

YEOI-07

HOLE IN THE WALL

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

Version 1

by Eric Williamson

Freeholder Marius Lindon has sent notice; you have been chosen to represent the Yeomanry on a mission of diplomacy to the largest Hillman clan in the northern Little Hills. A test has been arranged by this clan to prove the true worth of the Yeomanry as allies. Will you prove yourself worthy, or fail the nation?

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to 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 is 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 as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

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 will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

If you are using a 591 CY adventure (campaign year 1) that uses the old APLs, assume that the APL multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM'S BACKGROUND

Giants: During the Greyhawk Wars, the Yeomanry was willing to aid the northern kingdoms in their struggles against the demon-led troops of Iuz, but giant troubles guaranteed that its forces had to stay within the nation's confines. Unlike the unfortunates of Geoff and Sterich, the stout, well-trained and armed Yeomen fought off the giant/humanoid incursions and this state remains a strong, powerful, and well-equipped armed camp.

The new Freeholder of the Yeomanry, Marius Lindon (elected in 589 CY) has concentrated his efforts for the past two years on the giant troubles in the north. Raids from the Jotens in 590 CY and early 591 CY threatened the city of Loftwick itself, and he has set about reinforcing its defenses lest his realm suffer a fate similar to Sterich or Geoff.

Jotens: The Jotens is the largest spur of the Crystalmist mountain chain. The Jotens are known as the legendary home of numerous tribes of antagonistic hill giants, and scattered bands of cloud and stone giants are known to dwell within the Jotens as well. The southern end of the range is well protected by sturdy, long-ranging Yeomanry spearmen and allied dwarven irregulars. They defend the fertile valley from invaders via a number of well-fortified strongholds and citadels that line the border. Fighting between the giants and the people of Sterich continues to the north.

Little Hills: The Little Hills form the eastern Border of the Yeomanry, where the Jotens turn south to follow the course of the mighty Javan River. The hills are 'little' only in comparison to the mighty Jotens that loom above them. Considerable numbers of demihumans dwell in the Little Hills, along with communities of humans. The Hillmen and dwarves who populate the Little Hills are known for their ferocity in battle and have been employed in Keoland as mercenaries for centuries. The city of Longspear, in the foothills of the Little Hills, is an active trade center and guards the northeastern-most point of the Yeomanry League.

Hillmen: The Hillmen are the closest one can find to pureblood Flan in the Yeomanry today. While generally Oeridian and Suel ancestry is evident in many tribes (by thick beards or fiery red hair, for instance), the Hillmen as a whole exhibit the dark skin and wavy black hair of their Flan heritage. Culturally cut off from the Flan of other nations such as Geoff, the Hillmen have developed their own distinct way of life over the millennia. Their hunter-gatherer background is still apparent in many of the customs practiced by the Hillmen and, as people of tradition, they adapt to other cultures and customs very slowly. During the Yeomanry's early struggles for independence from the hated mage Asberdies, one large tribe of Hillmen, the Donnchadh, aided the fledgling democracy. The alliance with the Donnchadh tribe has lasted for 800 years and many of its members are also citizens of the League. Two other tribes, the neutral

Lachtna and the evil Sithig, remain doggedly independent.

The Legacy of Ronan: The Hillman Ronan was chieftain of Clanhold Cumalh, greatest of the clans of Lachtna, over 120 years ago. Though he led wisely, his son Reun, a skilled warrior, grew prideful of his ability and station, offending many clansmen as a man of little honor. After his father's death in battle, Reun's right to lead was challenged by Laren, the greatest of Ronan's warriors. Reun feared he would lose this battle and so he left his new wife and their infant son, Osian, abandoning the traditions of his clan, and snuck into one of the sacred barrow-mounds dotting the hills in hopes of acquiring powerful magic to defeat Laren. There he met an untimely demise at the hands of a trapped chest created for the fey inhabitants of the mound by a long-dead wizard. The fey, who had not even known the nature of the trap laid on the chest, never expected it to kill anyone, much less turn them into a foul undead creature. Unable to defeat the creature, they were forced to abandon the mound.

ADVENTURE BACKGROUND

With the potential for further incursion by giants from the Jotens, Freeholder Marius Lindon seeks ways to fortify the borders of the Yeomanry. As construction of another fort along the Joten-Little Hills border would be both expensive and time-consuming, Lindon's advisers have suggested another course of action: strengthen the Yeomanry's relationship with the independent Hillmen clans of the Lachtna tribe living in the northern Little Hills. These clans, while not hostile to the Yeomanry, have never chosen to join the League as citizens. They actively protect the boundaries of their territory from incursions, but generally do not intervene in troubles beyond their borders or even warn neighboring communities of possible danger. The largest of these, Clan Cumalh, defends its territory from an ancient hillfort roughly midway between Fort Thomas and Fort August. Winning Cumalh over to the side of the Yeomanry, either as an ally or as potential citizens, will go far to inspire the smaller clans to do likewise.

A delegation sent to Clanhold Cumalh returned with hopeful but unusual news. The clan seer had foreseen their coming, and the clan chief met the envoys at his border with these words: "We know of your coming, and what you seek, but you are not the Yeomanry. One of our clan will arrive with the sun in the city of Singleton on Waterday in four weeks time. The following people may be present to show our clan what it means to be Yeoman..." He continued, describing various individuals, all supposedly to be found within the communities of the League. Some were citizens, others were not, and some were not even from the Yeomanry. But the intention was clear; these people must be found and convinced to meet the Cumalh emissary in the city of Singleton. The chief mentioned a series of tests that would reveal the true

nature of the Yeomanry to his clan, and these chosen must pass those tests to win the support of Cumalh.

Runners were dispatched to every region, seeking to find the chosen in time. Some could not be found; others refused the test for fear of the Hillmen ferocity. But some were found, and were willing to represent the Yeomanry. It would have to be enough. Now the time has come, the chosen are gathered in the city of Singleton. It is the night of Godsdays, and the Hillman will arrive "with the sun"...

ADVENTURE SYNOPSIS

Unbeknownst to the PCs (those chosen to represent the Yeomanry), the test actually starts the night they arrive in Singleton. As the adventure begins, the PCs find themselves in a stereotypical inn. They spend the day introducing themselves to one another and talking with the innkeeper's family, as most everyone else in Singleton is at home observing Godsdays rituals. Ryley, the innkeeper's son, readily talks with the group until his mother sends him off to work in the stables for gossiping. Shortly, the innkeeper himself arrives and presents the party with a feast to prepare them for the coming trials.

As the party eats, a gnome enters the inn and invites himself to dine. As he gleefully eats their food, the fellow, who calls himself Fin, explains that he represents the Dustdigger's College and would like the PCs to perform a service for him and the Yeomanry while visiting with the Hillmen. He informs the PCs that he has learned something of the tests to come, that they will involve entering one of the ancient barrow-mounds that dot the land of the Hillmen. As the clans generally do not allow entry into these sites, he asks the PCs to return some artifacts to him for study.

In actuality, the gnome is a phouka, a fey shapechanger. He is in league with the Cumalh, as the clan has centuries-old agreements to work with the fey of their land, and has come to test the PCs' loyalty. After securing an answer, either agreeing or refusing to "help," he leaves the PCs to their thoughts and rest.

The following morning, the Cumalh clansman, a female trader named Riane that regularly does business with Singleton, arrives for the PCs. After completing her business with the local blacksmith, she welcomes the PCs to join her on the return trip to Clanhold Cumalh.

During the journey, the PCs find the trader to be quite eager to establish better relations with the Yeomanry. She describes various aspects of Hillmen culture that might prove useful in the coming tests. After a minor accident (precipitated by several pixies, more fey allies of the Cumalh, to spice up an otherwise boring trip) the party arrives at the hillfort of Cumalh.

The PCs must utilize the knowledge gained from conversation with Riane to properly conduct themselves in front of Connoch, chieftain of the Cumalh. The social gathering, however, is cut short when a runner brings news to the chieftain. With an air of mystery and

urgency, he announces to the party that the test of strength begins now!

The PCs, following Connoch and his warriors, race through the hillside to a small clearing, where they find a farmhouse apparently under attack by a giant. In reality, the PCs again face Fin. His ruse this time is designed to test the PCs courage by forcing them to confront a "giant" in melee.

After successfully "slaying" the giant, Connoch informs the PCs of one final aspect of the test. They must enter one of the ancient barrow-mounds and recover the body of a Hillman. He warns them of evil undead that haunt the place before sending them on their way.

Armed with the knowledge provided by Connoch and their time with Riane, the PCs must gain entry to the barrow-mound by finding the magical hole leading to its interior. Once inside, they find a grand banquet hall and what appears to be a Hillman sitting at the head table. This Hillman is, in fact, Reun ed'Ronan, Riane's grandfather, who became a cursed undead wight after violating the traditions of his people and entering the barrow-mound to plunder its magic. The PCs must battle this undead horror before recovering the "body" (which again is Fin in disguise).

With the undead defeated and their mission accomplished, the party is greeted by the entire Cumalh clan on leaving the magical realm. Connoch explains the tests they have gone through, honoring or admonishing them according to their successes, and rewarding the most valiant with a superior Hillman sword. He also introduces the fey allies of the Cumalh, and Riane presents the party with a special gift, the warclub of Reun, for removing his shame from her family.

INTRODUCTION

To aid in the realism for Listen checks, have each player provide his or her bonus for Decipher Script, Disable Device, Disguise, Forgery and Listen skills. Only the Listen check is directly used in the module, but getting scores for each keeps the players guessing (and they might come in useful if the PCs get inventive). Also ask the players to describe any noteworthy certs (in private, if necessary). The DM should specifically look for standing abilities or spells that detect invisible or shapechanged creatures, as this will directly impact several encounters (Do not specifically ask if the PCs can do so!). Finally, when the player's are ready to begin, hand each a copy of Player Handout #1, allow them time to read through it, and then read the following:

You have journeyed to the village of Singleton at the request of Marius Linton himself. While the Freeholder did not personally address you, he did send a runner bearing this letter, sealed with his personal mark. You arrived in Singleton with little time to spare. Now, resting after your long trip at the Freeman's Spear, you have spent the day acquainting yourself with the others here,

those who have also been chosen for this test, and talking with the family that owns the inn.

Allow the party this time to introduce themselves to one another. They may choose to share whatever knowledge they have of the situation and why they chose to accept the Freeholder's request. Naturally, this mission counts as Militia service and any Militia or Army players have been officially activated for this duty. Ryley, the innkeeper's son, also provides a brief description of Singleton when appropriate:

Ryley Freeman, the innkeeper's lanky teenage son, approaches your table. You met him earlier, upon arriving at the inn, along with Brea, his mother, and Oona, his younger sister.

"Pop'll be here 'round supper time—he's pullin' a week o' service with the militia. Figur'd I'd tell ya'll a bit about the town if'n yer intersted?"

Assuming the PCs answer affirmatively, Ryley continues.

"Well, we're a perty big city fer these here parts, Pop said they was over 650 at the las' count. Singelton's tha stoutest border town in the Yeomanry, way up here next to the Jotens. We ain't got no mayor or Grosspokesman an' we don't really need one since Pop's commanders an' tha League officers sit on a council ta govern us. Tha Spear's uselly full o' soldiers, hard-workin' farmers, and adventurers lookin' to go up in the mountains, but today's Godsdays so most everbodies at home payin' respects. There's some other inns about, but they're all thrown-together shacks compared to the Spear, lettin' in any ole riffraff. Mevan Jordanna lives on the north edge o' town, you can faller tha smoke to his place. Pop says he makes the best dang armors in the Yeomanry, an' I heard he kilt a ogre with his bare hands when he's jus' older'n me."

Ryley shoots a quick, derisive glance at any half-orcs in the party before continuing.

"Pop'n the other soldiers purtect this whole area from them lootin' giants, orcs'n goblins. And..."

He looks to the kitchen before whispering, "Truth be told, Pop and some o' his commanders talk of shield'n tha League from Keewee expansion. I hear'd it was 'em Keewee's what was doin' all 'at stuff up north, goin' up in tha hills and stirrin' up the giants. First they took Cryllor from us, now they're goin' an' stirrin' up our enemies. Look what happened to Geoff and Sterich, prob'ly started up 'ere. Then look at the Keewee's comin' in and playin' "save tha day." Funny they wasn't there when the giants first showed up'n smashed everthing. Now they're all high and mighty, ready to step in and help out—bet they're there afterwards, too, makin' the gov'ment more to their likin'. Keep all 'em Keewee's out, I say! I also hear'd Theodain Eriason himself was in town fer somethin'. I bet..."

Brea, with a surprisingly loud voice for such a small-framed woman, suddenly shouts from the kitchen, "RYLEY, git in the kitchen! NOW! I told you not ta go gossipin' agin, speshly not with our guests!" You see Oona, Ryley's younger sister, peeking from behind the bar as Ryley, shoulders slumped, trudges to the kitchen.

Brea, having been told of the conversation by Oona, sends Ryley off to clean the stables. "Keewee" is a local term for the Keoish. Mevan Jordanna, the local armorsmith, allegedly started it by calling the Keoish "wee little Keolandars".

The PCs may talk with the staff (the innkeeper's family), which is vaguely familiar with the Cumalh from periodic trading with the clan. They consider the Hillmen somewhat backwards, being illiterate and incapable of building real cities. They know the Hillmen are ferocious warriors and hunters, usually trading in leather goods and animal hides. They also think the Cumalh participate in weird religious practices, following beasts and trees as gods rather than paying respects to proper gods like the Church of the Seven Faiths. The DM can use this opportunity to set some prejudices up against the Hillmen and their culture.

The innkeeper is currently due back from his service in the militia. Few other people are out today, as the village uses Godsdays to honor their gods through informal, family worship.

When the PCs exhaust conversation with the staff, continue to Encounter One.

Creatures: Brea (age 30), the innkeeper's wife, is a quiet, polite lady, small of frame, especially when standing next to her husband. She talks with a slight "country" accent.

☞ **Brea** (BR-á) **Freeman:** Female human Com1

The Freeman's son, Ryley (age 14), is a gangly, talkative teenager (with a pronounced "country" accent). Brea often chastises Ryley if she believes he is being improper (i.e. talking about town gossip).

☞ **Ryley** (R-1) **Freeman:** Male human Com1

The youngest child, Oona (age 11), is very shy, but particularly likes gnomes and halflings (who are more her size). She sounds remarkably like her mother (though rarely speaking above a whisper).

☞ **Oona** (Ü-ná) **Freeman:** Female human Com1

ENCOUNTER 1

As the sun begins to set, a large, barrel-chested man enters the common room from the kitchen. This must be Ian, the innkeeper. He approaches your table.

"Welcome guests, the League's providin' fer any reasonable requests ya might make o' me. I can bring ya the finest foods available hereabouts: Brea's fresh baked breads, roast parsnip, whatever meat ye want. I even have two rounds o' Yeoman Wickler (finest cheese in the land) and a bottle o' Farvale Gold if you like!"

The Yeomanry has paid Ian well to make the PCs comfortable, and he will provide for any reasonable request the PCs might make. Ian tells the PCs to visit Mevan if they are in need of weapons or armor, as Ian believes the man to be the best smith that ever lived. His conversation will generally revolve around recent adventurer's stories. He is most proud of helping a contingent from Fort August in driving back a hill giant that had been terrorizing the roadways. He has also heard various rumors about Theodain coming to town, although Ian never personally saw him. He is currently in the middle of a militia service period, having returned for Godsdays worship and to greet these honored guests. Ian has the same general knowledge as his family regarding the Cumalh. After serving dinner, Ian tells the PCs to help themselves to more food and drink from the kitchen while his family goes to worship. He then exits and 30-45 minutes pass before another patron enters the inn.

As you are enjoying your evening meal, a gnome enters the tavern and heads straight toward your table; he is obviously looking for you. He is dressed in bright, gaudy clothes, but is covered in dust as if from a long trip.

"Good evening kind folk, might I join you for a bit?"

Without waiting for a response, the gnome seats himself at your table.

"My name's Fin, and I have a bit of a proposition for you. I represent the Dustdigger's Guild in Loftwick. You're familiar with us? Yes, yes, of course you are. Well, after catching wind of Lindon's plans to establish relations with the Cumalh, we were most excited! You see, the lands of the Cumalh hold some of the finest barrow-mounds in the League, absolutely begging to be studied. Unfortunately, the clan is generally loath to allow anyone near its territory. Well, I've been able to determine with some certainty that your tests will involve one of these marvelous archaeological sites in some way. My request to you is this: if you should, perhaps, be allowed to enter one of these mounds, the Guild would be most appreciative of any artifacts that you might be able to return to us for study. Your actions will, of course, be entirely sanctioned by the Dustdiggers and by the Yeomanry. And, of course, we will gladly compensate you for the value of whatever you may find. So, what say you? Can the Dustdiggers and the Yeomanry count on you in this instance?"

Creatures: Ian Freeman (age 32) owns the inn. He is a well-built, broad-shouldered man, being an active member of the local militia for 17 years, and loves to tell stories of his forays into the Jotens. He reveres Kord, although Trithereon is beginning to interest him. He speaks in a slow, deep voice.

☛ **Ian** (Í-án) **Freeman:** Male human Com1/War2, leather armor, shortspear.

Fin is a phouka, a fey with the "natural" form of a silver fox. He may use his *shapechange* spell-like ability, however, to assume the form of any object from Tiny to Large size, and is currently in the shape of a rock gnome. He speaks with no discernable accent, changing it as appropriate to further his disguise.

☛ **Fin** (fin) **the Gnome, Phouka** (pü-KÁ): hp 31; see Appendix A. Modified stats: Str 8, Dex 10, Con 12.

Treasure: The inn contains little of value to the PCs. Ian will sell them common foodstuffs, blankets, and the like but has no weapons or armor save his own militia equipment. If they should choose to keep it, the PCs may take 2 wheels of Yeoman Wickler (one with nuts and one without) worth 2 sp each and a bottle of Farvale Gold worth 10 gp. Yeoman Wickler is an ivory-colored cheese with greenish marbling from the Yeoman village of Wickler. Farvale Gold is liquor made with corn and apple juice. Fin carries nothing with him except the clothes on his back.

Tactics: Fin is lying to the PCs (Bluff +28, Disguise +28)—he is not a representative of the Dustdigger College or even a gnome, but rather a phouka—a fey shapechanger. Unbeknownst to the PCs, the Hillman test has already begun. Fin is actually in league with the Hillmen and tries his utmost to get the PCs to commit to a course of action (whether it be refusing or pledging to help, vague answers will not do). This commitment will later be scrutinized to determine the PCs' honor. After talking with the PCs (and helping himself to their food!), Fin leaves the inn. If the PCs refuse to commit to either course of action (probably the best decision, considering the PCs do not know exactly what they are committing to), Fin stomps out in a huff, mumbling about unreliable adventurers that do not deserve to represent the Yeomanry. In either case, Ian returns later to show the PCs to their rooms, promising to wake them before dawn to meet the Hillman emissary.

Fin has watched the PCs for some time from a distance (either while invisible or shapechanged into the form of a bird as appropriate) and so has heard any conversations they might have had. He relays any discussion of the Hillmen, good or bad, back to the Cumalh. He times his entry to make sure that the Freeman family is away. If the PCs question the Freeman's, they do recall a gnome from Loftwick being in town, staying at another inn (Fin has been establishing himself for the past few days in the community to further his ruse).

Development: PCs that accept Fin's offer are honor bound to try to recover some artifacts if given the chance, while those that refuse are bound to take nothing from the barrow-mound. This decision will come into play during the conclusion.

There are several portions of Fin's disguise that PCs might question. Although they may not realize it until later, he uses almost the exact same greeting as the Hillmen. In addition, he refers to the Dustdiggers as a "Guild" instead of a College. Finally, he is not wearing the platinum pin given to all Dustdiggers to signify membership. If any PC asks to see the pin, Fin will explain that his was recently stolen and he will be traveling back to Loftwick after this assignment to acquire

a new one. He is similarly evasive if asked to produce papers certifying the PCs' right to explore the Hillmen lands.

If the PCs somehow discover Fin's ruse (either by seeing through his disguise or calling his bluff) and become hostile, the phouka immediately turns invisible and flees, all the while "speaking magic" in sylvan to give the impression that he is a wizard. If the PCs try to pursue him, Fin will transform into a bird and fly out of range. He will not, however, leave the area, but rather returns when the PCs settle down to continue watching them. Unless the PCs specifically look for normal animals, they will not get a Spot check to see him. If the PCs detect Fin as an invisible creature, he will use an animal form instead of invisibility to continue spying on them, again with minimal chance for discovery unless the PCs specifically look for normal animals. True seeing spells or other means of seeing Fin's true form will reveal a small, silver fox.

To test the PCs' ability to detect invisible or shapechanged creatures (as with a true seeing spell), Fin carefully walks across the room in plain view as a gnome while invisible to see if any PC reacts to his presence (the DM should secretly roll a Move Silently check at +8 for Fin opposed by each PC's Listen skill). If any PC hears him, Fin simply stops walking. If a PC can see Fin (as determined before starting the module by checking each PC's abilities)—inform him privately that he either sees a gnome (if able to see invisible creatures) or a silver fox (if able to see invisible creatures and discern true form). If seen as a gnome, he simply explains that he's looking for the party, but feared attack from some ruffians he met previously. He then immediately launches into his dialogue. If seen as a fox, he races to the kitchen and flees; the dialogue will not occur and this portion of the test is invalidated. In either case, Fin attempts to steal the offending item(s), if possible, during the night (Move Silently +8 opposed by the PC's Listen skill, then Pick Pocket +8 (if the item is carried by the person while sleeping), both with a +2 circumstance bonus for Fin if the PC is asleep).

If, for some reason, the PCs engage in combat, everything in the inn is wooden. Ian will attempt to stop any fighting, and Ryley will quickly return with a militia corps to stop the PCs (clarify that attacking the town guard with deadly force is considered an evil act punishable by both city and national law).

🔨 **Wooden Doors and Tables:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

ENCOUNTER 2

You sleep well after the long day, resting comfortably in your own room. You barely feel like moving when there is a knock at your door and Ian's voice calls from the hallway that breakfast will be ready soon. Then you remember, "with the sun"...

It is fully an hour before dawn. The Freeman family is already busily preparing breakfast and performing the morning chores. PCs may again try to start conversation, but Ian soon hurries them off to the town square.

You are surprised to see so many people in the town square this early, probably a dozen men. Perhaps they have come to give you a hero's sendoff! Your speculation, however, is abruptly cut short by the sound of wooden wheels crunching over the gravel-strewn road. A single wagon is coming into town from the west, pulled by two powerfully built horses. A lone driver guides the pair along the path, despite the weak light that is just now beginning to shine over the eastern horizon. This must be the Hillman, and right on time. As the wagon comes to a halt, however, you see that it is more appropriate to say "Hillwoman," for a lady is driving the wagon. Several of the villagers, including one mammoth of a man, walk up to meet the traveler. After a brief conversation, the men begin to unload the wagon, stacking up what appear to be hides and furs. They also pull off several wooden crates, apparently very heavy, and then begin to load another set of crates onto the wagon. The woman watches all the while, speaking occasionally with the large man; it seems the two know one another fairly well.

The lady is Riane, a Hillman trader from Clanhold Cumalh. She has dark bronze skin and wavy black hair pulled back in several braids. She is wearing a green tunic and a buckskin skirt (slit up the side so she can move easily). Riane trades regularly with Singleton, bringing furs, leather goods, and other Hillman wares for trade (usually for cotton or iron). The large man, Mevan Jordanna, has traded her a load of iron in exchange for hides and furs (which he acquired for the local tanner) and various Hillman swords (which he sells in his smithy). Their conversation, if anyone tries to Listen in (DC 5, +1 per every 10 feet from the pair), revolves around local economies, weather, and other general information, with mention made of the PCs being the delegates for the Yeomanry. The PCs may approach at any time. If not, Mevan eventually leads the lady over to the PCs.

"Well-met, kind folk, I am Riane an'Oisian an'Ronan—or as you would say in Common, Riane, daughter of Oisian, descendant of Ronan. Mevan tells me that you are the representatives sent by the Yeomanry League. My chieftain bids me bring you back to the lands of the Cumalh to meet with our clan. I assume, from your presence here, that you are ready to go?"

If the PCs answer affirmatively, Riane informs them that they shall leave as soon as the wagon is loaded and then busies herself checking the new cargo. If the PCs have any other preparations to make, they are instructed to do so quickly. Mevan can sell them armor if the PCs ask. However, without time for proper fitting only chain shirts, chainmail, and metal shields are available. There is no time for interacting with anyone else, although the Freeman's will wish the PCs luck as they depart:

Roughly an hour after dawn the wagon, now loaded down with five heavy crates, lurches to a start. As the wagon rolls away, the Freeman's and Mevan Jordanna wave from the town square. You hear Ian call out as the wagon turns and heads west, "Make us proud to be Yeomen!"

Creatures: Riane (age 40) has the dark complexion and wavy, black hair common to her people. She is generally friendly (especially to attractive males) and talkative. She has almost no accent, due largely to traveling most of the Sheldomar valley region for the past twenty years trading her clan's goods.

☞ **Riane** (R-ān) **ed'Osian** (éd-ā-s-ān) **ed'Ronan** (éd-R-nān): Female human Exp6/Rog6.

Mevan (age 53) is well over six and a half feet tall, with a chest probably half that wide. He has the well-muscled physique of a blacksmith. Despite his intimidating size, Mevan is generally jovial, except toward the Keoish (whom he considers to be enemies of the League).

☞ **Mevan** (M-vān) **Jordanna** (jor-DÁ-nā): Male human Exp6/War6.

Treasure: Riane has traded most of her goods to the villagers for raw iron ingots (roughly a ton). She does, however, have several items available for sell to the PCs, including: 2 bastard swords (35 gp each), 3 suits of studded leather armor (25 gp each), 5 backpacks (2 gp each), 2 belt pouches (1 gp each), and 3 waterskins (1 gp each). All of the leather items have tooled images of nature and forests etched into them, while the swords sport boar and goat motifs.

Development: Riane will not allow the PCs to delay her leaving. Any that refuse to leave within the hour are told to catch up to the wagon if they still wish to get to the Clanhold. Any PC that does not have a horse may ride on the wagon.

ENCOUNTER 3

As the horses plod down the hard-packed road, the sun rises higher in the morning sky, warming you. The western spur of the Jotens looms in the distance, its snow-capped peaks glistening in the sun, growing larger as you travel further from Singleton. Riane only half-drives; it seems the horses know this route almost by heart. After riding in silence for a bit along the hard-packed earthen road, she turns, "So, tell me what you know of my people."

This conversation will stretch over the entire two-day journey to Clanhold Cumalh. DMs should feel free to roleplay this encounter as much as possible, as the information Riane has to impart is crucial to the PCs success later on. Riane is genuinely interested in talking with the PCs. She truthfully answers any questions to the best of her ability. As she has far more experience with

"outsiders" than the rest of her clan, Riane is eager to build a stronger relationship between her clan and the League. She knows, however, that the PCs' lack of knowledge regarding Hillmen traditions could greatly affect their acceptance by the clan. She will follow any conversation the PCs choose to engage in, but always tries to bring the topic back around to the Hillmen. She tries to specifically impart the following:

Conversation for the first day, regarding races:

"The Cumalh have lived in these hills for centuries. During that time, the dwarves, and later the gnomes and halflings, have proven themselves as strong allies. While dwarves are particularly respected for their love of battle so closely mirroring our own, the gnomes and halflings are no less honored. Any member of these races is treated as an equal among my people. However, if one proves cowardly or untrustworthy, he is doubly dishonored, as he betrays both the Hillmen and his own race."

"While dwarves are respected as the native race of these hills, the Cumalh believe the elves were the true sovereigns of most of the region now covered by the League before our coming. The elves of legend are magical, heroic beings, physically similar to what you would call gray elves, but taller than humans. The ancient elves are considered children of the gods, legends even tell of certain elves, the "Servants of the Sky," that had wings. While modern elves are not considered equal with this ancient race, the Cumalh, having little real experience with elves, still treat those of elven descent with great respect, considering all such people to have more honor than humans. Elves are, in turn, expected to take on more and do more than mere humans due to their ancient heritage. Not only must elves always act with courage and honesty, they must constantly go beyond what humans would typically do."

"Due to our proximity to the Jotens, orcs are considered blood enemies of the Cumalh; they have warred with our clan for centuries. As such, half-orcs are considered enemies until proven otherwise. They are attributed no personal honor, and thus no rights, within our society. I myself am not prejudiced against half-orcs and actually employ them on occasion in Yeoman cities, but do not expect my clan to be so favorable. Half-orcs can, however, prove themselves worthy on an individual basis through great deeds of combat and courage."

The trip to Cumalh is roughly 30 miles, with about half of that along the Fort Thomas-Singleton road. On the first day, Riane rests the horses after four hours, watering them at a roadside shrine to Fharlanghn. She offers a meal to the PCs, pulling dried meat, cheese, bread, and fruits from beneath the seat of the wagon. After another four hours of travel, she pulls the wagon off the main road onto a smaller path that winds south into the hills. She stops at this intersection to make camp for the night, with about an hour of sunlight left.

"We are more than half-way to the Clanhold now, but the last leg is more difficult for the horses. We will rest here for the night and start fresh in the morning. With good time, we will be at the hillfort before nightfall tomorrow."

The night passes uneventfully, and Riane has the horses ready to go shortly after sunrise. If asked about setting

guards, Riane confidently assures the PCs that the presence of her clan coupled with the Yeoman patrols in the Jotens serve to dissuade most hostile creatures. They are welcome, however, to set a guard if they wish.

On the second day, about two hours into the trip, the following occurs:

The wagon rolls along at a slower pace than the day before; the path is not quite as well worn as the road and the terrain is rather steep in places as it winds through the hills and valleys. As you travel south, you pass two stone pillars, nearly the height of a human, one on either side of the road. Riane, stepping from the wagon to touch a symbol carved into each pillar, explains, "These mark the borders of our Clanhold. Within these borders, all Cumalh are protected."

In the distance, you occasionally see large mounds of rocks in the center of clearings. Noticing your attention, Riane again explains, "Those are the barrow-mounds of the Ancients. They are sacred sites to my people. Many men, enticed by rumors of magic or by Dustdigger gold, have tried to gain entrance to them for plunder. Clan Cumalh has...little tolerance for such attempts."

She seems to have a far-off look in her eye as she speaks, but will say no more about the mounds.

As the wagon jostles along, you notice the pine and fir trees more common near the Jotens begin to mix with oak and maple, and the trees, which had been cleared away from the main road for a hundred yards, now grow quite close to the path. The woodland is not a quiet place, filled with the chirp of birds and buzzing of insects. The forest is silenced, however, when a loud "Crack!" echoes through the hills and the wagon suddenly lurches to the right.

PCs in the wagon must make a Balance check (DC 10) to avoid being thrown from the wagon into a mud hole (no damage except to the PC's pride). Make secret Listen checks (DC 25) for each PC as well. Privately inform those that check successfully that they hear tinkling laughter coming from the forest. If any PC hears the laughter and mentions it in Riane's presence, she will note that the fey of this land are known for often playing tricks on travelers.

The right front wagon wheel has broken in half. Riane, however, is used to such occurrences on this rough road. She has a block and tackle for lifting the axle and two extra wheels stowed under the wagon. With the PCs' help, the wheel is replaced in about an hour, after which Riane calls a break for lunch. The rest of the journey continues without incident, and Riane continues informing the PCs about her clan.

Conversation for the second day, regarding classes:

"While I could not hope to impart to you the full knowledge of Hillman honor, I can tell you this: a warrior is respected above all else. Every Hillman is born with a certain honor, determined by lineage. Those of noble birth, with ancestors that were once chieftains or kings, are held to be more honorable than simple freemen. However, even a freeman can distinguish himself through great acts of combat and courage. Breeya, our greatest

warrior and leader of the chieftain's elite, is the daughter of a simple farmer."

"When introducing yourself, it is important to describe your lineage so that others may know your place. I, for instance, trace my lineage to Ronan, noble chieftain of the Cumalh some 120 years ago. If your lineage is not likely to be known by my people, you should include the greatest of your deeds as well, though boastful speech might win you a challenge of honor to prove yourself!"

"You have, I am sure, heard of our famous warriors that fly into animalistic rages during combat. These special warriors, having the blood of the joten—the ancient giants—are actually as rare among our people as among yours. However, they enjoy an honored place in our society, invariably serving as the chieftain's elite guard."

"Our children's games teach the young ones the ways of hunting, strategy, and honorable warfare. We acknowledge the necessity of stealth at times (a single Hillman warrior will not foolishly challenge a giant to direct combat!), but stealing, lying, and other such actions are considered to be without honor. To win a fight by such means is worse than losing."

"In contrast to our respect for warriors, my clan is suspicious of those that wield arcane powers—our history tells of a dark time, millennia ago, when we fled to this land from the evil magics of the north. The Cumalh do have clan members skilled in the sorcerous arts, individuals with the blood of the olve—the ancient elves—flowing through their veins. Indeed we believe it is this blood that gives power to the songs of our bards and, mingled with the blood of the druids, to the visions of our seers. Those with sorcerous powers that do not follow the path of the bard or seer, while respected, are encouraged to practice more honorable pursuits. Many are craftsmen, diplomats, or even skilled warriors. My people never become what you would call wizards, and all such folk are watched carefully. While our dislike of writing—to write something down, after all, means it is not important enough to commit to memory—has something to do with this wariness, it runs much deeper. Such single-minded dedication to the arcane is looked upon as an unnatural interest in powers that once led to corruption among my people."

"A final warning, the Cumalh are ardent followers of the Old Faith, the Druids having served as judges and advisors among us for untold centuries. Those that follow other gods are tolerated among my people, indeed many of these gods have found their way into our stories. However, do not attempt to proselytize among the clan. Such disrespect for the Old Ways will win you no honor, and may result in a challenge if you offend the wrong warrior. You must, at all times, defer to the Druids, for they carry the laws of our people. While our seer foresaw your coming, it was the Druids that devised the tests, you can be sure."

Creatures:

☞ **Riane:** Female human Exp6/Rog6.

☞ **Fin the Fox (Phouka):** hp 31; see Appendix A.

☞ **Pixies (4):** hp 3, 3, 3, 3; see Monster Manual, page 172-173.

Tactics: Fin, now in his fox form, trails the wagon throughout the journey. Observant PCs may notice a silvery fox peering at the wagon from the trees (Spot check DC 20—only if a PC actively makes a check); Riane notes that such creatures are native to the Little Hills, although the silver ones are quite rare and generally are seen as a sign of good fortune coming through adversity. He is accompanied by four sprites (all invisible), which are supposed to provide aid in driving off any nuisances that might slow the party. They determine, however, that the trip is becoming rather boring and so decide to rig the wagon wheel to break to get some laughs at the PCs' expense. Riane is unaware of her escort. PCs that can see the invisible sprites will attract Riane's interest, as she believes they have "the sight."

Treasure: The only treasure is any goods Riane did not sell to the PCs in Encounter Two.

Development: Any violence on the PCs part against Riane will result in an immediate attack by the invisible sprites. Fin avoids combat, unless it goes very poorly for Riane and the sprites. In such a case, he turns into a dragonne (fly 30 ft. (poor)) and attempts to scare the PCs away (while still avoiding direct combat) and as a last resort will pick Riane up and fly away. This course of action leads to immediate failure of the mission.

ENCOUNTER 4

As darkness begins to fall around you, Riane obviously becomes more upset by the time lost fixing the wagon wheel. Under her breath you hear her cursing, "We should have been there an hour ago! The feast will be delayed!" With those words, the wagon crests the hill, breaking through the tree line. Ahead, in the darkness, you see a tower looming in the moonlight. It seems to cover the entire pinnacle of the next rise. Lights from flickering torches dance around the base of the structure near a large wooden gate. Four of these lights break away from the tower and begin heading toward you.

Four of the chieftain's guards are approaching on horseback. Fin informed the king surreptitiously of the delay, and so no one was sent to find Riane. This guard was posted to watch for the approaching wagon (visible due to the lamps hanging from posts on the front) and to escort the PCs to the hillfort. The warriors ride up casually to greet the wagon, unless the PCs act aggressively (in which case they will act to defend themselves, with one rider returning to the fort to inform the chieftain; the PCs will soon be facing over a hundred armed and angry Hillmen!).

The lead guard speaks (with a strong Scottish accent):

"Hail Riane, Connoch eagerly awaits yer arrival! I see our quests are with ye as well. Clan Cumalh awaits ye in the festhall."

With that, the riders return to the hillfort to inform Connoch of the PCs arrival. Riane follows in the wagon

The fortification does indeed take up the entire hill, the top of which has been flattened to accommodate it. It seems to be constructed of loose stones, stacked one on top of the other, to a height of at least 30 or 40 feet! The base, probably one hundred yards wide or more, slopes upward for about half the height of the fort before the wall straightens to form a cone. Riane brings the wagon before the heavy wooden gate and leaps to the ground, motioning for you to follow.

Assuming the PCs follow Riane:

As you pass through the gate you find the hillfort filled with people, all laughing, drinking, and eating. The interior buildings all seem to be built into the wall of the fort, leaving the center open. A huge bonfire crackles in the center and many people, dressed in buckskin and furs with faces and bodies painted in brilliant colors, are singing and dancing around the fire to the music of harp, drum, lyre, and flute. On the far side, a group of 20 or so men and women sit watching the dancers. A feast of meats, fruits and vegetables, and various breads is spread out before them on a long wooden table. As you near the bonfire, one man among this group stands, and the music ceases. The crowd turns expectantly toward you, as does Riane.

"That is Connoch, chieftain of Clan Cumalh. Remember what I have told you!" she whispers.

With those words, Riane strides past the fire toward the chieftain.

"Hail Connoch, Riane an'Osian an'Ronan has returned to Cumalh bearing iron from the Yeomen of Singleton. I have also brought our Yeomen guests as you requested. May Cumalh be pleased!"

Connoch, with a slight Scottish accent, replies:

"Cumalh is pleased, Riane, for you always serve well. Please, join me at my table!"

Riane walks to the long table, taking a seat offered up by a young Hillman to the left of Connoch's seat.

The PCs must introduce themselves before the clan. They are some 100 feet from the chieftain currently, and so should approach him (otherwise they will have to shout their introductions!). When they pass the bonfire Connoch advances to within 20 feet.

Connoch moves toward you, stopping some 20 feet away. A little over six feet tall, he is still a powerfully built man despite his age. Unlike most of the people around you, Connoch has fairer skin and sports a black beard and mustache streaked with gray. As he comes forward, you notice the woman that was sitting to his right rise to her feet; you can see the hilt of a very large sword strapped to her back. Behind her, somewhat masked by the shadows, stands a tall, elderly man leaning on a gnarled staff. He gazes at you intently.

Connoch's voice is commanding, though marked with a noticeable accent that you did not hear in Riane's speech. "Hail, kind folk of the League, and well met. I am Connoch ed'Laren ed'Cumalh, chieftain of Clan Cumalh and lord of this Clanhold. You are welcome among our people."

Noticing your glance at the standing warrior, Connoch continues, "That is Breeya an'Ur, Sword of the Cumalh, Slayer of Giants, the leader of my finest warriors. Gevrog the Wise, most respected Druid of the Old Faith, stands behind her. He will ensure that Allitur's will is done today."

Connoch then pauses expectantly...

After the PCs introduce themselves, Connoch bids each to take a seat according to their honor (as determined by appearance and quality of introduction). See the tactics section and DM Aid #1.

When everyone is seated, Connoch invites you to join in the feast. As you eat, the singing and dancing begin again.

"Do you know the ancient language of our people?"

Connoch asks. "You would call it Flan or Flannae. Few among us still speak it fluently save the druids and bards, but our oldest songs are still sung in it. The song they sing now tells of the time when Lachtna, father of the great tribe to which this clan belongs, refused to join his brother Donnchadh in the battle against their older brother, Sithig. Yeomen should know this song, for without Donnchadh's aid, Sithig and his tribe would have destroyed your young nation in its time of weakness after the defeat of Asberdies. To this day, the Sithig are blood enemies of all Yeomen, as well as the tribes of Lachtna and Donnchadh."

After a pause, he looks at you and smiles, "Is now the time for our people and yours to fight as one?"

Before you can answer, a panting Hillman runs up to the chieftain. Excusing himself for a moment, Connoch carries on a whispered conversation with the breathless warrior. In a moment, he returns.

"I am afraid our feast is cut short. Your horses will be brought to the gate, or we shall provide if you have none. Breeya, Gevrog, we leave immediately. The test of strength begins now!"

With that, Connoch strides to the gate and mounts a waiting horse. Breeya and her warriors, along with the druid Gevrog, follow.

Creatures: Connoch, son of Laren, has led the Cumalh for more than 40 years, taking the title of chieftain after his father's death. A little over six feet tall, the chieftain is still a powerfully built man despite his age. Unlike most of the people of the Cumalh, Connoch has fairer skin and sports a black beard and mustache streaked with gray (a sign of his mixed Flan-Oeridian ancestry). He speaks with the same accent as his people, though not nearly as thick. He is generally a peaceful man, seeking diplomatic solutions to problems when possible, but gladly leads his clan into battle when diplomacy fails.

➤ **Connoch** (KÁ-nák) **ed'Laren** (éd-lĀ-ren) **ed'Cumalh** (éd-kü-MÁL): Male human Ari8/Ftr6.

Breeya was born to the family of Ur, one of the smaller farming families among the Cumalh. In early adolescence, she exhibited signs of having the "blood of the joten" (meaning she could Rage as a barbarian). This ability, coupled with remarkable fighting skill, led Connoch to induct her into his elite warriors. She quickly rose to lead the group, gaining the title Sword of Cumalh,

and has served as Cumalh's champion for the past twelve years. She received the title Slayer of Giants after single-handedly dispatching a hill giant as the rest of her clan fought of an attack of ogres and orcs.

➤ **Breeya** (BRĀ-á) **an'Ur** (an-UR): Female human Bar6/War3

Gevrog has lived among the Cumalh longer than any clansman can remember. He instructs the young in the ways of the Old Faith, and mentors potential candidates for initiation into the ranks of the Druids. In addition, as the highest-ranking druid in the Cumalh lands, Gevrog serves as advisor to the chieftain and judge in disputes of honor or law.

➤ **Gevrog** (gé-VRÁG): Male human Drd10

Tactics: Use DM Aid #1 to help adjudicate this encounter; filling some information (such as race and appearance) out before starting the adventure will help.

The chieftain and clan judge the PCs largely based on appearance and presentation. The party has already made its first impression during the previous encounters—accepting Fin the Gnome's offer to loot the barrow-mound earns a -2 modifier for every party member while refusing his offer earns a +1 modifier. Any derogatory comments about the Hillmen (as reported by the spying Fin) earn a -1 modifier. Those clad in armor and bearing weapons openly are favored over unarmed PCs wearing robes (the latter being assumed as either wizards or clerics)—award a +1 to the PC's reaction check if favored, -1 if not. Obvious druids and bards (with musical instruments), gain a +2 to the check in place of either modifier. Racially, elves and half-elves are instantly favored even if unarmed (+2 to reaction check and no penalties (they still gain bonuses) due to class appearance), while half-orcs are regarded with suspicion and open derision (-2 to the reaction check and no bonuses (they still gain penalties) due to class appearance). During the introductions, Connoch and his people will expect to hear the PC's lineage. It would also be appropriate to mention great deeds accomplished or enemies defeated as the clan is unlikely to know any of the PC's ancestors, although too much is seen as boastful. A suitable introduction (listing a parent, a notable ancestor, and 1 or two major deeds), grants a +2 to the reaction check, while being boastful actually penalizes the PC (-1 to the check) and Breeya may challenge the PC's honor.

After each PC introduces himself, the player should make a Bluff or Diplomacy check (DC 15). The DM might even choose to have the PCs pre-roll several d20s, then simply ask whether they will be using Bluff or Diplomacy and record the appropriate modifier. Record the result using DM Aid #1 (modified by whatever bonus or penalties are appropriate for race, class, and introduction) but do not declare results until all PCs have been introduced. PCs that succeed are welcomed by the chieftain and asked to sit on his side of the feast table.

Any that succeed by 15 or more are actually asked to take the seat to Connoch's right (and then to his left if more than one does so) as favored guests. Breeya willingly gives up her seat to such a person at Connoch's request. PCs that fail by 9 or less are considered unworthy to sit with the chieftain's party. They sit facing the chieftain and no clan member will sit beside them. If a PC fails by 10 or more, he is considered unwelcome at the chieftain's table and is ignored by the Hillmen. In addition, if this person was boastful in their introduction, Breeya will challenge the person to a battle of honor. Connoch will declare, however, that such a challenge cannot be answered until after the tests are completed. If any PC uses Bluff instead of Diplomacy, Gevrog makes an opposed Sense Motive check (+17) and informs Connoch and Breeya if he suspects anyone of lying (which changes the PC's status to unworthy when calculating experience). He also scans the PCs for magical interference (using a *detect magic* spell)

Treasure: None available.

Development: PCs that provoke violence will face the wrath of the entire Cumalh Clanhold. Connoch will not, however, permit any of his clan to attack unless a PC actually physically assaults a Hillman. Such an attack will lead to immediate failure of the mission (and possibly the death of the offending PCs, unless they can find some believable means of defeating over 100 angry Hillmen!). Hostile PCs that do not actually attack will be treated as if they failed the reaction check by more than 10.

ENCOUNTER 5

You race madly to the north through the lightly forested hillside, following the chieftain as he deftly guides his white charger through the trees. The bright light of a near-full moon illuminates the sloping terrain, gleaming off the polished steel helms and spears of the Hillmen. Then, as quickly as you began this flight, it ends. The chieftain reins his horse at the tree line, overlooking a small clearing below. A rough rock wall, about 3 feet high, has been erected in the clearing, with a simple wooden barricade as a gate—apparently to keep livestock from wandering away. Small bushes dot the inside of the farmyard, interspersed with tall grass. On the far side, roughly 100 yards away, you see the conical thatched roof of a house, now burning with a greenish fire. You can also make out a large humanoid figure, probably 10 feet tall, dragging a body from the house toward a large crate. The monster lifts its head in your direction, apparently hearing your approach.

"You must defeat that creature," states the chieftain in a cold tone. "Be warned, it fights with magic as well as strength. You should make all haste, as it will likely flee now that it has a meal. And take care not to harm the body of the fallen Hillman, as it is dishonorable to desecrate the bodies of the dead. Now, go forth, and show me the strength of the Yeomanry!"

Creatures: This "giant" is actually Fin again, this time in the form of an ogre mage. He is 10 feet tall and weighs

about 600 lbs. His skin is light blue, and his hair, nails, and teeth are jet black. A pair of short, ivory horns protrude from his forehead. His eyes are black with strikingly white pupils.

➤ **Fin the Giant (Phouka):** hp 31, see Appendix A. Modified stats: Large Giant; Init +4; Spd 30 ft.; AC 14 (touch 9, flat-footed 14); Atk +9 melee (1d4+5, fist), +4 ranged (1d4+5, rock); SA 10' reach; SQ Regeneration 2, SR 18, natural invisibility, Darkvision 60', shapechange; Fort +8, Ref +6, Will +7; Str 21, Dex 10, Con 17. Height 6 ft.

Skills and Feats: Bluff +28, Disguise +18, Hide +8, Listen +9, Move Silently +8, Pick Pocket +8; Dodge, Great Fortitude, Improved Initiative, Mobility, Skill Focus: Bluff, Skill.

Regeneration (Ex): As an ogre mage, Fin takes normal damage from fire and acid. If he loses a limb or body part he can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or other vital organ is severed, it must be reattached within 10 minutes or Fin dies. He cannot regrow lost body parts.

Natural Invisibility (Su): Fin remains invisible even when he attacks. This ability is constant, but Fin can suppress or resume it as a free action.

Shapechange (Su): Fin can *shapechange* four times per day as the spell cast by a level 19 sorcerer. However, he cannot assume a form bigger than Large and cannot assume incorporeal forms. Fin gains the extraordinary abilities of his new form while keeping his own. He also gains the type of the new form (for example, "dragon" or "magical beast") in place of his own. The new form does not disorient Fin. Parts of the phouka's body or pieces of equipment that are separated from it do not revert to their original forms. Fin can become just about anything he is familiar with. The phouka gets +10 on Disguise checks when using this ability

➤ **Pixies (4):** CR 4; Small Fey; HD 1d6; hp 3; Init +4; Spd 20 ft., fly 60 ft. (good); AC 16 (touch 15, flat-footed 12); Atk +5 melee (1d4-2, dagger), +6 ranged (1d6, composite shortbow); SA Spell-Like Abilities, Special Arrows; SQ SR 16, natural invisibility; AL NG; SV Fort +0, Ref +6, Will +4; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16. Height 2.5 ft.

Skills and Feats: Bluff +7, Concentration +4, Craft (any one) +7, Escape Artist +8, Heal +6, Hide +12, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8; Dodge, Point Blank Shot, Rapid Shot, Weapon Finesse (dagger), Weapon Focus (shortbow).

Natural Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day-*confusion* (the pixie must touch the target), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts*, *dispel magic*, *entangle*, *permanent image* (visual and auditory elements only), and *polymorph self*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by the arrow must succeed at a Fortitude save (DC 15) or lose all memory. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, wish, or miracle.

Sleep: Any opponent struck by the arrow, regardless of Hit Dice, must succeed at a Fortitude save (DC 15) or be affected as though by a sleep spell.

Tactics: Fin's purpose is to force the PCs to confront him in melee combat and thus prove their courage. His invisible pixie companions are again with him, helping further the ruse by using their spell-like abilities to create the giant's "magic." To prepare for the battle, Fin drank a *potion of protection from arrows*. The potion's effects are as a Sor10 (duration 100 minutes, damage reduction 10/+3 against ranged weapons, prevents a total of 100 points of damage before being discharged). With this spell in effect, he will pluck arrows and such from his body, laughing. If PCs choose to cast spells at Fin, they must overcome both his SR 18 and his saves.

There are four pixies in all; one has already used its illusory power to create the green fire on the roof of the house. Another has used its *polymorph self* ability to assume the form of the body that Fin is dragging. As soon as combat begins (i.e. when initiative is determined, the PCs enter any areas of the clearing inside the stone walls, and it comes to Fin's round), Fin raises his right hand and points at the party. This is a signal for a pixie to use its *permanent image* ability to make a jet of green fire shoot from Fin's hand toward the PCs. The "fire," which travels a maximum of 100 feet, will not strike any PC, instead catching on a bush that bursts into flame (Fin doesn't want the PCs to actually touch the fire, as it has no thermal effect and may thus reveal his trick).

Appearing to be frustrated by his miss, Fin raises his left hand in the air on round two, signaling the pixies to use their *entangle* ability (720' range) to trap as many PCs as possible. If the PCs are in two or more groups, more pixies will use their ability (thus creating up to four *entangle* areas, each with a 40' radius spread).

On round three Fin flips the crate over (providing 50% cover with a +4 cover bonus to AC and a +2 cover Reflex save bonus) and begins hurling its contents, fist-sized rocks (range increment of 60 feet), at any PCs not trapped by the spell(s).

When the PCs move to engage Fin in melee, he raises his left hand; this is the last signal for the pixies. Again using a *permanent image*, one pixie creates a disc of glowing green light under the "body," which disappears (the pixie turns invisible, resumes its natural form, and flies straight up). Fin holds his hand in the air (seeming to concentrate hard on the "spell," he is in reality readying an action to use his *shapechange* ability when engaged by the first melee attack) long enough for a PC to engage

him in melee, at which time his body seems to disintegrate (the final *permanent image*, coupled with Fin assuming the shape of a bird, turning invisible, and flying straight up).

Treasure: None. The house is filled with broken furniture, although the PCs will be given little time to even notice that, much less search the area.

Development: If the DM feels that the combat is going to easy for the PCs, feel free to utilize more of the pixies' abilities. *Dancing lights*, *dispel magic*, *confusion*, and *sleep* arrows can all provide more of a challenge to powerful parties.

If the PCs have previously detected the invisible fey (and Fin was unable to remove the item allowing this detection), three pixies will use their *polymorph self* ability to assume the form of birds rather than turning invisible. If the PCs have some ability to see Fin's true form (as with a *true seeing* spell) and Fin was again unable to negate this ability, this encounter will not occur; Connoch will take the party directly to the barrow-mound and Encounter 6. The DM must then paraphrase Encounter 6 to accommodate this situation.

If the PCs do not attempt to engage in melee for more than eight rounds (for instance, constantly moving toward the "giant" or being caught in the *entangle* area but still actively seeking to engage the "giant," count as attempting to engage in melee), Fin skips to the final signal but appears to disappear with the body rather than disintegrating. Connoch severely chastises the cowardly PCs for disregarding his advice to make haste and allowing the monster to escape without a fight. They will, thus, fail the test of courage.

ENCOUNTER 6

Assuming the PCs engage Fin in melee, read the following after Fin disappears:

Connoch and his warriors emerge from the trees, apparently impressed by your battle.

As his warriors search the area, Connoch speaks, "You did well to rid us of that meddling beast, but I am afraid the test of your strength is not yet complete. The body of a Hillman now lies within its home, food for evil's hunger. Such a dishonorable fate cannot be allowed. It lairs in one of the ancient mounds near here; you must gain entrance to the mound and return the body to our Clanhold for a proper funeral. Beware, for it is said that fearsome revenants, whose mere touch drains the life from a man, guard this cursed mound. Any bodies of such creatures should also be brought to us that they may no longer plague this place. And remember, the mounds are sacred to my people, the resting place of the Ancients. Disturb little, if anything, within—the halls of the Ancients are not always what they seem. The mound lies to the west, in a prominent clearing, surrounded by a circle of stones. Take the stones as a lesson: the Ancients knew well the power of shape and form. Gevrog will

heal any wounded that require it, but I can provide no further aid."

Connoch speaks the truth, but the body and evil he refers to is actually Reun, a Hillman from ages past that entered the barrow mound and succumbed to a magical trap (which led to his resurrection as a wight). After Gevrog heals any wounded among the party, Connoch and his warriors mount their horses and ride back in the direction of the hillfort. The barrow-mound that Connoch directs the party toward is about thirty minutes ride to the west.

You notice the land begins to flatten and the forest thins as you ride further west. Soon, the trees stop altogether and you see before you a mound of uneven stones, rising 20 feet into the air, the pale moonlight throwing long shadows across its surface. Rough-hewn pillars are evenly spaced around the mound; you count at least five, each standing about 6 feet tall. There does not appear to be any doorway or entry of any kind.

Tactics: There are actually 7 pillars in all. Careful examination (Search check DC 20) reveals a weathered geometric pattern etched into the surface of each pillar facing the mound. The patterns start at three-sided (a triangle) and go through to eight-sided (an octagon). The shapes are never repeated on a pillar, but are randomly placed (so the PCs might find a triangle on the first pillar they examine, an octagon on the next, then a pentagon, and so on). However, one pillar (the one furthest from the party as they enter the clearing, blocked from view by the barrow-mound) has a perfect circle carved into it. Touching this circle causes light (as a light spell) to shine from the pillar in a 20' radius. The symbol then disappears from the pillar and all of the symbols randomly change, this time ranging from three- to seven-sided. The third pillar to the left of the now-shining pillar now has the circle symbol. Touching this symbol again causes a light to shine from the pillar and the symbols to rearrange (now ranging three- to six-sided), with the circle again appearing three pillars to the left. This pattern repeats until all seven pillars are lit or until someone touches any other symbol (at which time all lit pillars go dark and the symbols randomly reset; this also occurs if more than ten minutes pass between any two symbols being touched). DM's Aid # 3 provides a diagram of the initial order necessary to activate the pillars. When the seventh pillar is lit, read the following:

The soft yellow light shining from each pillar now lights the entire mound, dispelling the shadows that once played across its surface. In this new light, you can see a perfectly round hole in the wall, probably six feet in diameter, leading into the mound. The light, however, does not pass beyond the surface of the hole, leaving the contents a mystery.

Treasure: None

Development: If the PCs fail to make any headway on opening the mound, have each make an Intelligence

check (DC 15) to remember seeing similar pillars along the road to the Cumalh hillfort. If this is not enough, allow each PC that successfully remembers the pillars another Intelligence check (DC 10) to remember that Riane touched a symbol on each pillar. A final Intelligence check (DC 5) will recall the words of the chieftain: "Take the stones as a lesson: the Ancients knew well the power of shape and form."

ENCOUNTER 7

As you enter the hole, you are surprised to find the interior well lit—a soft yellow light seems to fall from the ceiling. Even more surprising, the ceiling is much higher than it could possibly be! Indeed, the entire room is much larger than the mound you just entered, a circular room at least 30 feet across. Instead of rough rock walls, you find white stone, with bas-relief of forest scenes covering the entire surface. Four pillars of the same stone stretch to the ceiling, carved in the shape of oaks and maples. An archway, formed from the curling horns of a giant stag, stands directly opposite the portal you just entered (which is simply a black circle hanging on the wall like a tapestry). A wine-colored drapery hangs in the archway, blocking your view of whatever lies beyond.

The mound is an entranceway to one of the fabled Fading Lands of Oerth. The air inside the mound is fresh, and if the PCs stop to listen they can hear the faint sound of a small brook flowing over rocks and distant birds chirping. The foyer contains nothing beyond the pillars and the carvings. As the first PC enters or peers into the second room, read the following:

Beyond the archway, an even larger room stretches out, again perfectly circular in shape. The walls are similarly carved with scenes of nature, and massive tree-pillars, nearly two dozen, stretch to the high ceiling to form a circle of trees. This room, however, is very well furnished. Large tables are spaced evenly throughout the room, each apparently carved from a single gargantuan tree. The chairs around each table are carved in the form of animals, and plates of gold and silver sit ready for a meal, a crystal goblet by each. As you survey the room, your eyes finally come to rest on the largest table sitting in the middle of the circle of "trees." Apparently the head table, it has chairs carved in the form of unicorns, pegasi, and other magical beasts. Seated in the largest of these chairs (carved in the form of a great dragon) you see what appears to be a man with his head resting in his hands and his elbows propped on the table. The only feature you can make out is his long hair, which is black but run through with streaks of white and gray.

The "man" is actually a wight. He sits motionless until approached by a PC, appearing not to hear anything they might say or do. If the party is APL 2 or 3, the other wights react in a similar fashion. DM's Aid #4 lists the position of Reun and any other wights. If a PC looks closely before approaching (Spot, DC 20), read the following:

You notice the clothing worn by the man is very similar to that worn by the Hillmen of Cumalh. His fingernails seem exceptionally long, and his skin has the pallor of a person that has not seen the sun in years.

Short of attacking the creature with ranged weapons or spells, absolutely nothing will cause it to react. (If this occurs, the creature(s) immediately leaps to attack.)

When anyone approaches within 20 feet, read the following:

As you approach, the man finally stirs. His clothing is similar to that worn by the Cumalh, though it shows considerable signs of aging. Pale white flesh can be seen underneath. As he rubs his hands together, long fingernails, almost claw-like, shine with a black luster. You see needlelike teeth lining his mouth, now cracked in a cruel smile. His eyes, blazing with malice, stare at you as he rasps, "Hail, curious travelers, and well met. I am Reun ed'Ronan ed'Cumalh, chieftain's son and lord of this great hall. You are welcome to my feast."

With this introduction, the wight leaps to attack the nearest PC, charging if necessary; he has readied an action to attack when anyone approaches within 20 feet, and uses a free action to speak during the attack. Throughout the fight, the creature babbles to itself, alternately discussing invaders in its home and guests to its feast with no one in particular. It will fight until utterly destroyed.

After the battle is over, read the following:

With the creature(s) dispatched, you now see a body lying in the shadows behind a pillar—the body from the clearing. Behind the body, pushed up against the wall, is a large wooden chest bound with metal bands. The hinged lid has no apparent lock.

The body is, in fact, Fin, who arrived well before the party and remained invisible throughout the battle as an observer. If the PCs check, they will discover he is alive, but Fin will not "regain consciousness" or react to any healing spells. He intends to have the PCs carry him back to the clan. The chest, which is neither locked nor trapped, does have a permanent *magic mouth* spell cast upon it, which activates when any non-fey touches it.

"I don't belong to you, so don't even think about opening me! I warn you now, an unending curse falls on the thief that takes what is not his!"

The chest was indeed trapped at one time with an *energy drain* spell. Reun, however, activated it long ago and, perishing with the spell, was turned into a wight. If the PCs open the chest despite the warning, they find only an old, broken broadsword and a rotted leather shield. Both items once belonged to Reun, who placed them here as his "treasure" after rising from the dead. He broke the sword in frustration upon discovering that he could not leave the mound (the fey closed the exit).

Creatures:

APL 2 (EL 3):

☛ **Reun** (ré-ÜN) **ed'Ronan** (éd-RŃ-nán) **ed'Cumalh** (éd-kü-MÁL) (**Wight**): CR 3; Medium-Size Undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d4+1 and energy drain, slam); SA Energy Drain, Create Spawn; SQ Undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15. Height 6 ft.

Skills and Feats: Climb +5, Jump +8, Listen +8, Move Silently +16 (+8 racial bonus), Search +7, Spot +8; Blind-Fight

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

APL 4 (EL 7):

☛ **Reun** (ré-ÜN) **ed'Ronan** (éd-RŃ-nán) **ed'Cumalh** (éd-kü-MÁL) (**Wight**): CR 4; Medium-Size Undead; HD 6d12; hp 39; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d4+1 and energy drain, slam); SA Energy Drain, Create Spawn; SQ Undead; AL LE; SV Fort +2, Ref +3, Will +6; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15. Height 6 ft.

Skills and Feats: Climb +5, Jump +9, Listen +9, Move Silently +16 (+8 racial bonus), Search +8, Spot +9; Blind-Fight

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 15.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Add 2 **wights** with stats as Reun from APL 1: hp 26, 26; see *Monster Manual*, page 183. (Indicated as 1 and 2 on the map).

APL 3 (EL 9):

☛ **Reun** (ré-ÜN) **ed'Ronan** (éd-RŃ-nán) **ed'Cumalh** (éd-kü-MÁL) (**Wight**): CR 5; Medium-Size Undead; HD 8d12; hp 52; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [[+1 Dex, +4 natural]]; Atk +5 melee (1d4+1 and energy drain,

slam); SA Energy Drain, Create Spawn; SQ Undead; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15. Height 6 ft.

Skills and Feats: Climb +5, Jump +10, Listen +11, Move Silently +16 (+8 racial bonus), Search +9, Spot +10; Blind-Fight, Improved Initiative

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 16.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Add 4 **wights** with stats as Reun from APL 1: hp 26, 26, 26, 26; see *Monster Manual*, page 183. (Indicated as 1, 2, 3, and 4 on the map).

Tactics: Reun, while quite mad from spending many lonely years in the barrow-mound, has a cunning mind. He does not fight blindly and will use the room to its advantage, leaping (it has the Jump skill, instead of the normal wight's Hide skill) onto tables to gain a height advantage (+1 to attack rolls) or using chairs to block flanking attacks. It targets lightly armored foes first, seeking to bring them down quickly (and hopefully add a servant to its realm through the energy drain attack). At higher tiers, the additional wights (all servants created through the energy drain attack) sit as guests at the head table and will not react until Reun attacks, at which time they assail the nearest PC. All sit with their faces in their hands, although they are garbed in an array of clothing styles, from adventurers to farmers to soldiers. All of their belongings (discarded as useless after their "death") were gathered up by Fin over the decades.

Treasure: There are dozens of crystal goblets, silver and gold dishes, and flatware on the tables that the PCs may take. The might even take the chairs (the tables, however, are too big to fit through the portal) which weigh roughly 100 pounds each. Taking these items, the chest, or its contents fulfills any commitment to return items to the "gnome." No value is listed, however, as the fey will recover any items taken from this area (except the sword and shield, which Connoch will take and give to Riane).

Development: As with previous encounters, Fin will modify his behavior if the PCs can see through his disguise. If the party can detect invisible creatures, the "body" will be found on the far side of the room from all PCs after the battle. If they can detect his natural form, Fin will appear in his true form and tell the party to return to the clan.

CONCLUSION

As you emerge from the mound, you are again surprised, this time by a bright noonday sun. By your best estimates it should only be morning! Turning to look back at the mound, you see the black hole slowly disappearing. You then notice that the clearing, empty when you arrived, is now filled with people—Clan Cumalh is here to greet you. Connoch, Breeya, Gevrog, and Riane all step from the crowd to meet you.

With a smile on his face, Connoch looks at you, "Thanks be to Beory! We thought you lost to the lands of the Ancients!" Seeing your quizzical looks, Connoch continues, "You have been gone for near twelve hours now. When you did not return in a timely manner, we came here to find you but saw only that gapping black hole. Hillmen are forbidden to enter the mounds, lest they be cursed to never leave again, so we could only wait for your return. A feast is being prepared even as we speak, that I might entertain you as proper guests, but first...you have the body from the clearing?"

Connoch pauses expectantly. Assuming the PCs bring the body, Connoch has them place it at his feet before continuing:

Ah yes, you have returned him to us, though the Cumalh would probably be better off had he stayed inside!" With that, Connoch, and many of those gathered around, erupt into laughter. Regaining his composure, Connoch looks at the body. "Fin, should you not introduce yourself properly to these heroes?"

As you watch, the body slowly stands, zombie-like. A wide smile spreads across his face as the man begins to change before your eyes, growing larger. Small, ivory horns sprout from his head and his nails turn to black claws. The giant from the clearing now stands before you, the same smile still playing across his face. Even as you recognize the giant, his form again begins to change, this time shrinking to even smaller than a human. Soon, the gnome from Freeman's Spear that you met so many days ago stands before you, still smiling. But Fin is apparently not through; the gnome also begins to grow smaller, silver fur sprouting as his face becomes more canine. A small silver fox now stands before you, grinning from ear to ear!

"Well met, heroes of the Yeomanry! Fin the Fox at your service." And the "fox" somehow manages a lordly bow! "Though we doubted Connoch's plan, you have actually proven to be both useful and fun!" With that, tinkling laughter erupts around you as four small, elf-like creatures with gossamer wings appear. They fly about Connoch, who seems both amused and troubled, before lighting upon the barrow-mound. "Old Reun has caused us to move at least three parties just this year! It's rather hard to entertain when a crazed old man constantly mauls your guests! Well Connoch, with our banquet hall free, perhaps we shall have less time to play with the Cumalh...until, of course, our next party!" And with that, both the fox and the winged creatures disappear.

"A valuable lesson for the Yeomanry," Connoch declares. "The fey have been the allies of the Cumalh, as with many of the Hillmen clans, for centuries. An alliance with us requires an understanding of the fey and their...curious behavior."

Assuming the PCs defeated Reun before leaving the mound, read the following:

Riane steps forward, tears welling in her eyes. "You cannot know what you have done for me, noble heroes. Reun, my grandfather, broke the traditions of our people and entered the land of the Ancients nearly a hundred years ago. As son of the chieftain, he felt it his right to plunder and steal. His shame has been with my family since." She pauses, obviously struggling to hold back the tears.

At this point Riane turns to the PC that was most decisive in the battle with the wight, perhaps dealing the death blow or inflicting the greatest wounds, or even taking the blows of the creature while the party closed in combat. The DM should use his or her best judgment to decide. The PC receiving this item, if not already honored with a seat at Connoch's side during the initial introduction to the clan, has his favor increased by one level (from "unwelcome" to "unworthy," then to "welcome," and then to "favored").

"The pixies told us of the battle with Reun, and of your actions. Though I cannot hope to repay the honor you have returned to my family, I wish you to have this. It is a warclub, Ronan's Pride, crafted for Reun before his treachery. It will serve you well, and my family shall always recognize you as kin."

As she hands you the weapon, wrapped in a blanket of doeskin, Riane finally loses her self-control. She quickly steps back into the crowd, apparently not wanting to trouble you any further with her tears.

Assuming the PCs engaged the "giant" in melee before it disappeared, read the following:

"Indeed, Riane is correct," Connoch states. "You have served both the family of Ronan and the clan of Cumalh today. Though Fin arrayed himself fiercely as the giant, you showed courage and fought on. These are the qualities Cumalh seeks in an ally, and if the Yeomen are made of such as this, we welcome the opportunity to stand with them in battle!"

Turning to the first person to actually engage Fin the Giant in melee, Connoch continues:

"Of all those that fought, you stepped forward first, ready to stand against no less than a giant. You deserve special honor among this group, for you are a hero among heroes. Clan Cumalh presents you with this blade, Cumalh's Fury, as you are a warrior truly deserving. You will find it acceptable, I am sure, and, if you wish, Breeya will show you the secrets it holds. Know that Cumalh will always recognize you by this blade."

The PC receiving this item, if not already honored with a seat at Connoch's side during the initial introduction to the clan, has his favor increased by one level (from "unwelcome" to "unworthy," then to "welcome," and then to "favored"). This is cumulative with any modification given for receiving Ronan's Pride.

If all PCs won Connoch's favor or a seat at his side, read the following:

Connoch then turns to you all. "You have shown yourselves to be people of grace. You are welcome at my table from this day forward if ever you should return to the lands of the Cumalh. You represent the Yeomanry well, and I look forward to further opportunities to sit with your leaders and grow the bond between our people. You may tell your king...or I suppose you would prefer "Freeholder"—my apologies. You may tell your Freeholder that Cumalh is open to further discuss our people's possible union with the Yeomanry League."

If some PCs won Connoch's favor but others were refused a seat, read the following:

Connoch then turns to you all. "You have shown yourselves to be people of grace, though some among you still need to learn such principles. You are welcome at my table from this day forward if ever you should return to the lands of the Cumalh, but I would advise you to conduct yourselves with more honor when next we meet. You represent the Yeomanry both by what you do and by what you say; a sword will not answer every question. You may tell your king...or I suppose you would prefer "Freeholder"—my apologies. You may tell your Freeholder that Cumalh is open to further discuss our relations with the Yeomanry League, though we do not feel that a union between our peoples is advisable at this time."

If no PCs won Connoch's favor, read the following:

Connoch then turns to you all. "You have shown yourselves to be people lacking in grace. I would advise you to conduct yourselves with more honor when next we meet. You represent the Yeomanry both by what you do and by what you say; a sword will not answer every question. You may tell your king...or I suppose you would prefer "Freeholder". You may tell your Freeholder that Cumalh is not open to further discuss our union with the Yeomanry League at this time."

If the PCs refused to take Fin the Gnome's offer to loot the barrow-mound, read the following:

"Though tempted by gold, you refused Fin's offer to loot our sacred lands. You are indeed wise to recognize the value of respect over that of gold. As you have seen, we prevent entry to the mounds both out of respect for the Ancients and for the protection of the foolish. You would do well to tell your "Dustdiggers" that lesson. They may pillage the ruins of the Suel and lizard folk with abandon, but the lands of the Hillmen must be respected."

If the PCs took Fin the Gnome's offer to loot the barrow-mound, but took nothing, read the following:

"The temptation of gold proved too much for you, but wisdom led you to respect our sacred lands. You are indeed wise to recognize the value of respect over that of gold, but you must also remember that a man of honor's word must not be broken. As you have seen, we prevent entry to the mounds both out of respect for the Ancients and for the protection of the foolish. You would do well to tell your "Dustdiggers" that lesson. They may pillage the ruins of the Suel and lizard folk with abandon, but the lands of the Hillmen must be respected."

If the PCs took Fin the Gnome's offer loot the barrow-mound, and took items from the mound, read the following:

"The temptation of gold proved too much for you, and you chose wealth over respect. You are indeed foolish to value material gain over the trust of your allies. As you have seen, we prevent entry to the mounds both out of respect for the Ancients and for the protection of the foolish. You would do well to tell your "Dustdiggers" that lesson. They may pillage the ruins of the Suel and lizard folk with abandon, but the lands of the Hillmen must be respected. And tell your Freeholder that, so long as his nation sanctions the practice of desecrating our lands, alliance will be difficult."

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

DM Aid #1 can be used to track the PC's progression through the module.

Encounter One

Refuse to accept Fin's offer	50 xp
Accept Fin's offer but later refuse to take items from the mound	25 xp

Encounter Four

1 or more PCs is favored and all other PCs are welcomed	100 xp
All PCs are welcomed	75 xp
1 or more PCs win Connoch's favor and/or welcome and no PCs are unwelcome	50 xp
1 or more PCs win Connoch's favor and/or welcome but 1 or more PCs are unwelcome	25 xp

Encounter Five

Defeating the "giant" before he disappears	100 xp
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Encounter Six

Finding the entrance to the mound unaided	100 xp
Finding the entrance with one Intelligence check	75 xp
Finding the entrance with two Intelligence checks	50 xp

Finding the entrance with three intelligence checks	25 xp
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Encounter Seven

Defeating the undead	100 xp
Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Introduction

Emblem of the League (1 per PC) (40 gp, .5 lb, jewelry/necklace, rare): A platinum disc suspended from a chain of gold. The raised image of the shield of the

Yeomanry is set into the center of the disc in gold. The words "Freedom," "Prosperity," "Justice," "Strength," circle the shield.

beginning, even if the item is traded back to the original owner.

Encounter One

- **Yeoman Wickler** (2 wheels) (2 sp, 1 lb, foodstuff, common): Greenish marbling gives this ivory-colored cheese from the Yeomanry its distinctive appearance. Each wheel is aged over 12 months to ensure a smooth, pungent flavor and then sealed within a wax rind. Yeomen often mix the shredded cheese with beans and spread over warm flatbread. Wickler is available with or without nuts
- **Farvale Gold** (10 gp, 1 lb, drink, uncommon): Of particular pride to the people of Farvale, Farvale Gold is a strong liquor made with corn and apple juice that is quite popular in the region and elsewhere.

Conclusion

Cumalh's Fury (320 gp, 4 lb, steel, rare): *Cumalh's Fury* is a Hillman broadsword, given to show gratitude for service to Clan Cumalh. This very sturdy sword has a 1/8" thick steel filigree hand basket. The basket provides the wielder with the same benefits as a gauntlet (unarmed attacks deal normal damage rather than subdual damage), but prohibits two-handed use. This weapon is normally wielded as a longsword (with exactly the same damage and critical). However, by taking an Exotic Weapon Proficiency feat with this sword, the wielder gains a +1 Armor bonus to AC from the basket when using the Fighting Defensively or Total Defense maneuvers or the Expertise feat and may punch with the basket without provoking an attack of opportunity. The expert craftsmanship of this weapon also grants a +1 enhancement bonus to attacks. A leather scabbard with steel throat and tip, etched with woodland scenes of boar hunting, is included. Blade Length 33", Width 1 3/4", Overall Length 40 1/4"

Ronan's Pride (1100 gp), 3 lb, wood, rare): *Ronan's Pride* is a Hillman warclub, given to show gratitude for service to Clan Cumalh and the family of Ronan. The top of this darkwood cudgel is carved in the shape of a ram's head. The handle is wrapped in hand-tooled buckskin, etched with an image of the Cumalh Hillfort. Normally wielded as a masterwork club (with exactly the same damage and critical), the wielder may also strike with the steel-shod horns of the ram protruding from the back of the head for 1d4 points of piercing damage (x2 crit). As such, this can be used as a double weapon. The expert craftsmanship of this weapon grants a +1 enhancement bonus to attack rolls. However, over time, *Ronan's Pride* attunes itself to its wielder. After 10 Living Greyhawk adventures with the same owner, the weapon gains a magical +1 enhancement bonus to attack and damage rolls. This is not cumulative with the bonus for the item being masterwork.

Should this item be traded or sold to another PC, it reverts to its original masterwork status, and the 10-adventure progression must start again from the

APPENDIX A: NEW MONSTER - PHOUKA

Fin (Phouka)

Small Fey

Hit Dice:	9d6 (31 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	15 (+1 size, +3 Dex, +1 natural)
Attacks:	Bite +4 melee
Damage:	1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Shapechange, natural invisibility, SR 16
Saves:	Fort +5, Ref +9, Will +7
Abilities:	Str 10 (0), Dex 16 (+3), Con 11 (0), Int 16 (+3), Wis 12 (+1), Cha 18 (+4)
Skills:	Bluff +28, Disguise +18, Hide +11, Listen +9, Move Silently +11, Pick Pocket +11
Feats:	6 Dodge, Great Fortitude, Improved Initiative, Mobility, Skill Focus: Bluff, Skill Focus: Disguise

Climate/Terrain:	Temperate and warm forest
Organization:	Solitary or gang (2-4)
Challenge Rating:	
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	10-12 HD (Small)

Phouka are unusual fey in that they seem to have no common natural form. One phouka may appear to be a horse, another may be a fox, while yet another may be a raven. The form seems limited only to animals native to whatever region the phouka inhabits. A phouka's natural form determines various qualities of the creature including extraordinary abilities, physical attributes (Str, Dex, and Con), attacks, etc.

The talent common to all phouka, and for which they are famed, is their ability to assume the form of almost anything they have ever seen. These creatures delight in using their natural abilities of shapechanging and invisibility to play pranks on mortals. Such pranks are never physically harmful, indeed the phouka seem to avoid violence in general, but may result in wounded pride and bruised egos. As with most fey, the phouka violently oppose evil, especially undead and doppelgangers (who are rumored to be cousins of these creatures, although mentioning such to a phouka insures a life-sentence of pranks).

Combat

As noted, the phouka generally avoid physical combat. If an evil intruder enters their territory, phouka try to drive the creature off without combat. They may also try to trick humanoid into ridding them of this evil. If such attempts fail, the phouka may assume a form powerful enough to combat the creature (this approach is almost always used with undead and doppelgangers).

Shapechange (Su): A phouka can *shapechange* (once per day, +1 per every 3 HD) as the spell cast by a sorcerer (level 10 + HD). However, the phouka cannot assume a form bigger than Large and cannot assume incorporeal forms. The phouka gains the extraordinary abilities of its new form while keeping its own. The phouka also gains the type of the new form (for example, "dragon" or "magical beast") in place of its own. The new form does not disorient the phouka. Parts of the phouka's body or pieces of equipment that are separated from it do not revert to their original forms. Thus, a new form's poison bite is effective. The phouka can become just about anything it is familiar with. The phouka gets +10 on Disguise checks when using this ability.

Natural Invisibility (Su): A phouka remains invisible even when it attacks. This ability is constant, but the phouka can suppress or resume it as a free action.

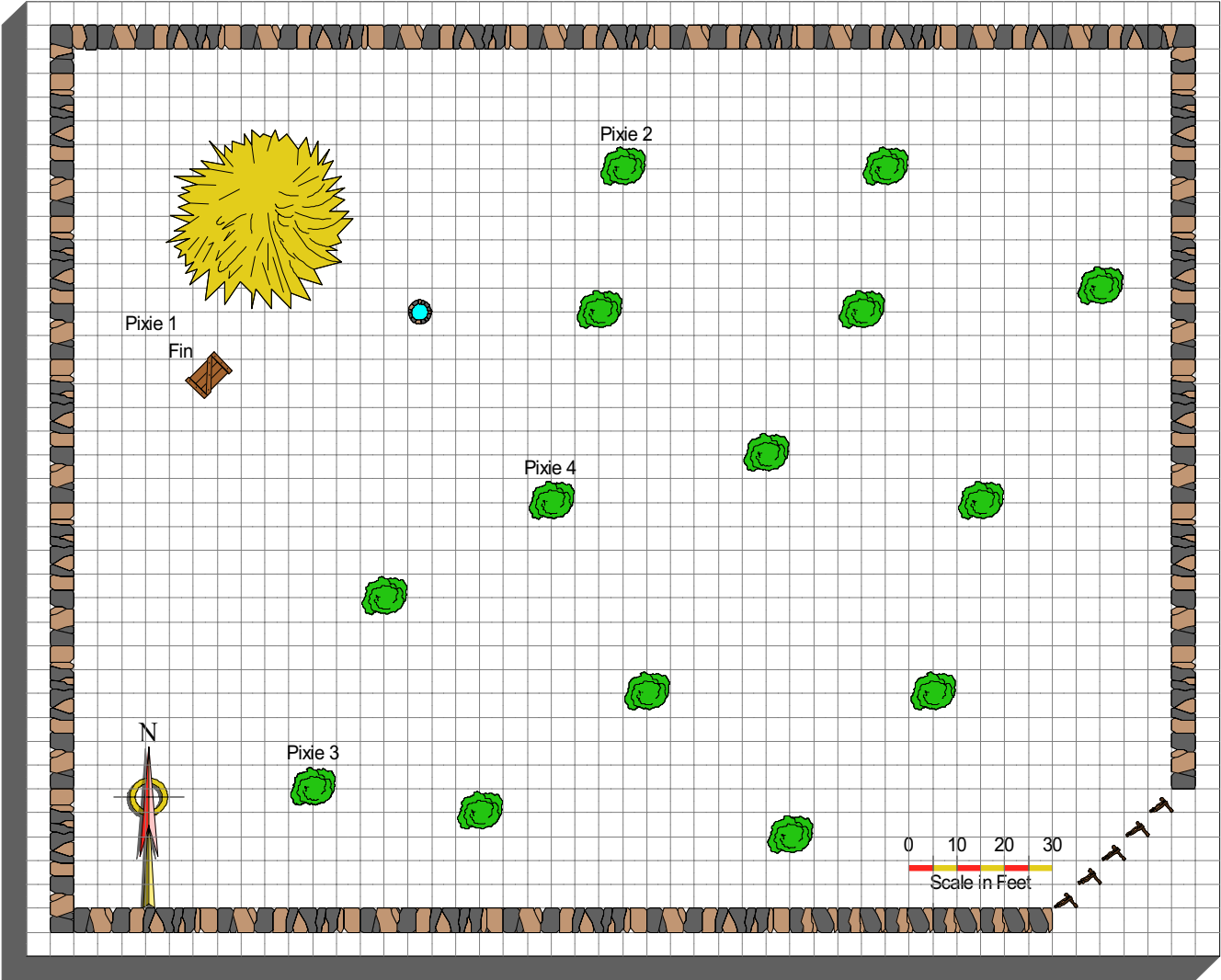
DM'S AID #1 – REACTION CHART AND EXPERIENCE POINT TRACKER

Encounter One	XP Award	Reaction Modifier
Refuse to accept Fin's offer	50 xp	+1 global
Accept Fin's offer but later refuse to take items from the mound	25 xp	-2 global
Accept Fin's offer and take items from the mound	0 xp	-2 global
Negative comments about the Hillmen (may also come from Encounter Two or Three)	0 xp	-1 global
Encounter Four		
1 or more PCs is favored side and all other PCs are welcomed	100 xp	+1 personal
All PCs are welcomed	75 xp	-1 personal
1 or more PCs win Connoch's favor and/or welcome and no PCs are unwelcome	50 xp	+2 personal
1 or more PCs win Connoch's favor and/or welcome but 1 or more PCs are unwelcome	25 xp	
Encounter Five		
Defeating the "giant" before he disappears	100 xp	+2 personal, no class penalties -2 personal, no class bonuses
Encounter Six		
Finding the entrance to the mound unaided	100 xp	+2 personal
Finding the entrance with one Intelligence check	75 xp	-1 personal
Finding the entrance with two Intelligence checks	50 xp	Detection grants Unworthy status
Finding the entrance with three intelligence checks	25 xp	when calculating experience.
Encounter Seven		
Defeating the undead	100 xp	Status Favored 30+ Welcomed 15-29 Unworthy 6-14 Unwelcome 5 or less
Total experience for objectives	450 xp	
Discretionary roleplaying award	0-50 xp	
Total possible experience		
	500 xp	

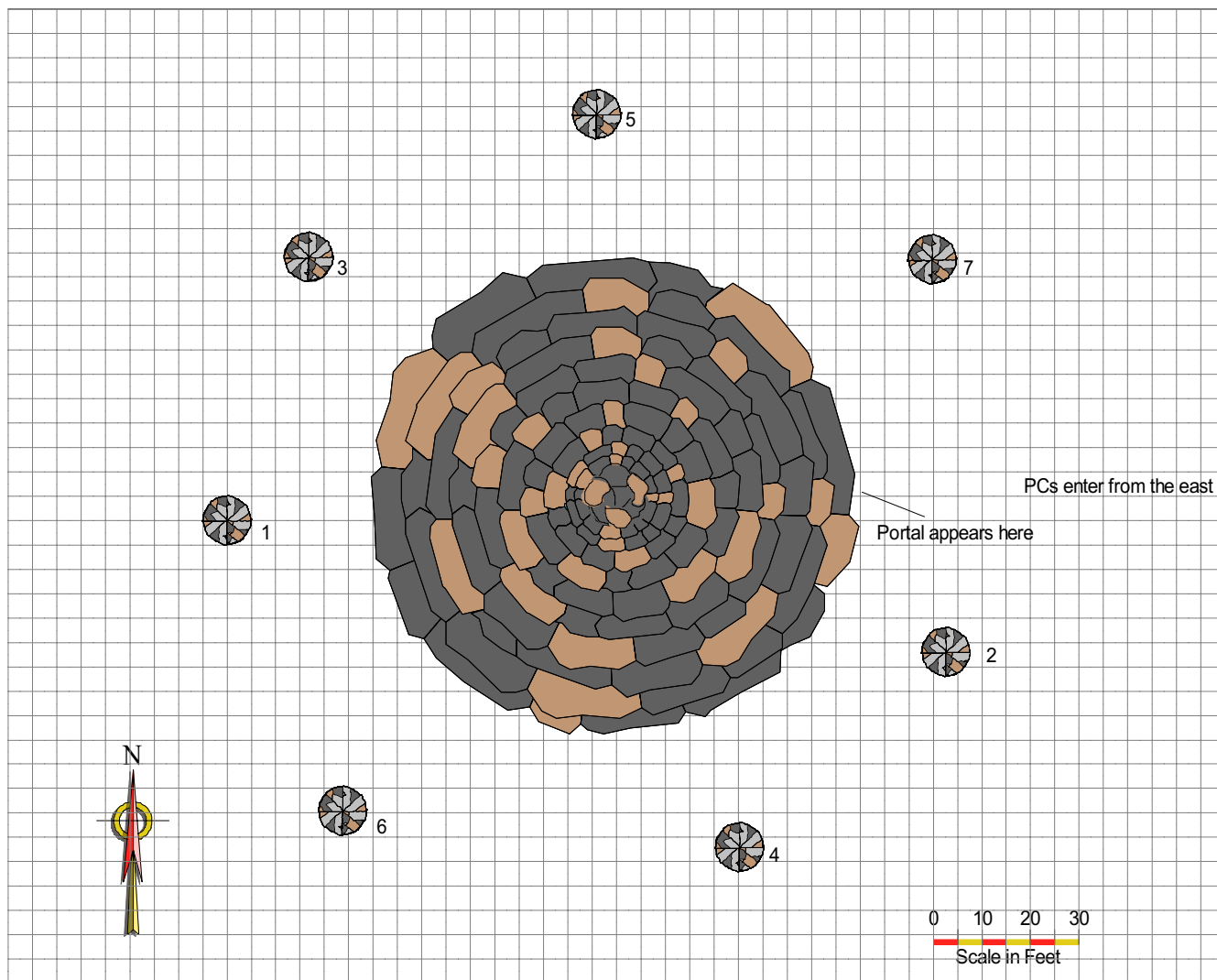
Character	Class	Race	Introduction	Global	Skill Check	Total	Status
Kellen ed'Riane	+1	0	+2	+1	17	21	Welcomed

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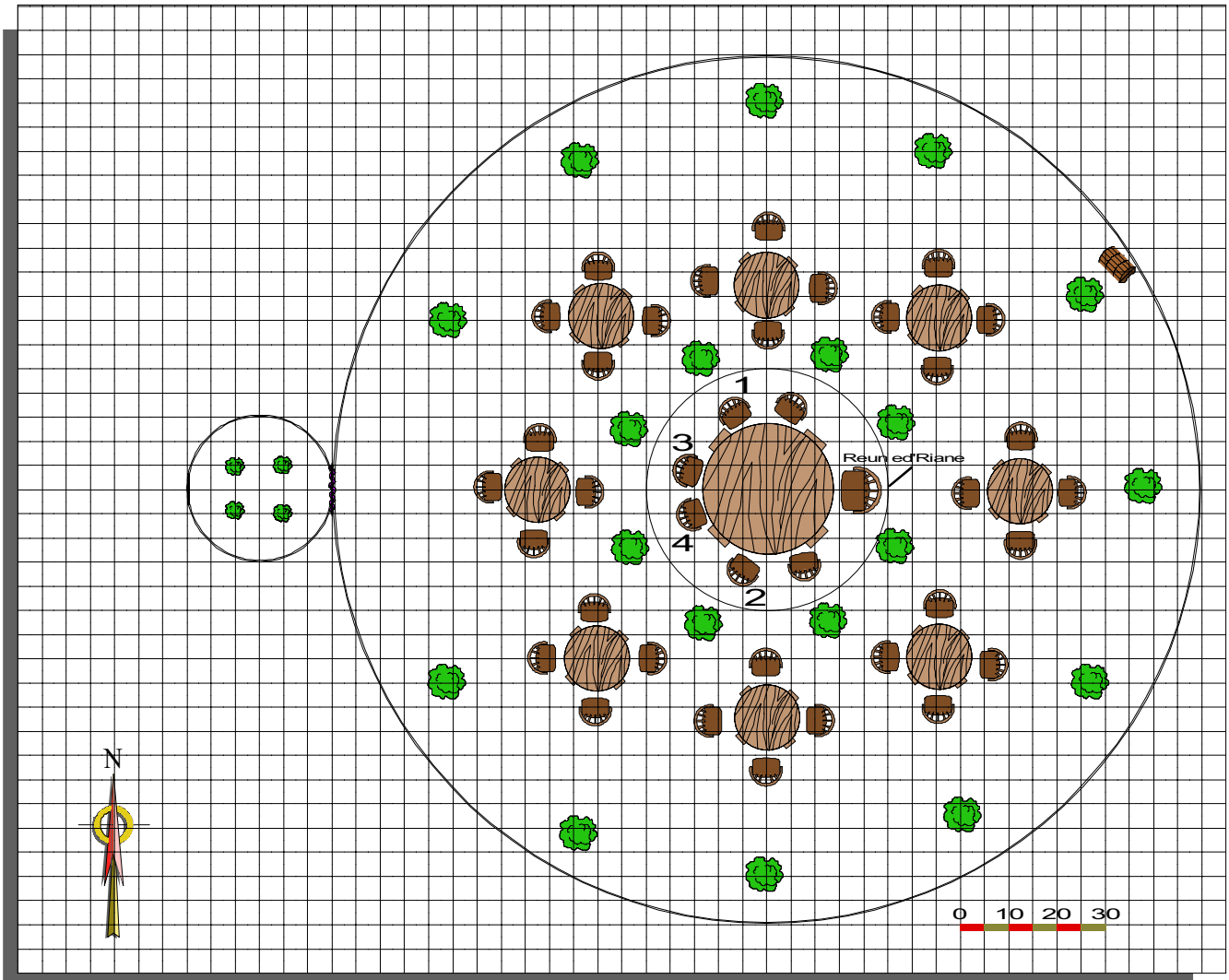
DM'S AID #2 – THE FARM HOUSE



DM'S AID # 3 – THE BARROW-MOUND



DM'S AID #4 – THE BANQUET HALL



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PLAYER HANDOUT #1

Worthy friend of the Yeomanry,

I beseech you to consider the words of this letter with care. The Yeomanry League is in need of your assistance, if at all possible. As I am sure you are aware, the giants of the Jotens pose a grave danger to this free nation, even pressing last year nearly to our great capital of Loftwick with their raids. To guard against the threat of further giant incursions from the Jotens, we must find ways to fortify the borders of the Yeomanry. Several forts run the length of the southern slopes of the Jotens, providing a base for our long-ranging spearmen and dwarven allies to detect the giants before they invade our lands. However, it has become evident that this wall against the brutes is not without its holes. As construction of more fortifications would be both expensive and time-consuming, my advisors have suggested another course of action: strengthen the Yeomanry's relationship with the independent Hillmen clans of the Lachtna tribe living along the southern slopes of the Jotens and in the northern Little Hills. These clans, while not hostile to the Yeomanry, have never chosen to join the League as citizens. They actively protect the boundaries of their territory from incursions, but generally do not intervene in troubles beyond their borders or even warn neighboring communities of possible danger. The largest of these, Clan Cumalh, defends its territory from an ancient hillfort roughly midway between Fort Thomas and Fort August. Winning Cumalh over to the side of the Yeomanry, either as an ally or as potential citizens, will fill a significant hole in our defenses and will do much to inspire the smaller clans to join in a common defense.

A delegation sent to Clanhold Cumalh returned with hopeful but unusual news. The clan seer had foreseen their coming, and the clan chieftain met our envoys at his border with these words: "We know of your coming, and what you seek, but you are not the Yeomanry. One of our clan will arrive with the sun in the city of Singleton on Waterday in four weeks time. The following people may be present to show our clan what it means to be Yeoman..." He continued, describing various individuals, all supposedly to be found within the communities of the League. Some were citizens, others were not, and some were not even from the Yeomanry. But the intention was clear; these people must be found and convinced to meet the Cumalh emissary in the city of Singleton. The chief mentioned a series of tests that would reveal the true nature of the Yeomanry to his clan, and these chosen must pass those tests to win the support of Cumalh.

You are one of those named by the chieftain. Many have already refused this test, and you also have that right. However, as a gesture of faith, I extend to you a Medal of Honor, reserved for those that serve the Yeomanry through great deeds. Should you accept this mission, the medal is yours to keep regardless of success or failure, for you will still have served the Yeomanry well through your willingness. The messenger that bears this letter will present the medal upon acceptance, at which time I would ask you journey to Singleton with all speed and seek out the inn called Freeman's Spear. The Hillman envoy will, I am sure, make all things clear upon his arrival. Again, the Yeomanry thanks you for your service

His Steadfastness,

Marius Lindon the Freeholder

Spokesman for the Yeomanry League

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.