

PER2-01



HISTORY REPEATING

A One-Round D&D[®] LIVING GREYHAWK[®]
Perrenland Regional Adventure

Version 1

by Neil Christie

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The village of Tielemannschlauss lies at the foot of Mt. Sentvoor in the lower Clatspur ranges. An idyllic town, but behind the scenes, something stirs, something not seen for centuries. When the past haunts the present and when the dead plot against the living; who will win the fight for the future? An adventure for characters level 1-6.

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 ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided 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 DMs 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 (www.wizards.com/rpga), 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 (such as animal companions, familiars, a paladin's mounts, and so forth) 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 characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters 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 usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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 Regional adventure set in Perrenland. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

BRIEF HISTORY OF TIELEMANNSCHLAUSS

200 years ago – Ki-Rek, a planeswalker and sorcerer of repute, maintained a small cult in the mountain range. There, he declared himself a God and began building an army to conquer the outlying area, while building a temple to himself into the side of Mt Sentvoor in the Clatspur Ranges, which overlooks the Canton Of Clatspurgen.

Shortly thereafter, Jana Tieleman, a wandering cleric of Ulaa, led a group of warriors and holymen on a raid on the temple. Ki-Rek's followers sustained heavy casualties as Jana and her followers overran the temple, and Jana banished Ki-Rek, binding him into a large mirror above the altar. Using the last of his power, Ki-Rek

collapses the entrance to the temple and Jana and her followers are forced to flee.

The survivors find the valley below lush and verdant and settle, and Tielemannschlauss is founded.

195 years ago – Jana Tielemann died and was buried beneath the Temple of Ulaa.

165 years ago – A plague swept through the area and the population of Tielemannshlauss was all but wiped out. Shortly after, the remaining townspeople leave, deserting the town.

120 years ago – The Hoormanser family, who are farmers of the Roodberg clan, resettle in the area of Tielemannshlauss.

2 years ago – Jana Tielemann's magic began fading, allowing Ki-Rek to cast spells, but not yet escape from the mirror. Ki-Rek began rebuilding his forces, as well as his temple.

4 days ago – Ki-Rek's servants took Stefan Hoormanser captive.

THE GEOGRAPHY OF TIELEMANSCHLAUSS

Tielemannschlauss (teel-man-shlowz) is situated at the foot of Mt Sentvoor (zent-vur) on the banks of the river Jasart (yas-aat) in the lower Clatspurs. The land there is rich and green from a combination of heavy rainfall, caused by the presence of high mountains directly to the east, and long hours of sunlight, thanks to the relatively low hills in the south. The mountains, rising behind, are heavy with trees, which gives way to bracken and eventually the glistening snowcap. The area around the town is mainly used for grazing cattle and growing crops, and the river boasts a small number of coracles, which are used to fish from. However, as the river is only around thirty feet at its widest point, extensive river travel is unusual and a number of bridges are used to traverse the Jasart. Tielemannschlauss is made up of a number of stone buildings dominated by a large temple to Ulaa in the center.

The adventurers arrive in Tielemannschlauss and find out that a local nobleman's son has disappeared in the nearby mountains.

The following morning they discover that the church of Ulaa has been desecrated and the remains of Jana Tielemann have been stolen. Clues lead them to suspect that whoever took the body, took it to Mt Sentvoor.

The adventurers find a diary that details the battle that took place between Ki-Rek and Jana Tielemann.

A map leads them to the blocked entrance of the temple of Ki-Rek. There are a number of ways in to the temple that they can take.

The adventurers locate a dungeon that houses a number of prisoners. They tell the adventurers that Ki-Rek is

trapped inside the mirror and that he is attempting to escape and destroy Jana Tielemann's remains.

The adventurers happen upon a ceremony to free Ki-Rek and must stop the proceedings before Ki-Rek can destroy Jana Tielemann's bones.

If successful, the adventurers return to Tielemannschlauss.

INTRODUCTION

Your group finds itself in the Perrenland canton of Clatspurgen. Clatspurgen is a thin but verdant slither of land that lay between the mighty Clatspur Range and Lake Quag in eastern Perrenland. Everybody knows that this is the primary hunting and farming grounds of the Roodberg Clan. It is early evening when you finally arrive in a town called Tielemannschlauss, crossing the well-used Pilgrims' Bridge across the river Jasart. The sun at your back draws long shadows on the path and sparkles on the icy peak of Mt. Sentvoor. Tielemannschlauss is truly a 'gateway town', straddling the world of commerce and religion, as well as the lowlands and the mountains. Lying at the foot of the mountains, in the lush valley, traders, trappers and craftsmen meet to exchange their goods on market days. Yet the town has the air of religion, and is a sacred site for the church of Ulaa with pilgrims making the long journey during spring to the temple of Ulaa that dominates the town.

Recent years have seen trouble in the mountains increase. Bandits, monsters and unexplained disappearances have increased; opportunities for young adventurers to make a name are there, but so too are the dangers. Many have gone in search of treasure and glory in the mountains and have not returned. The area abound with stories of fierce creatures and long forgotten tombs, but too often the tales are as tall as the mountains themselves, or all too real.

Smoke drifts lazily in the warm evening from dark stone buildings that make up the town of Tielemannschlauss. Cattle in the fields are being brought in for the night as the town settles into another summer evening. The spire of the church of Ulaa that dwarfs the single and double story buildings of the town, and signs, which line the buildings of the main square, are the only landmarks in this otherwise quiet town.

The hustle and bustle of market day and the pilgrimage are over and the work of farming is once more paramount. There are four buildings of interest in the main street: Jana's Rest (Inn), a smithy, an apothecary, and the church of Ulaa. At this time of day, only Jana's Rest is open.

The Church constitutes one side of the main square and is made from sandstone with marble pillars. Four steps lead up to the six marble pillars that rise 30 feet above the ground, and a giant spire rises a further 50 feet or more. The building extends around 200 feet across the front and almost 300 feet back from the square. On each of the other sides of the square are double story buildings from which hang a variety of signs: candle maker, scribe, smithy, and glass blower.

In the center of the square is a statue of a woman wearing chainmail armor, kneeling in prayer. The dedication below reads:

Jana Tielemann
Protector and Mother of Our Town
Warrior and Daughter of Ulaa

There are a number of people walking about the village. Most can direct the adventurers to Jana's Rest and if asked nicely, may talk about Stefan Hoormanser, the missing nobleman's son.

ENCOUNTER 1

There is a low murmur in the inn called Jana's Rest. The light is low and a crackling fire in the far wall casts shadows over the walls. There are only a handful of people in here, and you get the impression that it only really gets busy during market days and the pilgrimage. On the right, behind the bar, is a slim, muscular, middle-aged man, pouring drinks and looking proprietorial. A serving wench carries the drinks to the patrons, which include a priest and a group of six farmers.

The common room of the inn is a 75-foot square area. There is a long bar on the right hand side with a door behind which leads to the kitchen and beyond. Behind the bar is a collection of barrels and bottles that the barman occasionally pours drinks from.

The inn itself has seen better days and the wood floor and walls are dark and stained from smoke and drink spills. There is a wooden chandelier, which is suspended from the ceiling in the center of the room and burns around twenty candles. To the left of the fire is a staircase, which leads to the upper level. Around the room are about fifteen round tables but only three are currently occupied.

Seated alone near the fire, is Jan Spoomaken, the local priest of Ulaa. He is eating a hearty meal and has a large mug of frothing liquid. The six farmers are seated near to the door and close to the bar. They are talking animatedly and sharing stories and jokes. There is a collection of empty plates and vessels of all kinds, which are being cleared by the serving wench.

As you enter the room you cannot help but notice a large poster, which is pinned to the wall on your right. It reads, "To all good and true men, my son and heir, Stefan Hoormanser has gone missing, failing to return from his travels in the mountains. His return was anticipated two days ago and we pray he is alive. If anyone can find word of him, I will pay handsomely for your trouble. In friendship and in hope, Karl Hoormanser."

It is dated yesterday.

A member of the Roodberg clan is able to identify Karl Hoormanser as the town hetmann and leader of the Hoormanser sept of the Roodberg clan. While not a powerful man, he has influence within the clan. A successful bardic knowledge or Knowledge (nobility and royalty) check (DC 10) produces the same information.

☛ **Jan Spoomaken:** Male human Clr2 (Ulaa).

Jan is the current custodian of the tomb of Jana Tielemann and the local priest to Tielemannschlauss. He is a large man, wide shouldered and heavily set. He wears a linen shirt and white pants with dark sandals, but his tonsure clearly identifies him as a priest. He is a quiet man with a gruff voice, but friendly and interested in what the characters have to say. He is a native of the town and has an affinity with the people and the area.

At this stage he knows the following information and is willing to share it with the characters if they indicate they are interested in looking for Stefan.

- 'Bandit' attacks in the mountains have increased in recent years.
- Sighting of monsters has also increased.
- Stefan Hoormanser left to see his father and was due back four days ago. The journey took him over Mt. Sentvoor and the weather recently has been fine.
- A number of pilgrims have gone missing without trace over the past few pilgrimages. They were traveling through this area.
- Karl Hoormanser, the hetmann of the village and leader of the Hoormanser sept, is currently in the hills with some of the town guard looking for his son.
- Jana Tielemann was a cleric of Ulaa and performed many heroic tasks in her life. She is attributed with founding Tielemannschlauss, which bears her name, and for clearing Mt Sentvoor of monsters.
- Jana Tielemann is a minor hero of Ulaa but still attracts about 75 pilgrims each year. He also knows that the town was deserted about 150 year ago, and was deserted for a number of years before being resettled. The desertion was caused, he thinks, by plague.
- The market is when he buys his supplies. It lasts for two days and is held every month. Any other non-critical information, he may or may not know but is limited to knowledge of Ulaa and the local area.

☛ **Riakard Hansl:** Male human Com1.

Riakard is the owner and barkeep of Jana's Rest inn and tavern. He is a slim man, but has a muscular build. He is not a native of Tielemannschlauss, but settled here when he met Anika. He took over the Jan's Rest when Anika's father died 4 years ago. He is stern of face but mellow of temper. The Jana's Rest is his life and he seeks no other. He is businesslike but speaks fluidly once that initial contact has been made. At this point he knows the following information:

The mountains are becoming a dangerous place. Attacks on travelers and the hill tribes are increasing; there are even stories of monsters appearing.

Stefan Hoormanser was in here before he left on his journey. He is young, about 20, with long dark hair and no beard. He got the impression that he was foolhardy, but that is the way with youth.

The market days are his biggest of the year. They happen once a month and he makes a lot of money during the two days. There is a bigger market every three months when the larger traders from the surrounding areas attend. The Pilgrimage is also a big time, but he makes his money from his rooms rather than from his drink.

He knows very little about the history of the town. Jana Tielemann, a cleric of Ulaa, founded it. She died and they erected a statue of her. Pilgrims show up every year on the anniversary of her death.

Karl Hoormanser, the hetmann of the village and leader of the Hoormanser sept, is currently in the hills with some of the town guard looking for his son.

He may know other non-critical adventure information but his local knowledge is limited to what is spoken in his taproom.

◆ **Anika Hansl:** Female human Com1.

Anika is the cook, serving wench, and wife of Riakard. Her father owned the Jana's Rest before it passed to Riakard and her ownership. She grew up here and knows the town very well. She is in her early thirties with blonde hair that she has tied back. She is pretty, though not beautiful, and has a warming smile. She is dressed in a pale blue dress with a white apron, and is a little busy with cooking and serving to be overly conversational. However, she helps the characters with basic information, or points them to someone who may be able to help. At this point she knows the following information:

Mt Sentvoor used to be a great place to walk, but there seem to be more and more attacks on travelers each year.

Jana Tielemann was a priest of Ulaa. She built the temple across the road. Jan would know more.

Stefan came in here but she never spoke to him. Riakard would know more.

Her family has lived in Tielemannschlauss for over 100 years; the Jana's Rest has been her family's home for generations.

Karl Hoormanser, the hetmann of the village and leader of the Hoormanser sept, is currently in the hills with some of the town guard looking for his son.

Any other questions, she points out someone who may know more.

◆ **Ruard, Willem, Horst, Gerhardt, Gent, and Ber:** Male human Com1.

This group of farm laborers has finished work for the day and is spending their hard-earned money on food and drink. They are work soiled and sweaty. They are talking loudly and clearly enjoying the hospitality that Jana's Rest offers.

Amongst them they know the following information:

The town is worried about Stefan. They don't know him, but they get the impression that he was well liked.

There is more work this harvest, as the mountain tribes are not sending laborers through this part of the mountain any more.

They know that Jana Tielemann is the town founder and that she has a big church opposite the inn.

Karl Hoormanser, the hetmann of the village and leader of the Hoormanser sept, is currently in the hills with some of the town guard looking for his son.

This is all they really know about the town and the surrounding areas

Assuming the characters spend time talking to everyone in the taproom, it is late evening by the time they have finished. At this point the taproom closes, and Anika can show them to their rooms. Proceed to Encounter 2.

ENCOUNTER 2

The following morning there is a great crowd outside. Most of the townspeople are gathered outside the church of Ulaa. It is not a holy day and no one seems to have dressed in his or her best clothes. From the expressions on the faces and the noises they make, you can gather that they are not happy about something.

The church of Ulaa has been desecrated. Anyone that the characters have already met are able to tell them that. Word has spread quickly that Jana Tielemann's body has been stolen. The characters may enter the church should they choose. They have to push through a large crowd but have no trouble. The crowd stays outside even though the doors are open.

The doors to the church are broken and lie open. Inside, the rich tapestries have been torn down, the icons have been smashed and the stone sarcophagus has been opened and the lid lies on the floor.

Jan Spoormaken sits on the floor, distraught; he raises his head, stands, and begins to walk toward you.

The church is a mess. Debris litters the floor. Religious icons and tapestries are destroyed. Jan pleads with the characters to help them, especially paladins or clerics, even more so if they worship Ulaa or any lawful god. To fighters, he offers money if he has to. If any of the characters are members of the Roodberg Clan he appeals to their sense of "clan honor".

Clues: There are scrawled muddy footprints on the flagstones (Spot DC 10). They are humanoid, but smaller than a man's and have three claw-like toes on each foot.

By the sarcophagus, there is a clump of mud and plant matter. A successful Wilderness Lore check (DC 15) or a successful Alchemy check (DC 18) confirms it as a moss that is native to the upper slopes of Mt Sentvoor. It does not grow low enough to be found around the town. Inside the sarcophagus lay a moldy and rotten red cloak and an ivory scroll case. Inscribed on the case is the word "Banishment". Inside there is a scroll of vellum, it is blank. Any cleric, bard, sorcerer, or wizard can tell that the scroll has been used if they open up the scroll and look at it.

Development: From here the characters most likely begin to explore the mountain. They may wish to speak to some villagers to see what information they have, though they aren't really able to find any more information than they discovered in the inn last night. Proceed to Encounter 3.

ENCOUNTER 3

The woods that clothe the mountain are as lush as the valley below. Brown and green bracken cover the ground and a reasonable speed is only possible by using the paths and animal tracks that cut into the thick undergrowth. You get the impression that it would be very easy to get lost in these woods.

Any character that makes a successful Wilderness Lore check (DC 10) or a successful Search check (DC 15) finds a safe path through the woods. Characters who stray from the path, or that fail to find a path, encounter a group of orcs that prey on folk that get lost in such a manner.

APL 2 (EL 2)

👉Orcs (4): hp 4; see *Monster Manual*.
Note: Each orc has a pouch with 5 gp.

APL 4 (EL 4)

👉Orcs (6): Male orc Ftr1; hp 12 each; see Appendix I.

APL 6 (EL 6)

👉Orcs (6): Male orc Ftr2; hp 20 each; see Appendix I.

After this encounter, or if the characters make their check, proceed with the following:

After a couple hours of travel, the woods open out into a clearing, but the ground is covered with bracken and the clearing is bordered by thick gorse. In the middle of the clearing, lying flat on his back is a corpse wearing studded leather armor.

The body is that of a town guard from Tielmannschlauss. A successful Heal check (DC 15) reveals that he has been dead for less than a day, perhaps only a few hours. His body is still warm, but it is also a warm day, which makes it difficult to tell. He has been cut and badly beaten. The

check also reveals that he was attacked by a number of smaller creatures rather than a single large one. His weapons, a light crossbow and a short sword, have been left lying where they are.

Dretch attacked him while he was searching for Stefan Hoormanser. There are a number of dretch still nearby that attack the party when the skeleton attacks. Make a Hide check for the dretch if the characters attempt to search the edge of the clearing.

ENCOUNTER 3A

A successful Search check (DC 10) of the clearing reveals a much older dead body trapped in the gorse. The skeleton of a man with tatters of clothing is hidden, overgrown with the sharp gorse bush. He has a backpack that contains flint and tinder, cooking utensils, a diary, some small personal effects (comb, beads, etc.) and a rusty knife. The diary is old, crumbling and water damaged, but some pages are legible.

The diary is of Petr Tielemann, presumably a descendant of Jana Tielemann. The dates indicate that he was writing from around the time of the plague outbreak in Tielemannschlauss. Characters may surmise that he was fleeing the plague and died out here of either plague or exposure. One entry catches the reader's eye.

"Jana once told me the story of how she defeated Ki-Rek. He had a temple, she said, hidden in the mountains. About him he had gathered a cult of beasts and men. She and her followers attacked the foul temple and drove off the followers and banished Ki-Rek. The temple came crashing down around their ears. She always doubted her success and came back often. I have seen the wreckage myself, even though it is all grown over. Jana took me there as a small child, it was such an adventure. I remember the buzzing flies and the fetid heat at the Saddleback Stone and the mouth of the great cave, dark and ominous." The page is illegible from then on.

When the characters have finished reading this proceed with the following:

The ground around your feet begins to tremble slightly and the earth moves. Mounds of dirt rise and earth fly as hands sprout from the very ground. Bony hands grasp and claw as bodies rise from the grave.

The skeletons attempt to grapple the characters and pull them underground. If a character is successfully grappled, the following round, the skeleton attempts to pull the character underground. Have the character make an opposed Strength check versus the skeleton. Other characters may assist by pulling on their comrade. Each character assisting (maximum 2) must make a successful Strength check (DC 10) in order to give the grappled character a +2 circumstance bonus to their own check. If the grappled character fails this check, they are pulled underground and must break the grapple themselves or drown according to the rules outlined on *DUNGEON MASTER'S Guide* page 85.

The skeletons have 1/2 cover while breaking free of the ground. If the skeletons fail to make a successful grab in the first round, they break free of the ground, which provokes an attack of opportunity, and attack normally.

The skeletons have been awakened by Ki-Rek. Using the last of the power of his Orb of Other Worlds (see Encounter 7) he has raised the skeletons.

One round after the skeletons attack, the dretch attack. Half their number will charge the party, whilst the other half will fire on them from the cover of the bushes.

APL 2 (EL 3)

➤ **Medium-size Skeletons (2):** hp 6 each; see *Monster Manual*.

➤ **Dretch (2):** hp 9 each; see *Monster Manual*.

APL 4 (EL 5)

➤ **Medium-size Skeletons (4):** hp 6 each; see *Monster Manual*.

➤ **Dretch (3):** hp 9 each; see *Monster Manual*.

APL 6 (EL 7)

➤ **Large Skeletons (4):** hp 6 each; see *Monster Manual*.

➤ **Dretch (6):** hp 9 each; see *Monster Manual*.

Tactics: See above for the skeletons. As for the dretch, they use the first round to attempt to summon another dretch each, and then they charge in, casting *stinking cloud* as they close to melee.

Development: Any character that hails from the Roodberg Clan knows where the Saddleback is. A bard that makes a successful Bardic Knowledge check (DC 10) knows where the Saddleback stone is as well. Characters that have none of the above skills or information are allowed a Wisdom check (DC 15) to see if they noticed a large stone about halfway up the mountain, which looked like a horse's back. If all else fails, the characters either need to wander the mountain until they find the stone. This requires a successful Spot check (DC 15) that they may make once per hour of wandering. Once the characters have located the Saddleback stone, proceed to Encounter 4.

ENCOUNTER 4

The "Saddleback Stone" is a formation of bedrock that juts out from the face of Mt. Sentvoor. As its name implies, it resembles the neck and back of a saddled horse. Nothing grows on the rock save sparse patches of moss and lichen. There are signs of recent movement around the rock. Footprints of creatures can be seen in the soft mud. Few people from the village venture this far onto the mountain any more. Just to the side of the great rock is a cave entrance covered with bracken, moss, and rocks.

The cave mouth is the entrance to Ki-Rek's temple. Large rocks and plants obscure the entrance, but on closer investigation there is a clearing hidden by thick bracken. A successful Search check (DC 10) reveals that this entrance is used a fair deal. Moss has been scraped off and there are a few metallic marks on the stones. If the characters investigate the mouth of the cave they discover that above and to the side of the mouth are carvings of beasts and men. They depict acts of violence and ritual offerings and sacrifices. Human or humanoid sacrifices seem to be fairly common in their depiction.

Much of the carving has been covered by the moss, lichen, and plants and is difficult to see if the plants are not brushed away. Around 30 feet to the right there is a small secret entrance that requires a successful Spot check (DC 20) to notice. Dwarves are allowed their stonecunning bonus to this check. The secret entrance leads to Encounter 6.

Development: The characters may choose to use either entrance. The main entrance leads to Encounter 5 while the secret entrance leads to Encounter Six.

ENCOUNTER 5

There is a long wide corridor beyond the entrance. Ornate pillars support a cracked ceiling. The walls and pillars depict scenes of death and war. The carvings are neither exact, nor detailed, but the pictures are vivid and the picture they paint is not easily mistaken. The dark floor is damp with puddles of organic, black water. You hear voices from ahead perhaps singing, perhaps chanting. Twenty feet or so in front of you the floor changes to a black and white checkerboard.

This part of the temple is deserted. All of the creatures are attending the ceremony in the main chamber. The checkerboard in front is trapped. Certain squares activate the trap. The activation squares are slightly raised. This can be spotted with a successful Search check. There are 25 squares and the trapped squares are marked in Appendix 2. Beyond the trapped area there is a T-junction. The right arm leads to Encounter 6, the left arm to Encounter 7. The chanting seems to be coming from the left side Listen (DC 10).

APL 2 (EL 2)

➤ **Arrow Trap:** CR 2; +10 ranged (2d6/x3); Search (DC 20), Disable Device (DC 20).

APL 4 (EL 4)

➤ **Arrow Trap:** CR 4; +12 ranged (4d6/x3); Search (DC 23), Disable Device (DC 23).

APL 6 (EL 6)

➤ **Arrow Trap:** CR 6; +15 ranged (6d6/x3); Search (DC 26), Disable Device (DC 26).

ENCOUNTER 6

This room obviously services the needs of the occupants as well as their captives. There are mounds of wood and cloth that serve as beds and a number of cages that hold a variety of sad looking humans. Along the walls are chains and whips, the instruments of bondage of the bedraggled and abused captives. Rubbish, bones, and food scraps litter the floor and the prisoners are picking a few bones clean, looking very like they have not eaten much more than scraps in weeks.

There are six prisoners in here. Each has a cage to themselves, all of which are locked. A successful Open Lock check (DC 25) is required to open each cage. The lock is breakable (Hardness 15; hp 30) but there is a chance that the creatures in the main hall hear and come running. Have them make a Listen check (DC 15) each round, to hear the characters smashing the locks.

If the characters entered by the secret entrance in Encounter 4 they appear in the corner of the room behind a cage. Five of the captives have had their tongues removed. They are pale and thin without enough energy to escape on their own and need help. The last prisoner is Stefan Hoormanser. He looks unkempt and gaunt, but otherwise fine. If the characters free him, he thanks them and informs them of the ceremony, which is taking place in the main hall.

“Praise be to Ulaa you have come. You have to stop them. They are all mad. Zealots and mad; they have been toying with me. They are to cut out my tongue today, but they say that the pleasure will go to Ki-Rek. They plan to set him free. Go, stop them, but keep them away from me, please.”

➤ **Stefan Hoormanser:** Male human Arii.

Stefan has been here for five days. The dretch have been using their captives as slave labor to rebuild the temple. There were more slaves here, but they have died of exhaustion. Stefan has not yet had his tongue removed, as he has not yet been there long enough. He knows the following information:

- Ki-Rek was defeated by Jana Tielemann about 200 years ago but was not completely banished.
- He stored his soul in the mirror, which stands above the altar. He has been rebuilding his powers for the day when he can destroy the bones of Jana Tielemann and escape from the mirror. Ki-Rek is now performing the ritual to allow his escape.

He knows the number and type of creatures attending the ritual (Adjust this info according to the APL).

He does not follow the characters into the main hall, as he is too scared. He either waits here or goes outside.

Development The characters can either free the prisoners now or later. The weaker ones are just about able to carry themselves out, but are very likely to get caught in the trap if they use the main entrance and are not warned.

ENCOUNTER 7

The corridor opens into a vast chamber almost three hundred feet long. Large granite columns rise thirty feet or more to the ceiling and bizarre and grotesque figures are carved all over the walls, columns, and ceiling. At the front of the hall stands an altar covered with a rich red cloth. Around the altar is an assembly of creatures all kneeling, bowing and chanting, and dressed in deep red robes. Standing against the altar is a mirror, around six feet tall and three feet wide with a rich gold frame. It is this that the creatures are worshipping. In the mirror is the reflection of a tall man in rich clothes. He has long black hair that is being swept by a swift breeze. There is no such figure in front of the mirror. On the floor, around ten feet in front of the mirror is a skeleton. It wears a white-gray shroud and is laid upon a black velvet cloth.

The worshippers are kowtowing and prostrating themselves in front of the mirror. They are chanting and wailing, some are flagellating themselves with leather straps, while others gibber uncontrollably.

This is the main hall of the temple. The creatures are chanting and worshipping Ki-Rek, building his power. The chanting reaches a crescendo and the mirror warps and begins to shine. The ghostly figure of Ki-Rek walks from the mirror. Ki-Rek has summoned the power to leave the mirror. The dretch are enthralled with the process of bringing Ki-Rek back into being, and therefore do not move to attack the characters unless they are attacked first, and then, they only do so individually.

Ki-Rek's spellcasting capability increases by one level every round at APL 2, two levels per round at APL 4, and three levels per round at APL 6. He must attain 4th level at APL 2, 6th level at APL 4, and 8th level at APL 6 respectively, before he can smash Jana Tielemann's bones and become corporeal. Until he reaches the level given above, only by smashing the mirror can Ki-Rek be defeated.

APL 2

☛ **Mirror:** Toughness 10; hp 15.

APL 4

☛ **Mirror:** Toughness 15; hp 20.

APL 6

☛ **Mirror:** Toughness 20; hp 25.

APL 2 (EL 4)

➤ **Dretch (3):** hp 16 each; see *Monster Manual*.

➤ **Ki-Rek (APL 2 version):** Male human Sor4; hp 21; see Appendix I.

APL 4 (EL 6)

➤ **Dretch (6):** hp 16 each; see *Monster Manual*.

➤ **Ki-Rek (APL 4 version):** Male human Sor6; hp 31; see Appendix I.

APL 6 (EL 8)

➤ **Dretch (9):** hp 16 each; see *Monster Manual*.

➤ **Ki-Rek (APL 6 version):** Male human Sor8; hp 41; see Appendix I.

Treat Ki-Rek as a “manifestation”. Although he is “ghost-like” he is not a ghost and therefore cannot be turned. Ki-Rek can cast spells, speak and move. Normal weapons can hit him, though he cannot be “killed” (-1 and below) until he reaches “solidity”. Before this point he can only be truly defeated by smashing the mirror. Even if he gets reduced to 1 hp or lower, he fights on. After he has reached solidity, he can be defeated by normal means.

Ki-Rek casts *invisibility* on himself as soon as he is able. He tries to destroy the bones unless the characters are posing a threat to the mirror in which case he attacks them directly.

Treasure

In front of the mirror is a crystal ball. It rests in a black holder, which appears to be twisted serpents. On closer inspection they are the charred fingers of some humanoid creature. The glass is a cloudy gray and is chipped. It is obviously very old.

The ball has been charged with Summon II and Animate Undead. All the harges have been used by Ki-Rek to summon the skeletons and the dretch in Encounter 3. It is now just a non-magical crystal ball. It emanates a residual magic aura but has no magical properties left. It is worth 100 gp.

Development: If the characters do not defeat Ki-Rek here and he does destroy Jana Tielemann’s bones, he tries to rule the area once more. If the characters leave without witnessing the ritual and do not enter this area, the same outcome results. In the aftermath, the characters may search the area and find the above treasure.

ENCOUNTER 8

Rooms 8a, 8b, and 8c are cells used by the minions of Ki-Rek. Each room contains a straw mattress on a wooden

bed, an assortment of candles and beads and the bones of various creatures. There is little of interest in here

ENCOUNTER 9

This room is dust covered and has spider webs over the roof and walls. There is a large, comfortable bed against the right hand wall, while the left wall has a large, but dirty mirror. There is a chest against the wall opposite the door and beside it, a weapon stand. In the center of the room stands a lectern on which rests a dusty old tome.

This is Ki-Rek’s personal room. It is clear that the minions have not been in here. A fine layer of dust and cobwebs cover everything. The once regal coverings are now faded and dull.

The chest contains blankets and robes of red velvet; a rusty small metal shield; a black vial; a dagger; and some gems (A black pearl, a moonstone, and an obsidian). The weapons rack contains a short bow with 20 arrows, including one or more arrows, depending on the APL, which have white fletching (sleep arrow) and a long sword.

The tome is the book of Ki-Rek (see Treasure Summary).

CONCLUSION

With Ki-Rek dispatched, this time for good, this area of the mountains is once again free of evil creatures and the threat of danger.

If the characters safely return the bones of Jana Tielemann to the church of Ulaa they receive healing from Jan back to their maximum. He is very grateful and fulfills any promise he made in trying to persuade the characters to undertake the task.

If the characters do not safely return the bones to the church, Jan is disappointed but does not hold the characters responsible. He heals the characters of half their wounds. He obviously does not pay the characters for their service.

Stefan Hoormanser thanks the characters for rescuing him and awards the party 100 gp in thanks. His father, a large and gruff man, thanks them for their service to the family and offers them his debt. Award each character a “Favor of the Roodberg Clan.”

The town is grateful to the characters for returning a favored son of the town and for rescuing the other prisoners. They tell tales about the adventurers.

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 3

Defeat the orcs

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

Encounter 3a

Defeat the skeletons and dretch.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 5

Defeat the arrow trap.

APL 2	30 XP
APL 4	120 XP
APL 6	180 XP

Encounter 7

Defeat Ki-Rek.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Total Possible Experience

APL 2	300 XP
APL 4	570 XP
APL 6	810 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 minute 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 piece 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.

TREASURE KEY:

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

Encounter 3

Defeat the orcs and strip them of their gear and money.

APL 2: L: 29 gp; C: 4 gp; M: 0
APL 4: L: 29 gp; C: 12 gp; M: 0
APL 6: L: 29 gp; C: 24 gp; M: 0

Encounter 7

Defeat Ki-Rek.

APL 2: L: 10 gp; C: 0 gp; M: 0
APL 4: L: 10 gp; C: 0 gp; M: 0
APL 6: L: 10 gp; C: 0 gp; M: 0

Encounter 9

Find and clean out Ki-Rek's chambers.

APL 2: L: 20 gp; C: 80 gp; M: *potion of love* (Value 15 gp per character); *sleep arrow* (Value 13 gp per character).

APL 4: L: 20 gp; C: 125 gp; M: *potion of love* (Value 15 gp per character); 3 *sleep arrows* (Value 13 gp per arrow per character).

APL 6: L: 20 gp; C: 220 gp; M: *potion of love* (Value 15 gp per character); 6 *sleep arrows* (Value 13 gp per arrow per character).

The Book of Ki-Rek

(Value 200gp, 3lb, Frequency: Adventure)

This book is bound in the hide of some scaly creature. It has many pages of writing which seems to twist and writhe to avoid being read. It documents Ki-Rek's experiments with the Planes and provides a +2 bonus to Knowledge (the planes) when consulted regarding these matters.

Conclusion

Defeat Ki-Rek and save Stefan.

APL 2: L: 0 gp; C: 20 gp; M: 0

APL 4: L: 0 gp; C: 20 gp; M: 0
APL 6: L: 0 gp; C: 20 gp; M: 0

“Favor of the Roodberg Clan”

Total Possible Treasure

APL 2: 171 gp
APL 4: 230 gp
APL 6: 396 gp

APPENDIX I: NPCS

ENCOUNTER 3

APL 4 (EL 4)

➤ **Orcs (6):** Male orc Ftr1; CR 1; Medium-size humanoid (orc); HD 1d10+2; hp 12 each; Init +1; Spd 20 ft.; AC 15 (touch 11; flat-footed 14); Atk +5 melee (1d12+4/x3, greataxe) or +2 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 13, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +3, Jump +3; Combat Reflexes, Weapon Focus (greataxe).

Possessions: scale mail, greataxe, 3 javelins, pouch with 10 gp.

APL 6 (EL 6)

➤ **Orcs (6):** Male orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10+4; hp 20 each; Init +1; Spd 20 ft.; AC 15 (touch 11; flat-footed 14); Atk +6 melee (1d12+4/x3, greataxe) or +3 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 13, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Jump +4; Combat Reflexes, Power Attack, Weapon Focus (greataxe).

Possessions: scale mail, greataxe, 3 javelins, pouch with 20 gp.

ENCOUNTER 7

APL 2 (EL 4)

➤ **Ki-Rek:** Male human Sor4; CR 4; Medium-size humanoid (human); HD 6d4+12; hp 21; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d6, quarterstaff); SA Spells; AL CE; SV Fort +3 Ref +3 Will +5; Str 13, Dex 14, Con 14, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +6, Concentration +9, Intimidate +6, Knowledge (arcane) +9, Spellcraft +9; Brew Potion, Combat Casting, Silent Spell.

Spells Known (2nd) (6/5; base DC = 13 + spell level): 0 – daze, detect magic, mage hand, ray of frost, read magic; 1st – ray of enfeeblement, shield.

Spells Known (3rd) (6/6; base DC = 13 + spell level): 0 – daze, detect magic, mage hand, ray of frost, read magic; 1st – magic missile, ray of enfeeblement, shield.

Spells Known (4th) (6/7/4; base DC = 13 + spell level): 0 – daze, detect magic, light, mage hand, ray of frost, read magic; 1st – magic missile, ray of enfeeblement, shield; 2nd – invisibility.

APL 4 (EL 6)

➤ **Ki-Rek:** Male human Sor6; CR 6; Medium-size humanoid (human); HD 6d4+12; hp 31; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d6, quarterstaff); SA Spells; AL CE; SV Fort +4 Ref +4 Will +6; Str 13, Dex 14, Con 14, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +7, Concentration +11, Intimidate +7, Knowledge (arcane) +11, Spellcraft +11;

Brew Potion, Combat Casting, Improved Initiative, Silent Spell.

Spells Known (2nd) (6/5; base DC = 13 + spell level): 0 – daze, detect magic, mage hand, ray of frost, read magic; 1st – ray of enfeeblement, shield.

Spells Known (4th) (6/7/4; base DC = 13 + spell level): 0 – daze, detect magic, light, mage hand, ray of frost, read magic; 1st – magic missile, ray of enfeeblement, shield; 2nd – invisibility.

Spells Known (6th) (6/7/6/4; base DC = 13 + spell level): 0 – daze, detect magic, flare, light, mage hand, ray of frost, read magic; 1st – grease, magic missile, ray of enfeeblement, shield; 2nd – invisibility; levitate; 3rd – vampiric touch.

APL 6 (EL 8)

➤ **Ki-Rek:** Male human Sor8; CR 8; Medium-size humanoid (human); HD 8d4+16; hp 41; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d6, quarterstaff); SA Spells; AL CE; SV Fort +4 Ref +4 Will +7; Str 13, Dex 14, Con 14, Int 14, Wis 12, Cha 17.

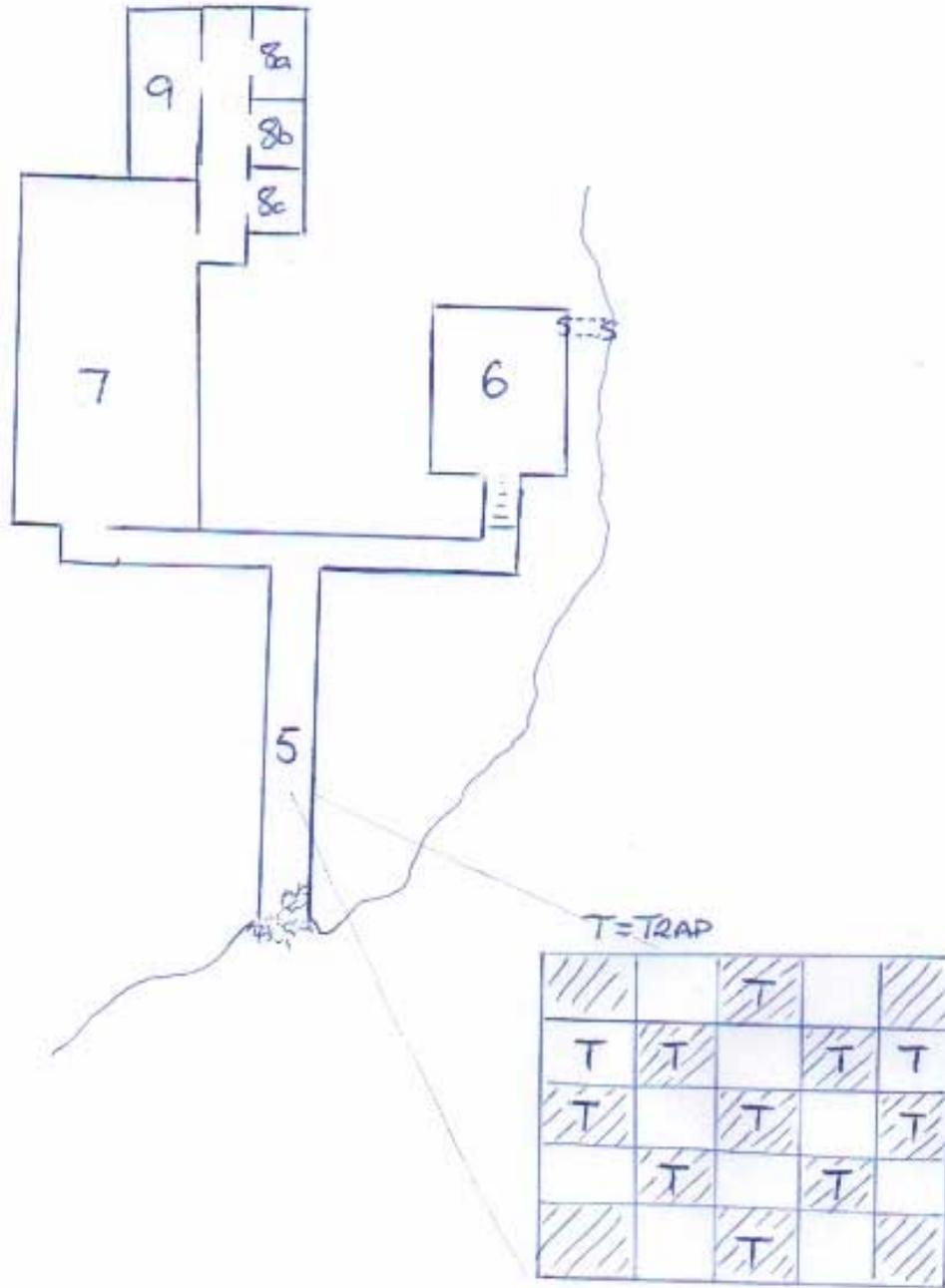
Skills and Feats: Bluff +8, Concentration +13, Intimidate +8, Knowledge (arcane) +13, Spellcraft +13; Brew Potion, Combat Casting, Improved Initiative, Silent Spell.

Spells Known (2nd) (6/5; base DC = 13 + spell level): 0 – daze, detect magic, mage hand, ray of frost, read magic; 1st – ray of enfeeblement, shield.

Spells Known (5th) (6/7/5; base DC = 13 + spell level): 0 – daze, detect magic, light, mage hand, ray of frost, read magic; 1st – grease, magic missile, ray of enfeeblement, shield; 2nd – invisibility; levitate.

Spells Known (8th) (6/7/7/6/3; base DC = 13 + spell level): 0 – daze, detect magic, flare, light, mage hand, open/close, ray of frost, read magic; 1st – change self, grease, magic missile, ray of enfeeblement, shield; 2nd – invisibility; levitate, protection from arrows; 3rd – suggestion, vampiric touch; 4th – bestow curse.

MAP 1



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.