

ONW2-02



DEATH, BY LUNA'S LIGHT

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

Version 1

by Creighton Broadhurst

RPGA HQ reviewer: Stephen Radney-MacFarland

Something is stalking the streets of Killdeer killing almost at will, but the Watch won't confirm this, or what they are doing to bring a halt to this menace. Innocently wandering the streets of Killdeer our heroes are suddenly in a position to perhaps thwart the perpetrator of these atrocities! An adventure for characters level 3-6.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, 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.

TIME UNITS AND UPKEEP

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

CAMPAIGN CONSEQUENCES

This adventure has "Campaign Consequences"; that is the outcome of this adventure will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back story and campaign all information requested is vital.

Please send your answers to the Living Onnwal Team at Onnwal@rpgauk.com as soon as possible. General comments about the adventure are also welcomed at this address.

1. What was Koren Mauk's fate?

2. Did the characters retrieve any additional evidence of Brotherhood activities in Killdeer? What did they find?
3. Did they pass this information along to the authorities?

DUNGEON MASTER'S BACKGROUND

During the last two full moons, grizzly murders have been perpetrated in Killdeer, Capital of Free Onnwal. All the victims have been found in various states of mutilation. Although most of the victims have been found on the open streets, two have been found indoors, and one of these was found in a room whose doors and windows had been locked from the inside. The populace of the city, already in a state of paranoia due to the distinct possibility of Brotherhood assassins and spies lurking amongst them, now fear that some terrible beast has been unleashed to stalk the streets. Coupled with this, several seamen and a marine are thought to have disappeared from the Boatstrand.

Two series of attacks have taken place recently, both around the times of the full moons. Consequently many folk fear that a lycanthrope lurks in the city. The only known survivor of the attacks reports being set upon by a huge, feral wolf.

The truth however is far more mundane: Maranafel Toktot has sent a Brotherhood mage, Koren Mauk to Killdeer. His mission is to sow fear and distrust amongst the populace. A canny individual, Koren has decided to make his attacks look like the work of a werewolf. To this end, he has employed his *summon monster* spells to summon wolves, which he directs to attack those who travel alone or who appear vulnerable. Able only to employ this strategy when Luna is full, he has devised other attack plans.

He has concentrated these other attacks around the Boatstrand portion of Killdeer using his spells to summon a variety of aquatic beasts including fiendish sharks, squid and octopus. These attacks have so far resulted in the death of over a dozen sailors and a marine.

Up to this point the authorities have tried to keep the killings secret, so that the populace do not become more alarmed. Rumours have however begun to circulate. However, guards have been strengthened along the Duke's Causeway, in Templeside and in the Duke's Keep. This has not gone unnoticed by the rumourmongers and gossips of Killdeer, who whisper that this lends proof to the terrible rumours sweeping the capital.

The adventure opens on the night of the full Luna. The very night before the adventure opens, two more citizens, one a guardsman, have been found dead. Rumours sweep the city. Some say that the authorities do not act because they fear to unmask the killer because he/she is a prominent member of the Rebellion, infected with lycanthropy. Others say that the Brotherhood have unleashed some new terrible creature in Killdeer.

SYNOPSIS

The characters are all in Killdeer for their own reasons and are travelling the town as a group. While wandering in the Boatstrand at night, they hear a splash and a scream. When they investigate an octopus attacks them. After slaying or driving off the beast, they discover a body under the wharf. In its pocket is a piece of paper with the words "Slumbering Wyrn."

Investigating the Slumbering Wyrn they discover more about the terrible attacks that have been plaguing Killdeer for the last two months. Gathering enough information to put a stop to these attacks, which at first glance to be the work of werewolves, the party set off through the dark streets of Killdeer to an abandoned house. On the way they will have the opportunity to meet and interact with some of the inhabitants of the town.

Unfortunately their prey, Koren Mauk a Brotherhood agent, knows they are coming and prepares to unleash a bewildering array of creatures upon them. Koren Mauk is a wily sort and has cast *invisibility* and *fly* upon himself. Thus he will circle the house almost silently casting various spells at them. Only canny parties will fully work out what is going on. After the have slain Koren Mauk (or more likely after he has fled) the party will discover evidence in the attic of a planned attack on the followers of the Lord of Coin. When they leave the house the party will be accosted by a patrol of Onnwalish soldiers tipped off that something would be occurring here. They will thank the party for their efforts and take any evidence that the party have found to the authorities.

THE BOATSTRAND

All the play in this adventure takes place within the Boatstrand, which is a part of Killdeer. For more information about Killdeer and the Boatstrand refer to Appendix One wherein the online article "Killdeer at a Glance" is reproduced.

PLAYERS' INTRODUCTION

Explain to the players that they are in a city and as such the public display of heavy armour or weapons is frowned upon. Make a note of what kind of armour each character is wearing and which if any weapons they are carrying. In general light armour, or the like, would be perfectly acceptable to the town guardsmen, as would any weapon of small or medium size. There is no local law that prohibits the carrying of heavier armour or weapons, but it should be remembered that the characters have up to this point been carousing in Killdeer, not traversing a dungeon. There will be opportunities later on for them to re-equip themselves.

Once the players are comfortable, you have answered any initial questions they have and they have indicated

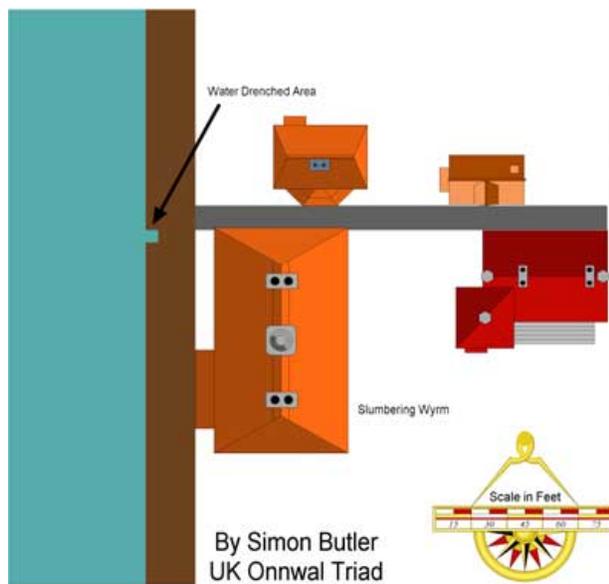
that they are ready read the text below. This would be a good time for the characters to introduce themselves to each other.

If the players have any questions about Killdeer or recent events answer them as best you can, or direct them to the document *Killdeer at a Glance* that is reproduced in the appendices of this adventure.

You find yourselves in Killdeer, mightiest of the Rebels fortifications and capital of Free Onnwal. Some of you have come here hoping to gain some respite from the struggle that consumes your homeland, while others have come here simply hoping to gain official word of family and loved-ones lost in the fighting. Others have followed rumours of a small supply of dwur-crafted weapons available for purchase in the winding streets of the Boatstrand to those who know where to look.

Whatever the reason though, Istus has decreed that you would meet, and finding Onnwalons of a similar calibre to yourselves, would spend time exploring the many thoroughfares, alehouses and emporiums of Killdeer together.

It is from one of these excursions that you now return to your rented rooms at the Cloven Shield, a well-known tavern of



the Boatstrand. It is late and your carousing has been most dissatisfying. A strange atmosphere seems to hang over the town and the alehouses and taprooms of the city have been most disagreeably quiet. Several recent grizzly slaying are being linked to (depending on who you talk to) either an unkillable wolf or a Brotherhood created monster that is said to be stalking the city.

Hungry and thirsty now, you have elected to find the infamous Slumbering Wyrms – an alehouse said to cater almost exclusively for adventurers and those who enjoy a night on the wild side of Killdeer. Perhaps there you can get something to refresh you, and perhaps gain word of recent events.

Once you have answered any questions proceed with the following.

The streets now are noticeably empty, with only a few hardy souls braving the night air. The city is quiet, as if holding its

breath in anticipation of some terrible event. Suddenly you hear a scream and a tremendous splash from ahead of you down a street that you know links up with a wharf used for the unloading of merchants goods.

If the players do not investigate this disturbance the adventure is effectively over before it begins. If this does occur the DM should attempt to direct them to the Slumbering Wyrms where they may be able to pick up the plot.

DM's Note: If any character expresses an interest in the dwur manufactured masterwork weapons notify them that although they have spent much time searching for the aforementioned traders they have so far failed to find it.

ENCOUNTER 1: A (FIENDISH) ARM FROM THE DEEP

A drunken reveller has been grabbed and killed by a fiendish octopus summoned by Koren Mauk. The octopus grabbed the unfortunate and pulled him under the water, where it killed him.

You rush down the street in the direction of the wharf. The wharf is unlit; the only light here spills out of the windows of the various inns and warehouses lining the waterfront. The shadows here are deep and dark and the wharf seems deserted. The sound of revelling comes from the door of one particularly well-lit building. The sign, creaking in the gentle sea breeze represents a wyrms slumbering on a pile of gold – this must be the infamous Slumbering Wyrms.

No one is readily visible on the wharf. Make a Spot check (DC 17) for the characters. If they are successful they will notice that one part of the wharf, roughly opposite the entrance to the Slumbering Wyrms appears to have been recently drenched. The drenched portion of the dock appears to be about five feet square. Characters who fail at the Spot check may subsequently attempt a Search check (DC 20) to notice the same water stain.

Any character who examines the drenched portion of the dock, and passes within five feet of the wharf's edge are attacked by the fiendish octopus lurking below.

APL 4 (EL 1)

🐙 **Fiendish Octopus:** hp 16; see Appendix I.

APL 6 (EL 3)

🐙 **Fiendish Octopus, Medium-size:** hp 30; see Appendix I.

In a APL 6 encounter Koren Mauk's spell has actually gone awry and summoned a much fiercer creature than is typical.

Tactics: As the octopus has been summoned via a *summon monster II* spell it will only be present for five

rounds from when the characters arrive on the dock. At the end of the fifth round it disappears.

The octopus only attacks those who come within five feet of the edge of the wharf. It attempts to attack another victim with the intention of dragging him down to a watery grave. The octopus will attack without fear and will fight to the death.

An Observer: Koren Mauk is actually observing the area from around 150 feet away. His familiar, a raven, hovers above. Neither take any action during this encounter, being content simply to observe. Once the octopus has been killed, or has disappeared, Koren Mauk will sneak back to his lair. However because this attack was witnessed he will be in a heightened state of alertness for the rest of the night.

Development: After driving off or killing the octopus the characters will likely cast around for their next move. There are two possibilities. They will either enter the Slumbering Wyrn or investigate below the wharf for more evidence of their attacker. If they desire allow them to explore under the wharf (go to Encounter 2). If after this the characters still seem reluctant to enter the inn engineer an encounter between them and Cair Eirnalroe, the proprietor of the inn. Stepping outside for a breathe of fresh air he sees the characters and invites them inside. Once they elect to enter the inn proceed to Encounter 3.

ENCOUNTER 2: DESCENT INTO DARKNESS

This encounter can either follow on from Encounter 1, or from Encounter 3.

Climbing down under the pier you enter a cramped, dark world. The sound of the sea gently lapping against the pilings and the dual smells of the ocean and the sewage and detritus floating atop it disorient you for a few moments. It is cramped down here, with movement being limited to clambering along the great beams of wood sunk here to support the dock.

Any character attempting to move around under the dock must make a Climb check (DC 10) to succeed. Failure indicates that the unfortunate character has fallen into the waters below. This is a wet, and embarrassing turn of events, but by no means fatal. Any character falling will, however, suffer no damage, as the water cushions his fall.

The only item of interest here is the floating body of the victim. The body, Spot check (DC 15) or Search check (DC 10) to find, is wedged at the juncture of two great beams.

The Body: The body is that of a middle-aged human male of Oeridian descent. Dressed as a merchant his clothes are now ruined by immersion in seawater and by the crushing and biting attacks of this unfortunate's assailant.

In the unlikely event that the adventurers use a *Speak with Dead* spell to gain more information the following facts can be gained: The merchant is named Halden and

he hails from Killdeer, from where he has run his small business for several years. His business was primarily involved with the acquisition of weapons and armour from the dwur of the Three Citadels. He was meant to be meeting with a man who said he had a supply of such items available. Halden had spent several fruitful hours waiting for his contact in the Slumbering Wyrn before making his fateful decision to leave. He does not know the name of his contact, nor does he have a description of him as the meeting was arranged through an intermediary. The contact seemed to put great value on his identity remaining a secret. He knows nothing more.

Treasure: A belt pouch is still tied to the victim's belt. It contains three golden gulls and eleven silver geese. A small scrap of waterlogged parchment also in the pouch has the words "Slumbering Wyrn...two hours after dusk." Nothing else of interest can be gleaned from the corpse.

Development: The logical next step for the players is to enter the Slumbering Wyrn and see what else they can discover. Proceed to Encounter 3.

It is possible however that they have already investigated the Slumbering Wyrn in that case it is likely that they are proceeding to Koren Mauk's lair. In this case proceed to Encounter 5.

ENCOUNTER 3: THE SLUMBERING WYRM

This encounter area is very complex and you should be fully conversant with it before continuing. It is here that the characters will have the chance to glean much information—both relevant and irrelevant and too meet many inhabitants of Killdeer.

This inn is a rowdy place patronized by adventurers, seamen, marines and other bold individuals. Situated on the very cusp of the Boatstrand, it stands close to the Duke's Causeway. This state of affairs has lead to some confusion; depending on who is consulted it is said to either stand in Main Town or in the Boatstrand.

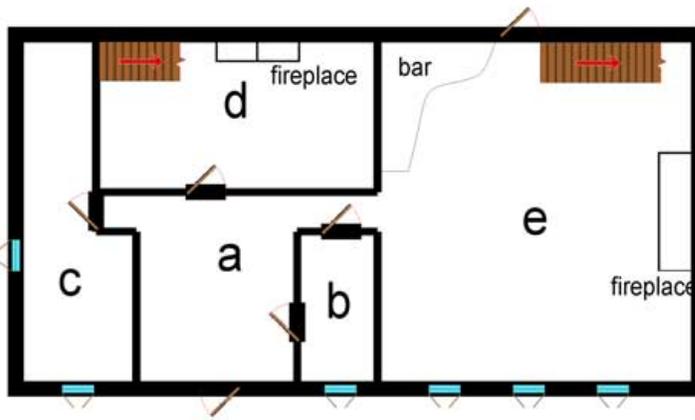
The proprietor of the Slumbering Wyrn is Cair Eirnalroe, who along with his wife Megaera Varn has run this establishment for almost a decade.

3A. THE ANTECHAMBER

Once the characters have indicated that they are entering the establishment read the following.

Entering the Slumbering Wyrn you are immediately accosted by a host of sights and smells.

The floor is flagged in good solid Headland stone and the walls are made of the same solid material. You appear to have stepped into a kind of antechamber, lit by a torch on either wall ahead of you. Ahead of you and two the right a passageway obviously leads to the common room – the sounds and smell emanating from that direction attest to that.



here, but currently no fire burns within its grate. Three large candleholders stand equalled spaced upon the table. Candles already stand within ready to bring light to this chamber.

Currently, this chamber is unoccupied. It can be hired for an evening for one golden gull.

By Simon Butler UK Onnwal Triad



An entranceway to your right leads into a smaller room, dominated by a smouldering, crackling fire. About this small chamber are scattered a variety of tables and comfortable chairs. Ahead of you stands a closed door, leading to who knows what. To your left another short passageway can be seen.

3B. THE DRAGON'S DEN

Guests who wish to relax in front of a fire use this small well-appointed chamber. It is also used by those caught in the seasonal storms, as a place to dry one's self and one's cloak.

The smell of burning wood emanating from a smouldering fire dominates this room. This is indeed a comfortable room, although currently it is unoccupied, the patrons of this establishment being elsewhere. There are several comfortable chairs here, with one pair being drawn especially close to the fire. An ample supply of wood is kept here, stacked in recesses either side of the fireplace.

There is nothing else of interest here. Once the characters have investigated this area allow them to continue.

3C. PRIVATE DINING CHAMBER

This is a private dining chamber that Cair and Megaera make available to friends and good customers and to those with the coin to hire it

A long, wide and stoutly made wooden table running down its centre dominates this dimly lit, elongated chamber. At a quick count, fourteen chairs stand around the table. The table and chairs have been made of some dark wood, but even so the condition of the furniture allows you to ascertain that they have seen plenty of feasts in their time.

Both windows in here have their storm shutters closed creating either a warm, cosy atmosphere or one of claustrophobia depending on your viewpoint. A small fireplace can also be seen

3D. KITCHEN

Anyone passing by, or loitering outside this door for even a second will be able to ascertain that the room behind this door is definitely used as a kitchen.

This room is a hive of activity. Several cooks are busily employed here, cooking meals for the many patrons of the Slumbering Wyrms. Several large fireplaces dominate this room upon which various meats are cooking. The rest of the room is taken up with the paraphernalia of cooking. A doorway to your left, and to the back of the kitchen, stands open. You can just make out through the door a set of stairs leading downwards, you assume to the cellar. Another open door near the first leads into a small storage room. Finally, a stoutly made shut door stands directly opposite to you.

There is little of interest here. Any individual attempting to investigate the cellar will be spotted by Robann and ordered out of the kitchen. The other open door leads to a small pantry wherein various types of foodstuffs can be found. Three cooks work here:

☛ **Robann** (human, male Com1; Profession [cook] +3), is in charge of the kitchen. An alcoholic, and a bad tempered one at that, he will demand that the characters leave his kitchen at once. He will not tolerate his staff wasting time talking to patrons, although he will allow Svenser a few brief words before ordering her back to work.

Robann is a thin as rake, and his right hand uncontrollable twitches when he is not cooking. He is obviously slightly drunk as he slurs some of his words. A balding, middle-aged man, he looks down upon everyone else and is not loved by his helpers. He is however a superb cook and has worked for Cair and Megaera for almost eight years.

☛ **Cronkarn**: A younger man in his early twenties, Cronkarn (human male, Com1; Profession (cook) +2) has only served here for a matter of months. As such he does not get on well with Robann and will take any opportunity he can get to talk to the characters (and therefore get out of work). Unfortunately for them, he has been working here since dusk and knows nothing of the merchant.

Cronkarn is developing a slight potbelly. His blond hair is cut short and his light blue eyes sparkle with intelligence. He is however, a user and will attempt to gain money in exchange for which he will relate any one rumour currently circulating the Common Room.

Cronkarn used to be a farm labourer until the occupation during which the farm he worked on was seized by the Brotherhood. Taken into slavery by them, he was freed when Killdeer fell to the Rebels. Since then he has survived doing odd jobs.

☞ **Svenser** (human female, Com1; Profession [cook] +2) is the only woman allowed to work in the kitchen. The reason is simply: Robann finds her strangely attractive and seeks to woo her. Unfortunately she finds him highly irritating and a little boorish.

She is actually quite attractive (Cha 14) and will talk to the characters at great length if given the opportunity. A one time resident of Scant she was one of the lucky few who managed to flee to Nyronnd after the Brotherhood invasion. She returned to Onnwal five years ago in an attempt to find her husband Bellerak who went missing during the battle for Scant. She is desperate for news and will pester the characters for any word of her husband.

3E. THE COMMON ROOM

This large chamber is the heart and soul of the Slumbering Wyrn. It is here that the characters will gain much of the information they need to continue.

This large, long chamber is brightly lit, although somehow several corners and crannies appear to remain bathed in shadow. Behind the bar, which is set in the corner to your left, three barmen are busily pouring ales and other potables for the clientele. A fire at the far end of the room is provided for heat, although presently it barely smoulders. Several wenches circulate through the room carrying trays laden with tankards and plates.

As to clientele, the inn is quieter than you would have suspected. Although many here seem to be making merry, the atmosphere is nevertheless subdued.

A group of men seem to be clustering around the fire listening to the words of a moderately attractive woman gesturing expansively. To your left a group of obviously off duty soldiers sit enjoying a few drinks. Sitting close to the fire perhaps the most outlandish individual in the room can be seen. Dressed in little more than a loincloth, and obviously of flan descent, a symbol of some sort seems to have been painted on his chest.

Other patrons' sit about the room intent on whatever their business may be. Several of the shadowy corners and nocks and crannies also seem to be occupied but you cannot discern from here who, or what, inhabits them.

It is probably that the characters will want to talk to many of the people here. Extensive roleplaying notes and details of rumours known by them can be found below (and overleaf). The woman by the fire is Megaera. The loinclothed individual is Casnar.

Individuals Present in the Common Room

There are a variety of individuals present in the common room tonight. The major characters are listed below. Add in as many other NPCs as are deemed appropriate. Additional NPCs should only be able to impart rumours 4, 5, 6 and 7.

☞ **Megaera Varn** (human female, Rog5; Diplomacy +6, Gather Information +10, Listen +8, Sense Motive +9) is currently talking to a few of her clientele by the fire. She is very popular with her customers and fervently opposed to the Brotherhood. Her full purpose and abilities are not a matter for this adventure, and will be revealed at a later date. She knows many of the rumours circulating about the inn and will impart a few of these to those who seem interested, and who keep buying drinks. She will also try and find out all that she can about the characters, their intentions and affiliations.

Appearance: An attractive lady, perhaps mid-thirties in age, Megaera is typically Oeridian. Her hair is black, her eyes are violet in hue and she has a deep tan. Tall, slim and obviously fit she is dressed in well made but not ostentatious robes.

☞ **Cair Eirnalroe** (half-elven male, Clr6; Diplomacy +7, Listen +4, Sense Motive +8) has lived in, and operated, the Slumbering Wyrn for almost a decade. A canny and charismatic individual he knows much of what occurs in the inn, and in Killdeer. (He knows all the rumours detailed below, but will not divulge all these to customers he does not know. His true intentions and purposes will be revealed in a future adventure. He will not reveal himself as a priest during this adventure. He does not tolerate any trouble in his establishment and will call the Watch if such events present themselves. He is extremely well liked by most of his clientele, who will assist him if he is put in physical danger.

Appearance: At close inspection Cair is evidently a half elf. Muscled and of average height (5 ft. 9 in.) Cair is dressed in well-made but plain clothes of various dark hues. He wears simple plain silver necklace and has a sheathed knife at his belt.

☞ **Casnar, Druid of Beory** (human male Drd1; heal +4, Knowledge (nature) +5) has recently arrived in Killdeer and it is not to his liking. A male follower of Beory he was expelled from his homeland because traditionally spellcasting followers of Beory are female. Ostracised by his fellow flan he was forced to leave his hill-land home, forevermore an outsider.

An exile in a turbulent country being torn apart by war and suspicion, Casnar feels truly alone. Viewed as little more than a savage by many Onnwalons and divorced from the majority of them, spiritually he feels there are few he can call friends. Intensely "homesick" and sickened by the destruction wrought by this war, he has decided to aid the rebels. As soon as the Brotherhood has been cast out Casnar believes that the healing of the land can truly start.

Still somewhat naive in the ways of civilisation, Casnar prefers solitude and is a quiet, soft-spoken individual. Patient in the extreme, he never gets into a situation he has not carefully considered beforehand. Casnar is however polite and generous to a fault, always ready to help those in need. Insulated to the suffering of man, he will however, make every attempt to assist injured animals. Also keen to convert others to his faith, he has been known to lecture companions on the beauty and complexity of Oerth.

If he hears talk of the octopus, he will be unable to give much additional information as his expertise is focused on the flora and fauna found on the Dragonshead. He will be able to confirm after hearing details of the combat that the octopus was no natural creature.

Appearance: Casnar is an excellent example of a pure breed Flan. His eyes are black and his hair is also jet black in hue. He is deeply tanned, a legacy of his almost constant exposure to the elements. Short (5 ft. 3 in. tall) and scraggly, he is surprisingly strong thanks to his upbringing in the Headlands.

Typically clothed in little more than loincloth and a long cloak, Casnar is also noticeable for the stylised symbol of the Oerth Mother daubed in yellow and vermilion body paint upon his chest.

☞ **Keriann Megrana** (human male, Sor2; Knowledge [arcane] +6, Sense Motive +2, Spellcraft +6) occupies a shadowy alcove far from the fire. A resident of Killdeer for almost a year, Keriann is part of the Blazing Blade War Company. His companions are currently to the south of the town investigating rumours of strange events centred on several of the farms there. Prevented from accompanying them by a wound only recently healed, he is keen to gain word of his compatriots.

A typical Onnwalon, Keriann is quick to anger and bares a particularly hatred for the Brotherhood and their hochebi minions. His mother was abducted by them, for which he feels responsible. A new convert to the faith of Trithereon, Keriann wastes few opportunities to strike against the scarlet invaders. He also possesses the following traits in abundance: suspicious, brave, energetic and is total devoid of a sense of humour.

Appearance: Keriann is of average height (5 ft. 10 in.) and is very slender. Typical of the muddy ancestry of many of those dwelling on the Storm Coast, he exhibits many characteristics of his Oeridian and Suel forebearers. His eyes are grey and seem a little too far apart when studied closely. His short, closely cropped hair is a luscious blond in hue. As is typical of those who spend too much time outside, his face and neck are lightly freckled with the rest of him exhibiting a slight tan. Keriann's face is perhaps his most unusual feature however, as it is more angular than the norm, almost like that of an olve. He is dressed in wide-legged pantaloons and lightweight shirts. He normally also wears a long cloak that he uses to conceal his almost unhealthy thinness.

☞ **Off Duty Soldiers:** These four soldiers, Alaern, Damalinor, Ishell and Plandarn (all human, male War2) are trying to relax after the events of last night. The guard slain, Montand, was known to them. Veterans to a man, they are unnerved by the seemingly supernatural death of their comrade.

Appearance: Typically Oeridians all, these men are uniformly black of hair, brown of eye and well tanned. The tabards of Killdeer are upon them and they are clad in scalemail and armed with longswords and spears, Alaern is armed with a light crossbow instead of a spear.

EVENTS

The following section details several events that the DM can use to add flavour to the encounter here, or to speed up play if the players seem to be getting nowhere. These can take place whenever the DM desires.

Cair Enters

Cair enters the Common Room from the back door. He has a brief quiet word with Megaera and then circulates around the room making sure his guests are comfortable and happy. It is in this way that he gains much of his knowledge of local events and gets to keep a close eye upon his clientele. This evening he is using this activity as a pretext to meet the characters and to find out as much information about them as possible.

Followers of Pholtus Unite!

When this encounter is appropriate read the following:

The door of the inn banging open cuts through the sounds of the common room. Booted footsteps can be heard in the corridor before a man dressed in the colours, and baring the crescent moons symbol of Pholtus strides into the common room. With a loud, strident voice he addresses the throng:

"Fair Luna is full and evil is abroad! Followers of the Blindingly Light to me, we must cleanse Killdeer of the evil that infests it!"

With that he crosses his arms and awaits meaningfully in the doorway sweeping the common room with his gaze.

☞ **Shalhaster** (human male, Clr2), for that is his name, is a follower of the Blinding Light and will only accept fellow followers on his "crusade" to cleanse Killdeer. He will wait several minutes until it is clear that no one will join him and then leave.

If any of the characters are followers of Pholtus or purports to be, he will refuse their aid saying that their carousing has made them unfit to assist him.

If Shalhaster is followed, he will be observed entering several more establishments and giving the same speech. He will be unsuccessful but will scour the streets on his own. He will find nothing.

RUMOURS

Read or paraphrase rumours from the list given below. When imparting a rumour to the players do so in the character of the person they are talking to.

Rumours number 4, 5, 6, 8 must be gained by the characters if they are to successfully complete this adventure.

Who Knows What

The table below shows which NPCs know which rumours.

NPC	Rumours Known
Cair Eirnalroe	all
Casnar	1, 4, 6

Keriann Megrana 1, 4, 5, 6
 Megaera Varn 2, 3, 4, 5, 6
 Off Duty Soldiers 2, 3, 4 (inc. brackets), 5, 6

hid and watched him enter an abandoned building. (If pressed can offer directions but will not accompany the characters).

1. Several farms to the south of Killdeer are said to be haunted. Events were set in motion apparently when a small child almost drowned in a well on one of the farms. Things have begun to go astray with alarming regularity and something has been spooking the livestock so that milk production has suffered. If this trouble were to spread further the food supply to Killdeer could be placed in jeopardy.
2. Jian Destron is reported in Killdeer presently for a meeting with Chert and his senior army commanders. Perhaps this conclave heralds some new offensive against the Scarlet Sign.
3. The politicking for the lairdship of Norland has dragged on for so long that is reported that Destron has been forced to step in and appoint a Steward for the cantred until such time as the rightful heir can be determined. He has appointed Lakaster Carbani, the eldest son of Tygeld Carbani, head of the powerful merchant house of the same name. Why Destron chose Lakaster is unknown, but it is thought that the Carbani have given the Rebellion much aid in the past. Perhaps Tygeld is calling in the debt?
4. Something terrible now lurks in Killdeer. For the last two months terrible attacks have taken place around the time of the full moon. (Only one guardsman has survived the attacks so far, and he died shortly after from his wounds. Before he died he reported that a huge wolf, seemingly invulnerable to his blade, attacked him!) The part in brackets is only known to the soldiers.
5. Something is going on in the harbour. There have been a few reports of missing sailors. Could the same creature that has been stalking the streets be responsible?
6. Two more dead last night—their throats ripped out, and one's a guardsman. The attack was so swift he hadn't even drawn his sword!
7. The Pholtites are causing trouble again, saying that Killdeer is cursed and that only by embracing the Blinding Light can these terrible attacks be ended.
8. Last night I was abroad late and saw a deeply cowed man acting suspiciously down by one of the damaged houses near the waterfront. Tall he was, striding through the wind and the rain. I

DIRECTIONS TO THE DAMAGED HOUSE

Once the characters have heard rumour 8 it is likely that they will want to explore the damaged house serving as the lair of Koren Mauk. In addition to knowing the rumour, Cair Eirnalroe will be able to give them directions as to how to get there.

Cair will impart the directions thus:

There are two ways to get to the house you seek; there is the easy way, which is simple and straight but this way will still be busy and you will be seen, or there is the hard way. The hard way is more complex and requires you to move through the Boatstrand proper. The house you seek lies deep within the Boatstrand almost exactly halfway from here to the outer wall.

Once the characters have indicated which way they wish to follow read them the appropriate directions.

The Easy Way

Turn left as you leave the Slumbering Wyrms and head down the wharf. When you come to a wide thoroughfare and have reached the Cloven Shield, turn left onto Ishandren's Way. This road, flanked by warehouses, will lead you to an intersection of six roads, known locally as "Six Ways". The house you seek stands to your right. It is the only abandoned house on the intersection and will be easily noticed.

The characters may ask several questions after being given these directions. The answers can be found below.

What is the Cloven Shield?

The Cloven Shield is a waterfront bar catering to sailors and the like.

WHO WAS ISHANDREN?

He was an Onnwalish merchant who gained fame during the formation of the Iron League. He drove his caravan through the Imperial armies encircling Irongate bringing vital supplies to the beleaguered defenders just prior to the Battle of a Thousand Banners.

The Hard Way

Leave the Slumbering Wyrms and travel away from the Duke's Causeway. Turn away from the wharf when you reach Cart Street and approach the house from within the maze of streets that make up the Boatstrand. The streets should be almost deserted at this time of night, and you should not be observed.

Head along Cart Street away from the waterfront; you will know you are on Cart Street if you pass a large warehouse on your left under the protection of the followers of the Lord of Coin. After passing two other intersections you will come to Calimbore's Way, a long street that runs the length of the Boatstrand. Proceed down this street until you come to an intersection of six roads, known locally as "Six Ways". The house

you seek will be ahead of you and too the left. It is the only abandoned house at this intersection and should be easy to find.

The characters may ask several questions after being given these directions. The answers can be found below.

How will we recognise the warehouse?

You will see the Lord of Coin's symbol carved into the wall above the main doors of the warehouse. His symbol is that of two hands holding a small bag full of coins.

Who was Calimbore?

Calimbore was a naval officer on serving with the Herzog's fleet at the time when the southern states rebelled against the South Province. A staunch Onnwalon, he slew his Captain, Adriali Herzagmor, and led a mutiny that spread throughout the fleet. He defeated an invasion fleet sent from Pymmp and was nicknamed The Sea Eagle. Today the nickname Sea Eagle is the title given to the commanders of Onnwal's fleets. It is also the name given to the platinum coin of Onnwal.

Development: Once the characters have gathered all the information that they can it is likely that they will investigate the abandoned house mentioned in rumour 8. If this is the case proceed to Encounter 4.

When they leave Cair Eirnalroe will clandestinely contact the authorities, which will despatch a patrol to the house. These worthy individuals will not enter the house, but will wait outside for the characters to emerge. For more information on this turn of events proceed to Encounter 6.

ENCOUNTER 4: LEAVING THE SLUMBERING WYRM

For play to have progressed to this point the characters will have to have received rumour 8. No combat takes place in this encounter, view this instead as an opportunity to describe to the players the Boatstrand and impart to them some of the flavour that is Onnwal.

This is a perfect opportunity for the characters to return to their own lodgings to collect the rest of their equipment. Once they indicate that they are ready read the following:

Read the characters the relevant description of their journey depending on which route they elect to take.

THE HARD WAY

The streets of the Boatstrand are narrow, and buildings tower at least three stories on either side. Although cobbled, the streets are slick, although not dangerously so. Since you entered the Slumbering Wyrms, a fog has rolled in from the bay. Low lying, it still deadens the sound of your footsteps and lends the streets an almost ethereal quality.

Following the directions given to you, you set out to put a stop to these attacks before more innocents are slain.

THE EASY WAY

Although the wharf is practically deserted some activity still goes on here. From several of the ships at anchor here, you can hear the sounds of work or carousing as you pass quietly by in the fog. As you proceed along the wharf the fog rolls over you, enveloping you in its damp, clammy embrace. The cloying fog seems to play tricks on your senses. Phantom figures seem to move through it at the limit of your vision and sounds seem strangely muffled.

RANDOM ENCOUNTERS

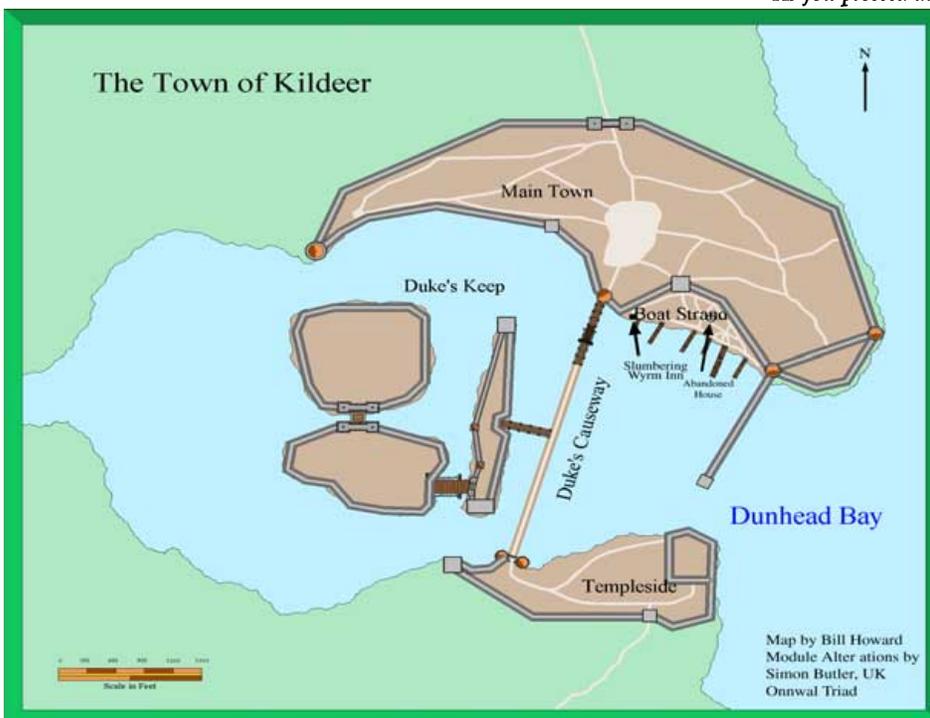
Dependant on time constraints, all the encounters in this section are optional. However, it is recommended that you use several of them to make Killdeer come alive. The encounters are detailed below. If the characters have failed to get several of the important rumours this is a good time to insert them into the adventure.

If the characters get lost any of the individuals below can direct them to Six Ways.

4A. DRUNKS

Two drunken sailors stagger to their berths.

Ahead of you and weaving in your



direction come two men, sailors by their garb. Arms over each other's shoulders and muttering to each other they seem oblivious to your presence. One clasps a tankard in one hand.

Given recent events it is possible the characters will suspect that the two sailors are werewolves preparing to attack them. These sailors, Isdren and Barbern (human male, War1) are exactly what they appear to be. They know nothing more than is generally known and have no interesting in having a protracted conversation with the characters.

4B. THE GUARD

The characters encounter two soldiers patrolling the streets.

Ahead of you, you can hear the clink of men wearing armour moving towards you.

Allow the characters to make what preparations they wish before continuing.

Out of the fog stride two soldiers bearing the sign of Killdeer proudly upon their chests. One carries a lantern and a spear, while the other clasps a loaded crossbow. Both are clad in scalemail and wear scabbarded longswords at their hip.

These two guards, Nydern and Trelhist (human male, War1) will question the characters as to their intentions. They will be suspicious of anyone out so late at night but will not overly delay any travellers. They know of the recent attacks and will warn the characters to be wary.

4C. HARLOT

The characters encounter an elderly harlot returning to her quarters. She is tired and in a foul mood.

A middle-aged woman walks towards you out of the fog that has begun to blanket the Boatstrand. From her dress and demeanour she would appear to be a lady of the night.

Karela (human female, Com1) is in no mood to talk to the characters and will swiftly give them the brush off. She is rude and obnoxious.

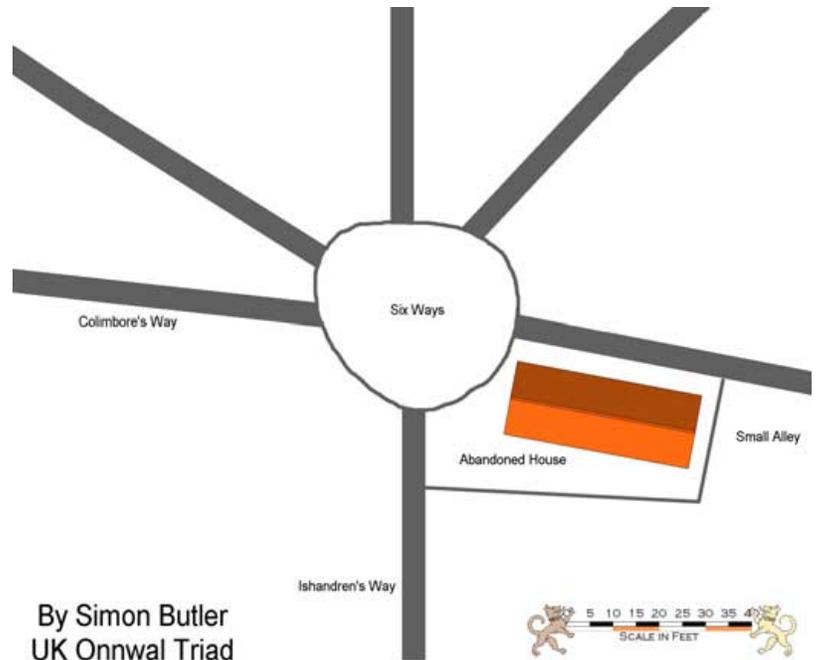
4D. DUNG COLLECTORS

One man with a large sack and a spade is busy going about his business. His young son who holds a lantern accompanies him. This encounter is particularly well suited to Cart Street.

Ahead of you the light of a lantern banishes the darkness. By its light you can see a man bent over shovelling something into a partially filled sack that rests on the ground next to him. A boy,

probably no more than twelve years of age, stands nearby tending the lantern.

These simple folk are dung collectors who make their money selling their wares to farmers close to Killdeer. Both exude a similar smell to their wares. Residents of a small village just beyond the walls they know nothing of what has transpired recently within the walls. They know rumour 1. The boy is known as Gregern (human male, Com1), his father is Toran (human male, Com1).

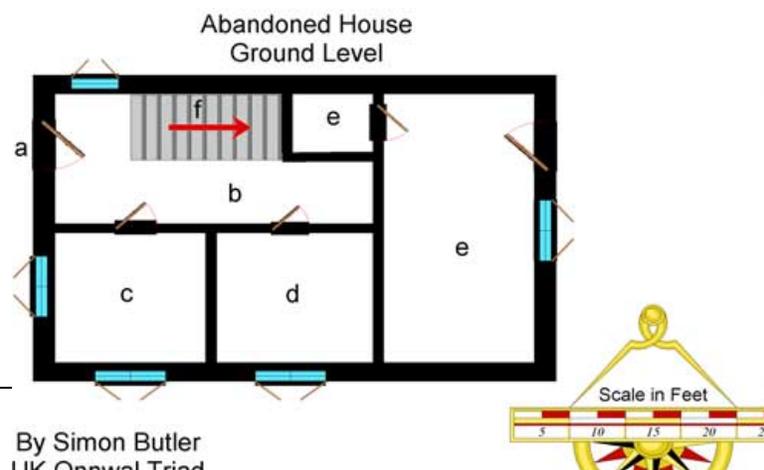


Development: Once the characters have experienced as many encounters on the way to Encounter 5 that are deemed necessary by you, or that they have time for, proceed to Encounter 5.

ENCOUNTER 5: THE LAIR OF KOREN MAUK

In this encounter the characters have tracked the culprit of the attacks to his lair and will attempt to slay him.

Koren Mauk is a wily fellow and has taken precautions so that he will be warned of any interloper's



approach. Due to the fact that his assault in the Boastrand was witnessed tonight, he has set his familiar, a raven, to watch the entrance. Once it spies the characters approach, it will warn its master and observe further. Thus unless the characters take exceptional precautions to remain unseen (all rendered invisible, for example) Mauk will be aware of their approach.

Due to the highly complex and free-flowing nature of events in this series of encounters APL 4 and 6 each have an appendix dedicated to Koren Mauk's tactics. Simply detach the relevant appendix before play.

THE HOUSE

The house that Mauk has chosen for his lair was severely damaged during the liberation of Killdeer and has stood empty ever since. Two storied, all the ground floor windows are boarded over and the exterior doors have been locked. Done by the authorities, this is meant to deter treasure-seekers and inquisitive children from injuring or killing themselves within. All the rooms have been extensively damaged and little, or anything, of value remains. The statistics for various parts of the house are given below.

☛ **External Doors:** 1-in. thick; hardness 5; hp 15; AC 5; break DC 15 (locked); Open Locks DC 20.

☛ **Interior Walls:** 1-ft. thick; hardness 8; hp 90; AC 4; break DC 35.

☛ **Internal Doors:** 1-in. thick; hardness 5; hp 15; AC 5; break DC 10 (unlocked, and in most cases partially open).

☛ **Storm Shutters*:** 1-in. thick; hardness 5; hp 10; AC 8; break DC 17.

☛ **Roof:** 6 in. thick; hardness 8; hp 35; AC 4; break DC 20.

*The storm shutters were all replaced after Killdeer was retaken to prevent small children entering the house and injuring themselves amongst the wreckage.

5A THE FRONT DOOR

This door looks battered, but serviceable. A large weather beaten padlock secures the door.

The padlock can be picked by an Open Locks check (DC 20).

5B HALLWAY

This area is reached through the front door. From it characters can either investigate the stairs, kitchen, living room or dining room.

You open the door to reveal through the gloom, a short passageway perhaps twenty-five feet in length. To your left, a set of rickety-looking wooden stairs ascends to the next floor. Above

them a window allows a gloomy half-light to filter into the hallway.

At the end of this corridor a door leads into what could be a kitchen. To your right, two additional doors can be seen, both of which seem to be broken. On the floor can be seen the signs of many rats and other small creatures. Lying where they fell about the corridor is what was once evidently the handrail for the stairs and most of the banisters. Tracks crisscross the floor and dung and other refuse are scattered about. It seems that no one has been here for quite sometime.

There is nothing of interest here. Characters searching for man-size tracks find none.

5C LIVING ROOM

This area can be reached from the hallway.

The only light here is that which you brought yourselves. A large, dilapidated chamber greets you as you push open the remains of the shattered door. Several windows would provide light to this chamber in happier times, but the storm shutters for them are securely closed. The remnants of several comfortable chairs and a sideboard lie here where they have fallen. Everywhere the signs of a violent struggle are evident. Again, tracks of small creatures can be seen here among the dust and debris of a struggle fought long ago. From behind one of the chairs the sound of the movement of several small creatures can be heard.

The creatures behind the chair in the corner are nothing but normal rats, which have taken up residence here. Play up the encounter and encourage the characters to waste their resources here.

5D DINING ROOM

This area can be reached from the hallway.

This area lies silent; a mute testimony to the desperate fighting that obviously once took place here. A large table, once the dominant feature of this room lies hacked and burnt in two pieces. The remains of its attendant chairs lie about the room now little more than kindling. The remnants of several tapestries also lie here heaped about the walls. Two windows once provided light for this room, but they are all now shuttered. The only light here is that which you brought yourselves.

The tapestries are damaged beyond repair; mould has taken hold with a vengeance and several portions of them have been slashed. Again, the signs of rodents are prevalent here.

TIERS TWO AND THREE

Unseen Servant

Before leaving the house Koren will cast *unseen servant* into this room and direct it to clean the floor in one corner of the room. This will have the affect of causing a small dust cloud in that corner out of which will

occasionally fly small pieces of wood, rotted pieces of tapestry etc. This may cause the characters to suspect that this room could be haunted. Koren has cast this spell in the hope that the characters will waste spells or wondrous items despatching this “creature.” If the unseen servant receives six or more points of damage it is dispelled. It cannot attack, has an effective Strength of 2 and if not killed will cease its actions in eight hours.

5E KITCHEN AND PANTRY

This area can be reached from the hallway.

Evidently once a kitchen, it is readily apparent that nothing has been prepared here for quite sometime. Two large hearths dominate this chamber, about which lie the splintered relics of various pieces of culinary equipment. A solid seeming door in the far wall is the only thing in this room that seems to have escaped undamaged. A shuttered window pierces the wall next to the door. The sound of the movement of several small creatures abruptly ceases as you enter the room

Signs of rodent infestation are extremely obvious here. Several small groups of rats make the kitchen their home. As in the Living Room, attempt to play on the characters fear in order to get them to waste resources here dealing with the perceived rodent threat.

The pantry's door can be found to the left of the door leading into the hallway. Nothing of interest is to be found within; the walls of this small room are lined with many shelves and the detritus of food long forgotten. Signs of rodent infestation are evident here.

The door in the far wall is the house's back door and is locked in an identical fashion to that of the front door; Open Locks check (DC 18). It can only be unlocked from the outside.

If Koren can see into this room he will cast *summon monster* II, to summon three dire rats.

APL 4 (EL 3)

☛ **Dire Rat (3)**; hp 5, 5, 5; see *Monster Manual*.

☛ **Fiendish Wolf**; hp 13; see Appendix I.

Tactics: The rats will appear amongst the debris, so it will appear that they have simply come out of hiding to attack the characters.

On the second round of combat Koren will expend a charge from his *wand of summon monster* II to summon a fiendish wolf which will appear on the stairs and leap down onto the rearmost party member, using its *Smite Good* ability. Unless a member of the party is specifically states that he is watching the stairs, do not describe the wolf as appearing out of thin air. As far as the party is concerned, there will be nothing overly suspicious about the appearance of the wolf. If however, a party member is watching the stairs, describe the wolf as appearing out of thin air.

If the opportunity presents itself here, Koren will use one, or both of his remaining *summon monster* I spells to summon additional dire rats. He will target these spells so that the dire rats charge out of rooms closest to any obvious wizards or sorcerers.

5F STAIRWAY AND LANDING

This area can be reached from the hallway.

The stairs up to the next floor seem to be extremely precarious. The handrail is missing and most of the banisters lie in the hallway. The stairs proceed up to a landing, from which several doors lead off. A window pierces the wall above the stairs and it is through this that a small amount of light manages to invade the house.

The stairs are indeed in need of repair, but will not collapse under the weight of the party. They are only however about five feet wide so the party will have to ascend in single file.

ALL APLS (EL 6)

☛ **Fiendish Dire Wolves (2)**; hp 45; see Appendix I.

Tactics: Koren will wait until the front most character is almost at the top of the stairs. Using *summon monster* IV Koren will conjure a fiendish dire wolf to appear at the top of the stairs. It will immediately leap at the frontmost member of the party, possibly flat-footing him. The wolf will use its *smite good* ability in this initial attack.

After two rounds of combat Koren will expend his last *summon monster* IV to conjure another fiendish dire wolf to the rear of the party. It will also attack immediately using its *Smite Good* ability.

Tracks

Characters searching for tracks on the landing need to succeed at a *Wilderness Lore* check (DC 17 or 21 if combat has occurred here). Those who succeed will discover a faint trail leading to and from the Second Bedroom. This is the way Koren enters and leaves the house. The tracks seem to stop below the hatch to the Attic. Any combat in this area will obliterate these tracks.

(Koren has explored the rest of the house while using his fly spell, so that there is no trace of his passing).

5G MASTER BEDROOM

This chamber is accessible from the landing.

The door to this chamber was once finely carved. The carving seems have once been a pictorial representation of a caravel sailing upon the sea. Characters who examine the door closely, *Search* check (DC 21), will be able to make out the sigil of Zilchus carved into the lintel above the door. Zilchus' symbol takes the form of two hands

holding a small bag surrounded by four coins of various sizes.

Once the characters open the door continue:

What was once a large bedchamber greets you as you push the once finely carved door open. A large four-poster bed lies forlornly in one corner. Its posts have been ripped off. The mattress has been slashed open and its contents scattered about the room. A pool of dried blood lies by the bed—it seems that someone died here long ago. The remnants of several other now unidentifiable pieces of furniture lie scattered about this chamber.

The bloodstain is indeed old. The master of the house was slain here during the liberation of Killdeer.

APL 4 (EL 2)

➔ **Elemental, Small Fire (2):** hp 9, 9; see *Monster Manual*.

Tactics: When Koren deems that as many members of the party have entered the room as are likely to do so, he summons a small fire elemental onto the four-poster bed. Next round he will follow this up with another small fire elemental. This one he will summon onto the landing.

APL 6

Before this combat starts, Koren will cast *improved invisibility* (affects detailed below). His subsequent actions are as those recorded for APL 4, above. One round after he summons the second elemental he will cast a *web* spell into this room, the landing and the second bedroom. The *web* will however almost immediately catch on fire, as it will contain within its area of effect the two elementals. The *web* burns away at five feet per round and all characters caught within the fire will suffer 2d4 points of damage. Note that some characters will be unable to avoid this damage, as they will be caught fast by the web.

- *Improved invisibility* (duration 8 minutes; renders Koren invisible; confers the benefits of total cover [attacker must guess Koren's location and imparts a 50% chance of a successful attack missing] This spell does not end if Koren attacks).

5H SECOND BEDROOM

This chamber is accessible from the landing.

This room was once a smaller bedroom, perhaps that of a child. Whatever its original purpose, it has long since been abandoned. The destruction here is such that you cannot make out one identifiable piece of furniture.

Hidden amongst the wreckage nearest the window can be found a new iron spike that has been hammered into the floor. This is the fashion by which Koren leaves the house. There is nothing else of interest here.

5I GARDE ROBE

This chamber is accessible from the landing.

The purpose of this room is self-evident. There appears to be nothing of interest here.

There is indeed, nothing of interest here.

5J THIRD BEDROOM

This chamber is accessible from the landing.

This bedroom seems to have escaped the more furious destruction that is evident throughout the rest of the house. The bed has simply been over turned and lies against one wall. A small cabinet next to it has been smashed, as has a small wardrobe that has fallen across the window. The standard of the furniture seems to have been uniformly spartan.

There is nothing of interest here.

5K ATTIC

This chamber is accessible from the landing. No ladder is present however so the characters will either have to use magic or improvise a ladder out of the remains of the furniture to gain access to this area. This is the portion of the house that Koren has been using as a hideout.

Assuming the characters use a light source or can see in the dark read the following:

You push back the hatch leading to what you suspect is the attic of the house to reveal a cramped space roughly the same area and shape as the floor beneath.

To your right a vast amount of boxes, bags, small chests and other items have piled. To your left however you see the first signs of habitation that you have come across in the house. A shuttered lantern hangs from the ceiling. Below this, and off to one side can be seen several sacks, a sleeping pallet and the remains of a meal. It would seem that the occupant left in great haste. The ceiling here is at an angle, making only the central portion of the roof-space habitable for humans.

The characters have indeed found the lair of Koren Mauk. It is highly probably however that they have already faced him. If they have reached this part of the house he has either been killed or has fled.

APL 4 (EL X)

When there are only two characters left on the landing, or as many characters as seems likely have entered the attic, Koren will cast *Evard's black tentacles* into the attic centred upon the hatch. He thus hopes to divide the party.

Note: the casting of this spell will not render him visible as he is not directly causing damage to the characters. As Koren cannot see directly into the attic however distribute the tentacles as shown below.

➤ **Evards Black Tentacles (10):** Large tentacle (10 ft. long); HP 8; AC 16; Atks +8 grapple (1d6+4); Face/Reach 5 ft. x 5 ft./10 ft.; SQ Spell Immunity; SV Fort +5, Ref +5, Will +8.

SQ: *Spell immunity* — immune to all spells that don't cause damage, except *disintegrate*.

➤ **Fiendish Wolves (2):** hp 13, 13; see Appendix I.

Tactics: During this combat Koren will employ these tactics.

Round One: Koren cast *Evards black tentacles* into the attic, with the following affects: Each round that a tentacle is not grappling someone or something, starting after the round it appears, it will make a grappling attack against a random target. The tentacles will not attack each other and will not grapple objects smaller than medium-sized. Handle the attack as if it were a normal grappling attempt except that they don't provoke an attack of opportunity. A tentacle maintains its grip even when its target is dead or dying. If not destroyed the tentacles will remain in place for eight hours.

Round Two: Koren casts *resistance* on himself, bestowing upon himself a +1 resistance bonus on saves for one minute.

Round Three: Koren will expend a charge from his wand of *summon monster II* to conjure a fiendish wolf onto the landing. It will immediately attack the nearest character using its *Smite Good* ability.

Round Four: Koren will expend a charge from his wand of *summon monster II* to conjure a fiendish wolf onto the landing. It will immediately attack the nearest character using its *Smite Good* ability.

Round Five: Koren casts *phantasmal killer*. Koren will avoid casting this spell upon clerics, wizards and sorcerers, as he knows that they have a better chance of resisting its effects. Koren must be able to see the target of this spell and may well therefore have to enter the house. If he is forced to do so he will expose himself to the least amount of risk. Casting *phantasmal killer* will negate Koren's *invisibility*.

Subsequent Rounds: Koren's subsequent actions will depend very much on the success of his actions to date. He could continue to fight using his *daze* or *ray of frost*. If the characters are looking exceptionally weak he may try to finish them off by summoning a few more fiendish wolves. If however the party is looking strong he will flee, never to return.

APL 6

When there are only two characters left on the landing, or as many characters as seems likely have entered the attic, Koren will cast *Evards black tentacles* into the attic centred upon the hatch. He thus hopes to divide the party.

Note: the casting of this spell will not render him visible as he is not directly causing damage to the characters. As Koren cannot see directly into the attic however distribute the tentacles as shown below.

➤ **Evards Black Tentacles (10):** Large tentacle (10 ft. long); HP 11; AC 16; Atks +8 grapple (1d6+4); Face/Reach 5 ft. x 5 ft./10 ft.; SQ Spell Immunity; SV Fort +5, Ref +5, Will +9.

Spell immunity — immune to all spells that don't cause damage, except *disintegrate*.

➤ **Fiendish Wolf (1):** hp 13; see Appendix I.

➤ **Fiendish Dire Wolverine:** hp 32; see Appendix I.

Tactics: During this combat Koren will employ these tactics.

Round One: Koren cast *Evards black tentacles* in to the attic, with the following affects: Each round that a tentacle is not grappling someone or something, starting after the round it appears, it will make a grappling attack against a random target. The tentacles will not attack each other and will not grapple objects smaller than medium-sized. Handle the attack as if it were a normal grappling attempt except that they don't provoke an attack of opportunity. A tentacle maintains its grip even when its target is dead or dying. If not destroyed the tentacles will remain in place for eight hours. It should be noted that the sudden appearance of these tentacles could flat-foot the party.

Round Two: Koren casts *resistance* on himself, bestowing upon himself a +1 resistance bonus on saves for one minute.

Round Three: Koren will expend a charge from his wand of *summon monster II* to conjure a fiendish wolf onto the landing. It will immediately attack the nearest character using its *Smite Good* ability.

Round Four: Koren will cast *summon monster V* to conjure a fiendish dire wolverine onto the landing. It will immediately attack the nearest character using its *Smite Good* ability.

Round Five: Koren casts *phantasmal killer*. Koren will avoid casting this spell upon clerics, wizards and sorcerers, as he knows that they have a better chance of resisting its effects. Koren must be able to see the target of this spell and may well therefore have to enter the house. If he is forced to do so he will expose himself to the least amount of risk.

Round Six: Koren will cast *disintegrate* at an opponent. His order of preference of attack is: cleric, druid, sorcerer, wizard, anybody else in view.

Subsequent Rounds: Koren's subsequent actions will depend very much on the success of his actions to date. He could continue to fight using his *daze*, *ray of frost* and *flame arrow* spells. If the characters are looking exceptionally weak, he may try to finish them off by summoning a few more fiendish wolves. If however the party is looking strong he will flee to Scant using his *teleport* spell, never to return.

Treasure: There is much of interest here. Koren has moved to the lower-roofed parts of the attic all the items that were here when he arrived. He has amused himself

during his stay by going through all the boxes and bundles that he found here, so the aftermath is chaotic. Characters will find nothing of interest amongst the personal effects of the deceased owners of this house, although they could expend considerable time searching here.

In his haste to prepare for the characters Koren has left his belt pouch here. It contains 39 golden gulls and 136 silver geese.

Characters will also discover several sacks of clothes and other accoutrements that could easily be used for disguises. Within these sacks they will find the vestments of a follower of the Lord of Coin, several sets of merchants garb, a peasant's clothes and other various odds and ends.

In addition they will find an opened scroll tube near Koren's sleeping pallet. It contains several scrolls that appear to contain information sensitive to Onnwal's interests.

Scroll One: This scroll details Jian Destron's movements for the last two months. Its last entry, dated two weeks ago, places Jian in Killdeer. Some rudimentary information about the strengthening of the defences around the keep has been added (presumably by Koren's own hand).

Scroll Two: This scroll details the itinerary of Calwyrd Velhaster (a reasonably senior priest of Zilchus). He will be leaving Killdeer for Pitchfield (capital of Sunndi) in the Autumn of 591 CY (specifically the day after the characters find this). According to the author his precise route is unknown. The author goes on to relate that his sources have revealed that Calwyrd is on some kind of secret mission for Free Onnwal.

5L THE ROOF

The roof to the house is in general solid and can only be reached via magical means, or by climbing the outside of the building. It is also conceivable that determined characters could cut through the roof itself to explore this area.

It is here that Koren will hide his decoy spellbook when he is warned of the characters approach. Koren's actual spellbooks are hidden elsewhere and are not detailed in this adventure.

APL 4

In the APL 4 versions of this adventure, his spellbook are unguarded, although cunningly hidden. Koren has wedged his books behind one of the chimneys. They are stored in a small sack that has been tied shut. Characters need to succeed at a Search check (DC 21) to spot the sack.

APL 6

In the APL 6 versions of this adventure, Koren's spellbook is guarded by a *Mordenkainen's faithful hound*, which he will have cast before flying down to engage the characters.

When any intruders climb onto the roof, the hound will start barking. If any character comes within five feet of the sacks, the hound will attack that individual. If Koren is still alive and present, he will immediately come to investigate this disturbance.

☛ **Mordenkainen faithful hound** (1): Large phantom dog; Atks +10 bite (1d6+3); SQ dog gains invisibility bonuses against characters.

The spell will last for eleven hours if undisturbed. Once the dog starts barking however, the hound will only last eleven rounds.

Treasure: Inside this plain small sack the characters will discover a single book. The book contains all the spells memorised by Koren Mauk and several additional zero level enchantments.

- Spellbook (Medium, 3lbs., leather, 1525gp): The book's leather cover has been stained red with some unidentifiable substance. The rune of Wee Jas, Suel goddess of magic and death has been branded onto its front. This book has sixty-four blank pages. The tome contains, in the following order: 1st— *mage armour, unseen servant, obscuring mist, shield, summon monster I*; 2nd— *invisibility, protection from arrows, resist elements, see invisibility, summon monster II*; 3rd— *fly, summon monster III*.

Development: There are several possible outcomes to the encounters faced within the house. Once the characters have indicated that they have finished exploring the house and wish to leave proceed to Encounter Six.

The characters slay Koren Mauk: If the characters slay Koren Mauk, they have managed to kill a powerful member of the Brotherhood. Once words of their deeds spread throughout the capital, they will be regarded as mighty heroes and protectors of the Rebellion.

The characters are slain by Koren Mauk: If Koren Mauk manages to slay all the characters, he may flee, or be may simply relocate to another location within Killdeer. If he managed to slay them all relatively quickly and quietly, he will simply relocate to another part of Killdeer and continue his attacks. If however he slew them only after a long hard fight, witnessed by the watching soldiers outside, he will flee back to Scant. If any characters survive, he will flee back to Scant, judging that they will be able to give enough information to the authorities so that someone will work out what was going on.

Koren Mauk is forced to flee: If Koren Mauk is forced to flee, he will certainly attempt to retrieve his spellbooks before doing so. Once he has decided to flee, he will lie low for a few days to recover from his defeat before heading back to Scant. If he has managed to take his spellbooks, he will succeed. If however he is forced to flee without his books, he will be caught by the Rebellion and tried for his crimes. (The people trying him may have no idea of his actual crimes, but being an obvious Brotherhood agent they will try him for a set of assumed crimes). He will be found guilty and executed.

ENCOUNTER 6: END GAME

APL 6

675 XP

Dependant on time constraints, this encounter can be padded out or skipped over.

Tipped off anonymously by Cair Eirnalroe that the characters were going to investigate a house in the Boatstrand that seemed to be the centre of the mysterious attacks in Killdeer, the Watch has arrived in strength.

Array around the house are a full score of men at arms commanded by three sergeants and a captain. As it is highly unlikely that the characters will engage in combat against these troops statistics are not given.

When they emerge from the house Captain Anderann (human male, War6) will approach them and attempt to find out what they have discovered. His sergeants, Lugrand (human, male War3) and Farland (human, male War4) will see to the searching of the house if Koren has been killed or driven off, or to the storming of the house if he has not.

Anderann will certainly be interested in any evidence of further acts of terror discovered by the characters and will make sure that this information is transmitted speedily up the chain of command.

Anderann will thank them and find out their names and place of abode. They will receive no physical reward for the actions but once word of their successful deeds has spread they will each receive an influence point with both Lassaran Samiand, Seneschel of Killdeer, and Jian Destron.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 1

Gaining enough rumors to track Koren Mauk to his lair	
APL 4	120 XP
APL 6	180 XP

Encounter 5

Defeating Koren Mauk	
APL 4	240 XP
APL 6	330 XP

Surviving the house (whether or not the characters defeated Mauk or not)	
APL 4	120 XP
APL 6	165 XP

Total Possible Experience

APL 4	480 XP
-------	--------

TREASURE SUMMARY

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

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

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

TREASURE KEY:

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

Encounter 2

All APLs: C—1 gp

Encounter 5

All APLs: C—11gp;M—wand of summon monster II with 5 charges (68 gp), Spellbook (244 gp).

Total Possible Treasure

All APLs: 324 gp

[etc]

APPENDIX I: NPCS

In the order they appear:

➤ **Fiendish Octopus (1):** CR 1; Small animal (aquatic); HD 2d8; hp 16; Init +3; Spd 20 ft., swim 30 ft.; AC 16 (touch 14, flat-footed 13); Atk +0 melee (1d3, bite) and +5 melee (0, 8 tentacles); SA Improved grab, smite good; SQ Ink cloud, jet, fiendish, darkvision 60 ft., cold and fire resistance 5; SR 4; AL CE; SV Fort +3, Ref +6, Will +1; Str 12, Dex 17, Con 11, Int 3, Wis 12, Cha 3.

Skills and Feats: Hide +15, Listen +5, Spot +5; Weapon Finesse (arms, bite).

Improved Grab (Ex): To use this ability the giant octopus must hit with its arm attack. If it gets a hold, it automatically deals bite damage each round the hold is maintain.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD against a good foe.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once a minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): A giant octopus can jet backward once a round as a double move action, at a speed of 200 feet.

Skills: A giant octopus can change colours, giving it a +4 racial bonus to Hide checks.

➤ **Fiendish Octopus, Medium-size (1):** CR 8; Medium-size animal (aquatic); HD 5d8+5; hp 30; Init +2; Spd 20 ft., swim 30 ft.; AC 15 (touch 11, flat-footed 15); Atks +6 melee (1d8+3, bite), +1 melee (1d4+3, 8 tentacles); SA Improved grab, constrict, smite good; SQ Ink cloud, jet fiendish, darkvision 60 ft., cold and fire resistance 10, damage reduction 5/+1; SR 16; AL CE; SV Fort +5, Ref +6, Will +2; Str 16, Dex 15, Con 13, Int 3, Wis 12, Cha 3.

Skills: Hide +15, Listen +5, Spot +5.

Improved Grab (Ex): To use this ability the giant octopus must hit a Medium-size or smaller opponent with a tentacle rake attack. If it gets a hold it can constrict.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD against a good foe.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once a minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex): A giant octopus can jet backward once a round as a double move action, at a speed of 200 feet.

Skills: A giant octopus can change colours, giving it a +4 racial bonus to Hide checks.

➤ **Fiendish Wolf:** CR 1; Medium animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft.; AC 14 (touch 12; flat-footed 12); Atks +3 melee (1d6+1, bite); SA Trip, Smite Good; SQ

Scent, darkvision 60 ft. range, cold and fire resistance 5; Face/Reach 5 ft. x 10 ft./5 ft.; SR 4; AL LE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +6, Move Silently +4, Spot +4; Weapon Finesse (bite).

Trip: successful bite attack allows a Trip attempt as a free action.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD against a good foe.

Scent: Detect creatures within 30 ft. and can discern direction as a partial action.

➤ **Fiendish Dire Wolves (2):** CR 4; Large animal; HD 6d8+16; hp 45; Init +2 (Dex); Spd 50 ft.; AC 14 (touch 11; flat-footed 12); Atks +10 melee (1d8+10, bite); SA Trip, Smite Good; SQ Scent, darkvision 60 ft. range, cold and fire resistance 10, damage reduction 5/+1; Face/Reach 5 ft. x 10 ft./5 ft.; SR 12; AL LE; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills: Hide +7, Listen +7, Move Silently +7, Spot +7.

Trip: successful bite attack allows a Trip attempt as a free action.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD against a good foe.

Scent: Detect creatures within 30 ft. and can discern direction as a partial action.

Darkvision (Ex): The wolf has darkvision to a range of 60 feet.

Fire and Cold Resistance (Ex): Ignore the first 10 points of fire or cold damage inflicted per attack.

Damage Reduction (Su): 5/+1; ignore the first 5 points of any damage caused by any weapon that possesses less than a +1 enchantment.

➤ **Fiendish Dire Wolverine:** CR 5; Medium animal; HD 5d8+20; hp 32; Init +3; Spd 30 ft., Climb 10 ft.; AC 16 (touch 12, flat-footed 13); Atks +8 melee (1d6+6, claw), +8 melee (1d6+6, claw), +3 melee (1d8+3, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Rage, Smite Good; SQ Scent, fire and cold resistance 10, damage reduction 5/+1, darkvision; SR 10; AL N; SV Fort +8, Ref +7, Will +5; Str 22, Dex 17 Con 19, Int 3, Wis 12, Cha 10. *Skills:* Listen +9, Spot +8, Climb +14.

Rage (Ex): The round after taking damage it goes into a rage, clawing and biting madly until it or it's opponent is dead. It gains a +4 Str, +4 Con, -2 AC. It cannot end the rage voluntarily. In a Rage the wolverine gains an additional morale bonus to attacks and damage and 10 extra hit points

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD against a good foe.

Scent: Detect creatures within 30 ft. and can discern direction as a partial action.

APL 4 (EL 8)

➤ **Koren Mauk, male human (Suel), Wiz(C)8:** CR 8; Medium-size humanoid (human); HD 8d4+27; hp 52; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 12); Atks +2 melee (1d4-2/19-20, dagger) or +6 ranged (1d4-2/19-20, dagger); SA spells; SQ spells; AL LE; SV Fort +5, Ref +6, Will +8; Str 7, Dex 15, Con 16, Int 18, Wis 15, Cha 14.

Skills and Feats: Concentration +18, Knowledge (arcana) +10, Knowledge (religion) +6, Gather Information +5, Hide +7, Intimidate +4, Move +7, Scry +7, Search +6, Spellcraft +15, Spot +7; Brew Potion, Craft Wand, Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll.

Spells Prepared (5/6/5/5/4; base DC = 14 + spell level): 0—*daze, detect magic, ghost sound, ray of frost, resistance*; 1st—*mage armour, unseen servant, obscuring mist, shield, summon monster I* x2; 2nd—*invisibility, protection from arrows, resist elements, see invisibility, summon monster II*; 3rd—*dispel magic, fly, haste, summon monster III* x2; 4th—*Evard's black tentacles, phantasmal killer, summon monster IV* x2.

Equipment: wand of *summon monster II* (5 charges), dagger, belt pouch with 39 golden gulls and 136 silver geese.

Appearance: An albino, Koren has white hair and very pale skin. His eyes are a disconcerting pink hue. Clad in a cowed black cloak, he stands a little over six feet in height and is very thin.

Roleplaying Notes: Fiercely loyal to Maranefel Toktot, Koren intends to wreak as much havoc upon Killdeer as possible. Koren does, however, know the value of his own life and if placed in considerable danger, will flee back to Scant. A cruel and thoroughly evil man, he delights in performing the task set for him. Koren views himself as superior to the mongrel Onnwalons that infest Killdeer and takes great pleasure from the terror created by his attacks. Indeed he is highly intelligent and resourceful. He will not converse with the characters viewing them as little more than chattel.

➤ **Small Raven Familiar:** CR – Small magical beast; HD 8; hp 23; Init +1; Spd 10 ft., fly 40 ft., (average); AC 17 (touch 13, flat-footed 17); Atks +5 melee (1d3-3, claws); SA can deliver master's touch spells; SQ Improved Evasion, speaks Ancient Sueloise, grant Alertness, granted abilities, share spells, empathic link, speak with master speak with animals of same type; AL LE; SV Fort +5, Ref +5, Will +8; Str 5, Dex 13, Con 12, Int 9, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

Alertness: If within arm's reach of its master, the master gains Alertness.

Touch: the familiar can deliver touch spells for its master if they are in physical contact when the spell is cast.

Share Spells: If within 5 ft. of its master when he casts a spell that affects him he can extend the effect to the familiar. The spell stops affecting the familiar if it moves over 5 ft. away from the caster.

Improved Evasion: This skill works like evasion except that no damage is suffered on a successful Reflex save and only half damage on a failed save.

Speak with Master: The familiar and master can communicate verbally as if using a common language.

Speak with animals of its type: The familiar can communicate with animals of its approximate type. The communication is limited by the Intelligence of the conversing creatures.

Empathic Link: The master has an empathic link with his familiar out to a distance of one mile. The two can communicate telepathically over this distance although the master cannot see through the beast's eyes.

Tactics: Koren will not attack the characters before they enter the house, as this could draw the attention of the Watch.

Koren Mauk is a very clever individual and, above all, he values his life. Thus he will attempt to remain hidden from the characters, while casting his spells to confound and bamboozle them. As they approach the house and attempt to gain entry, he will focus on defensive spells.

Once he can fly, he will exit the attic, replacing the hatch if he has time. He will then leave the house through the nearest window and circle the house casting spells at the party from outside. Some characters may never understand what is going on.

Once the characters have actually entered his lair, he will start to summon creatures to fight against them. He will employ his lowest level spells first, in an attempt to gain a better understanding of the party's capabilities and to reduce their resources. It should be noted that the casting of his various *summon monster* spells will not dispel his *invisibility* spell. He will not initially use spells that would negate his *invisibility* such as *Evard's black tentacles* unless it specifically states so in a room's description. He will attempt to keep up the pretence that a band of werewolves dwell in the house for as long as possible. He is aware that his spells have limited durations and will take the fight to the characters if necessary, to decide the issue while he is still warded by them.

Extensive notes can be found below detailed Koren's use of his spells. If a spell is not detailed below, Koren will use it as the DM sees fit. It is recommended that the DM check off Koren's spells as they are used.

Koren will not fight to the death voluntarily. If he has used up the majority of his spells and the PCs are clearly still strong, he will attempt to flee.

Defensive Spells

This section explains in more detail the order in which Koren will cast his spells if undisturbed and what creatures he will summon through his various spells and items. Initially he will cast the following spells.

1. *Mage armour* (duration 8 hours; +4 armour bonus to AC, raising Koren's AC to 16).

2. *Invisibility* (duration 80 minutes; renders Koren invisible; confers the benefits of 100% cover [attacker must guess Koren's location and imparts a 50% chance of a successful attack missing]; gains +2 attack bonus).
3. *Protection from arrows* (duration 80 minutes; Koren gains resistance to ranged weapons 10/+2).
4. *See invisibility* (duration 80 minutes; enables Koren to see any invisible, astral or ethereal creatures).
5. *Fly* (duration 80 minutes; spd. 90 feet [descend at double speed, ascend at half speed; manoeuvrability good]).

Once the PCs have gained access to the house he will cast the following spells.

6. *Shield* (duration 8 minutes; negates *magic missiles*; provides $\frac{3}{4}$ cover [+3 on Reflex saves and increases Koren's AC to 23], he will always place the *shield* between the house and himself).
7. *Haste* (duration 8 minutes; +4 dodge bonus to AC, raising Koren's AC to 27 [he loses this bonus whenever he would lose a dodge bonus]; may take an extra partial action).
8. *Resist elements* (duration 8 minutes; absorbs the first 96 points of damage; Koren will chose either fire or electricity to be the warded element dependant on if the PCs have used either. If they have not, he will ward himself against fire).

Offensive Spells

In general, Koren will cast his offensive spells as detailed in the text of the module. It should be noted that in Tier Two versions of this module, all creatures conjured via a summon monster spell are only present for eight rounds. In Tier Three they are present for eleven rounds.

Treasure: Koren carries much of the treasure, which is available in this module. This treasure is however mainly described in the pertinent sections of the module.

Wand of summon monster II

The total charges given for this item is the number of charges remaining before the PCs enter the house. As it is indicated in the text that he use the item, mark off a charge so that if the item falls into the hands of the PCs, an accurate figure of the number of charges remaining is available.

APL 6 (EL 11)

☛ **Koren Mauk, male human (Suel), Wiz(C)11:** CR 11; Medium-size humanoid (human); HD 11d4+27; hp 70;

Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 12); Atks +4 melee (1d4-2/19-20, dagger) or +9 ranged (1d4-2/19-20/x2, dagger); SA spells; SQ spells; AL LE; SV Fort +6, Ref +8, Will +9; Str 7, Dex 16, Con 16, Int 19, Wis 15, Cha 14.

Skills and Feats: Concentration +21, Knowledge (arcana) +16, Knowledge (religion) +6, Gather Information +5, Hide +7, Intimidate +4, Move +7, Scry +7, Search +6, Spellcraft +18, Spot +7; Brew Potion, Craft Wand, Craft Wondrous Item, Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Illusion).

Spells Prepared (5/6/6/6/5/3/2; base DC = 14+ spell level): 0— *daze, detect magic, ghost sound, ray of frost, resistance*; 1st— *mage armour, unseen servant, obscuring mist, shield, summon monster I x2*; 2nd— *invisibility, protection from arrows, resist elements, see invisibility, summon monster II, web*; 3rd— *dispel magic, flame arrow, fly, haste, summon monster III x2*; 4th— *Evard's black tentacles, improved invisibility, phantasmal killer, summon monster IV x2*. 5th— *Mordenkainen's faithful hound, summon monster V, teleport*; 6th— *disintegrate, summon monster VI*

Equipment: *wand of summon monster II (5ch)*, dagger, belt pouch with 39 golden gulls and 136 silver geese.

Appearance: An albino, Koren has white hair and very pale skin. His eyes are a disconcerting pink hue. Clad in a cowl black cloak he stands a little over six feet in height and is very thin.

Roleplaying Notes: Fiercely loyal to Maranefel Toktot, Koren intends to wreak as much havoc upon Killdeer as possible. Koren does, however, know the value of his own life and if placed in considerable danger will flee back to Scant. A cruel and thoroughly evil man he delights in performing the task set for him. Koren views himself as superior to the mongrel Onnwalons that infest Killdeer and takes great pleasure from the terror created by his attacks. Indeed he is highly intelligent and resourceful. He will not converse with the PCs viewing them as little more than chattel.

☛ **Small Raven Familiar:** CR – Small magical beast; HD 11; hp 29; Init +1 (+1 Dex); Spd 10 ft., fly 40 ft., (average); AC 17 [touch 13, flat-footed 17]; Atks +6 melee (claws 1d3-3); SA can deliver master's touch spells; SQ Improved Evasion, speaks Ancient Sueloise, grant Alertness, granted abilities, share spells, empathic link, speak with master, speak with animals of same type, spell resistance 16; AL LE; SV Fort +6, Ref +6, Will +9.

Str 5, Dex 13, Con 12, Int 9, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

Alertness: If within arm's reach of its master, the master gains Alertness.

Touch: the familiar can deliver touch spells for its master if they are in physical contact when the spell is cast.

Share Spells: If within 5 ft. of its master when he casts a spell that affects him he can extend the effect to the familiar. The spell stops affecting the familiar if it moves over 5 ft. away from the caster.

Improved Evasion: This skill works like evasion except that no damage is suffered on a successful Reflex save and only half damage on a failed save.

Speak with Master: The familiar and master can communicate verbally as if using a common language.

Speak with animals of its type: The familiar can communicate with animals of its approximate type. The communication is limited by the Intelligence of the conversing creatures.

Empathic Link: The master has an empathic link with his familiar out to a distance of one mile. The two can communicate telepathically over this distance although the master cannot see through the beast's eyes.

Spell Resistance: The familiar has Spell Resistance 16.

TACTICS

Koren will not attack the PCs before they enter the house, as this could draw the attention of the Watch.

Koren Mauk is a very clever individual and, above all, he values his life. Thus he will attempt to remain hidden from the PCs while casting his spells to confound and bamboozle them. As they approach the house and attempt to gain entry he will focus on defensive spells.

Once he can fly he will exit the attic, replacing the hatch if he has time. He will then leave the house through the nearest window and circle the house casting spells at the party from outside. Some PCs may never understand what is going on.

Once the PCs have actually entered his lair, he will start to summon creatures to fight against them. He will employ his lowest level spells first, in an attempt to gain a better understanding of the party's capabilities and to reduce their resources. It should be noted that the casting of his various *summon monster* spells will not dispel his *invisibility* spell. He will not initially use spells that would negate his *invisibility* such as *Evard's black tentacles* unless it specifically states so in a room's description. He will attempt to keep up the pretence that a band of werewolves dwell in the house for as long as possible. He is aware that his spells have limited durations and will take the fight to the PCs if necessary to decide the issue while he is still warded by them.

Extensive notes can be found below detailed Koren's use of his spells. If a spell is not detailed below Koren will use it as the DM sees fit. It is recommended that the DM check off Koren's spells as they are used.

Koren will not fight to the death voluntarily. If he has used up the majority of his spells and the PCs are clearly still strong he will attempt to flee.

Defensive Spells

This section explains in more detail the order in which Koren will cast his spells if undisturbed and what creatures he will summon through his various spells and items. Initially he will cast the following spells.

9. *Mage armour* (duration 8 hours; +4 armour bonus to AC, raising Koren's AC to 16).

10. *Invisibility* (duration 80 minutes; renders Koren invisible; confers the benefits of 100% cover [attacker must guess Koren's location and imparts a 50% chance of a successful attack missing]; gains +2 attack bonus).
11. *Protection from arrows* (duration 80 minutes; Koren gains resistance to ranged weapons 10/+2).
12. *See invisibility* (duration 80 minutes; enables Koren to see any invisible, astral or ethereal creatures).
13. *Fly* (duration 80 minutes; spd. 90 feet [descend at double speed, ascend at half speed; manoeuvrability good]).

Once the PCs have gained access to the house he will cast the following spells.

14. *Shield* (duration 8 minutes; negates *magic missiles*; provides $\frac{3}{4}$ cover [+3 on Reflex saves and increases Koren's AC to 23], he will always place the *shield* between the house and himself).
15. *Haste* (duration 8 minutes; +4 dodge bonus to AC, raising Koren's AC to 27 [he loses this bonus whenever he would lose a dodge bonus]; may take an extra partial action).
16. *Resist elements* (duration 8 minutes; absorbs the first 96 points of damage; Koren will chose either fire or electricity to be the warded element dependant on if the PCs have used either. If they have not, he will ward himself against fire).

Offensive Spells

In general, Koren will cast his offensive spells as detailed in the text of the module. It should be noted that in Tier Three version of this module they are present for only eleven rounds.

To give the DM some tactical flexibility the following spell can be cast whenever expedient.

- *Summon monster VI*

It should be remembered though that Koren, at least initially, will be trying to create the illusion that the house is inhabited by a band of werewolves. Thus it is unlikely that he would use these spells before the PCs reach the second floor. With this spell he will summon a Barbazu.

☛ **Barbazu (r):** hp 33; see *Monster Manual*.

Treasure: Koren carries much of the treasure, which is available in this module. This treasure is however mainly described in the pertinent sections of the module.

Wand of summon monster II

The total charges given for this item is the number of charges remaining before the PCs enter the house. As it is indicated in the text that he use the item, mark off a charge so that if the item falls into the hands of the PCs an accurate figure of the number of charges remaining is available.

APPENDIX II

Killdeer (Small Town):

Conventional; AL LN/LG; 800 gp limit; Assets 100,800 gp; Population 2,523; Mixed (2,355 humans, 65 dwur, 45 noniz, 19 half-elves, 17 hobniz, 12 elves, 10 half-euroz).

Authority Figures: Rakehell Chert human male (Leader of the Army of Rebellion, Guildmaster of the Wreckers); Degan Corlenn human, male (commander of the Killdeer Squadron); Jian Destron human, male (Szek of Free Onnwal).

Important Figures: Cair Eirnalroe half-olven male (proprietor of the Slumbering Wyrm; Marya Jernal human female (priest of Osprem); Purcend Kerondas human male (Shining Paragon of Pholtus); Nialle the Wanderer human male (leader of the Trithereonites); Sarlem Freeman human male (aged and blind follower of Trithereonites); Megaera Varn human female (proprietor of the Slumbering Wyrm; Holshend Wildren human male (priest of Procan).

A fortress has existed on the site of present day Killdeer since the time of the Aerdy. They constructed a large shell keep on the main island which, was finished a decade after the subjugation of the Onnwi.

After the Battle of a Thousand Banners Halend Coriell, first Duke of the Eastern Marchlands decided that Killdeer would make an excellent site for further fortification. Designed to act as a check to Imperial ambition and constructed with dwur aid it was built to be virtually impregnable. Dwur engineers diverted the path of the Jelald River to a low-lying marshy area that abutted Dunhead Bay flooding the area. Additional works opened the whole area to the sea, finishing the fortresses formidable water defences. A small village, that grew into a town sprung up servicing the needs of the garrison and so in 504 CY additional fortifications were completed protecting the settlement.

Capital of the Eastern Marchlands, and the traditional seat of the Seneschal of the East, Killdeer is now the official capital of Free Onnwal. Jian Destron and Rakehell Chert are rumoured to spend much of their time here by street-gossips. Jian has been occasionally seen stalking the ramparts of Killdeer Castle with his advisors. Chert's exact whereabouts however remain a mystery.

Whatever the truth of the matter Killdeer is certainly one of the most well defended parts of Free Onnwal. No less than four warships – over half the rebel's total strength are based here under the authority of Degan Corlenn tasked with defending the approaches to Killdeer and with keep the Dunhead free of enemy shipping. He commands the galleon *Revenge*, the caravel *Fury* and the galleys *Vehement* and *Relentless*. He also controls the caravel *Indomitable* and the cog *Valorous*, both of which are converted merchantmen on loan from the Carbani family.

Killdeer is also well garrisoned with troops. The Hillstalkers are based here and elements of Jian's personal guard defend the central citadel. Survivors of the retreat to Irongate have also returned and assisted by the local militia garrison the outer defences. Duke Coriell has not yet returned to his town. Ordered to remain in Irongate he constantly agitates for an increase in the free city's aid to his beleaguered nation.

Boatstrand

The Boatstrand, a small, densely-packed part of Killdeer, is the portion of the town into which waterborne trade good used to flow. Many warehouses are located here. Walled off from the rest of the town to guard against invasion this part of the town was comprehensively looted by retreating Brotherhood forces in 586 CY. To compensate for the lack of space buildings here tend to be higher than the norm – some warehouses being over three stories in height.

The Duke's Causeway runs from the Boatstrand to Templeside. The causeway also provides the only overland access to the central islands, and as such is heavily guarded. The Thane's Passage, a dwur-constructed bridge, links the causeway to Boatstrand and therefore controls access to the central islands. The central part of it can be retracted in times of need sealing off the castle from the rest of the town.

Main Town

Main Town is by far the largest part of Killdeer. Home to the majority of the population most of the businesses to be found in Killdeer are also here. The courthouses can be found overlooking Killdeer's marketplace, which is little more now than a muddy field. There has not been sufficient time to repair all the buildings damaged in the fighting and some still stand empty. Unlike most places in Onnwal, Killdeer's population has actually increased by several hundred with refugees and members of Destron's court flowing into the new capital.

Most of these "immigrant" Onnwalons are to be found here. Many taverns and hostleries can be found within Main Town. The most (in)famous of these is The Slumbering Wyrm. Run by Megaera Varn and Cair Eirnalroe it is a wild place suitable only for those with a liking for rowdiness and adventure.

In recent months wild rumours have circulated of Brotherhood agents again operating in Killdeer. Fear of this reached such a level that in Readying of this year an Ahlissan merchant was lynched simply for wearing a red cloak.

Templeside

In Killdeer all the temples are clustered in Templeside. Most of the major faiths of Onnwal have places of worship here, many of which were damaged or destroyed during the occupation. Marya Jernal the leader of Osprem's faith has reclaimed her temple but to her chagrin she has lost much of her congregation to the faith of Procan. Procan's faith led by Holshend Wildren is rebuilding its temple. Work has progressed quickly and the new edifice is near completion.

The Zilchians have been reduced to worshipping in a small makeshift shrine while their shattered temple is rebuilt. Followers of Pholtus led by Shining Paragon Purcend Kerondas have also returned here, and are rebuilding their charred place of worship. The worship of Trithereon is enjoying rapid expansion in Killdeer as it is throughout Onnwal. The temple has been rebuilt and its sacred bell once again rings out over the town. Nialle the Wanderer leads the followers of The Summoner in Onnwal but defers in many things to Sarlem Freeman.

Religious tension here is high as the many lawful and chaotic faiths of Onnwal are forced to coexist relatively close together. Although bloodshed has so far not been avoided several worshippers of rival faiths have attempted to disrupt other's services.

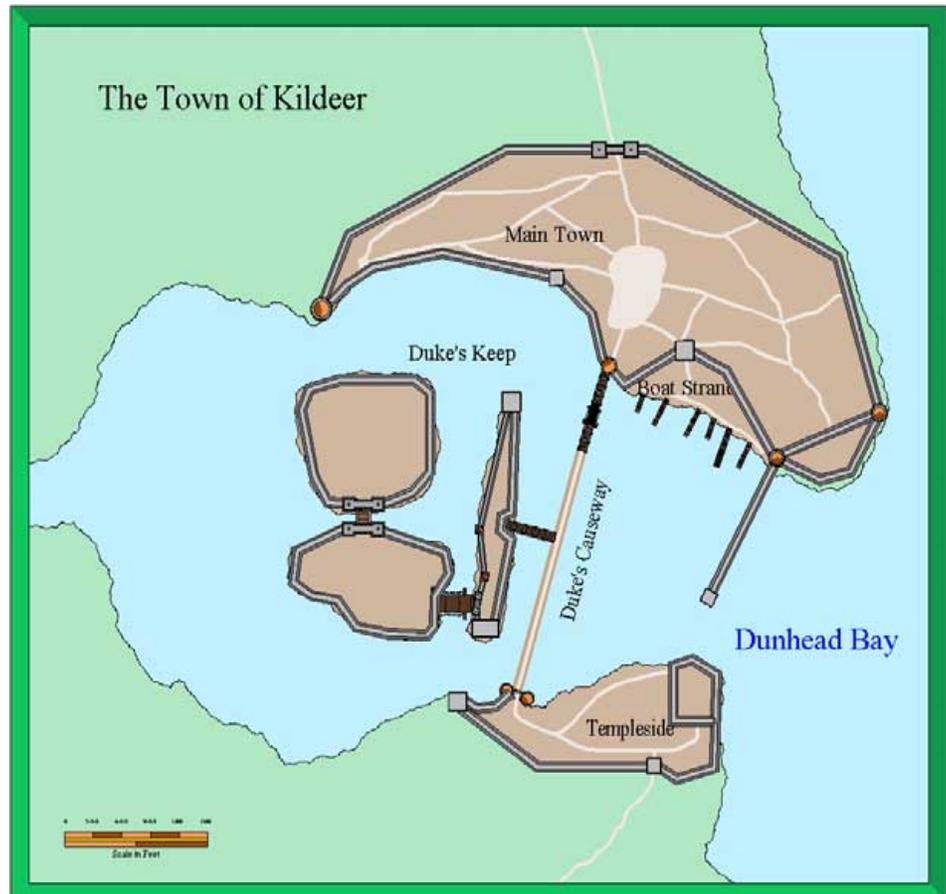
Local Lore

THE FALL

The invasion in Killdeer did not go well for the Scarlet Ones. The Vergannin Guard, an elite company of dwur dating back to the liberation of Onnwal, foiled an attempt on Duke Coriell who rousing his household troops repulsed the Brotherhood's advanced guard. Savage fighting raged most of the night and, alone of the four provincial capitals, Killdeer still stood by noon on the first day of the invasion. That morning the invaders began to disembark assault troops several miles north of the town with skirmishing almost immediately being reported.

The full scale of the disaster that had befallen Onnwal rapidly became evident to Coriell and he decided to evacuate the town before encirclement made this impossible. Leaving the traitorous temple of Xerbo burning Coriell withdrew into the hills. Leading his household guard, the remnants of the marines and

regular forces left to him and many refugees Coriell fought his way eastward to Irongate. Those who attempted to escape by sea however fared much worse,



most of the vessels falling prey to prowling Brotherhood warships. Only a few ships, packed with refugees managed to reach Nyrond.

The last to quit the town, the small priesthood of Trithereon buried their sacred bell under their temple before retreating into the Headlands and waging a guerrilla war against the Brotherhood. Others, like Delvan Gasparen fought to the last. Sending the rest of Procan's faithful into exile, he summoned a huge wave, which swept away himself, many Brotherhood soldiers and part of the waterfront of Templeside.

OCCUPATION

Repression in Killdeer and the rest of the Eastern Marchlands was must severer than elsewhere in Onnwal. The populace, being of almost pure Oeridian decent, was a prime target for the Brotherhood's oppression. Oeridian faiths, predominant here before the invasion also suffered greatly at the hands of the Brotherhood. The faithful of Pholtus were sealed into their temple before being burnt alive. Followers of Pyremius then claimed the spot and dedicated it to their dark god. Other temples including those dedicated to Zilchus and Trithereon were also destroyed.

LIBERATION

The liberation of Killdeer was the signal for the Brewfest Rebellion of 586 CY to begin. The Brotherhood forces occupying Killdeer fell to tactics similar to the ones they employed during the invasion.

Small groups of Wreckers, aided by many spellcasters, and some say led by Chert himself infiltrated key areas of the citadel and neutralised the defenders. Detachments of elite marines were then admitted to the main islands that after a night of hard fighting were back in rebel hands. When morning broke the defenders of the town were bewildered to see the green and gold of Onnwal and the blue and green of the Eastern Marchlands flying over the islands. The arrival of the rebel flotilla, and the sinking of the only Brotherhood vessel in the harbour, fed their panic, and by mid afternoon a full-scale rout was in progress. The Kesh of Killdeer, Rodus Soron, was captured during the exodus and hung by vengeful marines before he could be interrogated.

The hand of Reydrich Sharn penned this treatise in the year 591 CY. It is taken from a series of travelogues, based upon first and second hand observations of Onnwal, accumulated by the author during his travels throughout the Dragonshead.

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.