

GRM2-02



THE MINES OF LORAS MA

A ONE-ROUND D&D[®] LIVING GREYHAWK[®]
GRAN MARCH REGIONAL ADVENTURE

Version 1

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Many civilians have disappeared along the roads leading to Cragmor while other travelers claim to have narrowly escaped goblinoid attacks in these areas. Military command does not have the resources at this time to launch an investigation into these attacks. Indeed, the military forces in the area have had no recent encounters with goblins. An adventure for characters 3-8.

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 your memory of the creatures' abilities.

SCORING

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

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

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

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

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

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

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

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Gran March. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Over 90 years ago, the Hateful Wars drove the last of the humanoid tribes from the Lortmil Mountains and into the Pomarj. Orcs, goblins, and ogres battled dwarves for the right to call the Lortmil's home. Since that time the Lortmil Mountains have been fairly peaceful. Mining development has reached an all time high. The mineral wealth leaving the mountains has brought much profit to the surrounding nations. One of the more prolific mines is located at the site of the ancient ruins known as Loras Ma. Of unknown age, the ruins spread through the mountains around the mine site. A company of dwarves and humans make their home near the mouth of the mine and work the tunnels. A small unit of the mountaineers, led by a dwarf named Cirik Longaxe, has a base here.

Over the last year attacks by humanoids have been on the rise. Caravans have been harassed and destroyed

by bands ranging in size from a handful to dozens of goblins and orcs. They have attacked as least one town as well. Fortunately the attack was thwarted through the quick action of heroes. Since then, the attacks have been a relatively constant part of the lives of the hardy people who make these mountains their homes.

This adventure takes place at the mines located at Loras Ma. Military characters have ample reason to be on this adventure as guards have become a very common sight, and in steadily growing numbers, on the caravans heading up the mountain roads. Others find much of interest in the ruins of Loras Ma. The ruins are very ancient, possibly pre-dating even the Suel migrations. Adventure abounds in the mountains at this time and for these reasons as well as others, characters have plenty of cause to come to Loras Ma.

The characters head into Loras Ma along with a caravan. Having suffered through numerous harassing attacks, they are not surprised by another just before they arrive at the mining camp. After arriving at the camp, they have a little time to explore and fraternize with the miners. Soon the attacks pick up and the characters are asked to give aid by Cirik Longaxe, the twin brother of the character Mafrik the characters may have met in GRM1-06 *A Deadly Beginning*. Just after the tunnels recently broke through into a cavern complex, there were several encounters with undead. The crisis, which the characters become involved in, starts when the lower levels of the mine are completely overrun by undead. The characters are sent down one set of tunnels to help clean out the undead and find any lost miners.

As the characters move down their assigned shaft, they encounter some of the undead invaders. Upon defeating the undead, the characters discover an entrance into an adjoining cave. It is clear that the undead have come from this opening. Exploration of the cave brings the characters into an ancient cave complex. For those who can interpret the symbols, they are able to learn much of the previous inhabitants. Shortly after entering the caves, the characters encounter some goblin scouts followed close behind by an orc band.

The orcs attempt to parlay if the characters allow. Talking to the Orcs reveals much information about what is going on within the caverns, where the undead are originating and how they came to be in the caves in the first place. The orcs offer a temporary truce to allow the two groups to defeat the stronger enemy. Acceptance of the offer involves having the orcs heading off to draw some of the undead away, leaving the characters to deal with the Master and his guards. If the characters should attack without parlay or refuse the orcs, the undead guarding the Master are tougher.

Proceeding further into the complex brings the characters to the Master. With the Master is a goblin shaman that appears to be under some form of compulsion. The Master gives a short speech and then leaves with the goblin. The Master's hounds attack the characters. Should the characters leap to attack the Master, he leaves with the goblin and the hounds attack.

Assuming the encounter is successfully resolved, the characters can pursue the Master if they wish.

They see the Master finish draining the goblin and toss his body off a precipice into the darkness. He then turns to mist and leaves the characters. The goblin's body is lost in the depths and darkness of the abyss. If the characters seek out the orcs, they find them all dead, surrounded by the hacked up bodies of some sort of undead monstrosities.

Returning to the surface, the characters receive news of the other groups that went into the mines. Numerous groups of undead were encountered, but a number of the miners and mountaineers were killed. Among the dead is the mountaineer leader, Cirik Longaxe. The characters are asked to deliver a message to Cirik's brother. There is a small additional reward if they agree.

INTRODUCTION

Travel through the Lortmil Mountains has become perilous over the last year. The number of humanoid attacks has risen dramatically. Dozens of caravans and a number of smaller settlements have been harassed and raided. Caravans have been adding more guards. They have even been giving free passage to adventurers for the added protection.

Your trip into the mountains has been fraught with incidents. Goblins have been seen shadowing the caravan often. Arrows out of the darkness, knives for those who wander away from the wagons, nerves have worn thin and everyone is exhausted. Fortunately it's only another day to the camp at Loras Ma. There is a mountaineer station there and they should provide enough safety to allow the caravan to rest. It's just over the next couple of hills.

The players should go through introductions now. They have been traveling for a week together. The caravan consists of 10 wagons, loaded with tools and foodstuffs. Four guards accompany the caravan drivers. They have been attacked several times but have not been able to come to grips with their enemies. A few flights of arrows would be shot from the heights above the road, and then the attackers would disappear back into the mountains. With the help of the characters no caravan members have been killed. Still, everyone is tired and on edge, eyes constantly scan the rocks.

Have the characters make Spot checks (DC 30). Those who succeed see the camouflaged goblins positioned high up in the rocks. Arrows begin falling among the wagons. The arrows are targeted randomly. Have the characters and guards make Spot checks (DC 15) to note the goblins' location. The teamsters take cover beneath the wagons. The guards fire back. After firing 3 arrows each, the goblins move back into the rocks and disappear.

♣ **Guards (4):** Male human War1; hp 10 each; see Appendix I.

♣ **Goblins (8):** hp 4 each; see *Monster Manual*.

Note: Each goblin is armed with a shortbow (1d6/x3) instead of javelins.

LORAS MA

Coming over the last ridgeline, the characters are able to look down on the ruins at Loras Ma. Activity can be seen around and in a small walled compound to one side of the ruins, near the road. The ruins spread for about a half-mile around the road. Heading down the road brings the caravan to the walls; guards approach as the wagons roll up. There is a short talk between the wagon master and the guards, and the gates open so the wagons can move inside.

The buildings within appear to be built on the remains of the existing structures. Everyone is free to go where they wish. There is a small inn that doubles as the camp tavern. It is about four hours until sunset. The guards are staying with the wagons for the duration of the stay. See DM Handout 1.

As your caravan approaches the compound, it is hailed by a pair of dwarven guards. The caravan master moves ahead and talks with the guards. The guards then wave the caravan in. As you pass the gates, the guards welcome you and wish you Moradin's blessings. Another caravan is preparing to leave as you arrive. A rotund human dressed in gaudy red clothing fusses about the loading of one wagon.

CARAVAN

The other caravan is 8 wagons, loaded quite fully. The foppish gentleman is Panthen Jerinbrite. He is a potion merchant from Lortenford. He has been on an ingredient gathering expedition with his helpers and is headed back to Lortenford now. If the characters manage to talk to him in a respectful manner, he invites them to stop by his shop and peruse the merchandise any time they are in the area.

Panthen Jerinbrite: Male human Wiz5/Clr3 (Zilchus); hp 38; see Appendix I.

Panthen is quite the jovial fellow when treated nicely. He believes that he is the greatest potion brewer in the Sheldomar Valley and gladly tells everyone so. He is a little touchy about his weight and means to do something about it as soon as he gets time. He has a well-appointed shop and lab in Lortenford and experiments in new potions constantly. Anyone who gets him speaking on the subject of potions or gathering ingredients gets their ear talked off as he regales them with tale after tale of exciting and unexpected finds or the often humorous side effects of messing around with unknown potions. The caravan master who reminds Panthen that they must be off if they want to make their planned stop for the night saves the character before long. See the New Items Option in the Treasure Summary to see the list of new potions that Panthen has for sale at his shop.

INN

Gilly, a large, sturdy woman who puts up with no nonsense from the many caravan drivers and miners that frequent her establishment, runs the inn. She is not a gossip and does not like her staff to either. The patrons are a mixed lot of tough, dirty miners and teamsters. The miners are hungry for news of the outside and gladly swap information about the area for news of the outside. Spending some time in the inn allows the characters to find out the information in Player Handout 1.

Gilly: Female human Com3; hp 19; see Appendix I.

Note: Gilly does not rush to attack the wights in Encounter 1. If any move more than half way across the inn, she moves to engage them.

RUINS

The ruins of Loras Ma vary in condition from the stones marking the foundation of a building to a few standing walls. They spread through the small valley and up into the hills surrounding the camp. Other than saying that they are very old, their age is virtually impossible to determine. The few symbols that the weather has not completely eradicated resemble those found on older Flan structures in Geoff and Sterich. A few stones carry more recent messages left behind by humanoid residents of the mountains. Their content is mostly rude rhymes about dwarves. The characters are not able to discover much of anything useful here.

MOUNTAINEERS

The mountaineer base is within a small building constructed of stone. With its arrow slits and banded doors, it looks quite defensible. There are 2 guards on watch from the roof of the building at all times. The guards are sometimes dwarves, and at other times humans. The structure contains 3 files of mountaineers. The 24 troops live within a common barracks. The commander of the detachment lives within the same quarters as his men with only a curtain and small desk to differentiate it. The walls of the common room are covered with the mountaineers' tools of the trade: ropes, crampons, pitons, hammers and picks, crossbows, boxes of bolts, and heavy picks with a hammerhead backing the spike. Non-Gran March military characters are only allowed within the entry area. Active Gran March military characters are allowed into the common area and are allowed to stay there for free for the duration of the adventure. Any characters staying there are pressed for information about the outside world and are regaled with tales of life in the mountains. The detachment commander is away in the mines and cannot speak with the characters at this time.

The characters should be gathered back together at the inn for supper as the night falls.

ENCOUNTER 1: IN THE DEAD OF THE NIGHT

Everyone has gathered back together at the inn for some supper and to share the day's activities. The common room is brightly lit and cheerful. The caravan drivers are present and are sitting about chatting, sharing a pint, or smoking a pipe. Many miners also sit about after their long day in the darkness. A quiet hum is present in the inn as everyone relaxes in preparation for tomorrow's labors. A loud laugh rings out, breaking the peace of the inn as one group or the other tells a particularly funny story. A loud knock comes at the door. It does not open. The knocking continues and Gilly yells for one of the drivers to get the door. The driver grumbles out a response and goes over to the door opening it. A scream rings out as the driver falls wetly to the ground, his skin strangely discolored. A gaunt, pale figure in torn and rotten clothing stands there, blood dripping from its claws. It looses a scream and leaps onto the nearest group to the door and several others rush in after it.

See DM Handout 2 for the Inn map.

Tactics: The drivers and miners leap to attack the creatures as they rush in. If the wights are still fighting as the fallen begin to rise, have the drivers and miners make a Will save DC 14 versus fear or flee from the encounter.

☛ **Caravan Drivers (11):** Male human War1; hp 8; see Appendix I.

☛ **Miners (8):** Male human Exp1; hp 7; see Appendix I.

APL 4 (EL 5)

☛ **Wights (2):** hp 26 each; see *Monster Manual*.

APL 6 (EL 7)

☛ **Wights (4):** hp 26 each; see *Monster Manual*.

APL 8 (EL 9)

☛ **Wights (4):** hp 26 each; see *Monster Manual*.

☛ **Spectre:** hp 45; see *Monster Manual*.

Treasure: The wights are carrying some gems in their belt pouches. (Value 200 gp total)

Development: After the encounter, 4 soldiers rush in to assist. Any downed people are checked for vital signs. Any that are dead are quickly dismembered. The drivers and miners are told to bar the inn and stay inside until morning or someone is sent for them and gives the password of "bulldog." The characters are then asked to come with them.

ENCOUNTER 2: MUSTERING THE FORCES

Following the soldiers out of the inn, you rush quickly across the compound. As you go, you see further signs of combat, and more of the gaunt figures lie on the ground along with several dismembered miners. Light blazes from the Mountaineer's building. Shadows flit restlessly at the edge of the darkness. Crossbowmen perch upon the roof, peering anxiously into the night. You are ushered inside. A quiet hustle goes on as men move quickly in and out of the building. You are shown over to a table where an older looking dwarf stands over a short table examining a map. He turns as you approach.

Those characters that have been to the village of Turamil in GRM1-06 A Deadly Beginning may recognize him as Mafrik, an NPC from that adventure. He is actually Mafrik's twin brother, Cirik Longaxe. He is the commander of the Mountaineer detachment.

Welcome. I regret that our meeting must come at such a difficult time. This community and the March need your help. I am Lt. Cirik Longaxe. This mine is built upon the ruins of a far older city and mine, though virtually nothing remains of the original. Recently, miners working one of the older tunnels broke through into an apparently natural cavern. That is when the trouble began. A miner disappeared when his partner stepped away to relieve himself. He was looked for but never found. Two days ago, a small work party was attacked and killed by something. I have been searching the mines with a team ever since then, and now, this attack. We need to find the source and fast. I will be leading a team of mountaineers down into the mines. The caravan master has told me of your prowess. We have many tunnels to search and will have to split into small teams. If we do not find and counter the source of these undead, we will not have the forces to resist a concerted attack. I would like for you to accompany us if you will. Can I count on your aid?

Those of the characters who accept (Gran March military personnel must accept) are taken and given a bundle of 6 torches and a 50-foote coil of hemp rope each. They are mustered with the rest of the troops and head into the mines.

☛ **Cirik Longaxe:** Male dwarf Rng7; hp 67; see Appendix I.

ENCOUNTER 3: INTO THE MINES

The mouth of the entrance is guarded by a dozen or so miners wielding picks and shovels. Fires roar within metal carts, blocking the entrance to the mines. Cirik calls out to the miners as you approach and they visibly relax. The carts are quickly rolled out of the way and the troop heads into the depths of the mountain. Several mutters can be heard from the miners. "Glad its them and not us." "Dumathoin guide you." And with that the light of the surface is lost to you.

The entrance shaft is large, about 20 feet wide and 10 feet tall. It is worn smooth from the passage of many thousands of feet and carts, hauling their hard won wealth from the deep. The shaft descends slowly and makes several turns until it ends at a large room. (100 feet by 50 feet by 20 feet high) There is a structure on one side, (the lift) perched over a large hole. A pile of head sized stones rest beside some sort of pulley and clutching mechanism. A series of large ropes disappear into the darkness.

Dumathoin is the dwarven god of secrets under the mountain, patron of miners and underground explorers. Any character that makes a successful Knowledge (religion) check (DC 18) knows this. He is relatively unknown outside the clans and dwarven society.

Cirik moves over to the lift. Several men begin working the lift mechanism, alternately placing and removing the stones on a platform as another dwarf works the clutch. Within a short time the lift can be seen to emerge from the inky blackness of the shaft. Ordering four men to stay here with the lift mechanism, Cirik boards the lift platform along with the rest of his men. "Last chance to stay topside." He says to you.

Pause to allow characters to board.

With that, the lift platform begins clacking quickly into the darkness. The ride takes about 10 minutes. One of the Mountaineers grins at you and says, "200 feet, straight down. Makes you feel good to have a solid ceiling again, heh?" Soon after, the platform grounds at the landing. Another large room, (50 feet by 50 feet by 15 feet high) lit by torches greets your eyes. Four tunnels lead into the unknown night. Cirik's men quickly head off down their assigned routes. He looks to you and says, "Remember, each of your efforts is vital. But don't do anything foolish. Good luck and see you in the light once more." With that he disappears into the blackness.

ENCOUNTER 4: CRIES IN THE NIGHT

The tunnel stretches interminably into the darkness. Unidentifiable sounds come from every side tunnel. Every shadow seems to waver and move in the flickering torchlight. After just a short while, it begins to seem that there never was light, the memory itself a cruel fantasy. Strange smells assault your nose as the cold air wafts past you. You hope that the torches last, as the darkness would then surely be your doom.

The characters are traveling down a mostly level tunnel. It slopes mildly downward several times and makes numerous turns as it follows the silver vein it was meant to expose. Every 100 feet is a 20-foot by 20-foot. room intended to allow the carts to pass each other. Piled in these are cisterns of fresh water, crates of biscuits and jerked meat, obviously food for the miners. A small pile of torches are also there along with a small, partially filled cask of oil with a spout for filling lanterns (12 pints left in each). Water is dripping from the ceiling in numerous

places and shallow pools make the footing slightly tricky (no in game effect).

It is quite cold here under the mountain and the sweat bought on by the tension does not make the characters any warmer. Numerous smaller tunnels lead away from the main tunnel. Sounds can be heard in the distance in many of the side tunnels, usually dripping water echoing but sometimes the scratching of rats sounds like a much larger creature. Have the characters make frequent Listen and Spot checks, especially if their characters are not experienced tunnel crawlers.

It can be very unnerving down deep in the dark. Try to play up on this to heighten the atmosphere. Describe various strange odors, smells of decay or something maybe far worse. Notwithstanding the generations of miners who have sweated and died in here, without having significant air exchange with the outside, mining always uncovers pockets of mixed noxious gases and inexperienced miners only believe the worst about them. Human and dwarven tracks are visible in soft patches of earth at infrequent intervals.

ENCOUNTER 5: DEEP ORCS?

Have the characters make a Spot check (DC 15) to notice something different about some tracks. If they succeed:

After traveling for an eternity, there is suddenly something different. Ahead, in a damp earthen spot in the tunnel floor are several large tracks. They are much too large to be human or dwarven. There, in another spot are several more that are too small to be either as well. You are not alone here in the quiet deeps.

A successful Track check (DC 15) reveals that these are orc and goblin tracks respectively. What they are doing here in the depths of this mine, after their tribes were driven out so many years ago is a mystery not yet answered.

ENCOUNTER 6: A WHISPER OF DARKNESS

Characters that make a successful Spot check (DC 22) some small time after they encounter the tracks are not surprised as a wraith attacks from the all-concealing shadows of a side tunnel.

APL 4 (EL 5)

☞ **Wraith:** hp 32; see *Monster Manual*.

APL 6 (EL 7)

☞ **Wraiths (2):** hp 45 each; see *Monster Manual*.

APL 8 (EL 9)

☞ **Wraiths (4):** hp 60 each; see *Monster Manual*.

After the combat ends, have the characters make a Spot check, have the character with the highest result notice a hole in the side of the side tunnel. Investigating the hole reveals a large tunnel below and strange symbols adorning the walls at the edge of the torchlight.

The characters should be interested enough on their own to enter the tunnel. If not, then reveal a few orc tracks in the tunnel below, heading into the darkness. A small box is also found near the place the wraith(s) emerged. It is unlocked and contains a small gold statuette. It is of some beings dancing and makes those looking at it vaguely uneasy. It does not detect as evil. If they do not enter the tunnel, they soon come to the end of the excavation and have to turn back to the surface.

Development: If the characters do not enter the tunnel, go to Encounter 13.

Treasure: Statuette of the Wraith (see Treasure Summary)

ENCOUNTER 7: LOST KINGDOM IN THE DARK

Entering the tunnels below, you see a far different place. The ceiling is much higher, just within the reach of your light. Intricate carvings cover much of the walls. The floor is much smoother, no rough cart tracks here. The tunnel stretches into the darkness in two directions. Which way should you go?

If any of the characters speak goblin, they are able to read the writings on the walls. As opposed to many of the crude scribbles and carvings they are probably used to, these almost seem artistic in their execution and placement. They cover many subjects most of which deal with praising the glory of Maglubiyet and the wonders of their clan, the Deep Delvers. Enough information can be gleaned to learn a small bit of the history of the clan. They say that they were led here in the time before humans to a place of strength and safety by the word of Maglubiyet.

Long before the humans began to delve into the mountains and build their cities, their clan had flourished and traveled far and learned much of the secrets of the mountains. They tell of the coming of humans and how they foolishly built their homes above the ground, unsafe from any dangers in the sky. Soon however, the humans began to tunnel deeper into the mountains in search of the mineral wealth that was rightly the goblins. Gathering their forces and making treaties with neighboring orc and goblin tribes, they waited for the right time to strike. The humans, who called themselves the people of the sky, were unaware of the threat beneath their feet and went about their business blindly.

Encircling the human cities, the goblins struck. The spear of Maglubiyet leading them, they soon had killed or driven away all of the humans. Life was quiet and prosperous after that for many years, until the hated peoples arrived. Calling themselves dwarves, they claimed the under-mountains as their rightful due and

warred for many years with the tribes of the Deep Delvers. The end of the story is not known, as that is where the carvings leave off. Astute observers notice that the quality of the carvings and style of writing get worse as the years move on. Also, a central common area is said to be down the tunnel to the north. For those characters that cannot read goblin, reveal tracks heading in the direction of the north tunnel.

ENCOUNTER 8: ORCS IN THE DARK

As you move north down the tunnel, you come across a side passage. As you move by, you hear a scrabbling of feet and see a goblin running quickly out of range of your light.

The goblin is out of sight before anyone can fire. If the characters follow, they run into the orc party waiting for them. If they continue on or wait at the intersection, they soon hear the sound of many feet coming toward them. Either way, the orcs try to initiate a peaceful contact. If the characters just come out shooting, the orcs assume that they work for the Master and attack.

A line of orcs appears out of the darkness gripping axes and polearms tightly, lead by a smaller figure that must be a half-orc. He calls out to you in Keoish. Seeing that some of you do not understand he switches to common. "Hail strangers, know you the Master?"

He pauses to allow the characters to respond.

"I am Deren Plowson. I lead this band here. We seek to parlay with you and to perchance make treaty."

If the characters allow him to go on he explains his position. He offers a treaty and truce, so they might fight against a common foe. He says that it is most advantageous for them to team up. He can explain many of the dangers ahead. If the characters accept and give their honor as promise, he tells his tale.

He is a half-orc from Keoland. He has traveled to the Pomarj to assist his oppressed brethren against their attackers. He met Angula Dakton, a goblin shaman of Maglubiyet while fighting Principality of Ulek forces in the Lorridges. Angula outlined a plan to him to take his tribe and another allied tribe into the Lortmils and reclaim their ancestral home. Life in the Pomarj is very hard and space was quite limited. Being smaller, the goblins were constantly being used as battle fodder or as handy provisions on long campaigns. Deren agreed and they arrived with a lead force last year.

The initial plans did not go exactly as expected and when they came here to the caves, they did not have the sacrifices that Angula's auguries had predicted were needed. The group ran into a human of some sort living within the caves. He had many grotesque and abominable undead creations that served him and were almost like

pets. At first everything went well, the Master shared the caverns and the band made great progress in bringing more goblins and orcs home. The beginnings of a permanent settlement were underway.

Then some goblins went missing. Not that it was a big deal, as they would sometimes wander away and get taken by predators above ground. But soon many more began to vanish and many of the orcs disappeared as well. This prompted Angula to confront the Master. The Master just laughed at Angula and thanked him for bringing him so many lovely new pets. Angula attempted to fight the Master but appeared to be ensorcelled. Deren led as large a group away as possible as the Master's undead poured through the settlement. It brings him to tears to remember the carnage.

They have been on the run for almost a week now and are running low on provisions. They began to venture into mines to scavenge from the miners but began to run into undead there as well. With the humans and dwarves above and the Master behind, they believe that there is no escape. With the characters help, they believe that they can at least slay the Master in vengeance of their fallen comrades.

If the characters refuse to help after hearing, Deren withdraws his troops, cursing the characters and promising their quick deaths at the hands of the Master and his minions. If they accept, Deren proposes a two-pronged attack. Being more familiar with the tunnels and able to see in the dark, he can lead his orcs quickly around the other side of the main cavern and attack the Master's pets there. The characters can continue straight up this tunnel to deal with the Master's pets there as well. The first group through attacks the Master in hopes of destroying him or at least distracting him enough to allow the other group to make it through and join the attack. With that he wishes the characters luck and jogs quickly off into the darkness.

A successful Sense Motive check (DC 10) reveals that he is telling the truth. He does not reveal how he and the others came to be in the March. Deren is violently opposed to telling this information and attempts to resist telling, even under magical compulsion. He is also not willing to debate the rightness of his cause or what their plan is after the Master is defeated. He says that time is too short and they can discuss such niceties over tea later.

Tactics: Should combat occur, Deren forms his troops into a line and they advance together, slowly. Goblins fire arrows from the darkness. He holds the center of the line ready to attack the characters when they move in. Deren directs missile fire upon any obvious spellcasters first. Unless the characters have superior firepower, either magical or missile, they hold their line blocking the tunnel and allowing the characters to move into them. The line works a fighting withdrawal, attacking the characters in front of it and taking a 5-foot step back. In this manner, the characters have to charge through the reach weapons every round. The characters should allow the orcs to escape after a round or two of that. Some players may protest that this is too organized for orcs. Realize though that an experienced warrior leads

them, and they still live due to his instructions. If the characters discern this and kill Deren, the remainder of the orcs and goblins charge the characters. If the characters have far superior firepower, the orcs charge and attempt to kill the spellcasters/archers and then reform their battle line. Deren calls instructions all the time in orcish if anyone understands.

APL 4 (EL 6)

👉 **Goblins (8):** hp 4 each; see *Monster Manual*.

Each goblin is armed with a shortbow (1d6/x3) and 20 arrows, instead of a javelin.

👉 **Orcs (2):** hp 5 each; see *Monster Manual*.

👉 **Orcs (2):** hp 5 each; see *Monster Manual*.

These orcs are armed with guisarmes (2d4+3/x3) instead of greataxes.

👉 **Deren Plowson:** Male half-orc Ftr4; hp 36; see Appendix I.

APL 6 (EL 8)

👉 **Goblins (8):** hp 4 each; see *Monster Manual*.

Each goblin is armed with a shortbow (1d6/x3) and 20 arrows, instead of a javelin.

👉 **Orc Warrior (2):** Male orc Ftr2; hp 20; see Appendix I.

👉 **Orc Infantry (2):** Male orc Ftr2; hp 20; see Appendix I.

👉 **Deren Plowson:** Male half-orc Ftr6; hp 52; see Appendix I.

APL 8 (EL 10)

👉 **Goblin Archers (8):** Male goblin Rog1; hp 6; see Appendix I.

👉 **Orc Warrior (2):** Male orc Ftr2; hp 20; see Appendix I.

👉 **Orc Infantry (2):** Male orc Ftr2; hp 20; see Appendix I.

👉 **Deren Plowson:** Male half-orc Ftr8; hp 68; see Appendix I.

Development: If the characters decide to fight Deren and his band then their combat with the Master's minions is more difficult. They also acquire the equipment of Deren and his band; so do not award Deren's equipment as treasure in Encounter 10a. Later the characters go through Encounter 9b.

If on the other hand the characters decide to cooperate with Deren, their fight with the Master's minions is easier. They also most likely acquire Deren's equipment at the end of Encounter 10 instead of here. However they do not receive the loot of the rest of his

band unless they go through Encounter 10a. Later the characters go through Encounter 9a.

Treasure:

APL 4: L: 138 gp; C: 0 gp; M: 0.

APL 6: L: 107 gp; C: 0 gp; M: +1 *guisarme* (Value 231 gp per character).

APL 8: L: 107 gp; C: 0 gp; M: +1 *guisarme* (Value 231 gp per character); *ring of protection* +1 (Value 200 gp per character)

ENCOUNTER 9: INTO THE MASTER'S CHAMBERS

As you approach the open central plaza that was said to house the Master, the cloying stench of the grave claws at your senses. How long have you been moving down this dark tunnel? Surely you must almost be there. Large pits yawn to your sides in the darkness. There! Ahead you can make out a single unwavering light. You can make out no details yet, but that must be the place.

The characters probably pause here to send scouts ahead, or maybe not. Either way is fine with the Master. He is supremely confident in his home. His hounds have been following the party for some time and the Master is fully aware that they approach. He stands there in the light with Angula at his side, waiting. Missile fire is most likely ineffective due to his damage resistance, and he generally ignores it. A minor globe of invulnerability is visible as a slight glow around the pair. The Master does not care about arrows shot at Angula; they actually amuse him. As the characters move closer, be sure to mention the pits that they pass. Once the characters decide to come out into the open and speak to him, the Master greets them. See DM Handout 3 for the map of the central plaza.

"Oh, hello dear guests. You must be from above. Have you been comfortable in my home thus far? Good. Say hello to Angula. He is quite the naughty goblin. I must go and deal with him. You will wait here for me, yes? I will leave my friends here to keep you company."

With that, he turns and leaves. As soon as the first character moves to follow or leave the area, the first hound howls and combat begins. If they should continue waiting, without leaving the place where they were left, they are not attacked. The Master's hounds are very obedient. Light is available from the globe suspended in the air. The characters cannot move it. They can destroy it though (hardness 15; hp 20). The globe winks out after a minute.

Development: If they did not kill Deren earlier and choose to continue on, go to Encounter 10a. The party can actually rest here if they wish. If they do so then go to Encounter 10b after they deal with this encounter. If the party attacked and succeeded in killing Deren earlier, then go to 10c after they deal with this encounter. The Master does not return for reasons revealed in Encounters 10 (a, b, and c). The hounds are circling 150 ft.

away from the party. They can see the characters lit by the globe. Combat begins as soon a character moves more than 20 ft. from their initial position.

Tactics: This encounter includes two sets of opponents: the first is for parties working with Deren, the second is parties that are not or attacked him earlier. Either way, the hounds behave in the same way. One hound howls each round, attempting to panic the characters and make them flee into the darkness. Fleeing characters, unless they have darkvision, must make two successful Reflex saves (DC 20) or fall into a pit. See DM Handout 3. The pits are not difficult to escape, (depth 10 ft, falling damage 1d6) but they may tie up characters for a while.

After each hound howls, the characters that make their saving throws are no longer affected by its howl. Do not have all the hounds howl at once. Have them howl one at a time. Once the characters have been spread out a bit, the hounds fly in as a group to attack individual characters. At APL 8 greater barghests wait for the yeth hounds to howl for the first time and then rush in to attack on their own. If there is a zombie in the encounter, it charges straight into the thick of the characters at best speed. None of the creatures flee due to the master's instructions.

ENCOUNTER 9A: THE COOPERATIVE PATH

APL 4 (EL 6)

➤ **Yeth Hounds** (3): hp 20 each; see *Monster Manual*.

APL 6 (EL 8)

➤ **Yeth Hounds** (6): hp 25 each; see *Monster Manual*.

APL 8 (EL 10)

➤ **Yeth Hounds** (4): hp 30 each; see *Monster Manual*.

➤ **Greater Barghest** (4): hp 58 each; see *Monster Manual*.

ENCOUNTER 9B: THE UNCOOPERATIVE PATH

APL 4 (EL 7)

➤ **Yeth Hounds** (3): hp 20 each; see *Monster Manual*.

➤ **Huge Zombie**: hp 55; see *Monster Manual*.

APL 6 (EL 9)

➤ **Yeth Hounds** (6): hp 25 each; see *Monster Manual*.

➤ **Gargantuan Zombie**: hp 159; see *Monster Manual*.

APL 8 (EL 11)

➤ **Yeth Hounds (4):** hp 30 each; see *Monster Manual*.

➤ **Greater Barghest (4):** hp 58 each; see *Monster Manual*.

➤ **Gargantuan Zombie, Advanced:** hp 240; see Appendix I.

➤ **Development:** The characters should now be free to pursue the Master.

ENCOUNTER 10A: THE MASTER FALLS

Following in the direction that the Master left, you move slowly forward. Becoming visible in your light, you see a monstrous, huge creature. A nauseating, putrescent scent comes from it. The creature appears to have dozens of arms, legs and heads. Most of them are orc and goblin, but there are a few humans and dwarves in the mix as well. It is as if someone has sewn all of these bodies together to create a monstrous zombie. Dead orcs and goblins surround its motionless form. You realize that they are Deren's companions from the tunnels. You do not see Deren's body. You follow the Master farther. Soon, from ahead you can hear cries of pain and the sounds of combat. Moving faster now, you see three figures in a macabre dance of death, perched precariously upon the brink of an abyss. Deren, the half-orc you met earlier, hacks wildly at the Master's arm with the haftless head of his weapon. Clutching Deren's throat tightly, the Master strikes at Angula with free arm. Having broken from the enchantment, Angula attempts to strike down the Master with his deity's might. Within in seconds, Deren falls to the ground limp, but not before rendering the Master's right arm useless. Leaping upon Angula, the Master latches onto his throat with his mouth and clings there. Angula struggles wildly for his freedom but falls limp at the last, plunging into the darkness below. His ornate amulet clutched in Angula's dead hand, the Master cries out and dives into the abyss after it. You can hear the cries for a short while and then they are silenced. The only thing remaining is the broken body of Deren.

The characters will probably rush forward at this point to check upon Deren. He is breathing his last and expires as they reach his side. Attempts to resurrect him fail. No sign remains of the Master or Angula. A light mace lies beneath Deren's body. Searching Deren reveals some gold and rubies (found after the initial encounter with the characters) and his guisarme and chainmail. Any characters that fly or climb into the chasm are not able to locate the bodies or the amulet. The characters are able to find their way back to the mines and the surface without difficulty.

Development: The characters should now be able to return to the surface and make their reports. Go to Encounter 11.

Treasure:

APL 4: L: 61 gp; C: 500 gp; M: +1 light mace (Value 230 gp per character)

APL 6: L: 30 gp; C: 500 gp; M: +1 light mace (Value 230 gp per character); +1 guisarme (Value 231 gp per character)

APL 8: L: 30 gp; C: 500 gp; M: +1 light mace (Value 230 gp per character); +1 guisarme (Value 231 gp per character); ring of protection +1 (Value 200 gp per character)

ENCOUNTER 10B: NOBODY IS FOUND

Following in the direction that the Master left, you move forward, your senses strained to the max. Appearing at the edge of your vision is a chasm and a body lying beside it. Approaching with caution, you can see that it is the half-orc you met earlier in the tunnels. He is gasping his final breaths as you approach. He points feebly in the direction of the abyss and whispers "The Master and Angula both...." and silently expires.

The characters are not able to revive Deren. Attempts to raise or resurrect him fail. No sign remains of the Master or Angula. A light mace lies beneath Deren's body. Searching Deren reveals some gold and rubies (found after the initial encounter with the characters) and his guisarme and chainmail. Any characters that fly or climb into the chasm are not able to locate their bodies or the amulet. They characters are able to find their way back to the mines and the surface without difficulty.

Development: The characters should now be able to return to the surface and make their reports. Go to Encounter 11.

Treasure:

APL 4: L: 61 gp; C: 500 gp; M: +1 light mace (Value 230 gp per character)

APL 6: L: 30 gp; C: 500 gp; M: +1 light mace (Value 230 gp per character); +1 guisarme (Value 231 gp per character)

APL 8: L: 30 gp; C: 500 gp; M: +1 light mace (Value 230 gp per character); +1 guisarme (Value 231 gp per character); ring of protection +1 (Value 200 gp per character)

ENCOUNTER 10C: THE END?

You leave the plaza in the direction that the Master left. The darkness is eerily quiet. A cry in the distance is the only sign you find of the Master or Angula. Searching proves fruitless as your torches begin to burn low. You have a long walk back to the surface. It gives you plenty of time to wonder if you have seen the last of the Master or Angula.

Development: The characters should now be able to return to the surface and make their reports. Go to Encounter 11.

ENCOUNTER 11: LONG NIGHT'S END

Returning to the mines and then riding the lift to the surface, you are greeted by the welcome rays of the late afternoon sun. Sunlight has rarely ever felt so good. Several of the mountaineers are still on guard at the entrance to the mine and after verifying your identity, direct you to go back to their building. The atmosphere is very subdued as you enter. A row of covered forms line one wall. Several soldiers go about tending the wounded, visible through the open door to the barracks room. A human mountaineer comes to you and asks you to sit. He says that he regrets that Lt. Longaxe is not able to take their debriefing. The lieutenant was ambushed along with his team several times by orcs, goblins, and various undead creatures. While they fought valiantly, the whole team was killed to a man. Another squad retrieved their bodies and returned them to the surface. After finishing the debriefing, the sergeant, Morgan, dismisses you and thanks you for your aid. He asks you wait to outside for him. An hour passes, marked by the sun's slow descent behind the peaks. Several other mountaineers enter and then leave the building. Sergeant Morgan then exits and hands you a small sack. "The miners have requested I give you this. It is some compensation for your aid in the mines. I have spoken with the others and we have decided that you are the best suited for the task at hand. Our band is needed here to finish the remainder of the search and to maintain security. We wish to ask you to carry word of Lt. Longaxe's death and his personal belongings to his brother, Mafrik, in the village of Turamil. It is but two days ride from here on the road. We... I would be very grateful if you would undertake this for us."

If the characters agree, Morgan says they can leave in the morning. Early the next day, he meets them at the inn with horses and ponies for each of them. A bundle is tied to the back of one saddle. He thanks them again and wishes them luck in their journeys.

If they do not accept the task, he says that he understands and that he should not have presumed in the first place. He wishes them good fortune in all of their journeys and then goes back inside.

Development: End of Adventure.

ENCOUNTER 12: HALF-DWARF

The trip to Turamil passes quickly and without incident. Toward sunset of the second day you notice that you are being watched as you near the town. Human archers peer over the ridgeline. You are met and challenged by a small but competent looking group of men, dwarves and humans. After introducing yourselves, they allow you within the village. A low wall surrounds the town, growing higher with the new construction visible to the east. Lookouts perch in a sturdy looking cupola atop the inn. Normal everyday activities continue apace here, but most everyone can be seen sporting a weapon, a hand axe or a knife. Children play at fighting in the streets with long poles for spears. The "welcoming committee" said that you would find Mafrik working on the wall on the east end of town. Heading that way, you ask a few quick questions and get pointed to the

right place. Carrying rocks up a ladder to pile upon the slowly rising wall, a dwarf, virtually identical to Cirik Longaxe, labors. He stops when he notices you and climbs down. "So you have come tell me the word, eh? Well spit it out! I knew he was in trouble a couple of days ago. Been expecting something like this. So get it over with, I have a lot of work to do." With that he stands, looking at you to do your business.

Mafrik says little to the characters when they give him the news and while they explain the circumstances. A successful Sense Motive check (DC 22) reveals that he is concealing the actual extent to which he is saddened. Once they have finished he accepts the bundle from the characters and turns back to his work gingerly placing the bundle to one side. After spending the night in the inn, The Wandering Dwarf, the proprietor says that Mafrik had stopped by and left a package for them. Within it is a short note of thanks and Cirik's pick. Mafrik cannot be found. He has left the village and taken most of his belongings with him. The characters are able to leave the horses and ponies here to be picked up by the mountaineers and can gain passage out of the mountains with the next caravan.

Development: End of Adventure.

ENCOUNTER 13: NO RESOLUTION

Traveling back through the mines, you reach the lift with no further incident. Hoisted back to the surface, the early morning sunlight sure feels good. You are directed back to the Mountaineers building and directed inside to wait. Several hours later, bodies begin to arrive, are be brought in and placed along the wall. Wounded also are carried into the barracks to be tended. You see the dead form of Lt. Cirik Longaxe as it is brought within. A human, his rank designates him as a sergeant, approaches you. He introduces himself as Sergeant Morgan. He debriefs you and thanks you for your help in this crisis. He then dismisses you.

Development: End of Adventure.

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 1: In the Dead of the Night

Defeat the undead.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 6: A Whisper of Darkness

Defeat the undead.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 8: Orcs in the Dark

Successfully parlay with Deren Plowson.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 9: Into the Master's Chamber

Defeat the yeth hounds/barghest.

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

Total Possible Experience

APL 4	600 XP
APL 6	840 XP
APL 8	1080 XP

TREASURE SUMMARY

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

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

The coin total is the number of gold piece each character gains if they take the coin available. A normal

adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 1: In the Dead of the Night

Defeat the undead and take their gems.

APL 4: L: 0 gp; C: 40 gp; M: 0

APL 6: L: 0 gp; C: 40 gp; M: 0

APL 8: L: 0 gp; C: 40 gp; M: 0

Encounter 2

Defeat the undead and find the statuette.

APL 4: L: 0 gp; C: 0 gp; M: Statuette of the Wraith – *wand of chill touch* (2nd) (Value 150 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: Statuette of the Wraith – *wand of chill touch* (2nd) (Value 150 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: Statuette of the Wraith – *wand of chill touch* (2nd) (Value 150 gp per character)

Statuette of the Wraith: This abstract golden statuette depicts a gyring mist. Viewing this statuette causes the viewer to feel slightly uncomfortable in a vague, unknown way. The possessing character may use the statue to make a touch attack, affecting the victim as if by a *chill touch* spell cast at 2nd level, once per day.

Caster level: 3rd; Prerequisites: Craft Wondrous Item, *chill touch*; Market Price: 800 gp. (Frequency: Adventure; Requirements: prerequisites and Knowledge [arcana] 4 ranks).

Encounter 8: Orcs in the Dark

Choose not to parlay and attack instead. Defeat Deren Plowson and his forces, and strip them of their gear.

APL 4: L: 138 gp; C: 0 gp; M: 0.

APL 6: L: 107 gp; C: 0 gp; M: +1 *guisarme* (Value 231 gp per character).

APL 8: L: 107 gp; C: 0 gp; M: +1 *guisarme* (Value 231 gp per character); *ring of protection* +1 (Value 200 gp per character)

Encounter 10a: The Master Falls or Encounter 10b: Nobody is Found

Find the remains of Deren Plowson and strip him of his gear.

APL 4: L: 61 gp; C: 500 gp; M: +1 *light mace* (Value 230 gp per character)

APL 6: L: 30 gp; C: 500 gp; M: +1 *light mace* (Value 230 gp per character); +1 *guisarme* (Value 231 gp per character)

APL 8: L: 30 gp; C: 500 gp; M: +1 *light mace* (Value 230 gp per character); +1 *guisarme* (Value 231 gp per character); *ring of protection +1* (Value 200 gp per character)

Encounter 12: Half-Dwarf

Return the remains of Cirik to his brother, and receive his masterwork heavy pick.

APL 4: L: 30 gp; C: 0 gp; M: 0

APL 6: L: 30 gp; C: 0 gp; M: 0

APL 8: L: 30 gp; C: 0 gp; M: 0

Total Possible Treasure

APL 4: 941 gp

APL 6: 1141 gp

APL 8: 1341 gp

Introduction

Having made the acquaintance of Panthen Jarenbrite, a potion brewer with a shop in Lortenford, this character may purchase any of the potions listed below (Frequency: Region)

- *Potion of Comprehend Languages*. Caster Level: 5th; Prerequisites: Brew Potion, *comprehend languages*; Market Price: 250gp.
- *Potion of True Strike*. Caster Level: 1st; Prerequisites: Brew Potion, *true strike*; Market Price: 50gp.
- *Potion of Endure Elements*. Caster Level: 1st; Prerequisites: Brew Potion, *endure elements*; Market Price: 50gp.
- *Potion of Protection From Evil*. Caster Level: 5th; Prerequisites: Brew Potion, *protection from evil*; Market Price: 250gp.
- *Potion of Mage Armor*. Caster Level: 1st; Prerequisites: Brew Potion, *mage armor*; Market Price: 50gp.
- *Potion of Expeditious Retreat*. Caster Level: 5th; Prerequisites: Brew Potion, *expeditious retreat*; Market Price: 250gp.
- *Potion of Deathwatch*. Caster Level: 2nd; Prerequisites: Brew Potion, *deathwatch*; Market Price: 100gp.
- *Potion of Divine Favor*. Caster Level: 3rd; Prerequisites: Brew Potion, *divine favor*; Market Price: 150gp.
- *Potion of Remove Fear*. Caster Level: 1st; Prerequisites: Brew Potion, *remove fear*; Market Price: 50gp.

Recommendation to join the Mountaineers

Awarded if characters successfully return after uncovering the Master's existence. "Due to your valiant efforts in uncovering and defeating the undead threat at the Mines at Loras Ma, you are hereby recommended for

acceptance into the Mountaineers. Further recommendations and requirements may need to be met before your character may join."

Influence point with the Mountaineers

Your gracious acceptance of the difficult task of carrying word of Lt. Cirik Longaxe's death to his brother, you have earned the gratitude of the Mountaineers. Benefits of trading in this influence are as follows: (1) You may receive free Adventurer's Upkeep for any Gran March regional module that begins near a Mountaineer base; (2) You may purchase climbing gear (normal or masterwork) at half-cost before or after any Gran March regional scenario; (3) Other benefits may become available in the future.

APPENDIX I: NPCS

INTRODUCTION

✦ **Guards (4):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+2; hp 10 each; Init +2; Spd 30 ft.; AC 17 (touch 12, flatfooted 15); Atk +3 melee (1d6/19-20, short sword) or +4 ranged (1d6/x3, shortbow); AL LN; SV Fort +4, Ref +0, Will +1; Str 11, Dex 15, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +4, Jump +6, Ride +4; Weapon Finesse (short sword), Weapon Focus (shortbow).

Possessions: studded leather, large wooden shield, shortbow, 40 arrows, short sword.

Caravan

✦ **Panthen Jerinbrite:** Male human Wiz5/Clr3 (Zilchus); CR 8; Medium-size humanoid (human); HD 5d4+3d8+8; hp 38; Init +0; Spd 30 ft.; AC 10; Atk +5 melee (1d6, quarterstaff); SA Spells, turn undead; AL LN; SV Fort +5 Ref +2 Will +8; Str 10 Dex 10 Con 12 Int 18 Wis 12 Cha 10.

Skills and Feats: Alchemy +12, Concentration +9, Diplomacy +8, Knowledge (arcana) +12, Knowledge (Lortmils) +12, Knowledge (religion) +7, Profession (herbalist) +9, Ride +5, Scribe +12, Spellcraft +12; Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Expertise, Leadership.

Possessions: quarterstaff, spell component pouch, silver holy symbol (Zilchus).

Inn

✦ **Gilly:** Female human Com3; CR 2; Medium-size humanoid (human); HD 3d4+6; hp 19; Init +0; Spd 30 ft.; AC 10 (touch 10, flatfooted 10); Atk +1 melee (1d6+1, club); AL NG; SV Fort +2 Ref +1 Will +3; Str 13, Dex 10, Con 13, Int 13, Wis 15, Cha 10.

Skills and Feats: Handle Animal +6, Profession (cook) +7, Profession (innkeeper) +7, Use Rope +6; Alertness, Toughness.

ENCOUNTER 1: IN THE DEAD OF THE NIGHT

✦ **Caravan Drivers (11):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +4 melee (1d4+2/19-20, dagger) or +3 melee (1d6+2, club); AL NG; SV Fort +2, Ref +0, Will +0; Str 15, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Handle Animal +6, Ride +4; Skill Focus (Handle Animal), Weapon Focus (dagger).

Possessions: dagger, club.

✦ **Miners (8):** Male human Exp1; CR 1/2; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +3 melee (1d4+2/19-20, dagger) or +4 melee (1d6+2, club); AL

NG; SV Fort +1, Ref +0, Will +2; Str 15, Dex 10, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Escape Artist +4, Handle Animal +4, Intuit Direction +4, Jump +6, Knowledge (architecture and engineering) +4, Profession (miner) +4; Blind-Fight, Weapon Focus (club).

Possessions: dagger, club.

ENCOUNTER 2: MUSTERING THE FORCES

✦ **Cirik Longaxe:** Male dwarf Rng7; CR 7; Medium-size humanoid (dwarf); HD 7d10+21; hp 67; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +11/+6 melee (1d6+2/x4, heavy pick) or +9 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, favored enemy (goblinoids, giants); AL NG; SV Fort +8 Ref +4 Will +3; Str 14 Dex 14 Con 16 Int 10 Wis 12 Cha 11.

Skills and Feats: Climb +5, Jump +5, Knowledge (Lortmils) +2, Listen +6, Move Silently +4, Spot +6, Wilderness Lore +10; Alertness, Blind-Fight, Track, Weapon Focus (heavy pick).

Spells Prepared (2; base DC = 1 + spell level): 1st – *delay poison*, *detect snares and pits*.

Possessions: chain shirt, small steel shield, dagger, shortbow, 20 arrows, masterwork heavy pick.

ENCOUNTER 8: ORCS IN THE DARK

APL 4 (EL 6)

✦ **Deren Plowson:** Male half-orc Ftr4; CR 4; Medium-size humanoid (orc); HD 4d10+8; hp 36; Init +6; Spd 20 ft.; AC 17 (touch 12, flatfooted 15); Atk +9 melee (2d4+6/x3, masterwork guisarme) or +6 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL N; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +6, Jump +6; Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (guisarme), Weapon Specialization (guisarme).

Possessions: masterwork chainmail, masterwork guisarme, 2 javelins.

Note: Deren has the remainder of a *Bull's Strength* spell (+4 Str) in effect. This is not calculated into his stat block.

APL 6 (EL 8)

✦ **Orc Warrior (2):** Male orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10; hp 20; Init +4; Spd 20 ft.; AC 14 (touch 10, flatfooted 14); Atk +6 melee (1d12+3/x3, greataxe) or +3 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +0, Will –1; Str 16, Dex 10, Con 15, Int 9, Wis 8, Cha 8.

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

Possessions: scale mail, greataxe, 2 javelins.

➤ **Orc Infantry (2):** Male orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10; hp 20; Init +4; Spd 20 ft.; AC 14 (touch 10, flatfooted 14); Atk +6 melee (2d4+4/x3, guisarme) or +3 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +0, Will -1; Str 16, Dex 10, Con 15, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Improved Initiative, Power Attack, Weapon Focus (guisarme).

Possessions: scale mail, guisarme, 2 javelins.

➤ **Deren Plowson:** Male half-orc Ftr6; CR 6; Medium-size humanoid (orc); HD 6d10+12; hp 52; Init +6; Spd 20 ft.; AC 17 (touch 12, flatfooted 15); Atk +11/+6 melee (2d4+7/x3, +1 guisarme) or +8/+3 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL N; SV Fort +6, Ref +3, Will +2; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +8, Jump +8; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (guisarme), Weapon Specialization (guisarme).

Possessions: masterwork chainmail, +1 guisarme, 2 javelins.

Note: Deren has the remainder of a *bull's strength* spell (+4 Str). This is not calculated into his stat block.

APL 8 (EL 10)

➤ **Goblin Archers (8):** Male goblin Rog1; CR 1; Small humanoid (goblinoid); HD 1d6; hp 6; Init +5; Spd 30 ft.; AC 15 (touch 12, flatfooted 14); Atk +0 melee (1d8-1, morningstar) or +3 ranged (1d6/x3, shortbow); SA Sneak attack; SQ Darkvision 60 ft.; AL LE; SV Fort +0, Ref +5, Will +0; Str 10, Dex 16, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Balance +6, Climb +4, Escape Artist +6, Hide +10, Listen +4, Move Silently +10, Search +4, Spot +4; Improved Initiative.

Possessions: morningstar, shortbow, 20 arrows, studded leather armor.

➤ **Orc Warrior (2):** Male orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10; hp 20; Init +4; Spd 20 ft.; AC 14 (touch 10, flatfooted 14); Atk +6 melee (1d12+3/x3, greataxe) or +3 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +0, Will -1; Str 16, Dex 10, Con 15, Int 9, Wis 8, Cha 8.

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

Possessions: scale mail, greataxe, 2 javelins.

➤ **Orc Infantry (2):** Male orc Ftr2; CR 2; Medium-size humanoid (orc); HD 2d10; hp 20; Init +4; Spd 20 ft.; AC 14 (touch 10, flatfooted 14); Atk +6 melee (2d4+4/x3, guisarme) or +3 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +0, Will -1; Str 16, Dex 10, Con 15, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Improved Initiative, Power Attack, Weapon Focus (guisarme).

Possessions: scale mail, guisarme, 2 javelins.

Deren Plowson: Male half-orc Ftr8; CR 8; Medium-size humanoid (orc); HD 8d10+16; hp 68; Init +6; Spd 20 ft.; AC 18 (touch 13, flatfooted 16); Atk +13/+8 melee (2d4+7/19-20/x3, +1 guisarme) or +10/+5 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL N; SV Fort +8, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +10, Jump +10; Cleave, Combat Reflexes, Great Cleave, Improved Critical (guisarme), Improved Initiative, Power Attack, Weapon Focus (guisarme), Weapon Specialization (guisarme).

Possessions: masterwork chainmail, +1 guisarme, ring of protection +1, 2 javelins.

Note: Deren has the remainder of a *bull's strength* spell (+4 Str). This is not calculated into his stat block.

ENCOUNTER 9B: THE UNCOOPERATIVE PATH

APL 8 (EL 11)

➤ **Gargantuan Zombie, Advanced:** CR 8; Gargantuan undead; HD 30d12+3; hp 240; Init -1; Spd 40 ft.; AC 11 (touch 5, flat-footed 12); Atk +18 melee (2d8+10/19-20, slam); Face/Reach 20 ft. by 20 ft./20 ft.; SQ Undead, partial actions only; AL N; SV Fort +10, Ref +9, Will +18; Str 25, Dex 8, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Critical (slam), Power Attack, Toughness.

ENCOUNTER 9: INTO THE MASTER'S CHAMBERS

➤ **Angula Dakton:** Male goblin Clr9 (Maglubiyet); CR 9; Small humanoid (goblinoid); HD 9d8+9; hp 60; Init +1; Spd 20 ft.; AC 19 (touch 12, flat-footed 18); Atk +7/+2 melee (1d6+1, +1 light mace); SA Spells, rebuke undead; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +4, Will +9; Str 10, Dex 12, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +16, Knowledge (religion) +13; Brew Potion, Skill Focus (Diplomacy), Spell Focus (Enchantment), Spell Penetration.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – cure minor wounds (3), detect magic, detect poison, read magic; 1st – cause fear, command, comprehend languages, obscuring mist, protection from good*, shield of faith; 2nd – bull's strength, cure moderate wounds, hold person, invisibility*, sound burst, spiritual weapon; 3rd – cure serious wounds, deeper darkness, dispel magic, nondetection*, protection from elements; 4th – confusion*, divine power, freedom of movement; 5th – dispel good*, flame strike.

*Domain spell. Domain: Evil (Casts evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: banded mail, holy symbol, +1 *light mace*, small steel shield

Note: The Master has dominated Angula by the time the characters arrive (*dominate* is equivalent to a 4th level spell).

✶**The Master:** Male human vampire WIZ12; CR 14; Medium-size undead; HD 12d12; 144 hp; Init +8; Spd 30 ft.; AC 20 (touch 14, flat-footed 16); Atk +9/+4 melee (1d6+3, slam); SA Spells, domination, energy drain, blood drain, children of the night, create spawn; SQ Undead, damage reduction 15/+1, turn resistance +4, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; SV Fort +4 Ref +10 Will +11; Str 16, Dex 18, Con –, Int 22, Wis 16, Cha 18.

Skills and Feats: Alchemy +14, Bluff +12, Concentration +14, Hide +12, Knowledge (Lortmils) +10, Knowledge (undead) +12, Listen +11, Move Silently +12, Search +14, Sense Motive +11, Scry +10, Speak Language (Elan, Ancient Suloise, Elven, Dwarven, Common, Old Oeridian), Spellcraft +10, Spot +11; Alertness, Combat Reflexes, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Dodge, Empower Spell, Extend Spell, Heighten Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (evocation), Spell Focus (necromancy).

Spells Prepared (4/6/6/5/4/4/3; base DC = 16 + spell level): 0 – *detect magic*, *light* (2), *resistance*; 1st – *mage armor*, *magic missile* (2), *ray of enfeeblement* (2), *shield*; 2nd – *daylight*, *ghoul touch*, *invisibility*, *Melf's acid arrow*, *see invisibility*, *spectral hand*; 3rd – *dispel magic*, *fireball*, *nondetection*, *vampiric touch* (2); 4th – *contagion*, *fear*, *fire shield*, *minor globe of invulnerability*; 5th – *animate dead*, *cone of cold*, *magic jar*, *summon monster V*; 6th – *circle of death*, *Evard's black tentacles* (empowered), *wall of ice* (empowered).

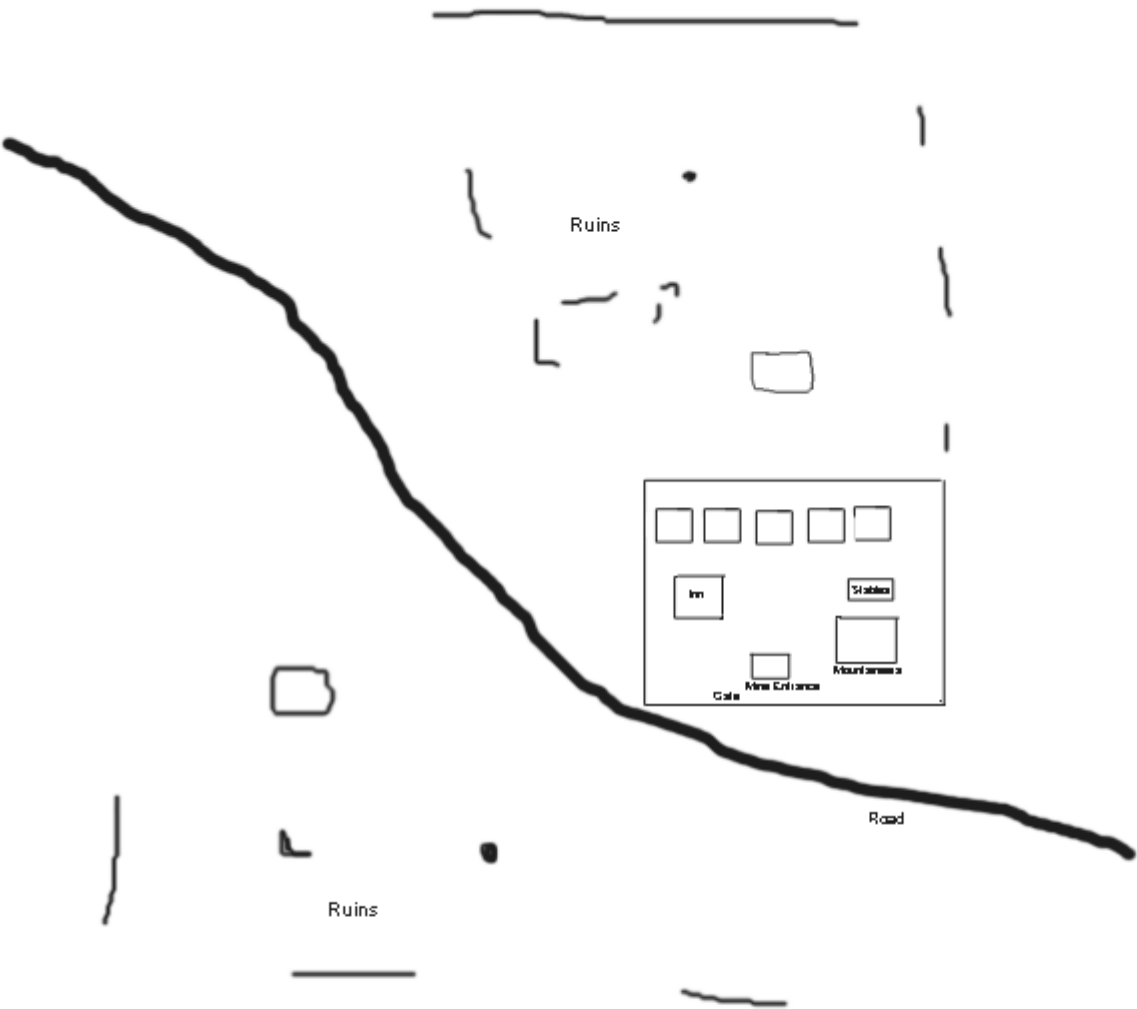
Note: The Master has already cast *mage armor* and *minor globe of invulnerability* when the characters arrive.

PLAYER HANDOUT 1

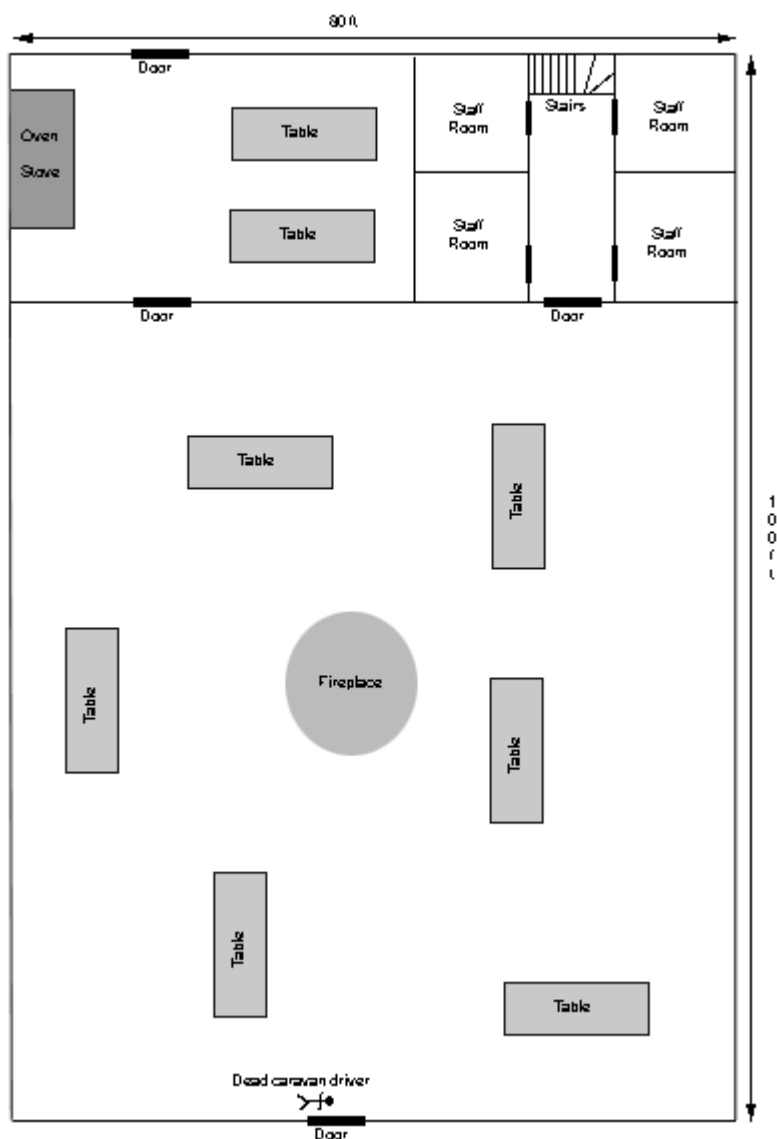
Pass these out to the players who spend time either questioning or socializing with the residents of the encampment.

1. Several miners have disappeared over the last few weeks.
2. The Mountaineers know what has happened to the lost miners and aren't telling anyone.
3. Many orc and goblin bands have been seen in the area; no one knows where they are coming from.
4. A mine foreman received a report from one of the miners two weeks ago. He seemed very excited. The miner disappeared last week.
5. One of the dwarf miners found markings that he said were an ancient warning. Something about a curse or plague.
6. The silver output for the mine has been at an all time high since work begun on the new tunnel.
7. The Mountaineers have been on high alert for the last few weeks. Their guards have been watching the sky extra diligently.
8. These ruins were built by an ancient race of were-creatures. They never really died out. The people just became more and more animal, and eventually stayed that way.
9. When the mines were first opened, they had been sealed with magical wards against evil.
10. There is an artifact in the bottom of the mines that grows the silver in the veins of the mountain. The dwarves don't want anyone to find it.
11. One of the Mountaineer patrols found a bunch of Traziada newspapers in a shallow latrine back in the hills.
12. These orcs have to be the same ones plaguing the Dim Forest. They must have a powerful magician moving them about.

DM Handout One



DM Handout Two



No windows are shown due to the heavy shutters and bars on them. They cannot be opened in the time frame of a combat.

The caravan drivers are spread evenly across the left two tables. The miners are at the upper right two tables. The characters may take the empty table or sit among the other people.

Do not forget that the dead driver will rise as a wight in 1d4 rounds.

Gilly will be the only inn staff still awake as the hour is late.

The other staff will take no part in this combat.

Master's exit

Zombie

Hound

Hound

Greater
Barghest

Light
Master and
Angula
Lighted
Area

250
ft

Pits

Hound

200 ft

For higher APLs, add the additional hounds evenly around the lighted area. The zombie is only present in its marked position if the encounter calls for it. The barghest is only present in its marked position if the encounter calls for it.

PCs entrance

Critical Events Summary

Check all that apply and turn in this sheet along with your scoring packet.

This summary is only to be filled out and returned at the premiere. All other conventions and game days please disregard.

- ☐ Characters accepted the mission to enter mines.
- ☐ Characters entered the tunnel system after defeating wraiths.
- ☐ Characters left the mines without entering the tunnel system.
- ☐ Characters made a deal with Deren.
- ☐ Characters attacked Deren.
- ☐ Characters killed Deren.
- ☐ Characters rested in Encounter 9.
- ☐ Characters took the message to Mafrik.

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.

☛ **Miale, 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—*bless, 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.