

SHL2-05



A PLAGUE UPON YOU

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

Version 1

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A mysterious plague is spreading in the villages south of Critwall. Can the Pathfinders find the cause before the harvest is ruined? And adventure for levels 1-8.

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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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 you 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, Mialec, 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 the Shield Lands All characters pay one Time Units to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE BACKGROUND

Thanks to the hard work of its residents and the financial support of Lord Lyndon Bohdon, some of the farming regions south of Critwall have been reclaimed and should produce a bountiful harvest in the fall. With the promise of more food supplies available, the Shield Lands have canceled several contracts for grain purchases. Due to these cancellations, Greyhawk grain broker Morgo Kyron finds himself in a dire financial position. He has purchased the services of a group of halfling assassins to help him get his contract renewed, at a much higher rate of course.

Using an exotic poison, which works slowly and resembles the effects of a disease, they are attempting to stop the harvest by scaring away workers by fooling them into the belief that there is a plague in the region. One of their first targets is the village of Grindstone.

The village was recently reconstructed by Lord Bohdon to grind the grain of the area and send it along to Critwall to be distributed. Argus Corvalis, Lord Bohdon's administrator, fears that the mysterious plague could ruin the harvest. This would force the Earl to purchase grain to cover the shortfall, diverting precious funds from the rebuilding and war efforts. Argus requests the services of a group of Pathfinders to investigate the situation in Grindstone.

ADVENTURE SUMMARY

The pathfinders are sent to the office of Argus Corvalis. He tells them that they are to investigate the cause of a mysterious, magic resistant plague in the farming villages south of Critwall. The plague first appeared in the village of Grindstone. If something can't be done soon, there could be widespread food shortages throughout the Shield Lands, until the Lords could purchase more supplies.

The pathfinders leave in the afternoon for the village. While camping or marching through the night, they see an orange glow on the horizon. Upon investigating they find a farmstead and nearby fields burning. Half-orc infiltrators have set the fires, and they will ambush the party as they investigate.

The pathfinders arrive in Grindstone the next morning. Many people show the signs of some sort of an unidentifiable sickness. To make matters worse, the assassin has been attempting to spread panic and paranoia through false rumors. The current rumor is that the plague was caused by the wrath of Heironeous on a fallen paladin, the plague's first victim. All soldiers stationed in the village have died, as have several other townsfolk. The local cleric of Heironeous, obviously an old veteran, tells the pathfinders that he has been unable to cure any of the victims by his magic, and that a great many locals are growing sicker by the day.

As the pathfinders investigate, the assassin, having heard of their encounter with the half-orcs, start rumors those half-orc infiltrators must be responsible. The locals become caught up in the rumors and attempt to lynch a half-orc field worker, and any half-orc Characters as well!

As the pathfinders begin to find the source of the plague, they spot a small figure slipping into the mill at night. If they raise the alarm, the figure tries to escape, or they can confront the assassin in the mill. If they capture the assassin, they can learn of the plot to ruin the harvest.

Clues from the assassin send the characters to investigate the halfling caravan that left several days ago. Without much trouble the characters catch up to a group of halfling wagons, including the ones they're after.

After defeating the wagon of assassins, they can discover who hired assassins anyone with the Heroic Deed: Return of the Shield Guardian cert from the Battle of Torkeep interactive will learn that they have been marked for death by Lord Arbas. The pathfinders then return to Critwall and report their finding to Argus.

INTRODUCTION

Before beginning, ask the players if they have any special certs that you should be made aware of. If anyone has the Heroic Deed: Return of the Shield Guardian cert from the Battle of Torkeep interactive, roll as normal. However, if the person or persons with the cert announce their identity in the village of Grindstone, the assassin will show up, whatever the roll. He will make his attempt during Encounter 5; see that encounter for more detail.

Be sure to read Appendix I for descriptions, information, and mannerisms of the NPCs.

Your new duty officer, Sergeant Corin, is going over your assignment, an extended border patrol. You all know that extended patrol means two dangerous weeks guarding the border. He is just beginning to go over your patrol route, when a young page delivers a message. He quickly scans it.

"It seems you won't be patrolling after all, I need a group for a mission for Lord Bohdon's seneschal... probably needs an escort through Tent Town again! Well, seeing how you're the last group to be assigned today, I guess I'll have to send you. You are to report at two hours past noon to the office of Argus Corvallis at Bohdon Manor. I guess I'll have to pull some men from the other patrols to cover your route."

With that, he dismisses you and hurries out to try and catch the other patrols before they leave.

Sgt. Corin is a tall, slender man with thick curly red hair and many freckles on his face. He is friendly to the pathfinders under his command, but is all business when on duty.

The Characters attend to other duties until the meeting. If they inquire about the location of Bohdon Manor, they are told it is located two blocks west of Critwall Castle on the main road from the castle to the gates.

ENCOUNTER 1

Bohdon Manor is a relatively modest house near Critwall Castle that was once used for guests of the earl. Now that governance of the realm and conduct of the war are done out of the castle, Lord Bohdon conducts the business of running his holdings from here.

You are ushered into a large office filled with many shelves and desks containing records and ledgers. Behind the neatly organized desk is a slender, balding, middle-aged man. He stands to greet you.

"I am sorry there aren't enough chairs for all of you, I don't often have this many guests at once. I am Argus Corvallis, seneschal for Earl Bohdon. I administrate his daily affairs and manage his estates.

Earlier today I received a message from one of my lord's farming villages. The message verifies rumors about a disease spreading through the farming villages to the south. This comes at a most inopportune time as harvest is just beginning. Rumors are becoming rampant, and many in Tent Town are refusing

my offers of work for the harvest. I tell you even the stupidest of half-orcs are refusing!

The message is from a priest named Valourous Balerion Balacthor of Heironeous who serves the village. In it, he claims that the disease resists all his attempts to cure it, and many are falling ill there. I need you to go to the village, help to determine the cause and stop its spread as best you can. If the situation isn't remedied soon I fear the harvest will be ruined and a great many Shield Landers could starve through the winter."

He then hands any obvious paladin, cleric, or worshiper of Heironeous a scroll with a map showing the location of the village of Grindstone, a remote village just over a day's travel to the southwest, near the Veng River. It also contains a writ identifying them to the cleric of the village as the representatives of Earl Bohdon. If the characters have any questions, Argus can tell them the following.

- At least ten people of the village have died, including all the soldiers assigned there.
- The symptoms of the "disease" are high fever, weakness, fatigue, lack of appetite and open sores. A Heal check (DC15) will tell the characters it sounds a lot like filth fever.
- The village is only recently reconstructed, (two to three years) rebuilt to grind the grain grown in the recently reclaimed fields of the surrounding area.
- If things continue as they have, the Council of Lords will be forced to reinstate several contracts for grain purchase that were cancelled earlier in the year when a large harvest was predicted. This will be extremely expensive, diverting precious funds slated for the War of Reclamation.
- The contracts were with grain dealers in Greyhawk City. One was with a halfling consortium, the other a less than reputable dealer named Morgo Kyron.

He will not give them the message from the village cleric, as it contains word of the death of his son Tarmus, who was appointed the command of the village garrison by Earl Bohdon as a favor to Argus, to train his son in governance. It also had the added benefit of keeping him off dangerous border duty, but escaping danger in the Shield Lands is not easy.

Encounter 2

The characters may wish to do some research before they leave for Grindstone or they might learn some of this talking to passing travelers on the road southwest. If they attempt to gather information with the skill of the same name, they can hear the following rumors.

- DC 8 There is a plague sweeping though the countryside to the south.
- DC 10 Many who would be out working the harvest have stayed in Tent Town rather than risk the plague. Hundreds are rumored to have died.

- DC 15 There are rumors of acts of sabotage throughout the realm.

If characters inquire with the Temples, the Arcanist's Society or the Bardic College, members can learn that many so-called magical diseases are not diseases at all, but rather sickness caused by another source. However, worshippers of Incabulos have unleashed diseases that were resistant to magic cures in the past. Non-members can learn this information, but it will take them much longer to do so.

Once the Characters are ready, they set out south to the village.

The fields near Critwall are busy with the activities of the harvest, but as you get farther away from the city the ruin of the occupation again becomes more evident. Along your march you pass small areas that have been reclaimed, but a much larger area remains devastated. You pass several ox carts carrying grain north to Critwall and the drivers smile as they recognize you as Pathfinders. As the sun sets, you still have not arrived at your destination.

The players may camp here, or try to press on through the night. Traveling through the night will be difficult, as none of them has ever been to this village, and they could easily become lost. Allow them to set watches if they camp. Near midnight read whoever is on watch the following, if they are marching through the night, they will all see it.

In the distance to the west, you see an orange glow growing. You can recall seeing a farmstead in that direction.

If no one investigates until morning, they will find burned fields, a burned out farmstead, and the burned bodies of two adults and two children.

Creatures:

APL 2 (EL4)

☛ **Half-orc Infiltrators (3):** male half-orcs; hp 14, 4, 4, 4; See Appendix II.

APL 4 (EL6)

☛ **Half-orc Infiltrators (4):** male half-orcs; hp 21, 22, 20, 16; See Appendix II.

APL 6 (EL8)

☛ **Half-orc Infiltrators (4):** male half-orcs; hp 36, 38, 34, 26; See Appendix II.

APL 8 (EL10)

☛ **Half-orc Infiltrators (4):** male half-orcs; hp 52, 56, 48, 36; See Appendix II.

Tactics: If the characters approach, note any light sources they may have, and any precautions against being seen/heard they have taken. The infiltrators see anyone

approaching with torches or lanterns and hear anyone approaching quickly on horseback. If the infiltrators spot/hear anyone they attempt to gauge the strength of those approaching and drink their Potion of False Life (if needed). One (either Mandrek or Manglor, depending on the APL) pretends to be trying to fight the fire, while the others hide in ambush. When they think everyone has arrived, the hidden half-orcs ambush the party.

If the characters move up cautiously, roll Spot/Listen checks for the infiltrators. If they are alerted, they attempt the ambush described above. If not, the characters come upon the farmstead and see the half-orcs setting fire to the fields and buildings. If present, Mandrak is inside the barn slaughtering the animals. If overmatched, or they lose half their number, the infiltrators attempt to scatter and escape, planning to meet up again in Tent Town.

The half-orcs are used to working together, and they work to gain the best tactical advantage in any situation, especially providing flanking for sneak attack.

Treasure: See treasure summary.

ENCOUNTER 3

While in the village, anyone who has the certificate Deed: Return of the Shield Guardian cert from the Battle of Torkeep interactive have to be careful of their actions. If they announce their names to anyone but Balerion, a halfling assassin from Cale's group attacks the character in Encounter 5. If they speak to Cale, and have been careful not to reveal their name, he recognizes them on a successful Renown check with a +5 modifier. He sends a message to his associates (who just happen to be delivering more poison the first night the characters are in the village), and they send an assassin to kill the targeted individual so the group can collect the reward.

You pass several untended fields as you travel the next morning. After a couple of hours, you arrive at the village of Grindstone. The village sits in a small valley made by the stream you have been following.

It consists of a handful of small buildings and tents clustered around a large waterwheel millhouse built next to a small waterfall in the stream. Across a ford in the stream are the foundations of what looks to have once been a small manor house, and the ruins of an old village. The buildings of the village all appear new, showing no signs of repair that are so common throughout the Shield Lands.

The aroma of baking bread, coming from a building near the mill, fills the air. The low rumble of a turning grindstone comes from the mill, filling the village with its continuous sound.

Another obviously new construction is the graveyard, as all of the dozen or so graves show black earth over them. A few villagers are moving away from what appears to be a recently completed funeral. A young boy in acolyte's robes leads an obviously blind man in priestly vestments into the building closest to the graveyard. Above the door it has the symbol of Heironeous. Other villagers, many showing early signs sickness, eye you warily as you approach.

As you enter the village, the young boy waves and calls out for you.

If they approach read the following, if they move on, they may return to speak with the priest later, though he is bothered by their rudeness is not coming when called. Proceed to the other village encounters instead.

As you enter you see a small room with a shrine in the corner. The man is removing his ceremonial blue and silver vestments by the altar. When finished he moves and sits in a chair at a table. He motions for you to sit in the other chairs, as he does you can see that he has many scars on his hands and arms.

"I assume by the sounds of your armaments that you are the aid I requested for the village. I am Balerion Balacthor of Heironeous; I minister to the people of this area for the Archpaladin. Unfortunately, this plague seems to be beyond the abilities granted me to cure. Hopefully with your aid and the guidance of the Just Lord, we will be able to find a cure and stop the suffering of those who have been stricken.

The barracks of the soldier's who were posted here before you are vacant, you may house yourselves there." He points to the young boy; "Emund here will show you the way when you wish to go."

Balerion can answer many questions the players may have about the village and the plague.

- His *remove disease* spells have had no effect. The only spells that have had any effect have been *lesser restorations*, though this is only a way to slow the progress of the disease.
- The death toll is now twelve. The latest victims, two farmers from just outside of the village, died last night. Theirs was the funeral just completed.
- Many locals have left after the soldiers died, possibly spreading the plague to other villages. Their leaving could cause many fields to go unharvested.
- The first victims of the plague were the soldiers stationed in the town. The commander, a paladin named Tarmus Corvallis, was the first stricken and the one who died most quickly.
- Tarmus was to be the lord of the village after the manor house across the stream was finished being rebuilt. He found him to be a noble and fair young man.
- All who have died have been buried in the new graveyard. Steps have been taken to ensure that they don't rise as undead, as other magical sicknesses are rumored to cause their victims to become undead.
- He and his acolyte have been unaffected so far, though he has no idea why.
- If asked, he will relay the story of how he lost his sight and came into the Archpaladin's service.

When the players are ready to investigate the village read the following.

"Emund will show you to the barracks now. Please join us for dinner this evening. If you should need my assistance, or if you discover anything I will be here."

When they return later, Balerion and Emund listen to the information that has been uncovered with much interest. They can provide information from above if asked or it seems pertinent. When dinner is served, Balerion casts a spell, *purify food and drink*, over the meal as a blessing. If asked, he says that he casts it every meal due to his being blind. It has been his custom for years.

ENCOUNTER 4

The lad, who looks very much like Balerion, leads you to the south, to a long single story building near the village well. Inside the temporary barracks are beds and lockers for eight soldiers. There is a chest at the foot of each.

"I will inform Jaer, the new baker, that there are Pathfinders in the barracks. He will be sure to provide you with bread for you to break your fast with. Dinner will be ready at sunset." With that he runs off to the bakery, a small building across from the millhouse.

A few people move about the village, obviously most of the people who are able are out working in the fields. You can hear moans from several nearby buildings that must contain sick villagers.

Note that half a dozen villagers, and the half-orc Waldom are evil, and detect as such. Just because they are evil doesn't mean they have anything to do with what is going on, they just aren't nice folks.

The players could wind up spending several days investigating the village. Every day they spend in the village, one or two more villagers die. *If a cure hasn't been found in one week, the rest of the villagers in the area will flee, hoping to escape before the plague kills them too. This will effectively end the module for the players; go to the conclusion.*

If the characters eat bread from the village, and drink water from the well they will have to make a save versus the poison. The assassin poisons the well with one half of the poison every day as he gets water from it, using a Pick Pockets skill check to not be noticed. He poisons the grindstone in the mill with the other half, so that the grain ground there is poisoned. He does this every evening by sneaking into the mill through the waterwheel.

Poison: Feverroot Powder: The poison used by the assassin is especially dangerous as it mimics the effects of filth fever and is very difficult to tell the difference between the two. The poison is made up of two components, each of which is not dangerous, and does not detect as poison, until mixed with the other. When mixed in the body, they combine and force a Fort save DC 12. A failed save results in 1d3 Dex and 1d3 Con damage. A successful save results in no damage. If poisoned again, another save is required at +1 DC for each previous save. As with a disease, a saving throw must be made each day to throw off the effects of the poison, at the same DC as the last failed saving throw.

If any druid drinks or sees the water from the well, they can immediately tell that the water is not pure

(though that isn't an uncommon occurrence in the Shield Lands). If anyone tries to discern what is in the water, perhaps by boiling it away, they find a fine gray powder. A Craft (poison) check DC 30, or Profession (herbalist) check DC 30 reveals that it is a substance sometimes used as an ingredient in some poisons. The water from the stream is also not pure, containing a variety of pollutants. If anyone asks, they are told that the stream was tainted by Iuz during the occupation and isn't used for drinking water, except by livestock who are immune to the contaminates.

Victim

Inside several buildings you can hear the moans of the ill. Entering you see an older man lying on a cot. He is very pale, covered in blisters, feverish, and sweating profusely. He is too weak to raise his head when you enter. Sitting next to him a young woman applies a wet cloth to his forehead.

The young woman is Iliena, the dying man's daughter. His name is Jorvin. Balerion was by to visit them earlier, but could only comfort him a little with his magic. It was enough so that he could eat a little bread, and keep down a cup of water, but he has gotten worse again as the day has passed. She fears he will not survive the night. If the players help him, by casting *lesser restoration*, or *neutralize poison*, he dies during the night.

If they visit others, the victims all are weak, feverish, pale, covered in blisters, and sweating profusely.

- A successful Heal check DC 12 identifies the disease as filth fever. Filth fever is commonly spread by dire rats, or contracted by those injured while in filthy surroundings.
- A successful Heal check DC 24 reveals that the disease mimics the effects of filth fever, but is not the same disease. It is unknown what disease it is.
- A successful Heal check DC 28 reveals that a toxin is present in the body.

Casting Detect Poison on a victim reveals that the victim has poison in their body. After casting, a successful Alchemy or Wisdom check (DC20) reveals it as an ingested poison. If one type of check fails, the caster may try the other type of check. Note that Alchemy is an exclusive skill. Characters must have ranks in it to attempt this check. If none of the players have access to the spell *detect poison*, Balerion is not able to cast it for them, as he lacks sight he can't see the results of the spell. His acolyte Emund is able to cast it up to two times a day, but only thinks to do so if asked by the Pathfinders of by Balerion.

Mill

If they investigate the mill read the following.

The mill is a two-story building built next to the stream. A large waterwheel, turned by the water running over a small waterfall, is on the west side of the building. The waterwheel turns a

wooden arm with a round stone over another larger grindstone set on the floor.

The second level consists of a walkway around the edge of the building, allowing access to a block and tackle set in the rafters.

A small warehouse is connected to the south side of the mill. Inside the warehouse, a large half-orc kicks one of several cats out of his way as he carries bags of grain from the warehouse to an oxcart by the doors. As the last bag is placed, the driver cracks his whip and the oxen trudge north out of the village.

If the players wish, they can speak with the half-orc. See Appendix I for notes on playing Waldom. He puts on his dumb half-orc routine for anyone who questions him, and he avoids talking about his past. If they detain him for too long, a stout man covered in dust and flour chides him for his laziness from the mill. The man is Garin, the new miller. He took over operation of the mill after the death of the former master miller Jolark, one of the first victims of the plague. He detects as evil. He hopes to be assigned the miller position by Lord Bohdon, as it could be a profitable position for him. He is greedy, but not enough to kill anyone. Most people of the village don't care for Garin, but he is a good miller.

If a player casts speak with animals, they can learn the following from the cats if they ask the right questions. As cats are generally wary and cunning and are somewhat evasive to questions. If they promise to make the half-orc stop kicking them, they will be very cooperative, otherwise an Animal Empathy check (DC12) improves the attitude of the cats enough to make them friendly.

They know that the rats they normally eat have all died off (but not why), leaving them with nothing to chase in the warehouse anymore. The cats don't know it, but the half of the poison applied to the grindstone is poisonous to rodents. They also know that late every night someone comes into the mill and they are quiet, like a cat.

Tents

If they investigate the tents read the following.

You can see many tents set up around the outskirts of the village, forming a miniature version of Tent Town, where many of those working the fields near here have traveled from.

A fire warms a large stewpot in the middle of the tents. You can see four men taking down a large tent and packing other meager belongings.

One says to his companions, "Them halflings had the right of it leaving when the plague first showed up. We should get gone before one of us comes down with it."

If asked, the men are leaving, preferring to return to Tent Town to try and find other work rather than stay here and catch the plague and die.

The halflings they are referring to are a traveling clan that had showed up looking to help work the fields, usually a common occurrence during harvest. They left nine days ago when many people started to become sick.

They even left one of their members who had become ill behind when it was shown that magic had no effect in curing the plague.

The halfling, named Cale Thornbury, is still around, helping as best he can in working the fields. They can direct the players to Cale's tent. Halflings are reputed to be very resilient, or as he puts it "tough little buggers", and they think that that is why he has lasted longer than most people who caught the sickness.

If the players attempt to force them to stay, they will reluctantly agree after much arguing that they aren't serfs tied to this land, etc. They attempt to sneak away during the night if they think they aren't being monitored. If caught leaving they will not fight, knowing that they are no match for the Pathfinders. The next day, one begins showing the first signs of the plague.

Cale Thornbury

If the Characters talk to Cale, read the following.

The halfling's tent is mixed in with the others, but is easy to find after a few minutes. As you approach, rasping snores can be heard from within.

The snores are fake. Cale hears the characters approach unless for some odd reason they sneak up on his tent, in which case the characters won't hear any snores.

Any time strangers ask to see Cale (which hasn't happened yet) he casts *undetectable alignment* if he has it while still in his tent. The DC is 14 (the DM should make the save for the character without telling him unless he succeeds, to avoid instant suspicion being placed on Cale). He has also disguised himself to look sick creating the appearance of minor symptoms from the disease (like dark circles under his eyes from exhaustion, a skin rash, etc) and generally acts "sick". The disguise DC is 24 and anyone examining him using Heal gets +2 to overcome the disguise. His Bluff DC to act sick is 20 + the APL of the table.

Cale explains (using Bluff) that he got sick a few days ago and has been slowly improving. He feels bad that others are dying while he seems to be getting better. He sent his fellow halflings away so they wouldn't get sick too. He plans to catch up to them when he's "able to travel". After a few minutes of conversation, Cale excuses him self to "rest".

If the characters discover his alignment is being masked, he Bluffs that he doesn't know why, "I've always been a hard person to read, I guess." If anyone inquires about his magical items (after casting *detect magic*), Cale will honestly answer that they are things he's picked up in his travels.

Bakery

If they visit the bakery, read the following.

The heat of the ovens lining the back wall fills the small bakery, and the smell of fresh baked bread fills the air. Many racks along the walls hold cooling loaves of bread. A slender, fair-haired

young man is busy kneading dough at a table in the center of the room.

Jaer was an apprentice to the former baker Renda, who was one of the earliest victims of the disease. He provides bread for those who work the fields, and the Earl's soldiers assigned duty here. He has fallen ill once already from the disease, but recovered after a couple of days of care at the home of the priest. He feels very lucky, as almost no one who became ill has recovered.

Graveyard

If they visit the graveyard, read the following.

The graveyard is simply an area atop a small hill where a dozen graves have been dug. Small wooden stakes with names upon them mark each grave.

Should the characters wish to speak with the dead, the villagers are resistant to having their dead exhumed, though they relent to the Pathfinders if pressed. None have any knowledge of how they died beyond being stricken with a disease. If the Tarmus is questioned via *Speak with Dead*, he doesn't know what he might have done to lose the favor of Heironeous. He fell ill one morning soon after breakfast, and died that night. This was one night after the arrival of the wagons of halfling workers.

The graveyard of the old village was completely dug up and all the bodies animated by the forces of Iuz during the occupation.

Manor House

Across the ford are the foundations of a small manor house. The leveled ruins of the former village lie to the north. Each side measures fifty feet, and the stonework has been rebuilt up to three feet high. Repair work seems to have stopped on the building some time ago.

The players may search the area, but there is nothing to find here. This was to be the eventual manor house for Sir Tarmus Corvallis, but work was stopped after the summer for the harvest. After his death the villagers have avoided it, and stay away from the ruins, as they are superstitious.

ENCOUNTER 5

For the last few days, Cale has stirred the villagers with rumors that the half-orc Waldom is responsible for the disease. They are angry, desperate, and don't much care for half-orcs anyway, and the tale of the half-orc infiltrators the Pathfinders defeated lends credence to the rumor. During the evening, the villagers gather together to attack the half-orc and hang him. If the characters are patrolling or keeping some sort of watch at night, they will see the following happen. If they are all sleeping, they are awakened by the loud sounds of villagers yelling for blood.

If there are any captured half-orcs from Encounter 2, Cale attempts to release them if no one is guarding them.

He is hoping to throw the players farther off his trail and keep them distracted while he does his work.

From the center of the village, you hear several loud shouts, and can see the light of several lit torches. When you approach, you can see several villagers with bloody noses and puffy eyes holding down Waldom while others are throwing a rope with a noose at the end over a beam.

The crowd of fifteen villagers is out for blood, and will hang Waldom if no one attempts to stop them. The crowd can be dispersed by a show of force by the players, a show of magic, or by successful Intimidate or Diplomacy checks DC 20. If the players role-play out their Intimate or Diplomacy checks, allow them an appropriate bonus. If the villagers hang Waldom, they call for the hanging of any half-orcs captured by the pathfinders, and any half-orc characters. Any actions that would have deterred them before will work here.

During this time, if a player with the Heroic Deed: Return of the Shield Guardian cert was recognized, see **Death Attack (Ex)**: If Cale studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+4 rounds) or kill the victim Fort save DC 16 to resist.

Poison (Ex): Greenblood Oil (1) Injure DC 13, 1 Con/1d2 Con—The poison is on the short sword for the attack against the targeted character. See DUNGEON MASTER'S Guide Chapter 3 for more information on poisons. Appendix IV: Assassin Attack for details on the attempt.

Development: If Waldom is hanged, his body is tossed in the woods about a mile from the village. If the players act to save him, he runs away that night, feeling it too dangerous to remain here. If the players guard him, or escort him away he make it. If Cale releases any captured half-orcs, Waldom joins up with them and escape.

ENCOUNTER 6

After learning enough clues from the earlier encounters, the pathfinders should be watching the mill. If so, have them make Spot checks. If anyone makes a DC 14, read the following box text. If they fail, they have to wait until the next night. If anyone is hiding inside the mill, they need to make a Spot check against Cale's Hide check to notice him inside.

As you watch the village at night, moonlight breaks through the clouds. It illuminates a figure slipping from the stream, climbing the waterwheel, and quickly disappearing into the mill.

Creatures:

APL 2 (EL4)

➤ **Cale Thornbury:** male halfling; hp 25; See Appendix II.

APL 4 (EL6)

➤ **Cale Thornbury**: male halfling; hp 37; See Appendix II.

APL 6 (EL9)

➤ **Cale Thornbury**: male halfling; hp 52; See Appendix II.

APL 8 (EL11)

➤ **Cale Thornbury**: male halfling; hp 62; See Appendix II.

Tactics: The figure is Cale, going to reapply half the poison to the grindstone. If they approach the mill quietly, roll a Listen check for him. If they aren't cautious in their approach he will hear them coming. If he hears them approaching, he will hide in the upper level and attempt to ambush the party as they enter. He will apply poison to a weapon at this time. He will target anyone with the *Heroic Deed: Return of the Shield Guardian* cert over other party members, otherwise he will target obvious weak targets.

He will attempt to Hide again or Bluff so that he can sneak attack at every opportunity. He also uses animals from his *bag of tricks* to flank opponents so he can sneak attack.

He will use his *Quall's feather token*: Whip on the first person to make it to the upper level of the mill. He is very clever, and if overmatched, he attempts escape. If on the west side of the building, he slips out to the top of the waterwheel through the hole for the axel (Escape Artist check DC 25 for Medium-size creatures, DC 15 for Small creatures). He slips out the doors if on the east side.

If he has access to the spell *alter self*, he has it precast before coming into the mill. He uses it to grow gills to swim away if on the waterwheel, or wings if escaping another way. If he has access to the spell *obscuring mist*, he casts it to cover his retreat. If he escapes, he does not return.

If Cale is captured, he is not cooperative. A successful *charm person*, or a similar spell, convinces him to tell of the location of the rest of his halfling assassin associates. They are members of a group called the Small Death, made up entirely of halflings. They are hiding among a halfling caravan near the main road north of Critwall Bridge that usually arrives every fall to help work the harvest.

If Cale is killed or escapes, a cart driver arriving to take more grain to Critwall mentions that he passed a group of halfling wagons near the main road north of the Critwall Bridge. If the players don't investigate, or you have no time left to play the adventure, skip Encounter 7 and go to the Conclusion.

Treasure: See treasure summary

ENCOUNTER 7

You have traveled east from Grindstone for several hours when the road comes into view. Moving south along it you can see half a dozen wagons, including two that look more like mobile fortresses than simple wagons, each mounting a ballista on the

top. As you approach, a very well armed halfling mounted on a black war pony rides up to you. "Greeting's travelers, I am Keldon Thistleburr, outrider for the clan."

When informed of the suspicions of the party, he is quite shocked.

"I can't believe that such a thing could be true, most all of those here have traveled with us for many a year. We have worked the harvests of your land since well before its fall in the wars. However there are a few who have joined us earlier this summer, perhaps you would wish to speak with them on this matter." As he turns to lead you to the caravan, a lone wagon breaks off from the others, heading away from you.

The wagon contains the rest of the assassins. Keldon allows the players to chase the wagon, while he uses his defensive ride to get ahead of the wagon to try and cut them off. Should the halflings in the wagon defeat the party, he moves to protect the pathfinders, allowing the wagon to escape but hopefully saving the players. If the players can't keep up with the wagon, he tries to force the wagon to stop by cutting loose the ponies; he does not attack the ponies.

Creatures:

APL 2 (EL 3)

➤ **Halfling Warriors (4)**: male halfling; hp 4; See Appendix II.

APL4 (EL 6)

➤ **Halfling Warriors in Halfling War Wagon (10)**: male halfling; hp 4; See Appendix II for stats, see Appendix III for rules for halfling war wagon and halfling skiprocks.

➤ **War Ponies (2)**: hp 13; see *Monster Manual*.

APL6 (EL 8)

➤ **Halfling Rogues in Halfling War Wagon (11)**: male halfling; hp 8; See Appendix II for stats, see Appendix III for rules for halfling war wagon and halfling skiprocks.

➤ **War Ponies (2)**: hp 13; see *Monster Manual*.

APL8 (EL 10)

➤ **Halfling Rogues in Halfling War Wagon (12)**: male halfling; hp 18; See Appendix II for stats, see Appendix III for rules for halfling war wagon and halfling skiprocks.

➤ **War Ponies (2)**: hp 13; see *Monster Manual*.

Tactics: The halflings stick to the cover of their wagon. At APL 2 the wagon provides 3/4 cover for all but the driver who has 9/10 cover. At all others, being inside the war wagon provides the same protection as an arrow slit for those attacking from within. See Appendix III for more info on halfling war wagons and halfling skiprocks.

At all APLs, the wagon takes a double move every round if possible. Note that characters that take a run

action to keep up with the wagon lose their Dex bonus, which leaves them open to sneak attacks, even if they have uncanny dodge. If players get too close to the wagon at APLs 4-8, halflings sneak out of the bottom and attempt to flank those stopping the wagon and take them out so the wagon may continue on. In the wagon, they will attack at range with their skiprocks, always trying to hit the same targets as their companions, and bouncing on to the same ricochet target as well.

After defeating the halflings, if the wagon has not been destroyed, the players find a locked chest inside. The chest contains the assassins gold and the name of the person who hired the assassins, Greyhawk grain broker Morgo Kyron. There are maps and lists showing other farming villages that have assassins working in them. There is information on the half-orc Waldom having a price put on him by someone in Greyhawk. It also contains information on contracts on anyone who has the cert, *Heroic Deed: Return of the Shield Guardian cert* informing them of the fact that a bounty has been placed on them by Burryne Arbas. Give the characters Player Handout 3.

Treasure: 50 gp per APL from strongbox in wagon, see treasure summary.

CONCLUSION

If the players continue on to Critwall immediately, go to conclusions below. If they wish to return to Grindstone, the villagers are very grateful to the pathfinders for stopping the plague. If they have recovered the documents from the chest in the wagon, they should *not* be going to Grindstone, as the information they contain is very valuable and time sensitive. If they do this, they only gain one point of renown instead of two.

If the pathfinders were successful in capturing the information in Encounter 7, read the following.

You return to the office of Argus Corvallis. After hearing your tale and reviewing the documents you captured he is very pleased.

“With this information, patrols will be sent to the rest of these villages, and clerics of the churches will be sent out to cure those affected by the poisons of these vile halflings. Hopefully the disruption caused by this will be minimal to the well being of the realm, though we shall have to invest in increasing our grain reserves so that such a situation will not threaten us again.

You have done a great service to my Lord, and should you need his aid in the future, you have but to come to me and I am sure he will do all in his power to aid you. I am sure your names will be spoken with respect throughout the Shield Lands for your actions.”

Each player receives two points of Renown in the Shield Lands; this should be marked under Play Notes on the Adventure Certificate.

If the pathfinders were successful in defeating Cale or uncovering the fact that the plague is the result of

poisoning, but didn't capture the information from the halfling wagon read the following.

You return to the office of Argus Corvallis. After hearing your tale he seems pleased.

“With this knowledge, we can send patrols to look for those responsible for the poisonings in the other villages where the plague has been reported. Clerics of the churches will be sent out to try and cure those affected by these vile poisons. Hopefully the disruption to the well being of the realm can be contained. I am afraid though, that the effect on the harvest so far will force us to divert some funds away from the war to secure reserves of grain so that such a situation will not threaten us again.

You have done a great service to my Lord, and should you need his aid in the future, you have but to come to me and I am sure he will do all in his power to aid you.”

Each player receives one point of Renown in the Shield Lands; this should be marked under Play Notes on the Adventure Certificate.

If the pathfinders were not successful in finding the cause of the plague, and the villagers fled the village, read the following.

You return to the office of Argus Corvallis. He seems very distraught by your report.

“With this plague spreading, and many villagers fleeing, I fear the harvest will be ruined. We shall have to divert many resources to finding a cure. The churches will help, and patrols will have to be increased around the affected regions to try and stop the spread. We shall have to divert many soldiers, and precious funds from the war effort to provide enough food for the winter.”

As you leave, you can already see that some merchants are raising their prices, preparing for the lean times ahead.

Each player receives one point of Infamy in the Shield Lands; this should be marked under Play Notes on the Adventure Certificate.

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 Two

Defeat Shattered Spear Infiltrators

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter Six

Defeat Halfling Assassin

APL 2	120 XP
APL 4	180 XP
APL 6	270 XP
APL 8	330 XP

Encounter Seven

Defeat Halfling Wagon

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Capture Information From Wagon

APL 2	15 XP
APL 4	30 XP
APL 6	60 XP
APL 8	90 XP

Total experience for objectives sum above xp

Discretionary roleplaying award

APL 2	15 XP
APL 4	30 XP
APL 6	60 XP
APL 8	90 XP

Total possible experience

APL 2	300 XP
APL 4	600 XP
APL 6	870 XP
APL 8	1110 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.

Encounter Two

APL 2 L; 210gp C; 0gp M; 150gp (Potion of False Life)
 APL 4 L; 415gp C; 0gp M; 150gp (Potion of False Life)
 APL 6 L; 415gp C; 0gp M; 600gp (4 Potions of False Life)
 APL 8 L; 262.5gp C; 0gp M; 1752.5gp (4 Potions of False Life, Longspear +1)

Potion of False Life: The Drinker gains 1d10+3 Temporary hit points. The effects last 3 minutes.
 Caster Level: 3rd; Prerequisites: Brew Potion, Endurance; Market Price: 300gp.

Encounter Six

APL 2 L; 170gp C; 0gp M; 450gp (Bag of Tricks-Gray)
 APL 4 L; 170gp C; 0gp M; 750gp (Bag of Tricks-Rust)
 APL 6 L; 170gp C; 0gp M; 1225gp (Bag of Tricks-Gray, Brooch of Shielding)
 APL 8 L; 170gp C; 0gp M; 3700gp (Bag of Tricks-Tan)

Encounter Seven

APL 2 L; 120gp C; 100gp M; 0gp
 APL 4 L; 200gp C; 200gp M; 0gp
 APL 6 L; 220gp C; 300gp M; 0gp
 APL 8 L; 240gp C; 400gp M; 0gp

Adventure Cert: Adventure only

Halfling Skiprock: Cost: 3gp Damage: 1d3 Critical: x2 Range Increment: 10ft. Weight: 1/4lb. Type: Bludgeoning These polished, perfectly weighted stones are prized by halflings, for if they throw them just so; they ricochet off one target to strike second. If the skiprock hits it target, it ricochets toward another target (of the throwers choice) adjacent to the original target (within 5 feet). The thrower immediately makes a second attack roll for the skiprock against the new target, with an attack bonus equal to the first roll -2.

Skiprocks could be used as sling bullets, but using a skiprock's ricochet ability in conjunction with a sling requires taking the Exotic Weapon Proficiency specifically for that purpose.

Conclusion

Cert: Recognition of Earl Lyndon Bohdon - For your actions in uncovering the cause of the Harvest Plague, Argus Corvallis will speak on your behalf to Earl Lyndon Bohdon, a member of the Council of Lords. The DM at the table will determine the availability and type of help offered. This cert is the equivalent of two influence points with Earl Bohdon, or one influence with the Council of Lords.

Total Possible Treasure

APL 2 300 gp

APL 4 600 gp

APL 6 1,000 gp

APL 8 1,700 gp

Note, no one will buy halfling-size armor, the halfling clan keeps the halfling wagon, and some of the half-orc infiltrators gear is taken to help identify infiltrators. These are reasons why treasure totals aren't as much as possible per encounter. Also note that the Whip Token is not included, as it should be used in every encounter

APPENDIX I: NPC DESCRIPTORS

Argus Corvallis: Ari7 Argus has been Lord Bohdon's seneschal since his father, who held the post before him, died during the invasion by Horned Society. He tries his best to keep things as orderly as possible, and knows exactly where any record in his keeping is located. He is currently quite shocked, as his son Tarmus was one of the soldiers reported to have died in the village. He is trying his best to continue on in his duties despite his grief.

Balerion Balacthor, Valorous of Heironeous Clr5/Ftr2 Balerion lost his sight in a battle during the Great Crusade. As he lay dying on the field, he had a vision of Heironeous calling him to his service now that he could no longer see all that which distracted him before. When recovered, he took service with the Temple of the Shield Reclaimed in Critwall. He learned quickly, and soon was given charge of tending the village shrine in Grindstone. He has repeatedly refused offers to regenerate his eyes, claiming that to do so would only lead him to distraction again. Unfortunately this means that detection spells do not function for him, thus he has been unable to determine the cause of the disease, and doesn't understand why his *remove disease* spells have had no effect and suspects foul play. The only spells that have had any effect have been *lesser restorations*. He seems very shaken by the many deaths of those under his care. Should the players require healing, he can cast up to four *cure light wounds* and two *cure moderate wounds* on them per day, the rest of his spells are for the villagers.

Emund Balacthor: Emund is training as an acolyte with his uncle. He will be sent to Critwall to learn at the temple next year, and he is very excited by the prospect. He will ask many questions about it from anyone who is a cleric or paladin of Heironeous. His limited training thus far allows him to cast up to two orisons per day, normally the are *create water* and *light*. If the party has no way to detect poison, he can cast the spell for them, but will be unable to determine the type of poison.

Waldom: Rog3 Waldom was an enforcer for a gang in the City of Greyhawk until he stole from his fellows and had a "death mark" (i.e., price) placed on him. He fled the city and traveled to the Shield Lands, figuring that no one would think to look for him there as few half-orcs willingly come the Shield Lands due to the poor treatment of the there. He left Tent Town very early on after run-ins with some people there who might have recognized him. He was out of the village, working as labor on a farm, when the halflings were in the village. He stays away from the halfling because "them's all sneaky little gits." He works as manual labor in the mill, the fields, and other jobs requiring his strength. He is fairly clever, but acts stupid, thinking no one finds a dumb half-orc unusual.

Shattered Spear Infiltrators: Mandrax Mankiller, Mandros, Manglor, and Mandrek These half-orcs are members of the Shattered Spear Tribe. The tribe is made up mostly of half-orcs taken as youths and raised amongst

the tribe. The tribe began taking half-orcs to help recover its numbers after battles during the invasion of the Shield Lands so that it wouldn't be turned on and wiped out by other tribes. Having so many half-orcs, many have been trained as infiltrators and sent into the reclaimed lands to spy and sabotage. Members of the tribe are recognizable by the three scars on each of their cheeks in a diagonal line away from the nose above the straight line, a straight line, and diagonal line away from the nose below the straight line. All half-orcs in the tribe have names beginning with Man combined with a derogatory term in orcish. They have little information about the operations of other groups beyond the fact that there are several others.

Cale Thornbury: Cale is a very sharp fellow. He knows paladins are common in the Shield Lands, so if he isn't able to cast *undetected alignment*, he is sure to stay out of sight of obvious paladins. He is very good at noticing the concentration required for paladins to use this ability. He uses his Bluff and Disguise skills to make it seem as if he is mildly affected by the disease. When the players are not around, he is constantly spreading rumors amongst the workers, attempting to scare them into leaving. His first rumor was that Tarmus betrayed his paladin vows, and was stricken down by Heironeous, causing the plague. He has recognized that Waldom has a death mark in Greyhawk. Upon hearing of the players encounter with the half-orc infiltrators, he will spread rumors that Waldom is responsible for causing the disease, hoping that the villagers will kill him, allowing him to claim the bounty later when he returns to Greyhawk.

Appendix II: NPCs

ENCOUNTER 2

APL 2

➤ **Mandrax Mankiller:** Male half-orc Bbn1; CR 1; Medium-size humanoid (orc); HD 1d12+2; hp 14; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 14) or, with shield, AC 19, (touch 13, flat-footed 16); Atk +6 melee (1d8+6/x3, masterwork longspear), or +5 melee (1d12+6/x3, greataxe), or +4 ranged (1d6+4/x3, halfspear); SA Rage; SQ Darkvision 60 ft., fast movement; AL NE; SV Fort +4, Ref +3, Will -1; Str 18, Dex 16, Con 14, Int 8, Wis 8, Cha 6. Height 6 ft. 4 in.

Skills and Feats: Intimidate +2, Jump +5, Listen +3, Ride +6; Power Attack.

Rage (Ex): 1/day—hp 16; AC 15 (touch 11, flat-footed 12), or, with shield, AC 17 (touch 11, flat-footed 14); Atk +8 melee (1d8+9/x3, masterwork longspear), or +7 melee (1d12+9/x3, greataxe), or +4 ranged (1d6+6/x3, half spear); SV Fort +6, Will +1; Str 22, Con 18; Jump +7. Lasts 7 rounds then fatigued.

Possessions: Masterwork longspear, greataxe, 2 halfspears, chain shirt, large wooden shield, *potion of false life*.

➤ **Mandros and Manglor:** Male half-orc War1; CR ½; Medium-size humanoid (orc); HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) or, with shield, AC 16 (touch 10, flat-footed 16); Atk +2 melee (1d8+1/x3, longspear), or +2 melee (1d12+1/x3, greataxe), +1 ranged (1d6+1/x3, halfspear); SQ Darkvision 60 ft; AL NE; SV Fort +2, Ref +0, Will -1; Str 13, Dex 10, Con 11, Int 9, Wis 8, Cha 8. Height 6 ft. 6 in (Mandros), and 6 ft. 2 in (Manglor).

Skills and Feats: Ride +4; Power Attack.

Possessions: Longspear, greataxe, 2 halfspears, chain shirt, large wooden shield.

APL 4

➤ **Mandrax Mankiller:** Male half-orc Bbn1/Ftr1; CR 2; Medium-size humanoid (orc); HD 1d12+1d10+4; hp 22; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 14) or, with shield, AC 19 (touch 13, flat-footed 16); Atk +6 melee (1d8+6/x3, masterwork longspear), or +5 melee (1d12+6/x3, greataxe), or +5 ranged (1d6+4/x3, halfspear); SA Rage; SQ Darkvision 60 ft., fast movement; AL NE; SV Fort +6, Ref +3, Will -1; Str 18, Dex 16, Con 14, Int 8, Wis 8, Cha 6. Height 6 ft. 4 in.

Skills and Feats: Intimidate +2, Jump +5, Listen +3, Ride +6, Swim +4; Cleave, Power Attack.

Rage (Ex): 1/day—hp 26; AC 15 (touch 11, flat-footed 12), or, with shield, AC 17 (touch 11, flat-footed 14); Atk +9 melee (1d8+9/x3, masterwork longspear), or +8 melee (1d12+9/x3, greataxe), or +5 ranged (1d6+6/x3, half spear); SV Fort +8, Will +1; Str 22, Con 18; Jump +7, Swim +6. Lasts 7 rounds then fatigued.

Possessions: Masterwork longspear, greataxe, 2 halfspears, chain shirt, large wooden shield, *potion of false life*.

➤ **Mandros:** Male half-orc Bbn2; CR 2; Medium-size humanoid (orc); HD 2d12+2; hp 22; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 14), or, with shield, AC 19 (touch 13, flat-footed 16); Atk +6 melee (1d8+6/x3, longspear), or +6 melee (1d12+6/x3, greataxe), or +5 ranged (1d6+4, halfspear); SQ Rage; SQ Darkvision 60 ft., fast movement; AL NE; SV Fort +5, Ref +3, Will -1; Str 18, Dex 16, Con 14, Int 8, Wis 8, Cha 6. Height 6 ft., 6 in.

Skills and Feats: Intimidate +2, Jump +6, Listen +4, Ride +7; Power Attack.

Rage (Ex): 1/day—hp 26; AC 15 (touch 11, flat-footed 12), or, with shield, AC 17 (touch 11, flat-footed 14); Atk +8 melee (1d8+9/x3, longspear), or +8 melee (1d12+9/x3, greataxe), or +5 ranged (1d6+6/x3, half spear); SV Fort +8, Will +1; Str 22, Con 18; Jump +8. Lasts 7 rounds then fatigued.

Possessions: Longspear, greataxe, 2 halfspears, chain shirt, large wooden shield, *potion of false life*.

➤ **Manglor:** Male half-orc Rng1/Bbn1; CR 2; Medium-size humanoid (orc); HD 1d10+1d12+4; hp 20; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 14), or, with shield, AC 19 (touch 13, flat-footed 16); Atk +5 melee (1d8+4/x3, longspear), or +5 melee (1d12+4/x3, greataxe), or +5 ranged (1d6+3/x3, halfspear); SA Rage, favored enemy (humans); SQ Darkvision 60 ft., fast movement; AL NE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 16, Con 14, Int 8, Wis 12, Cha 6. Height 6 ft., 2 in.

Skills and Feats: Hide +4, Listen +4, Move Silently +3, Spot +4, Wilderness Lore +4; Ambidexterity (virtual), Power Attack, Track, Two-Weapon Fighting (virtual).

Rage (Ex): 1/day—hp 24; AC 15 (touch 11, flat-footed 12), or, with shield, AC 17 (touch 11, flat-footed 14); Atk +7 melee (1d8+9/x3, longspear), or +7 melee (1d12+9/x3, greataxe), or +5 ranged (1d6+6/x3, half spear); SV Fort +8, Will +3; Str 20, Con 18; Lasts 7 rounds then fatigued.

Possessions: Longspear, greataxe, 2 halfspears, chain shirt, large wooden shield, *potion of false life*.

➤ **Mandrek:** Male half-orc Rog1/Bbn1; CR 2; Medium-size humanoid (orc); HD 1d6+1d12+4; hp 16; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 14), or, with shield, AC 18 (touch 12, flat-footed 16); Atk +4 melee (1d8+3/19-20, longsword), or +4 melee (1d4+3/19-20, dagger), or +3 ranged (1d4+3/19-20, dagger); SA Rage, sneak attack +1d6; SQ Darkvision 60 ft. fast movement; AL NE; SV Fort +3, Ref +4, Will +0; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 12. Height 6 ft.

Skills and Feats: Bluff +7, Escape Artist +4, Forgery +4, Hide +4, Jump +5, Listen +5, Move Silently +4, Spot +4, Tumble +4; Skill Focus (Bluff).

Rage (Ex): 1/day—hp 20; AC 14 (touch 10, flat-footed 12), or, with shield, AC 16 (touch 10, flat-footed 12); Atk +6 melee (1d8+5/19-20, longsword), or +6

melee (1d4+5/19-20, dagger), or +3 ranged (1d4+5/19-20, dagger); SV Fort +5, Will +3; Str 20, Con 14; Jump +7. Lasts 5 rounds then fatigued.

Possessions: Longsword, 3 daggers, chain shirt, large wooden shield, *potion of false life*.

APL 6

➤ **Mandrax Mankiller:** Male half-orc Bbn2/Ftr2; CR 4; Medium-size humanoid (orc); HD 2d12+2d10+4; hp 36; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 17), or, with shield, AC 19 (touch 13, flat-footed 19); Atk +9 melee (1d8+6/x3, masterwork longspear), +8 melee (1d12+6/x3, greataxe), or +7 ranged (1d6+4/x3, halfspear); SA Rage; SQ Darkvision 60 ft., fast movement, Uncanny Dodge (Dex to AC); AL NE; SV Fort +8, Ref +3, Will -1; Str 19, Dex 16, Con 14, Int 8, Wis 8, Cha 6. Height 6 ft. 4 in.

Skills and Feats: Jump +5, Listen +6, Ride +6, Swim +4; Cleave, Combat Reflexes, Great Cleave, Power Attack.

Rage (Ex): 1/day—hp 44; AC 15 (touch 11, flat-footed 15), or, with shield, AC 17 (touch 11, flat-footed 17); Atk +11 melee (1d8+9/x3, masterwork longspear), or +10 melee (1d12+9/x3, greataxe), or +7 ranged (1d6+6/x3, half spear); SV Fort +10, Will +1; Str 23, Con 18; Jump +7, Swim +6. Lasts 7 rounds then fatigued.

Possessions: Masterwork longspear, greataxe, 2 halfspears, chain shirt, large wooden shield, *potion of false life*.

➤ **Mandros:** Male half-orc Bbn4; CR 4; Medium-size humanoid (orc); HD 4d12+8; hp 38; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 17), or, with shield, AC 19 (touch 13, flat-footed 19); Atk +8 melee (1d8+6/x3, longspear), +8 melee (1d12+6/x3, greataxe), +7 ranged (1d6+4/x3, halfspear); SQ Rage; SQ Darkvision 60 ft., fast movement, Uncanny Dodge (Dex to AC), AL NE; SV Fort +6, Ref +4, Will +0; Str 19, Dex 16, Con 14, Int 8, Wis 8, Cha 6. Height 6 ft., 6 in.

Skills and Feats: Jump +10, Listen +6, Ride +9; Power Attack, Run.

Rage (Ex): 2/day—hp 46; AC 15 (touch 11, flat-footed 15), or, with shield, AC 17 (touch 11, flat-footed 17); Atk +10 melee (1d8+9/x3, longspear), or +10 melee (1d12+9/x3, greataxe), or +7 ranged (1d6+6/x3, half spear); SV Fort +8, Will +2; Str 23, Con 18; Jump +12. Lasts 7 rounds then fatigued.

Possessions: Masterwork longspear, greataxe, 2 halfspears, chain shirt, large wooden shield, *potion of false life*.

➤ **Manglor:** Male half-orc Rng3/Bbn1; CR 4; Medium-size humanoid (orc); HD 3d10+1d12+6; hp 34; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 14); or, with shield, AC 19 (touch 13, flat-footed 16); Atk +7 melee (1d8+4/x3, longspear), +7 melee (1d12+4/x3, greataxe), +7 ranged (1d6+3/x3, halfspear); SQ Rage, Favored Enemy (humans); SQ Darkvision 60 ft., fast movement; AL NE; SV Fort +7, Ref +4, Will +2; Str 16, Dex 16, Con 14, Int 8, Wis 13, Cha 6. Height 6 ft., 2 in.

Skills and Feats: Hide +6, Listen +5, Move Silently +5, Spot +6, Wilderness Lore +5; Ambidexterity (virtual), Power Attack, Run, Track, Two-Weapon Fighting (virtual).

Rage (Ex): 1/day—hp 40; AC 15 (touch 11, flat-footed 12), or, with shield, AC 17 (touch 11, flat-footed 14); Atk +9 melee (1d8+9/x3, longspear), or +9 melee (1d12+9/x3, greataxe), or +7 ranged (1d6+6/x3, half spear); SV Fort +9, Will +4; Str 23, Con 18. Lasts 7 rounds then fatigued.

Possessions: Masterwork longspear, greataxe, 2 halfspears, chain shirt, large wooden shield, *potion of false life*.

➤ **Mandrek:** Male half-orc Rog3/Bbn1; CR 4; Medium-size humanoid (orc); HD 3d6+1d12+4; hp 26; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16), or, with shield, AC 18 (touch 12, flat-footed 18); Atk +6 melee (1d8+3/19-20, longspear), +6 melee (1d4+3/19-20, dagger), or +5 ranged (1d4+3/19-20, dagger); SA Rage, sneak attack +2d6; SQ Darkvision 60 ft., fast movement, rage, sneak attack +2d6, evasion, uncanny dodge (Dex to AC); AL NE; SV Fort +4, Ref +5, Will +1; Str 16, Dex 15, Con 12, Int 10, Wis 10, Cha 12. Height 6 ft.

Skills and Feats: Bluff +9, Diplomacy +3, Escape Artist +6, Forgery +4, Hide +6, Intimidate +3 Jump +9. Listen +7, Move Silently +6, Spot +6, Tumble +8; Run, Skill Focus (Bluff).

Rage (Ex): 1/day—hp 32; AC 14 (touch 10, flat-footed 14), or, with shield, AC 16 (touch 10, flat-footed 16); Atk +8 melee (1d8+5/19-20, longspear), or +8 melee (1d4+5/19-20, dagger), or +5 ranged (1d4+5/19-20, dagger); SV Fort +6, Will +3; Str 20, Con 14; Jump +11. Lasts 5 rounds then fatigued.

Possessions: Longsword, 3 daggers, chain shirt, large wooden shield, *potion of false life*.

APL 8

➤ **Mandrax Mankiller:** Male half-orc Bbn4/Ftr2; CR 6; Medium-size humanoid (orc); HD 4d12+2d10+12; hp 52; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 17), or, with shield, AC 19 (touch 13, flat-footed 19); Atk +11/+6 melee (1d8+7/x3, +1 longspear), +10/+5 melee (1d12+6/x3, greataxe), +9/+4 ranged (1d6+4/x3, halfspear); SA Rage; SQ Darkvision 60 ft., fast movement, Uncanny Dodge (Dex to AC); AL NE; SV Fort +9, Ref +4, Will +2; Str 19, Dex 16, Con 14, Int 8, Wis 8, Cha 6. Height 6 ft. 6 in.

Skills and Feats: Jump +7, Listen +8, Ride +6, Swim +5, Wilderness Lore +3; Cleave, Combat Reflexes, Greater Cleave, Iron Will, Power Attack.

Rage (Ex): 2/day—hp 64; AC 15 (touch 11, flat-footed 15), or, with shield, AC 17 (touch 11, flat-footed 17); Atk +13/+8 melee (1d8+10/x3, +1 longspear), or +12/+7 melee (1d12+9/x3, greataxe), or +9/+4 ranged (1d6+6/x3, half spear); SV Fort +11, Will +4; Str 23, Con 18; Jump +9, Swim +7. Lasts 7 rounds then fatigued.

Possessions: +1 longspear, greataxe, 2 halfspears, chain shirt, large wooden shield, *potion of false life*.

➤ **Mandros:** Male half-orc Bbn6: CR 6; Medium-size humanoid (orc); HD 6d12+2; hp 56; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 17), or, with shield, AC 19 (touch 13, flat-footed 19); Atk +10/+5 melee (1d8+6/x3, longspear), or +10/+5 melee (1d12+6/x3, greataxe), +9/+4 ranged (1d6+4/x3, halfspear); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex to AC, Can't be Flanked), AL NE; SV Fort +7, Ref +4, Will +3; Str 19, Dex 16, Con 14, Int 8, Wis 8, Cha 6. Height 6 ft. 6 in.

Skills and Feats: Jump +10, Listen +8, Ride +11; Iron Will, Power Attack, Run.

Rage (Ex): 2/day—hp 68; AC 15 (touch 11, flat-footed 15), or, with shield, AC 17 (touch 11, flat-footed 17); Atk +12/+7 melee (1d8+10/x3, longspear), or +12/+7 melee (1d12+9/x3, greataxe), or +9/+4 ranged (1d6+6/x3, half spear); SV Fort +9, Will +6; Str 23, Con 18; Jump +12. Lasts 7 rounds then fatigued

Possessions: Longspear, greataxe, 2 halfspears, chain shirt, large wooden shield, *potion of false life*.

➤ **Manglor:** Male half-orc Rng5/Bbn1: CR 6; Medium-size humanoid (orc); HD 5d10+1d12+12; hp 48; Init +3; Spd 40 ft.; AC 17 (touch 13, flat-footed 14), or, with shield, AC 19 (touch 13, flat-footed 16); Atk +9/+4 melee (1d8+4/x3, longspear), +9/+4 melee (1d12+4/x3, greataxe), +9/+4 ranged (1d6+3/x3, halfspear); SA Rage, favored enemy (human) +2, favored enemy (elf) +1; SQ Darkvision 60 ft., Fast Movement; AL NE; SV Fort +8, Ref +4, Will +2; Str 16, Dex 16, Con 14, Int 8, Wis 13, Cha 6. Height 6 ft. 2 in.

Skills and Feats: Hide +6, Listen +5 Move Silently +6, Spot +7, Wilderness Lore +5; Ambidexterity (virtual), Power Attack, Run, Spell Focus (Transmutation), Track, Two-Weapon Fighting (virtual).

Rage (Ex): 2/day—hp 68; AC 15 (touch 11, flat-footed 13), or, with shield, AC 17 (touch 11, flat-footed 15); Atk +12/+7 melee (1d8+10/x3, longspear), or +12/+7 melee (1d12+9/x3, greataxe), or +9/+4 ranged (1d6+6/x3, half spear); SV Fort +10, Will +4; Str 18, Con 18. Lasts 7 rounds then fatigued

Spells Prepared (2; base DC = 11 + spell level): 1st—entangle (2).

Equipment: Longspear, greataxe, 2 halfspears, chain shirt, large wooden shield, *potion of false life*.

➤ **Mandrek:** Male half-orc Rog5/Bbn1: CR 6; Medium-size humanoid (orc); HD 5d6+1d12+6; hp 36; Init +2; Spd 40 ft.; AC 16 (touch 12, flat-footed 16), or, with shield, AC 18 (touch 12, flat-footed 18); Atk +7 melee (1d8+3/19-20, longspear), +7 melee (1d4+3/19-20, dagger), +6 ranged (1d4+3/19-20, dagger); SA Rage, sneak attack +3d6; SQ Darkvision 60 ft., fast movement, evasion, uncanny dodge (Dex to AC) AL NE; SV Fort +4, Ref +6, Will +1; Str 16, Dex 15, Con 12, Int 10, Wis 10, Cha 12. Height 6 ft.

Skills and Feats: Bluff +11, Diplomacy +3, Escape Artist +8, Forgery +4, Hide +8, Intimidate +3, Jump +11,

Listen +9, Move Silently +8, Spot +8, Tumble +10, Spot +8; Skill Focus (Bluff), Run, Power Attack.

Rage (Ex): 1/day—hp 48; AC 14 (touch 10, flat-footed 14), or, with shield, AC 16 (touch 10, flat-footed 16); Atk +9 melee (1d8+5/19-20, longspear), or +9 melee (1d4+5/19-20, dagger), or +7 ranged (1d4+5/19-20, dagger); SV Fort +6, Will +3; Str 20, Con 14; Jump +11; Lasts 5 rounds then fatigued.

Possessions: Longsword, 3 daggers, chain shirt, large wooden shield, *potion of false life*.

ENCOUNTER 6

APL 2

➤ **Cale Thornbury:** Male halfling Rog3/Ftr1: CR 4; Small humanoid (halfling); HD 3d6+1d10+8; hp 28; Init +3; Spd 20 ft.; AC 17 (touch 14, flat-footed 17); Atk +5 melee (1d6+1/19-20, masterwork short sword), or +8 ranged (1d3+2, halfling skiprock), or +6 ranged (1d3+2, halfling skiprock ricochet attack); SA Sneak attack +2d6, poison; SQ evasion, uncanny dodge (Dex to AC), +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear; AL NE; SV Fort +6, Ref +7, Will +2; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 12. Height 3 ft. 3 in.

Skills and Feats: Bluff +8, Climb +3, Diplomacy +3, Disguise +7, Escape Artist +8, Gather Information +5, Hide +12, Intimidate +3, Jump +6, Listen +8, Move Silently +12, Pick Pockets +9, Tumble +9; Exotic Weapon Proficiency (halfling skiprock), Point Blank Shot, Rapid Shot

Poison (Ex): *Carriion Crawler Brain Juice* (1) Contact DC 13, Paralysis—The poison is not applied to any weapon yet. If applied to a skiprock, he only needs to make a touch attack for the poison to be effective, though he still attacks for damage. See DUNGEON MASTER'S *Guide* Chapter 3 for more information on poisons.

Possessions: Masterwork studded leather armor, 10 halfling skiprocks, masterwork short sword, *bag of tricks* (gray), *Quall's feather token* (whip)

APL 4

➤ **Cale Thornbury:** Male halfling Rog3/Ftr2/Asn1: CR 6; Small humanoid (halfling); HD 4d6+2d10+12; hp 37; Init +3; Spd 20 ft.; AC 17 (touch 14, flat-footed 17); Atk +7 melee (1d6+1, masterwork short sword), or +10 ranged (1d3+2, halfling skiprock), or +8 ranged (1d3+2, halfling skiprock ricochet attack); SA Sneak Attack +3d6, death attack, poison; SQ Evasion, uncanny dodge (Dex to AC), poison use, +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear; AL NE; SV Fort +7, Ref +9, Will +2; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 12. Height 3 ft. 3 in.

Skills and Feats: Bluff +9, Climb +6, Diplomacy +3, Disguise +7, Escape Artist +8, Gather Information +5, Hide +15, Intimidate +3, Jump +10, Listen +10, Move Silently +13, Pick Pockets +13, Tumble +10; Dodge, Exotic Weapon Proficiency (halfling skiprock), Point

Blank Shot, Rapid Shot, Weapon Focus (halfling skiprock).

Death Attack (Ex): If Cale studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+1 rounds) or kill the victim Fort save DC 12 to resist.

Poison (Ex): *Carrion Crawler Brain Juice* (2) Contact DC 13, Paralysis—The poison is not applied to any weapon yet. If applied to a skiprock, he only needs to make a touch attack for the poison to be effective, though he still attacks for damage. See *DUNGEON MASTER's Guide* Chapter 3 for more information on poisons.

Spells Prepared (1; base DC = 11 + spell level): 1st—*obscuring mist*

Possessions: Masterwork studded leather armor, 10 halfling skiprock, masterwork short sword, *bag of tricks* (rust), *Quall's feather token* (whip).

APL 6

➤ **Cale Thornbury:** Male halfling Rog3/Ftr2/Asn4:CR 9; Small humanoid (halfling) HD 7d6+2d10+18; hp 52; Init +3; Spd 20 ft.; AC 17 (touch 14, flat-footed 17); Atk +10/+5 melee (1d6+1/19-20, masterwork short sword), or +13/+8 ranged (1d3+2, halfling skiprock), or +11/+6 ranged (1d3+2, halfling skiprock ricochet attack); SA Sneak attack +4d6, death attack, poison; SQ Evasion, uncanny dodge (Dex to AC), poison use, +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear, +2 to saves against poison; AL NE; SV Fort +8, Ref +11, Will +3; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 12. Height 3 ft., 3 in.

Skills and Feats: Bluff +13, Climb +6, Diplomacy +3, Disguise +7, Escape Artist +15, Gather Information +5, Hide +15, Intimidate +3, Jump +10, Listen +10, Move Silently +15, Pick Pockets +17, Tumble +10; Dodge, Exotic Weapon Proficiency (halfling skiprock), Expertise, Point Blank Shot, Rapid Shot, Weapon Focus (halfling skiprock).

Death Attack (Ex): If Cale studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+4 rounds) or kill the victim Fort save DC 15 to resist.

Poison (Ex): *Carrion Crawler Brain Juice* (3) Contact DC 13, Paralysis—The poison is not applied to any weapon yet. If applied to a skiprock, he only needs to make a touch attack for the poison to be effective, though he still attacks for damage. See *DUNGEON MASTER's Guide* Chapter 3 for more information on poisons.

Spells Prepared (2/2; base DC = 12 + spell level): 1st—*ghost sound*, *obscuring mist*; 2nd—*alter self*, *undetectable alignment*.

Possessions: Masterwork studded leather armor, 10 halfling skiprock, masterwork shortsword, *bag of tricks* (rust), *Quall's feather token* (whip), *brooch of shielding*.

APL 8

➤ **Cale Thornbury:** Male halfling, Rog3/Ftr2/Asn6: CR 11; Small humanoid (halfling); HD 7d6+2d10+22; hp 62; Init +3; Spd 20 ft. AC 17 (touch 14, flat-footed 17); Atk +11/+6 melee (1d6+1/19-20, masterwork short sword), or +14/+9 ranged (1d3+2, halfling skiprock), or +12/+7 ranged (1d3+2, halfling skiprock ricochet attack); SA Sneak attack +5d6, death attack, poison; SQ Evasion, uncanny dodge (Dex to AC) poison use, +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear, +3 to saves against poison; AL NE; SV Fort +9, Ref +12, Will +4; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 12. Height 3 ft. 3 in.

Skills and Feats: Bluff +17, Climb +6, Diplomacy +3, Disguise +7, Escape Artist +17, Gather information +5, Hide +15, Intimidate +3, Jump +10, Listen +16, Move Silently +15, Pick Pockets +19, Tumble +12; Dodge, Exotic Weapon Proficiency (halfling skiprock), Expertise, Point Blank Shot, Rapid Shot, Weapon Focus (halfling skiprock).

Death Attack (Ex): If Cale studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+6 rounds) or kill the victim Fort save DC 18 to resist.

Poison (Ex): *Carrion Crawler Brain Juice* (4) Contact DC 13, Paralysis—The poison is not applied to any weapon yet. If applied to a skiprock, he only needs to make a touch attack for the poison to be effective, though he still attacks for damage. See *DUNGEON MASTER's Guide* Chapter 3 for more information on poisons.

Spells Prepared (2/2; base DC = 12 + spell level): (2) 1st—*ghost sound*, *obscuring mist*; 2nd—*alter self*, *undetectable alignment*; 3rd—*invisibility* (2)

Possessions: Masterwork studded leather armor, 10 halfling skiprock, masterwork shortsword, *bag of tricks* (tan), *Quall's feather token* (whip), *brooch of shielding*.

ENCOUNTER 7

APL 2 and 4

➤ **Halflings:** Mix male and female halflings War1; CR ½; Small humanoid (halfling); HD 1d8; hp 4; Init +1; Spd 20 ft.; AC 15 (touch 12, flat-footed 11); Atk +1 melee (1d6-1/19-20, short sword), or +4 ranged (1d3-1, halfling skiprock) +2 ranged (1d3-1, halfling skiprock ricochet attack); SQ +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear; AL NE; SV Fort +3, Ref +2, Will +1; Str 8, Dex 13, Con 10, Int 11, Wis 11, Cha 11.

Skills and Feats: Climb +0, Hide +5, Jump +0, Listen +3, Move Silently +4; Exotic Weapon Proficiency (halfling skiprock).

Equipment: Studded leather armor, shortsword, 10 halfling skiprock.

APL 6

➤ **Halflings:** Mix male and female halflings Rog1; CR 1; Small humanoid (halfling); HD 1d6+2; hp 8; Init +1; Spd

20 ft.; AC 17 (touch 14, flat-footed 14); Atk +2 melee (1d6+1/19-20, short sword), or +5 ranged (1d3+1, halfling skiprock), or +3 ranged (1d3+1, halfling skiprock ricochet attack); SA Sneak attack +1d6; SQ +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear; AL NE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Bluff +5, Climb +2, Disguise +5, Escape Artist +6, Hide +10, Jump +2, Listen +6, Move Silently +6, Pick Pockets +6, Spot +4, Tumble +6; Exotic Weapon Proficiency (halfling skiprock).

Possessions: studded leather armor, shortsword, 10 halfling skiprocks.

APL 8

➤ **Halflings:** Mix male and female halfling Rog3; CR 3; Small humanoid (halfling); HD 3d6+6; hp 18; Init +1; Spd 20 ft.; AC 17 (touch 14, flat-footed 17); Atk +4 melee (1d6+1/19-20, short sword), or +7 ranged (1d3+1, halfling skiprock) +5 ranged (1d3+1, halfling skiprock ricochet attack); SA Sneak attack +2d6; SQ Evasion, Uncanny dodge (Dex to AC), +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear; AL NE; SV Fort +3, Ref +6, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Bluff +8, Climb +2, Disguise +5, Escape Artist +9, Hide +13, Jump +6, Listen +9, Move Silently +9, Pick Pockets +11, Spot +7, Tumble +11; Exotic Weapon Proficiency (halfling skiprock), Rapid Shot.

Possessions: Studded leather armor, short sword, 10 halfling skiprocks.

Appendix III: New Rules Rules

Halfling Skiprock: Cost: 3gp Damage: 1d3 Critical: x2
Range Increment: 10ft. Weight: 1/4lb. Type:
Bludgeoning

These polished, perfectly weighted stones are prized by halflings, for if they throw them just so; they ricochet off one target to strike second. If the skiprock hits its target, it ricochets toward another target (of the thrower's choice) adjacent to the original target (within 5 feet). The thrower immediately makes a second attack roll for the skiprock against the new target, with an attack bonus equal to the first roll -2.

Skiprocks could be used as sling bullets, but using a skiprock's ricochet ability in conjunction with a sling requires taking the Exotic Weapon Proficiency specifically for that purpose.

Halfling War Wagon:

The halfling war wagon is as large as a human sized wagon, but the interior is scaled to fit halflings fighting from within it. The wagon has walls, floors, and ceilings of solid oak (5 hardness, 60 hp) and wide wheels that are less likely to sink into the mud of the battlefield.

The inside of the wagon is divided into two levels. The upper level holds six archers, who fire from numerous arrow slits in the sides of the wagon. On the lower level crouch 6 halfling "skulkers"—scouts adept at dropping through a trap door in the wagon's floor, quickly seizing an outside objective while the wagon rolls along.

Another halfling steers the wagon from an enclosed compartment at the front.

Some wagons even mount a ballista on top, with a swiveling cupola (one half cover) protecting the ballista operator.

Two sturdy war ponies pull the war wagon. The war wagon has a speed of 30 feet, but it cannot turn more than 90 degrees in any one turn. If it takes a double move, it can only turn 45 degrees. Ranged attacks while the wagon is moving suffer the same penalties as ranged attacks from horseback.

The war wagon is 10 feet wide, and 15 feet long. It costs 5000 gp without the ponies.

Appendix IV: Assassin Attack

If anyone has the certificate Heroic Deed: Return of the Shield Guardian cert from the Battle of Torkeep interactive and Cale has identified them as such, he will send for an assassin to deal with them for the Small Death to collect the bounty. The assassin arrives during Encounter 5, using the chaos of the situation to make his attempt and slip away hopefully unnoticed. If more than one person at the table has the cert, only one assassin will show up. He will attack the most vulnerable target of those with the cert. The assassin will not try to kill anyone who doesn't have the cert except to defend himself. After killing his target, or if it becomes obvious that he will not be successful, he attempts to escape.

The villagers attempting to hang Waldom use any distraction of the Pathfinders to proceed with the hanging. Refer to Encounter 5 for more information.

Make a Spot check for each character not actively engaged in the hanging attempt on Waldom. If they beat the assassin's Hide check, they spot a gnome moving up behind the targeted character. There are no gnomes in the village, so this should appear odd to them. The gnome is the assassin disguised by either a *hat of disguise*, or an *alter self* spell. If those who successfully spotted the gnome do not take any action immediately to stop the assassin, he will attack using his death attack to kill the target, he has already studied his target for the required 3 rounds. Use the following stats for the assassin, based on the APL of the event.

APL 2 (EL 5)

➤ **Halfling Assassin:** Male halfling Rog3/Ftr2: CR 5; Small humanoid (halfling); HD 3d6+2d10+10: hp 33; Init +3; Spd 20 ft.; AC 17 (touch 14, flat-footed 17); Atk +7 melee (1d6+1/19-20, masterwork short sword), or +9 ranged (1d4+2/19-20, dagger); SA Sneak attack +2d6, poison; SQ Evasion, uncanny dodge (Dex to AC) +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear; AL NE; SV Fort +6, Ref +7, Will +2; Str 13, Dex 16, Con 14, Int 13, Wis 10, Cha 10. Height 3 ft., 3 in.

Skills and Feats: Bluff +7, Climb +3, Diplomacy +2, Disguise +6, Escape Artist +8, Gather Information +4, Hide +14, Intimidate +2, Jump +6, Listen +8, Move Silently +12, Pick Pockets +12, Tumble +10; Dodge, Power Attack, Run, Weapon Finesse (short sword).

Poison (Ex): *Greenblood Oil* (1) Injure DC 13, 1 Con/1d2 Con—The poison is on the short sword for the attack against the targeted character. See DUNGEON MASTER's *Guide* Chapter 3 for more information on poisons.

Possessions: Masterwork studded leather, 2 daggers, masterwork short sword, *hat of disguise*.

APL 4 (EL 7)

➤ **Halfling Assassin:** Male halfling Rog3/Ftr2/Asn2: CR 7; Small humanoid (halfling); HD 4d6+2 + 2d10+2: hp

37; Init +3; Spd 20 ft. AC 17 (touch 14, flat-footed 17); Atk +8 melee (1d6+1/19-20, masterwork short sword), or +9 ranged (1d4+2/19-20, dagger); SA Sneak attack +3d6, death attack; SQ Evasion, uncanny dodge (Dex to AC), poison use, +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear; AL NE; SV Fort +7, Ref +9, Will +2; Str 13, Dex 16, Con 14, Int 13, Wis 10, Cha 10. Height 3 ft., 3 in.

Skills and Feats: Bluff +8, Climb +6, Diplomacy +2, Disguise +6, Escape Artist +8; Gather Information +4, Hide +15, Intimidate +2, Jump +10, Listen +10, Move Silently +13, Pick Pockets +13, Tumble +10; Dodge, Power Attack, Run, Weapon Finesse (short sword).

Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+2 rounds) or kill the victim Fort save DC 13 to resist.

Poison (Ex): *Greenblood Oil* (1) Injure DC 13, 1 Con/1d2 Con—The poison is on the short sword for the attack against the targeted character. See DUNGEON MASTER's *Guide* Chapter 3 for more information on poisons.

Spells Prepared (1; base DC = 11 + spell level): 1st—*obscuring mist*

Possessions: Masterwork studded leather, 2 daggers, masterwork short sword, *hat of disguise*

APL 6 (EL 9)

➤ **Halfling Assassin:** Male halfling Rog3/Ftr2/Asn4: CR 9; Small humanoid (halfling); HD 7d6+2d10+18: hp 52; Init +3; Spd 20 ft.; AC 17 (touch 14, flat-footed 17); Atk +13/+8 melee (1d6+1/19-20, masterwork short sword), +12/+7 ranged (1d4+2/19-20, dagger); SA Sneak attack +4d6, death attack; SQ Evasion, uncanny dodge (Dex to AC), poison use, +2 to saves against poison, +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear; AL NE; SV Fort +8, Ref +11, Will +3; Str 13, Dex 16, Con 14, Int 14, Wis 10, Cha 10. Height 3 ft., 3 in.

Skills and Feats: Bluff +12, Climb +6, Diplomacy +2, Disguise +6, Escape Artist +15, Gather Information +4, Hide +15, Intimidate +2, Jump +10, Listen +10, Move Silently +15, Pick Pockets +17, Tumble +10; Dodge, Expertise, Power Attack, Weapon Finesse (short sword), Weapon Focus (short sword).

Death Attack (Ex): If the assassins studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+4 rounds) or kill the victim Fort save DC 16 to resist.

Poison (Ex): *Greenblood Oil* (1) Injure DC 13, 1 Con/1d2 Con—The poison is on the short sword for the attack against the targeted character. See DUNGEON MASTER's *Guide* Chapter 3 for more information on poisons.

Spells Prepared (2/2; base DC = 12 + spell level):
1st—ghost sound, obscuring mist; 2nd—alter self, undetectable alignment.

Possessions: Masterwork studded leather, 2 daggers, masterwork short sword.

APL 8 (EL 11)

➤ **Halfling Assassin:** Male halfling Rog3/Ftr2/Asn6: CR 11; Small humanoid (halfling); HD 7d6+2d10+22: hp 62; Init +3; Spd 20 ft.; AC 17 (touch 14, flat-footed 17); Atk +14/+9 melee (1d6+1/19-20, masterwork short sword), or +13/+8 ranged (1d3+2/19-20, dagger); SA Sneak attack +5d6, death attack, poison; SQ Evasion, uncanny dodge (Dex to AC), poison use, +3 to saves against poison, +1 attack bonus on attacks with thrown weapons, +2 morale bonus on saves against fear; AL NE; SV Fort +9, Ref +12, Will +4; Str 13, Dex 16, Con 14, Int 14, Wis 10, Cha 10. Height 3 ft., 3 in.

Skills and Feats: Bluff +14, Climb +6, Diplomacy +2, Disguise +6, Escape Artist +17, Gather Information +4, Hide +15, Intimidate +2, Jump +10, Listen +16, Move Silently +15, Pick Pockets +19, Tumble +12; Dodge, Expertise, Power Attack, Run, Weapon Finesse (short sword), Weapon Focus (short sword).

Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+6 rounds) or kill the victim Fort save DC 18 to resist.

Poison (Ex): Greenblood Oil (1) Injure DC 13, 1 Con/1d2 Con—The poison is on the short sword for the attack against the targeted character. See DUNGEON MASTER's Guide Chapter 3 for more information on poisons.

Spells Prepared (2/2/1; base DC = 12 + spell level):
(2) 1st—ghost sound, obscuring mist; 2nd—alter self, undetectable alignment; 3rd—invisibility.

Possessions: Masterwork studded leather studded leather, 2 daggers, masterwork short sword.

APPENDIX V: RENOWN IN THE SHIELD LANDS

As the old cliché goes, adversity brings out the best in people. Few situations are as adverse as the Shield Lands' current state of war with Iuz the Old. Even in the looming presence of an evil demi-god, the people of the Shield Lands find the strength to continue to fight. While all of these people are heroes, a rare few manage to rise above the rest and gain a level of renown amongst their fellow Shield Landers. These stalwart defenders of the Holy Realm have earned a measure of Renown.

Renown is an expression of a character's reputation in the Shield Lands. People tend to react more favorably to people they have heard of and respect. Renown points are a way to determine in game if a character deserves such a reaction modifier.

Renown is earned during game play in Shield Lands' regional and adaptable events. In most cases renown is earned for performing exceptionally heroic deeds in the service of the Shield Lands. Awards may be given to a single character or to the whole group depending on the circumstances.

In game terms, renown is earned for good roleplaying and overcoming encounters in an exceptional way. Any time a character's or party's deeds could conceivably be talked about over an ale in taverns or put to verse by bards, there is a chance renown will be earned. Judges will award renown points based on the instructions provided by the event. In some cases, certs may award Renown without requiring a roll. The event in which the Renown cert is awarded will list whether a roll is required or not.

A character eligible to receive renown must make a renown check with a DC equal to his current renown. If the roll succeeds, he gains the renown award. On a natural 20, he gains double the award, but on a natural 1 he loses that amount due to poor retellings of his tale. If a bard is present at the table, Renown checks gain a +2 circumstantial modifier.

Renown points are written on the character log sheet. Each log entry should list the amount of renown gained and/or used during the event and the new current total.

Each renown point represents a 5% chance to be recognized by fellow Shield Landers. As a hero's renown grows, more and more people will have heard of him and hopefully react positively to him when he asks for aid.

In game term, renown points work like this. Whenever a player wishes to see if his character's renown can help his character, he must roll a Renown check (DC 20) modified by the character's current renown score. If the roll is successful, the NPC in question has heard of the character. Only one roll may be made per encounter. A roll of a natural 1 is always a failure, but a

roll of a 20 is only a guaranteed success if the character attempting the renown check has a positive renown score.

Renown can be used in two ways. First, a successful roll provides a +2 circumstantial modifier to any one Charisma based skill check used in reference to the NPC. Alternatively, in place of the +2 skill modifier, the character may receive a 10% reduction to the cost of any non-certed items being purchased. This costs one point of renown and can be used once per encounter.

Secondly, five renown points may be traded for the equivalent of a single Influence point with the NPC in question. While this is an expensive use of renown, it can be a lifesaver in the right situations. This may only be used once per event and only one influence point may be gained in this manner. Influence points earned this way are lost at the end of an event unless used. The character still loses the renown even if the influence point isn't used, so be careful to use this benefit wisely.

Infamy

While Renown is a measure of how well known a character is, Infamy is a measure of how positively or negatively people react to a character. The two are independent of one another, but work together to gauge the quality of people's reactions. A character with a high Renown score may be well known, but if the same character has a high Infamy score as well, he will not be very well liked by most people who recognize him.

Generally, characters earn Infamy for performing questionable actions, such as harming innocents, casually destroying property or betraying someone's trust. Whenever someone with a positive Infamy score tries to use Renown, they must avoid their own bad reputation. After a successful roll to use Renown, a character must try to avoid the effects of Infamy by rolling a Charisma check against a DC equal to the current Infamy score. If the roll fails, the NPC's reaction turns negative due to them having heard of the character's misdeeds.

Instead of gaining a positive skill modifier or decrease in the cost of goods, the character suffers from a -2 circumstantial modifier to all Charisma based skills except Intimidate (which receives the normal +2 modifier for successful use of Renown) or a 10% increase to the cost of goods. The NPC has still heard of the character, they just didn't like what they heard and refuse to help them because of it.

Renown and Infamy may only be used in Shield Lands' regional and adaptable events. It has no in game benefit during out of region.

PLAYER HANDOUT 1



Player Handout 2

Player Handout 3 - Lord Arbas's Death Warrant

By order of Lord Burryne Arbas, faithful servant of Iuz, Lord of Evil, the following criminals are marked for death and eternal suffering:

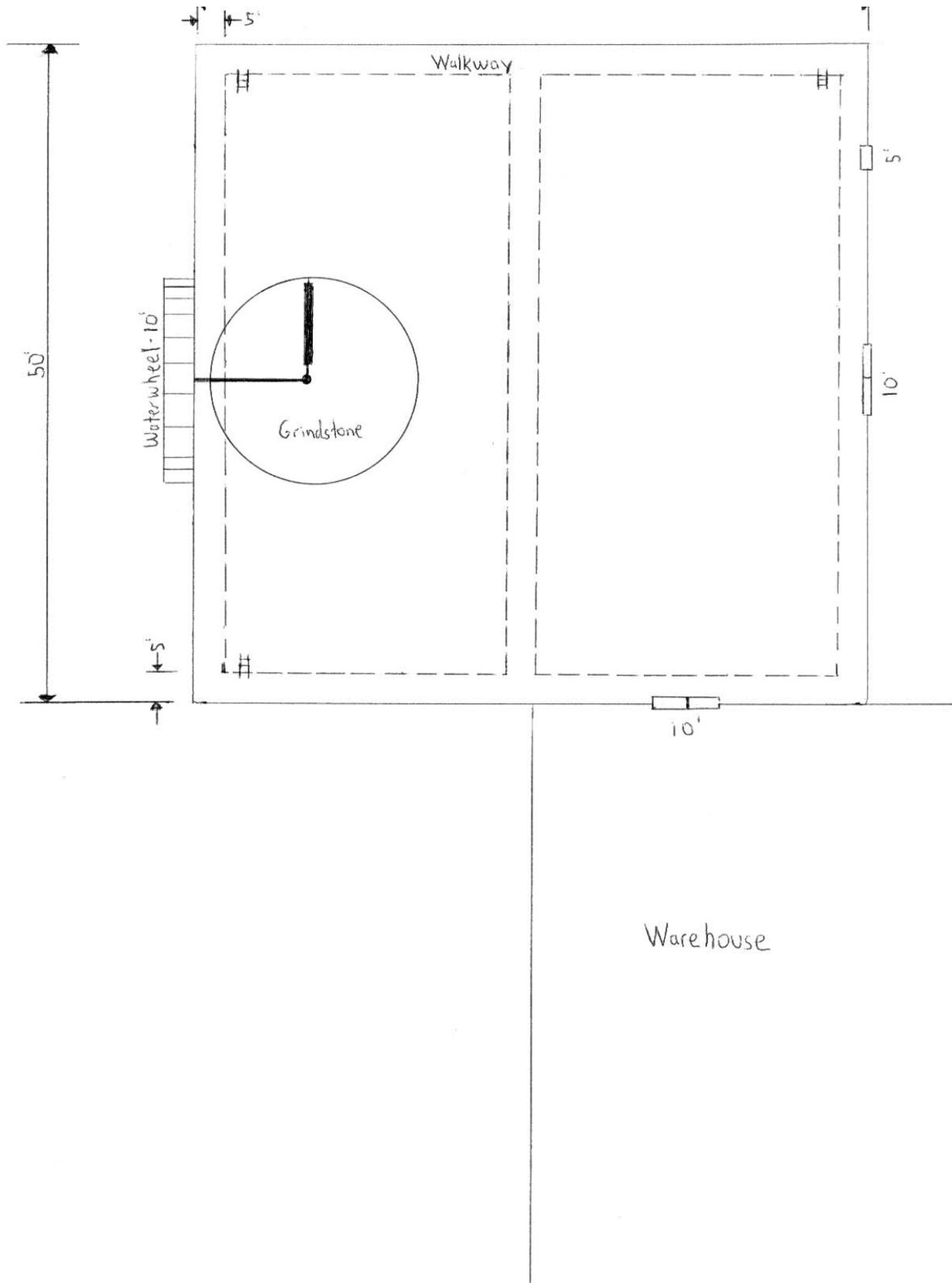
Brandy Fardale
Darius Skye
Eiorhn of Kord
Lanona
Omayya Fairspark
Reeves Nihitel

The head of each criminal carries a bounty of 1,000 gold knights paid on delivery of a recognizable and complete head to Lord Arbas in Law's Forge.

In addition to the reward, the favor of Lord Arbas and his dread master Iuz shall be yours.

Patchwall 15th, 591 CY

DM Aid 1



Event Summary Sheet:

Did Mandrax Mankiller escape?	Yes / No
Did Mandros escape?	Yes / No
Did Mandrek escape?	Yes / No
Did Manglor escape?	Yes / No
Was Waldom hanged?	Yes / No
Did Cale escape?	Yes / No
Did the halfling wagon escape?	Yes / No
Was the plot uncovered?	Yes / No
If so, how many days did it take to uncover the plot?	—
Was the chest on the halfling wagon recovered?	Yes / No

Note any unusual events here.

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.