

The Beginning

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Furyondy Regional Adventure

Version 1.0

by Michael Combs

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In northern Furyondy, the hamlet of Boulder Creek is in need of aid. Do you have what it takes to become a hero or will your name be forgotten in history? A one-round Furyondy Regional adventure for 1st level characters.

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 Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document, please e-mail your Circle member at iuzcircle@gmail.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and *Spell Compendium*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to *Appendix 1* for full information on NPCs and monsters. For your convenience, *Appendix 1* is organized by APL.

Along with this adventure, you'll find an RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Furyondy Regional adventure, set in northern Furyondy. All characters with a home region of Furyondy pay 1 Time Units. Out of metaregion characters pay 2 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep,

may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

About 40 miles northwest from Grabford in the County of Crystalreach there is the small hamlet of Boulder Creek. Boulder Creek is on the shore of Lake Whyestil and its population is made up of mostly human farmers, hunters, and fishermen. They do not see a whole lot of travelers this far north. The only thing of note around the town is an old graveyard.

The graveyard is a few miles north of town. No one knows how old the graveyard is. Most of the town believes that it has been there for as long as there has been a Kingdom of Furyondy. The graveyard has not been used in many years and town's people do not go there. Only a few people could even tell you were the graveyard is. One of those people is Gladwyn, a cleric of luz.

Eight months ago Gladwyn moved into the graveyard north of town. Gladwyn used to be a scribe for the church in Molag, but manage to escape before its fall. Before his flight, he grabbed some books he was translating. One of the books tells about magic items of great power. Gladwyn went to Dorakaa to do more research and came across references to the old graveyard from when luz's forces occupied the northern part of Furyondy. He came to the conclusion that one of these items is somewhere in that graveyard. He came to Furyondy and started searching the graveyard, and so far the only thing he has found is some old crypts. The crypts had a few undead in them. He used his divine power to command the undead. He was using the undead to work for him, but they keep talking to him and he can not get them to shut up. Because of this he keeps sending them to "talk" to the people in town.

Gladwyn is starting to like the graveyard; it is quiet after he sends the undead away. So after he finds the item of power, he plans to use the graveyard as a base of operation to take back the town and land in the name of luz.

In truth, Gladwyn is insane. The book he has talks of items of power from the time of the Great Kingdom. It does not, however, talk about buried treasure. They were translated years before. His fellow clerics thought it would be a funny to give

him the book and tell him that they lead to a powerful artifact that Luz wanted Gladwyn to acquire for him. They knew the book had no valuable information, and they thought it would keep him busy. Gladwyn is on a holy mission to find this “artifact” for Luz, so in his mind, he sees things in the book that are not there.

ADVENTURE SUMMARY

Encounter One: The PCs encounter a teenager by name of Fin being attacked by orcs. The orcs have poisoned Fin (large scorpion venom) and it has dropped his strength to a 1 and therefore too weak to help himself. He asks the PC's to help him to his village. He tells them the reason why he is there is that his village has been attacked by undead, and he was looking for help.

Encounter Two: On the road, the PCs encounter 4 zombies Gladwyn sent to town, but who ended up lost following the road south of town.

Encounter Three: It is near dark when they enter the village of Boulder Creek. A cleric of Pelor by the name of Amber comes out and helps Fin. She heals some of the poison damage then takes him home. She will ask the PC's to wait for her in the temple.

Encounter Three A: When she comes back, she tells them the town needs help from undead. Then they will find out more about the undead, and suggest they talk to Tinsle, the owner of the Winter Wolf Inn and mayor of the town.

Encounter Three B: They talk to Tinsle and find out about the graveyard. He doesn't know where it is, but points them to Horace, an old hunter who does know.

Encounter Four: The PCs go to Horace's home and talk to him. He tells them where the graveyard is.

Encounter Five: As they get closer to the graveyard, they run across another group of undead. This should tell them they are getting close to the graveyard.

Encounter Six: When they find the graveyard and search around, they come across Gladwyn. They defeat the cleric and find out about the artifact he was searching for and his plans to use the graveyard as a base of operation to conquer the surrounding lands.

PREPARATION FOR PLAY

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?

- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?

If the PCs detect as evil or possess any items that do, be sure that they are aware that both are criminal acts in the kingdom and that they are likely to be arrested and prosecuted if captured.

If there are five PCs at the table, allow them to choose one of the iconic characters in Appendix Two to accompany them. If there are four PCs at the table, both iconic PCs do so. For ease of DMing, have one player run each iconic NPC in addition to his or her own character.

INTRODUCTION

It is late spring in Furyondy. You are in the County of Crystalreach, about two days west from the city of Grabford. You have been traveling to Crockport after hearing rumors that merchants are looking for guards. On the way you have met up with some like minded individuals.

At this point have the PCs do character introductions and be sure to include iconic characters if needed.

You have just broken camp and been on the road for about a half an hour. So far the weather has been pleasant, but with storm clouds rolling in. You hope you can find an inn before it starts to rain. Suddenly, from a bend in the road, you hear a cry of pain followed by harsh laughing.

1: SAVING FIN

When you round the bend you see a human boy in his mid teens. He is trying in vain to crawl away from four humanoid creatures.

The four humanoid creatures are orcs. They happened upon Fin, the boy, this morning and the orc leader hit Fin with a poison-tipped (large scorpion venom) dart before he knew what had happened. Fin failed both of his saving throws and his current strength is 1. For the last hour, the orcs have been toying with Fin like a cat playing with its food. Fin knows that they would eventually grow bored and kill him.

He is very happy to see the PCs, not only for saving him from the orcs, but also looking since he is looking for brave adventurers to help his hometown. Fin is from the small hamlet of Boulder

Creek, about a day's travel north of here. They have been having a problem with undead. Boulder Creek has been attack by three groups of undead creatures. Fin does not know what kind of undead they were, but he tells them Amber, a cleric of Pelor in town, probably does.

Creatures:

APL 2: (EL 3)

Fin: male human (flan) hp 6 (currently 2 - 1 lethal, 3 nonlethal) STR 11 (currently 1)

Orcs (3): male orc warrior 1; hp 5 each; *Monster Manual* 203.

Orc leader: male orc fighter 1/ ranger 1; hp 13; *Appendix Three*.

The road is about 15 feet across with another 5 feet clear of brush on each side. Further away from the road, the brush makes the ground difficult terrain. There is a sharp bend in the road, around which the PCs can see the orcs 40 feet away from the bend.

Tactics: The orcs never think to use Fin as a hostage. The orc leader uses the three orcs as a shield so he can not be charged and then moves in to melee. If the three orcs fall, the leader flees and vice versa. If any orc is captured alive, he has no useful information; they are just a roaming group of thugs. All the orcs speak no language other than Orc.

Treasure:

APL 2: Loot 52 gp, Coin 12 gp, Magic 16 gp; 2 *potions of cure light wounds* (8 gp each); Total 75 gp.

Detect Magic Results: *potion of cure light wounds* (faint conjuration).

2: STRANGERS ON THE ROAD

So far the rain has held off, but it looks like it could start raining at any time. Fin tells you that you are about half an hour from Boulder Creek, which is good because there is only about an hour of daylight left. On the road ahead of you, see some strangers coming your way.

The strangers are in fact 4 zombies. Gladwyn, in his haste to get them away from him, did not give good directions, and they bypassed the town. They came across the road about a half mile back and started to follow it.

Creatures:

APL 2 (EL3)

Human commoner zombies (4): hp 16 each; *Monster Manual* 266.

The road is about 10 feet across; the terrain off the path is wooded and considered difficult terrain. The road is straight, but due to the reduced lighting, the PCs must make Spot checks to see the undead; PCs receive -4 to this check if they do not have low-light vision. The encounter begins when the PCs are (highest Spot check -9) x 10 feet away from the undead.

Tactics: Zombies are mindless and do not use tactics. They move in and attack whatever is close to them.

Treasure: None.

Development: If the PCs wish to track the zombies, remind them that it is getting dark, about to rain, and they have Fin with them still. If they still wish to track the zombies it is a DC 14 Survival check. After a half a hour it starts to rain and in an hour it will get dark. If the PCs persist and succeed at tracking, after two days they come across Encounter 5.

If the PCs wait until morning to track, the rain has washed away the tracks left by the zombies.

3: BOULDER CREEK

As the first building of Boulder Creek comes into view, it starts to rain. Then, from some trees on the side of the road, you hear a stout "Alive, coming in from the south," and you notice a man standing in the trees and a boy running into town.

The man in the trees is a farmer watching the road for undead. The boy went to tell Amber that some people are coming into town, and one appears injured. A few minutes later, Amber runs up to the PCs. First, she notices Fin, and goes to him. Fin tells her about the orcs and being poisoned; at this point, she casts *lesser restoration* on him. This will increase his strength to a 5 and he will be able to stand by himself. He tells her how the PCs saved his live and how brave they are defeating the orcs and undead. If any PC is still injured from ether fight, she uses her healing spells on them at no cost. Amber is very grateful that the PCs saved Fin from the orcs and brought him back to town. She asks the PCs to wait for her

at the church while she takes Fin home; this way, they do not need to wait in the rain.

Creatures:

Amber: female human cleric of Pelor 3; 21 hp; *Appendix One*.

3A: CHURCH OF PELOR

The church of Pelor is a simple one story building with a few pews and a small altar to Pelor. It is clear that the church also serves as a school.

Amber arrives at the church after a few minutes. She is interested about what is going on in Furyondy. Unless asked she will beat around the bush about the undead. She does not want to put anyone in harm's way but realizes the undead need to be taken care of before someone gets killed. She does not know where the undead are coming from but has noticed that they all came from the north. There have been three groups, one group with two skeletons and a zombie, and two groups with three skeletons and two zombies. They all have shown up later in the evening. That is all she knows about the attacks, and she has no idea where they could be coming from. She suggests that the PCs talk to Tinsle, the mayor of Boulder Creek and owner of the Winter Wolf Inn; he hears most of the town's news at some time or another.

3B: THE WINTER WOLF INN

The Winter Wolf Inn is a two-story building with an old sign depicting a white wolf holding a mug in its mouth. Inside, there is a small common area with stairs going up on the back wall, and a bar on the right wall. Behind the bar is a man in his late thirties. He looks up at you as you enter.

The man behind the bar is Tinsle, the owner of the Winter Wolf Inn. The position of mayor was thrown on him because he is known to be a fair and just man. Tinsle knows what Amber knows except that he also remembers something about an old graveyard somewhere north of town. He has only heard stories of it and does not know where it is. It is said to be from the days of the Great Kingdom, and no one goes there any more. He does remember that Horace, an old woodsmen, use to hunt in that area and he might know where it is. He tells the PCs that Horace lives just outside of town to the east and gives them directions. Tinsle does

not have much to offer the PCs in way of payment, but offers them free room and board; if the PCs succeed at eliminating Gladwyn, they do not need to pay standard lifestyle for this adventure. By the time they talk to Tinsle and eat, it is late and raining hard.

4: HORACE

Following Tinsle's directions, you have no problem finding where Horace lives. You are walking up a trail when you see an old shack, and as you are wondering what is holding it up, a man in his late sixties comes walking out from behind it.

Horace has been hunting this area for the last five or six years. He does not like people and avoids talking to any one if possible. He does not know where the undead are coming from. Until the PCs ask about the graveyard all he says is "get off my property". When they do ask about it, it looks like it dawns on him that the graveyard could be where the undead are coming from. At this point, he gives the PCs directions to the graveyard. With the directions, they will have no problem finding the graveyard; it is about a five hour walk north.

5: HEADING TO TOWN

For the last four hours, you have been traveling down game trails following Horace's directions. The forest has gotten so thick that you can only see about forty feet ahead of you when you see four creatures coming down the trail toward you.

Creatures: About an hour ago Gladwyn sent these undead to town.

Creatures:

APL 2 (EL 2)

Human commoner zombie: hp 16; *Monster Manual* 266.

Human warrior skeletons (3): hp 6 each; *Monster Manual* 226

The path is 5 feet wide; any square off the path is difficult terrain. There are many bends and turns in the path. The PCs see the undead when they are about 40 feet away.

Tactics: Zombies and skeletons are mindless and do not use tactics. They move in and attack whatever is close to them.

Treasure: None.

Development: After the PCs deal with the undead, they can easily track them back to the graveyard with a DC 10 Survival check. This check may be attempted by PCs without the Track feat.

6: THE GRAVEYARD

As you make your way up the path you come across what has to be the graveyard you are looking for. You see what you believe to be head stones but the names have been worn away with the passage of time.

This is a very old graveyard dating back to the time of the Great Kingdom. Only some of the writing on the head stones and mausoleums is still legible and all of it is written in Old Oeridian. If you want, you can make up some names for the head stones or mausoleums, but there is no useful information on them. The graveyard is about 600' by 800' with no visible boundaries to mark it. Near the center, there are 10 mausoleums in a circle with a larger mausoleum in the center. The brush and grass have been cut back around and in between the mausoleums. The outer mausoleums are 10' wide and 15' long. All of the outer mausoleums have been looted long ago and have nothing of value. None of the mausoleums have any kind of door except one.

The mausoleum in the middle has a thick cloth as a door. This door (curtain) has five bells sewn onto the back of it and the bottom is held down by two stones so the curtain will not move in a breeze. If the PCs move the curtain it will cause the bell to ring and alert Gladwyn to their position.

Gladwyn has been using this crypt as a living area for a couple of months now. In the northwest corner of this room is his bedroll, and in the northeast corner is an altar to luz made out of skulls he has found in the graveyard. In the south is a sarcophagus that Gladwyn has been using as a work bench with several books and a lit candle on it.

Only one book is of interest and it is titled "Items of Power". The book is written in Old Oeridian and tells about different magic items; this is the book that brought Gladwyn to this graveyard. If the PCs read the book, describe a mixture of random wondrous items from the *Dungeon Master's Guide* or *Magic Item Compendium* interspersed with some fictional items. Gladwyn is in the crypt, searching for a secret door or a magical portal that he believes to be here.

Creatures:

APL 2: (EL 4)

Gladwyn: male human cleric 4 (luz); hp 27; *Appendix Three*.

Tactics: When the PCs come through the curtain, Gladwyn hears the bells. At this point, he thinks the footfalls belong to undead; he waits for them to come downstairs so he can command them. As he is waiting, he thinks nothing of the sound of armor or weapons, and if he hears talking he thinks it is the undead talking to him. He might even answer them. When he does see living people, he attacks. Since Gladwyn thinks luz himself sent him on this quest, he fights to the death.

Treasure:

APL 2: Loot 33 gp, Coin 27 gp, Magic 316 gp; +1 *sickle* (192 gp), +1 *splint mail* (112 gp), *potion of cure light wounds* (8 gp), 2 *scroll of cure light wounds* (2 gp each); Total 376 gp

Detect Magic Results: +1 *sickle* (faint transmutation), +1 *splint mail* (faint transmutation), *potion of cure light wounds* (faint conjuration), *scroll of cure light wounds* (faint conjuration).

CONCLUSION A

If the PCs defeat Gladwyn read:

It has been a couple of days after you got back from the graveyard. True to his word, Tinsle has given you free room and board. The town's people have started calling you heroes. Regardless of whether you like the sound of that or it gives you a cold chill, it is not a bad beginning to your career.

With this conclusion, the PCs receive free standard lifestyle.

CONCLUSION B

If the PCs fail to defeat Gladwyn read:

When you get back to town you tell Tinsle what happened. He tells you that he will send word to Grabford and hopes they will send help. Then he thanks you for trying and wishes that your travels be safe.

With this conclusion, the PCs have to pay lifestyle.

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 (objectives plus roleplaying) to each character.

1: Saving Fin

Defeat the orc and save Fin.

APL 2: 90 XP

2: Strangers on the Road

Defeat the undead

APL 2: 90 XP

5: Heading to Town

Defeat the undead

APL 2: 60 XP

6: The Graveyard

Defeat Gladwyn

APL 2: 120 XP

Discretionary roleplaying award

APL 2: 90 XP

Total possible experience:

APL 2 450 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 treasure.

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 (i.e., 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 treasure from each encounter add it up and that is the 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.

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

1: Saving Fin

APL 2: Loot 52 gp; Coin 12 gp; Magic 16 gp – *potion of cure light wounds* (x2) (8 gp each); Total 80 gp.

6: The Graveyard

APL 2: Loot 33 gp; Coin 27 gp; Magic 316 gp – +1 *sickle* (192 gp), +1 *splint mail* (112 gp), *potion of cure light wounds* (8 gp), *scroll of cure light wounds* (x2) (2 gp each); Total 376 gp.

Total Possible Treasure

APL 2: Loot 85 gp, Coin 39 gp, Magic 332 gp; Total 456 gp.

APPENDIX 1: ALL APLS

1: BOULDER CREEK

AMBER

CR 3

Female human cleric 3

NG medium humanoid (human, oeridian)

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Old Oeridian, Flan

AC 10, touch 10, flat-footed 10

hp 21 (3 HD);

Fort +4, **Ref** +1, **Will** +6

Speed 30 ft. (6 squares)

Melee no weapon

Ranged no weapon

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +1

Special Actions spontaneous casting, turn undead
5/day (+2, 2d6+6, 4th)

Cleric Spells Prepared (CL 3rd):

2nd—*consecrate*, *cure moderate wounds*^D, *lesser
restoration**

1st—*bless*, *cure light wounds*^D, *hide from undead*,
protection from evil

0—*detect magic*, *detect poison*, *light*, *mending*

D: Domain spell. Deity: Pelor. Domains: Healing, Sun

*Already cast

Abilities Str 8, Dex 10, Con 12, Int 14, Wis 16, Cha
14

SQ spontaneous casting, turn undead 5/day (+2,
2d6+6, 4th)

Feats Brew Potion, Improved Turning, Negotiator

Skills Diplomacy +10, Heal +9, Knowledge (arcana)
+8, Knowledge (history) +8, Knowledge (religion)
+8, Sense Motive +5.

Possessions cleric vestments, silver holy symbol,
healer's kit

APPENDIX 2: ICONIC CHARACTERS

FLINT

CR 1

Male dwarf fighter 1

NG Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60', Listen +0, Spot +0

Languages Common, Dwarven

AC 17, touch 11, flat-footed 16; +4 against giant type opponents

(+1 Dex, +4 armor, +2 shield)

hp 16 (1 HD)

Fort +5 (+7 against poison), **Ref** +1, **Will** +0; +2 against spells

Speed 20 ft. in scale mail (4 squares), base movement 20 ft

Melee dwarven waraxe +5 (1d10+3/ x3)

Ranged shortbow +2 (1d6/ x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +4

Atk Options +1 on attack rolls against orcs and goblinoids

Abilities Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 10

SA +1 on attack rolls against orcs and goblinoids

SQ stonecunning, stability

Feats Toughness, Weapon Focus (Dwarven Waraxe)

Skills Climb +1, Jump +1

Possessions scale mail, heavy wooden shield, dwarven waraxe, dagger, shortbow, 20 arrows, hemp rope 50', bedroll, backpack

BERGIN

CR 1

Male human (Suel) favored soul of Mayaheine 1

LG Medium humanoid (human)

Init +5; **Senses** Listen +1, Spot +1

Languages Common

AC 17, touch 11, flat-footed 16

(+1 Dex, +4 armor, +2 shield)

hp 10 (1 HD)

Fort +4, **Ref** +3, **Will** +3

Speed 20 ft. in scale mail (4 squares), base movement 30 ft.

Melee heavy mace +0 (1d8)

Ranged light crossbow +1 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +0

Favored Soul Spells Known (CL 1st):

1st (4/day)—*bless, cure light wounds, protection from evil*

0 (5/day)—*cure minor wounds, detect magic, detect poison, read magic*

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

Feats Combat Casting, Improved Initiative

Skills Concentration +6 (+10 when casting defensively), Heal +5, Spellcraft +4

Possessions scale mail, heavy wooded shield, heavy mace, dagger, light crossbow, 20 bolts, bedroll, backpack

APPENDIX 3: APL 2

1: SAVING FIN

ORC LEADER

CR 2

Male orc ranger 1/fighter 1

CE Medium humanoid (orc)

Init +1; Senses darkvision 60' Listen +6, Spot +6

Languages orc

AC 15, touch 11, flat-footed 14

(+1 Dex +4 armor)

hp 17 (2 HD)

Fort +6, Ref +3, Will +0 Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee mwk spear +7 (1d8+4/x3)

Ranged longbow +3 (1d8/ x3)

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +5

Atk Options favored enemy (animal)

Combat Gear *potion of cure light wounds* (x2)

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 10

SQ light sensitivity

Feats Alertness, Track, Weapon Focus (Spear)

Skills Hide +4, Intimidate +5, Listen +6, Move Silently +4, Spot +6

Possessions mwk chain shirt, mwk spear, longbow, 20 arrows

Light sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

6: THE GRAVEYARD

GLADWYN

CR 4

Male human (Oeridian) cleric 4 (luz)

CE Medium humanoid (human)

Init +0; Senses Listen +3, Spot +3

Languages Common, Old Oeridian

AC 18, touch 10, flat-footed 18

(+7 armor, +1 shield)

hp 27 (4 HD)

Fort +5, Ref +1, Will +7

Speed 20 ft. in splint mail (4 squares), base movement 30 ft.

Melee +1 sickle +4 (1d6+1)

Ranged light crossbow +3 (1d8/19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +3

Special Actions spontaneous casting, rebuke undead 5/day (+2, 2d6+7, 5th)

Combat Gear *potion of cure light wounds*, *scroll of cure light wounds* (x2)

Cleric Spells Prepared (CL 4th):

2nd—*cure moderate wounds*, *invisibility*^P, *lesser restoration*, *shatter*

1st—*command*, *cure light wounds*, *deathwatch*, *hide from undead*, *protection from good*^P

0—*cure minor wounds*, *detect magic* (x2), *mending*, *read magic*

D: Domain spell. Deity: luz. Domains: Evil, Trickery

Abilities Str 10, Dex 10, Con 12, Int 12, Wis 17, Cha 14

SQ spontaneous casting, rebuke undead 5/day (+2, 2d6+7, 5th)

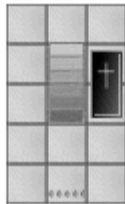
Feats Combat Casting, Improved Turning, Scribe Scroll

Skills Bluff +9 (to act sane), Concentration +8 (+12 when casting defensively), Knowledge (history) +8, Knowledge (religion) +8,

Possessions combat gear plus +1 *splint mail*, mwk light steel shield, +1 *sickle*, light crossbow, 20 bolts, bedroll, backpack, wooden holy symbol (luz)

APPENDIX 3: DM AID OR MAP

Mausoleum Gound Floor



..... Curtain

The Crypt



* Gladwyn