref +7, Will +7; Str 10, Dex 14, Con 12, Int 18, Wis 12, Cha 15.

Skills and Feats: Bluff +8, Concentration +13, Disguise +8, Perform +8, Spellcraft +16; Combat Casting, Great Fortitude, Lightning Reflexes, Silent Spell, Spell Focus (Enchantment).

Spells Prepared (5/6/6/5/4/3; base DC = 14 + spell level): 0 – daze (2), detect magic, prestidigitation, resistance; 1st – cause fear, charm person, color spray, hypnotism, mage armor, shield; 2nd – alter self, blur, fog cloud, Tasha's hideous laughter (2), web; 3rd – dispel magic, fly, haste, hold person (2); 4th – confusion, enervation, minor globe of invulnerability, stonewall; 5th – dominate person (2), summon monster V.

Enchantment Spells (base DC = 16 + spell level).

Possessions: masterwork dagger, smoky quartz gem (50 gp), spell component pouch, *potion of cure moderate wounds*, wand of hold person (50 charges).

(elf); CR 8; HD 7d10+14; hp 60; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +12/+7 melee (2d4+5, spiked chain) or +12/+7 ranged (1d6 plus poison/x3, shortbow); SA Poison; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; SR 18; AL NE; SV Fort +7, Ref +5, Will +2, Str 16, Dex 17, Con 14, Int 13, Wis 10, Cha 13.

Skills and Feats: Handle Animal +5, Jump +11, Perform +5, Ride +5, Tumble +7; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Expertise, Mobility, Spring Attack, Weapon Focus (spiked chain).

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: +1 studded leather armor, +1 spiked chain, masterwork shortbow, 20 poisoned masterwork arrows, pouch with 50 sp.

➤ **Diixze:** Female drow Wiz7 (Illusionist); Medium-size humanoid (elf); CR 8; HD 7d4+7; hp 29; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d4/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA Spells; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; AL NE; SV Fort +3, Ref +5, Will +6; Str 10, Dex 16, Con 12, Int 17, Wis 12, Cha 14.

Skills and Feats: Concentration +11, Disguise +7, Perform +7, Spellcraft +13, Tumble +8; Combat Casting, Empower Spell, Spell Focus (Evocation), Spell Focus (Illusion).

Spells Prepared (5/6/5/4/3; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, mage hand; 1st – color spray, magic missile (3), shield, ventriloquism; 2nd – flaming sphere, hold person, invisibility, minor image, see invisibility; 3rd – displacement, empowered magic missile, fly, haste; 4th – dimension door, improved invisibility, phantasmal killer.

Evocation and Illusion Spells (base DC = 15 + spell level).

Possessions: dagger, light crossbow, 10 bolts, silver ring (5 gp), pouch with 20 gp, *potion of cat's grace*, wand of ray of enfeeblement (50 charges).

➤ **Synnda:** Female drow Brd7; Medium-size humanoid (elf); CR 8; HD 7d6+7; hp 37; Init +3; Spd 30 ft.; AC 16

➤ **Gurflod:** Male drow Ftr7; Medium-size humanoid

(touch 13, flat-footed 13); Atk +9 melee (1d6/19-20, short sword) or +8 ranged (1d6/x3, shortbow); SA Spells, poison; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness, bardic music, bardic knowledge; AL NE; SV Fort +3, Ref +8, Will +5; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 19.

Skills and Feats: Bluff +14, Concentration +11, Disguise +14, Gather Information +14, Hide +13, Perform +14; Dodge, Mobility, Weapon Finesse (short sword).

Spells Known (3/4/3/1; base DC = 14 + spell level): 0 – *dancing light, daze, ghost sound, mage hand, prestidigitiation, resistance*; 1st – *expeditious retreat, grease, mage armor, sleep*; 2nd – *cat's grace, cure moderate wounds, hold person, invisibility*; 3rd – *displacement, haste*.

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: masterwork studded leather armor, masterwork short sword, shortbow, 20 poisoned arrows, masterwork mandolin, gold earring (20 gp), gold nose stud (15 gp) pouch with 50 sp, 25 gp.

☛ **Liiw:** Male drow Rog7; Medium-size humanoid (elf); CR 8; HD 7d6+14; hp 56; Init +8; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +10 melee (1d6+1/19-20, short sword) or +11 ranged (1d6/x3, shortbow); SA Sneak attack, poison, SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +4, Ref +9, Will +3; Str 12, Dex 19, Con 14, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +14, Bluff +11, Disguise +11, Hide +14, Listen +6, Move Silently +14, Perform +11, Pick Pocket +14, Search +12, Spot +6, Tumble +14; Improved Initiative, Point Blank Shot, Weapon Finesse (short sword).

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: leather armor, masterwork short sword, masterwork shortbow, 20 masterwork poisoned arrows, *potion of invisibility, potion of cat's grace, silver necklace* (15 gp)

APL 12 (EL 15)

☛ **Ellistan:** Male drow Wiz11 (Enchanter); Medium-size humanoid (elf); CR 12; HD 11d4+11; hp 45; Init +2; Spd 30 ft.; AC 14 (touch 14, flat-footed 12); Atk +6 melee (1d4/19-20, dagger) or +8 ranged (1d4/19-20, thrown dagger); SA Spells; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; SR 22; AL NE; SV Fort +6, Ref +7, Will +8; Str 10, Dex 14, Con 12, Int 18, Wis 12, Cha 15.

Skills and Feats: Bluff +9, Concentration +15, Disguise +9, Perform +9, Spellcraft +18; Combat Casting, Great Fortitude, Lightning Reflexes, Silent Spell, Spell Focus (Enchantment), Spell Mastery (*shield, hold person, confusion, dominate person*).

Spells Prepared (5/6/6/6/5/4/3; base DC = 14 + spell level): 0 – *daze* (2), *detect magic, prestidigitiation, resistance*; 1st – *cause fear, charm person, color spray, hypnotism, mage armor, shield*; 2nd – *alter self, blur, fog cloud, Tasha's hideous laughter* (2), *web*; 3rd – *dispel magic, fly, haste, hold person* (2), *silent Tasha's hideous laughter*; 4th – *confusion, enervation, minor globe of invulnerability, silent dispel magic, stonewall*; 5th – *dominate person* (2), *seeming, summon monster V*; 6th – *mass suggestion, summon monster VI, true seeing*.

Enchantment Spells (base DC = 16 + spell level).

Possessions: masterwork dagger, smoky quartz gem (50 gp), spell component pouch, *potion of cure moderate wounds, wand of hold person* (50 charges), *ring of protection* +2.

☛ **Gurflod:** Male drow Ftr9; Medium-size humanoid (elf); CR 10; HD 9d10+18; hp 76; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +14/+9 melee (2d4+7, spiked chain) or +15/+10 ranged (1d6 plus poison/x3, shortbow); SA Poison; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; SR 20; AL NE; SV Fort +8, Ref +7, Will +3, Str 16, Dex 18, Con 14, Int 13, Wis 10, Cha 13.

Skills and Feats: Handle Animal +5, Jump +13, Perform +6, Ride +5, Tumble +8; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Expertise, Mobility, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Whirlwind Attack.

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must suc-

ceed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: +1 studded leather armor, +1 spiked chain, masterwork shortbow, 20 poisoned masterwork arrows, pouch with 50 sp.

➤ **Diitze:** Female drow Wiz9 (Illusionist); Medium-size humanoid (elf); CR 10; HD 9d4+9; hp 37; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +4 melee (1d4/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); SA Spells; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness; AL NE; SV Fort +4, Ref +6, Will +7; Str 10, Dex 16, Con 12, Int 18, Wis 12, Cha 14.

Skills and Feats: Concentration +11, Disguise +7, Perform +7, Spellcraft +14, Tumble +8; Combat Casting, Empower Spell, Spell Focus (Evocation), Spell Focus (Illusion).

Spells Prepared (5/6/6/5/4/3; base DC = 14 + spell level): 0 – *dancing lights, daze, detect magic, ghost sound, mage hand*; 1st – *color spray, magic missile (3), shield, ventriloquism*; 2nd – *flaming sphere, hold person, invisibility, minor image, mirror image, see invisibility*; 3rd – *displacement, empowered magic missile (2), fly, haste*; 4th – *dimension door, empowered flaming sphere, improved invisibility, phantasmal killer*; 5th – *empowered fireball, seeming, shadow evocation*.

Evocation and Illusion Spells (base DC = 16 + spell level).

Possessions: dagger, light crossbow, 10 bolts, silver ring (5 gp), pouch with 20 gp, *potion of cat's grace*, *wand of ray of enfeeblement*.

➤ **Synnda:** Female drow Brd9; Medium-size humanoid (elf); CR 10; HD 9d6+9; hp 47; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +10/+5 melee (1d6/19-20, short sword) or +11/+6 ranged (1d6/x3, shortbow); SA Spells, poison; SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness, bardic music, bardic knowledge; AL NE; SV Fort +4, Ref +9, Will +6; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 20.

Skills and Feats: Bluff +17, Concentration +13, Disguise +17, Gather Information +17, Hide +15, Perform +17; Dodge, Mobility, Spring Attack, Weapon Finesse (short sword).

Spells Known (3/4/4/3; base DC = 15 + spell level):

0 – *dancing light, daze, ghost sound, mage hand, prestidigitation, resistance*; 1st – *expeditious retreat, grease, mage armor, sleep*; 2nd – *cat's grace, cure moderate wounds, hold person, invisibility*; 3rd – *displacement, greater magic weapon, haste*.

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: masterwork studded leather armor, masterwork short sword, masterwork shortbow, 20 masterwork poisoned arrows, masterwork mandolin, gold earring (20 gp), gold nose stud (15 gp) pouch with 50 sp, 25 gp.

➤ **Liiv:** Male drow Rog9; Medium-size humanoid (elf); CR 10; HD 9d6+18; hp 68; Init +9; Spd 30 ft.; AC 17 (touch 15, flat-footed 12); Atk +12/+7 melee (1d6+1/19-20, short sword) or +13/+8 ranged (1d6/x3, shortbow); SA Sneak attack, poison, SQ Immune to magic sleep spells and effects, +2 racial bonus to Will saves against spells and spell-like abilities, spell-like abilities: 1/day – dancing lights, darkness, faerie fire, darkvision 60 ft., light blindness, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +5, Ref +11, Will +4; Str 12, Dex 20, Con 14, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +17, Bluff +13, Disguise +13, Hide +17, Listen +7, Move Silently +17, Perform +13, Pick Pocket +17, Search +14, Spot +7, Tumble +17; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Finesse (short sword).

Poisoned Arrows: Fortitude save (DC 17) or fall unconscious. After 1 minute, the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

Possessions: leather armor, masterwork short sword, masterwork shortbow, 20 masterwork poisoned arrows, *potion of invisibility*, *potion of cat's grace*, silver necklace (15 gp).

PLAYER HANDOUT #1: PROCLAMATION OF FESTIVAL

*Let it be known that on the morrow,
Landowner Arwin Mindon
and his lovely daughter,
Larath Mindon
Celebrate their birthdays—his 50th, and her 16th.*

*In celebration of this wonderful day
The people of Istivin hold a festival
On the fairgrounds outside the city.*

*Culminating the celebration will be
A test of archery
With a golden prize to the winner
At high sun.*

Come and celebrate with the family!

All are Invited!

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.