

VELI-09

THE DIG

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

Version 2

by Victor Long

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

An enterprising dwarf has designed a slaughterhouse-tannery in the mountains of Veluna. By selling only the choicest meats, and supplying a grand supply of hides, he hopes to turn his fortune into a title, but his actions are polluting the area, and getting the attention of adventurers. Add to this the fact that his father, an archeologist, has left a sizable skeleton in the closet, and you have an adventure. An adventure for characters level 3-8.

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

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 your memory of the creatures' abilities.

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

In the country of Veluna, just outside the village of Triplegate, a dwarf by the name of Delzer Royer is building a factory in which cattle are slaughtered and hides and meat are shipped to villages in the directions of Falsridge and Mitrik. To the north of Triplegate, outside of the country, where the river breaks through the mountains, there is a tribe of orc nomads called the River Walker Clan.

The orcs are not happy with Delzer's actions. They claim that the imprisoning of animals for slaughter is worse than the farming that humans normally practice. They claim that this angers the spirits of the animals, and also angers Marduk.

Delzer has built his factory in the hills north of Triplegate because it was in this area that his father died one hundred years ago. He also hired Sheen Kriha, whom he knows from the time when Sheen's father, Tulan

Kriha, worked with Delzer's father, Selden Royer. Delzer likes the conflict between himself and Sheen, caused by the accident that killed Tulan, but which Selden survived.

One hundred years ago, in this very spot, the archeologist Selden Royer led a group of dwarves and humans beneath the earth, digging for and studying the remains of the past. The animals, which once lived in the vale, fascinated Selden and he devoted his life to the study of what the vale must have once been like. On many of his expeditions Tulan Kriha, the father of Sheen Kriha, accompanied him.

Selden was the only survivor of that final expedition. An unexpected cave in buried Tulan and the other members of the team. Selden returned to the site the next day with a group of investigating Guardsmen from Triplegate. Together, they determined the cave-in to be an unfortunate accident. But, Selden Royer's passion for archeology was destroyed. He died soon after, a depressed and bitter man.

Selden's son, Delzer Royer, is immensely wealthy, thanks to forty years of profitable business dealings with the human merchant, Dalingerat. He has decided to build his final settlement on or near the site at which his father's dreams died. The merchant, Dalingerat, suggested to him that he build a slaughterhouse for the use of all the men in the Vale, and dedicate the industrious work to his dead father. The aging dwarf found this idea to hold strong merit.

So, now that Delzer Royer can afford the luxury, he has attained the correct permission from the local lord, and is building a monument to his father, and his father's love.

The heroes have heard about Delzer Royer's work. Whether they agree with the tribute, or if they consider it a defilement of the land, they have come to bear witness to it.

The building is built out of the very land, itself. While the heroes are present, it is revealed that these excavations have pierced the land very near fossils left from the ancient time of the Vol. Any discussion that the heroes have instigated with Delzer is put on immediate hold while he investigates this discovery. The heroes are expected to assist Delzer with this. As they study the fossil, it comes to life.

The bones move of their own accord, trying to free themselves from their entombment in the block of rock. Yancich suggests killing it, but it proves to be immune to the weapons of the heroes. The heroes have enough time to formulate a plan of action before the creature breaks free. It is confused and disorientated. Yancich suggests leaving it and summoning the Guardsmen to take care of it, but the creature may kill and eat him before the eyes of the others.

The creature can be locked away, but it breaks out. It can be imprisoned with other creatures that Delzer has collected, but it will kill and eat them.

But, if the heroes investigate the history of Delzer, they discover that one hundred years ago, Delzer's father fled a cave-in near here. The removal of the block has made the area of the cave-in accessible. Investigating, the

heroes can discover that the men whom the senior Royer left for dead managed to kill three of these creatures. They appeared to be armed with nothing but torches and a quantity of alchemist's fire, which they used to dig out the tunnel. As these are ancient creatures, they need an ancient force (fire) to combat them.

This should tell the heroes how to kill the creature. At some point, it takes the time to free a mate from another block of rock. Should the heroes not kill the creatures, the country may have a race of ancient, nearly indestructible creatures to contend with.

Delzer first claims that his father imprisoned the creatures in an effort to save the country from them. When it is discovered that the creatures are not dormant, but dead at the hands of Sheen's father and the others left behind, Delzer attempts to use alchemist's fire to destroy the creatures. How successful he is depends on the APL the heroes are at.

Once the creatures and Delzer are dead, the heroes can choose whether or not to dismantle the monument, to which, neither Sheen, nor Arriola objects. Arriola is quite disturbed by the circumstances, and no longer desires to complete the work, regardless of what the heroes decide.

INTRODUCTION

Please give the players Handout 1 as you begin. This scene begins with a lot of individuality among the characters, so the quickest it can begin; the less the players not directly involved feel that they have missed. This Handout is reproduced here for the judge's convenience.

*Opening Soon
The Royer Slaughterhouse
The finest cut beef and unworked leather
In all the country!*

Please instruct the heroes to devise a reason why they would be traveling to Triplegate. Encourage them to use the information just given them in their reasoning.

ENCOUNTER 1: SLAUGHTERHOUSE

If they have not already, the heroes meet as they approach the building. They may introduce themselves and share their experiences.

Shortly thereafter, the group of heroes encounters a single, hostile creature.

In the lengthening shadows of the evening, the sound of dried leaves blowing across rough ground attracts your attention. In your path, there stalks a great cat. Its fur is mottled, as if by blood, and has fallen away in places. As you get closer, you see that the blood is its own, slowly leaking from multiple locations where bare bones are protruding in unnatural angles.

If any hero(s) attempt to sneak up or past it, it gets a Listen or Spot check to negate the surprise.

APL 4 (EL 4)

🦁 **Fiendish Lion:** hp 32; see Appendix I.

APL 6 (EL 6)

🦁 **Fiendish Lion, Advanced:** hp 50; see Appendix I.

APL 8 (EL 8)

🦁 **Fiendish Dire Lion, Advanced:** hp 80; see Appendix I.

The nearest place to seek shelter for the night is the Royer slaughterhouse, which some of the heroes may be heading toward anyway. When they get to the building, they may expect it to be a residence, as this is how it appears from the outside. There are clues that may reveal the structure to be a monument instead of a home.

Yancich Sagester answers the door when the heroes knock. He does not admit the heroes, and does not debate with them for very long. If the heroes simply leave, they encounter another of the corrupted creatures on their way to Triplegate. If they argue or bargain for at least a minute real time, then Sheen Kriha arrives. He declares that Yancich does not have the authority to refuse shelter, and that the visitors should speak with Delzer Royer.

If the heroes agree to speak with Delzer, Yancich is sent away, and Sheen escorts them upstairs. He leaves them alone for a moment while he gets Delzer. He returns but a few minutes later. Give the players no more than 5 minutes of conversation, or a single check to search the room. The following is what a successful Search check reveals:

- **DC 10:** The room is filled with books. This man must be a scholar.
- **DC 15:** There are many books on history, geology, and zoology. These are effectively masterwork tools for the Knowledge (history) and Knowledge (nature) skills.
- **DC 20:** There are maps of the Yatils Mountains, which are greatly detailed. These are masterwork tools for the Knowledge (geography) skill.
- **DC 25:** Tulon Kriha and/or Selden Royer created many of the books and maps.

When Sheen returns, he speaks with the visitors while Delzer finishes what he was doing.

Q: Who are you?

A: *"I am Sheen Kriha. I've lived in Triplegate for the last hundred years, since the death of my father."*

Q: Whose home is this?

A: *"This is no home. A home is where the heart is, and there is no heart in this place, only shadows."*

Q: Who was that man at the door?

A: *"Yancich Sagester is also from Triplegate. He and I help Delzer with his relations with the villagers."*

Q: Who is Delzer Royer?

A: *"Delzer is a driven man, with firm belief that he is doing right by the people of Veluna."*

Q: What is Delzer up to?

A: *"Delzer likes to keep his thoughts and plans to himself. He doesn't confide in people easily, it is a trait he inherited from his father."*

Delzer, when he arrives, introduces Sheen Kriha, even if Sheen has already introduced himself. He then inquires as to the nature of the visit. Should the creature be mentioned, Delzer dispatches Yancich to go with any willing hero and search for the creature. If remains are brought back, then he instead, invites the visitors to help him study them.

The creature's remains, if left outside, are not to be found. Neither are any tracks, but sounds are clearly audible. Delzer invites the heroes to have dinner and stay the night, noting that a proper search can be made in the morning. He introduces them to Arriola Hivry, who is helping him in his endeavor. It is Arriola's expertise combined with Delzer's imagination, which has made the business possible. Shortly after meeting her, the heroes receive word that dinner is ready.

ENCOUNTER 2: DINNER

Yancich serves dinner. It is a fine meal of barbecue steak, roasted potatoes, steamed corn served on the cob, and fresh wheat bread. Arriola does not partake of the steak, and instead has a full salad with her vegetables, explaining, if anyone asks, that she is a vegetarian and therefore doesn't eat meat. The meal is expertly prepared, but any compliments bring only disdain from Yancich. He claims that the meat is bad, wrong, or tainted even. He doesn't freely admit to knowing why he feels that it is wrong, but says that it didn't taste right to him.

Yancich admits the following, if asked in private:

"The spirit of the animal is angry. Animals give themselves freely to the hunters who deserve them. But Mr. Royer has been tampering with the ways of nature. He does not let the animals run free. He only uses the profitable parts of the animal, instead of making use of it all. The waste angers the spirits, angers Marduk. So the meat is not good."

Yancich grew up in the River Walker orc tribe, where Marduk is worshipped. A full description appears in the DM's Aid, but "the quick version" is that Marduk is believed to be a god of the strength and of nature. His teachings are that he aids those who deserve it by first proving that they deserve it. Reality is that Marduk is a self-serving demon-lord, who likes nothing more than to

deceive mortals into following him. He uses their prayers to bolster his strength in the Abyss.

Anyone eating the steak served at dinner must make a successful Fortitude save (DC 15). Those who fail the saving throw lose 1d3 Wisdom temporarily, and are nauseated. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring concentration. The only action such a character can take is a single move (or move-equivalent action) per turn. Anyone who comments on their condition is given the suggestion to walk about the building, getting air to clear their heads.

While the party is walking, or separated, there is a slight earth tremor. Anyone making a successful Listen check (DC 13) hears the sound of stone splitting as a crack appears in the wall on the first floor. Delzer makes this check if no hero in his presence does.

Downstairs, the shaking has caused the very wall to crack open. Inside of the wall, bright bones can be seen. Delzer wishes to pull the bones out, to study them as his father once did. Yancich claims that it is a bad omen and that the wall should be sealed up.

The rock surrounding the bone is warm to the touch, and the bone itself is very hot, dealing 1d3 points of damage to anyone touching it with bare flesh. It deals half this damage if one has protection on his hands, such as gloves or gauntlets. There is not normally a save, but if the hero has Evasion, he may roll a Reflex Save (DC 15) to avoid the damage and drop the bone.

Should the heroes seal the crack, they may continue with Encounter 3. If the heroes attempt to dig the creature out, please proceed with the following:

As you scrape and dig at the solid rock, which Delzer Royer used as his walls, you are careful not to touch the hot bone inside. Within minutes, you can tell that it is a tailbone of some sort, the very tip. And then, with a slight crack and shifting of the stone, the tail moves! It scrapes back and forth across the hole in a wholly unnatural way.

At this point, the heroes may decide to seal it up. Or, they may decide that it is just an animated skeleton, and continue to dig it out. The heroes may encounter the creature at any time after this point, either by choice, or by the design of the adventure.

If the heroes free the creature, it is hungry. It attacks to kill one person, and then attacks that person's clothing and equipment, so as to be able to eat in peace. It ignores the heroes unless they have the ability to damage it, in which case it attempts to subdue them. Feeding is its primary concern at this point.

As in Encounter 4, Yancich may come to investigate the sounds, and be killed and eaten instead of a character.

☛ **Yancich Sagester:** Male half-orc Bbn3; hp 33; see Appendix I.

☛ **Sheen Kriha:** Male dwarf Exp4; hp 26; see Appendix I.

☛ **Delzer Royer:** Male dwarf Exp6; hp 32; see Appendix I.

☛ **Arriola Hivry:** Female human Rgr3; hp 25; see Appendix I.

ENCOUNTER 3: THE CREATURE

Delzer Royer's father was an archeologist in the country of Veluna, studying the history of the land, rather than the history of the people. For nearly 150 years, Selden Royer dug into the earth, and uncovered the fossilized remains of Veluna's past. When he died, 100 years ago, his son inherited his love for knowledge and study, although not his passion for the work, preferring to become a merchant.

So, Delzer has quite the library that the heroes can search through. He, and the others in the building now have a different attitude toward the heroes, and so new information can be gathered by talking to them about this incident.

Things the heroes can discover through research or conversation:

- Somewhere in the area, within a mile of this building, Tulon Kriha died in an accidental cave in.
- Selden Royer was the leader and financier of that expedition; he was also the only survivor.
- After that experience, Selden never went in search of history again.
- Dalingerat, a human merchant from Devarnish, has helped Delzer to finance the slaughterhouse.
- Furskinner, an orc with the River Walker Clan, has gone against the tribe's spiritual leaders and led Delzer to the location of the cave in.

SCENE 4: ESCAPE!

There is a shuddering of the building as the creature completes its burrowing. It was not trying to back out through the crack. Instead, the crack revealed to the creature that escape was possible, and so it burrowed through the other side of the wall.

If anyone was watching the creature, they find it to be dazed and a bit confused. It moves about, as if testing itself to ensure that all of its limbs work correctly for a number of minutes. The heroes may attack it. So long as they do no damage to it, the creature does not directly attack them back.

After either 5 rounds of combat, or two minutes of discussion have passed, Yancich comes to investigate the sound. The creature kills him, and then strips his corpse before eating him. While the creature is doing this, the heroes may flee upstairs, where the creature does not follow.

At this time, a second Fortitude save (DC 15) is required from everybody who ate the steak at dinner. This

save is needed whether or not the first save was successful. This is not poison, as the players may have incorrectly assumed. Those who fail the saving throw lose 1d3 Wisdom temporarily. If, at this time, any character has achieved a negative Wisdom bonus, then refer to the DM's Aid for information on their *Condition*.

Delzer fails both saves, and retires to rest and try to set his mind straight. Arriola did not eat the steak. Sheen may have made his saves, but attempts to aid the party regardless of his success or failure.

At this point, the search for information may take a back seat to the search for weapons. If the heroes have the determination and the ability, they may destroy the creature. Alternately, they may lock it away. At first, it bites pieces of rock off of the walls, in the same way that a dog that has a stomachache eats grass. Afterwards, it looks for more food. If the heroes do not present a suitable meal, it goes to consume the cattle.

A hideous sound fills the building, echoing off the walls, and reverberating through your bones. An intense shrieking coming from below! The cattle. Something is happening to the cattle.

Should the heroes investigate, and find the slaughter, continue by reading the following:

The floor of the room is damp and sticky. The creature focuses a strange type of energy from its mouth, which liquefies the flesh of the cattle, stripping it off the bones where they stand. The cows scream in fear and terror as their fellows die around them. The creature opens its mouth, and turns the cow into paste and jelly with its energies. It then leans over, and slurps the meat off of the ground.

While it is killing the cows, it is possible to lock it in.

ENCOUNTER 5: THE PLOT THICKENS

All during Encounter 4, the heroes still have the ability to continue their investigation. It is possible, however, that the heroes may not see any reason to do this. Their opinions may change when Delzer awakens from his nap. At this time, the effects of eating the steaks at dinner are fully revealed. Anyone who ate the steak, and who currently has a negative Wisdom modifier, temporarily gains the ability to rage once in the next 24 hours.

Delzer comes racing down the stairs, demanding to see the creature. Please read the following to the players:

"It is. There could be no other like it. But, what could it mean?" Delzer asks himself. He doesn't wait for anyone to answer, "It's so obvious. It all makes sense now." He stands, and looks about himself quickly. "I must talk to Sheen," he declares and runs up the stairs to look for him.

Upstairs, he finds Sheen with Arriola. Delzer offers to reveal to Sheen the truth about the deaths of their

respective fathers. Delzer claims that he can explain everything, and put the anxieties of Sheen's lifetime to rest. Even considering the deadly events of the evening, this claim proves to be sufficient to convince Sheen to go with Delzer to "The Dig."

Sheen wants to bring somebody along with them. If there is a hero who has gone out of his way to protect Sheen so far during the adventure, Sheen wants him or her to go. Otherwise, he chooses Arriola. If necessary, the two are willing to use force to get this person to come, but also insist that the others stay to take care of the creature.

It is expected that the heroes either kill the creature or lock it in with the cows. This frees them up to follow the trio to The Dig.

The Dig is a mile around the hill. If the heroes follow Delzer, they arrive shortly after the two dwarves. In this instance, skip ahead to Encounter 6. If not, proceed with the following:

The creature has finished eating the cows, and has started breaking apart the walls. Energy radiates from it in all directions, and the house is warmed. The creature paces among the carnage it has caused. It turns to the wall, and screams! Rock shakes and quivers, and falls loose under the assault. The entire house begins to shudder as the wall is torn apart!

When the dust clears, the party can see that the creature has unearthed a passageway into the hill. Worse, it has also unearthed another of the unnatural creatures. But, this creature is slightly different than the first. It is slimmer, but wider of hip, its head is smoother and the entire body is proportionally smaller. It is a female.

The new creature eats, if given the chance, and then the two of them go through the passageway. If they are attacked, they defend themselves. If the heroes managed to kill the first creature, the second one frees itself. The passageway leads to The Dig, although the heroes may not realize this.

ENCOUNTER 6: THE DIG

The Dig is a disguised tunnel that Delzer has opened in secret. The orcs of the River Walker Clan have objected to Delzer's desires to uncover his father's last dig, but Yancich's people helped him find it, open it, and conceal it.

Delzer didn't fully comprehend what it was that he found underground when he opened his father's last dig. Not until he got a good look at the creature buried in his walls. It was then that he realized what his father had found one hundred years ago—found and re-lost.

In the cavern that the archeologists used as their base camp, Delzer shows Sheen the carnage that he found. The bones of their father's aids, guides, and porters lie scattered in the cavern. Mingled among them are the bony remains of the creatures they have recently become all too familiar with.

At this point, the heroes are likely following either a pair of dwarves, or a pair of creatures, depending on which way they went in Encounter 5.

When the heroes arrive, proceed with the following. Please modify it to account for whether the heroes arrived from behind the two dwarves, or from the tunnel.

The dark stone walls are covered in ashy soot. The ground is littered with the bones of creatures long since decayed. No man has walked this ground in a century and told of it. Tent poles stand where once canvas covered them. Once sturdy leather satchels lie in decomposing squalor. Bones of humans, dwarves, and the indestructible creatures lie scattered, untouched.

The heroes have a chance to interact with Delzer and Sheen before the two creatures appear. If they were following the creatures, consider the heroes to have lost sight of them in the passageway.

Delzer: "Observe, the legacy of our fathers."

Sheen: "What is this place? These bones are dwarven." He looks about, and finds some equipment that is still mostly intact.

Delzer: "Look about you, little Sheen. You will understand, and your whole life will be understood."

Sheen: "This ring. My mother had one just like it. She said that Father gave it to her." He searches some more, and comes back with two backpacks, one of which has a silver insignia. "This was my father's."

Delzer: "Yes, your father's. Your father's bones are buried here, where my father saved the world."

Sheen: "What are you talking about?"

Delzer: "Don't you see? My father sacrificed everything to make sure that those devilish creatures would be buried where he found them. He saved the world from having to deal with the invulnerable scourge, and now it is my turn. I will complete the job my father began, and go down in history as one of the greatest heroes of the age!"

The heroes are free, of course, to interrupt the exchange whenever they wish. Delzer brags about his destiny to whoever listens, while Sheen tries to digest what he is being told. Inside of the backpacks that Sheen has recovered are a score of bottles of alchemist's fire, ten in each. One thing that cannot be changed or altered is Delzer's firm belief that he is destined to destroy the creatures.

Please read the following when dramatically appropriate, depending on the actions and words of the party:

The wall shudders and tremors are felt beneath your feet. The creatures have found the cave, and are breaking down the wall to gain entrance to it! Rock crumbles and falls to the ground, revealing two of the blasphemous beasts. One is the creature, which broke free in Delzer's slaughterhouse. The other is slimmer, shorter, and wider of hip than the first. It is a female!

At APLs 4 and 6, Delzer leaps forward, backpack full of alchemists fire in hand, to destroy the female creature.

For those APLs, use the following text to describe his reaction. Remember this only occurs at APLs 4 and 6.

Delzer shouts, "My destiny is clear now! No children shall you spawn, creature of Iuz! I am one of the Heroes of Legend, and I will be your death!" The dwarf snatches up one of the backpacks of alchemist's fire and leaps at the pair of creatures. The exploding conflagration showers the area with loose stones, and the heat sucks the air out of your body, but when you peer through the dust and debris, you hear the wail of the female creature as it dies a fiery death.

This fight is going to be "Very Difficult" for the party to overcome. Please be sure to take the following into consideration:

- The party has time to take cover (up to 3/4), and gather on the ledge they entered through. They can also ready for a guaranteed surprise first attack.
- The creature(s) pursue the heroes. The remaining NPCs fight against them, but not in a suicidal fashion.
- By now, it should be noticed that the creature(s) is vulnerable to fire. If none of the heroes realize this, then Sheen mentions it by saying the following:

"Of course, an ancient force to fight an ancient foe. Fire is what my father used to kill them a hundred years ago, and I ... we can use it to kill them today."

APL 4 (EL 8)

☛(Permean) Destrachan: hp 60; see Appendix I.

APL 6 (EL 10)

☛(Permean) Cold Element Destrachan: hp 60; see Appendix I.

APL 8 (EL 12)

☛(Permeans) Cold Element Destrachan (2): hp 60; see Appendix I.

CONCLUSION

The creatures should be dead by this point. If not, then there are going to be problems in the future of Veluna as they mate, have children, and come back to destroy the country. The creatures are intelligent, and bide their time. If the heroes flee, leaving the creatures, this needs to be noted on the Critical Event Summary and reported to the Triad.

Searching the camp reveals some of the equipment that wasn't destroyed by time. It does not reveal any more of the creatures. They are buried in solid rock, and require an act of nature to release. However, sealing up the camp goes a long way to preventing the trapped creatures from discovering that they can tunnel to freedom. If the heroes do this, it needs to be noted and reported.

The mutating of the local fauna ceases with the destruction of the creatures. It is expected that the heroes assume the creatures were causing the mutation. They were not, but the reason is tied into why the creatures were here, and that is tied into an ongoing plotline, which may be revealed sometime in the future.

Sheen wants to keep his father's ring and seal. However, his father had an axe, which the heroes may keep. Sheen does not consider himself a warrior, and would rather it be in the hands of someone who could use it. The heroes may also keep any remaining vials of Alchemist's Fire, as well as certain things from Delzer's house, which are listed in the treasure summary.

Arriola Hivry returns to Sugarberg, a shaken but wiser woman.

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: Slaughterhouse

Defeat the lion.

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

Encounter 6: The Dig

Defeat the permean(s).

APL 4	240 XP
APL 6	300 XP
APL 8	360 XP

Conclusion

Discretionary award for good roleplay and information gathering

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 4	420 XP
APL 6	570 XP
APL 8	720 XP

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it.

Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

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

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

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

Conclusion

- Collecting up various pieces of artwork and valuables (300 gp Total Market Value).
- Taking the books and maps (200 gp Total Market Value).
- Keeping any unused alchemists fire (Up to 5 flasks). (certed)
- Receive dwarf battleaxe in thanks. This axe is masterwork at APL 4 and 6 and +1 at APL 8. (certed)

Battleaxe (Dwarven Craft)

___ APL 4 and 6 Masterwork battleaxe

___ APL 8 +1 battleaxe

APPENDIX I: NPCS

ENCOUNTER 1: SLAUGHTERHOUSE

APL 4 (EL 4)

➤ **Fiendish Lion:** CR 4; Large magical beast; HD 5d8+10; hp 32; Init +3; Spd 40 ft.; AC 15 (touch 12, flat-footed 12); Atk +7 melee (1d4+5, 2 claws) and +2 melee (1d8+2, bite); Face/Reach 5 ft. by 10 ft./5 ft., SA Pounce, improved grab, rake 1d4+2, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 10, damage reduction 5/+1; SR 10; AL NE; SV Fort +6, Ref +7, Will +2; Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6.

Skills: Balance +7, Hide+4*, Jump +5, Listen +5, Move Silently +11, Spot +5.

*In areas of tall grass or heavy under growth, the Hide bonus improves to +12.

APL 6 (EL 6)

➤ **Fiendish Lion, Advanced:** CR 6; Large magical beast; HD 8d8+16; hp 50; Init +3; Spd 40 ft.; AC 15 (touch 12, flat-footed 12); Atk +10 melee (1d4+5, 2 claws) and +5 melee (1d8+2, bite); Face/Reach 5 ft. by 10 ft./5 ft., SA Pounce, improved grab, rake 1d4+2, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 16; AL NE; SV Fort +8, Ref +9, Will +3; Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6.

Skills: Balance +7, Hide+4*, Jump +5, Listen +5, Move Silently +11, Spot +5.

*In areas of tall grass or heavy under growth, the Hide bonus improves to +12.

APL 8 (EL 8)

➤ **Fiendish Dire Lion, Advanced:** CR 8; Large magical beast; HD 11d8+33; hp 80; Init +2; Spd 40 ft.; AC 15 (touch 11, flat-footed 13); Atk +14 melee (1d6+7, 2 claws) and +9 melee (1d8+3, bite); Face/Reach 5 ft. by 10 ft./5 ft., SA Pounce, improved grab, rake 1d6+3, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 22; AL NE; SV Fort +10, Ref +9, Will +8; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills: Hide+5*, Jump +10, Listen +4, Move Silently +9, Spot +4.

*In areas of tall grass or heavy under growth, the Hide bonus improves to +8.

ENCOUNTERS 2 - 6

➤ **Yancich Sagester:** Male half-orc Bbn3; CR 3; Medium-size humanoid (orc); HD 3d12+3; hp 33; Init +6; Spd 40 ft.; AC 12 (touch 12, flat-footed 10); Atk +7 melee (1d10+6, greatclub); SA Rage; SQ Darkvision 60 ft., uncanny dodge (Dex bonus to AC); AL CN; SV Fort +4, Ref +3, Will +0; Str 18, Dex 15, Con 12, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb +6, Handle Animal +2, Intimidate +2, Intuit Direction +2, Jump +7, Listen +3, Ride +4, Swim +7, Wilderness Lore +3; Improved Initiative, Power Attack.

Possessions: greatclub.

Yancich is twenty years old and is somewhat of an outcast in the River Walker Clan. Although he is a devout worshiper of Marduk, he is still a half-breed.

Yancich is worried that his work for Delzer is causing disfavor with Marduk. He is not concerned enough to quit working for the wealthy dwarf. He is, in actuality, spying for the clan to determine exactly what Delzer is up to, and why it was so important for him to build his slaughterhouse here.

➤ **Sheen Kriha:** Male dwarf Exp4; CR 3; Medium-size humanoid (dwarf); HD 4d6+8; hp 26; Init +6; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d4+1/19-20, dagger) or +4 ranged (1d4+1/19-20, thrown dagger); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL CN; SV Fort +3, Ref +2, Will +4; Str 13, Dex 12, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Craft (tanner) +6, Decipher Script +6, Disable Device +7, Forgery +7, Knowledge (history) +10, Knowledge (local) +8, Listen +4, Search +6, Spot +4, Wilderness Lore +5; Combat Reflexes, Skill Focus (Knowledge – history).

Possessions: dagger, chain shirt.

The hundred and twenty-one year old dwarf is working for Delzer out of spite. He wants to be near enough to him to continually annoy him about the unresolved situation concerning their respective fathers.

Sheen really doesn't care one way or the other exactly what happens to the slaughterhouse. When Delzer is dead, he leaves the slaughterhouse unfinished. He loots the area, giving the heroes some of the valuables, but keeping most of it for himself.

➤ **Delzer Royer:** Male dwarf Exp6; CR 5; Medium-size humanoid (dwarf); HD 6d6+6; hp 32; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atk +4 melee (1d4/19-20, dagger) and +4 ranged (1d4/19-20, dagger); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +3, Ref +2, Will +7; Str 10, Dex 10, Cha 12, Int 10, Wis 14, Cha 14.

Skills and Feats: Appraise +6, Bluff +9, Diplomacy +11, Forgery +4, Gather Information +8, Innuendo +9, Intimidate +7, Knowledge (local) +5, Sense Motive +7, Spot +6; Leadership, Skill Focus (Diplomacy), Skill Focus (Innuendo).

Possessions: dagger, chain shirt.

At the age one hundred and twenty-five, Delzer is planning to retire. To support him in his remaining

years, he is working to develop a profitable business that he won't have to overlook. He is building a slaughterhouse at the suggestion of Dalingerat, a merchant in the south area of Veluna. He plans to live in the slaughterhouse, so that he can be on site should there be problems, and ship the product along Dalingerat's trading routes.

He is completely unconcerned with the effects on the environment that his slaughterhouse has. His only concern, at this point in his life, is to seek a resolution of his father's work and eventual premature death.

➤**Arriola Hivry:** Female human Rgr3; CR 3; Medium-size humanoid (human); HD 3d10+3; hp 25; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +3 melee (1d8+2/19-20, longsword) and +3 melee (1d6+1/19-20, short sword) or +4 ranged (1d6/x3, shortbow); SA Favored enemy; AL NG; SV Fort +4, Ref +2, Will +2; Str 14, Dex 12, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Animal Empathy +5, Climb +5, Concentration +4, Craft +3, Handle Animal +5, Hide +4, Intuit Direction +4, Jump +4, Knowledge (nature) +3, Listen +4, Move Silently +3, Spot +3, Use Rope +3, Wilderness Lore +4; Improved Unarmed Strike, Point Blank Shot, Precise Shot, Track.

Possessions: longsword, short sword, shortbow, 20 arrows, leather armor.

Hivry is a twenty-eight year old human who has been hired by Delzer to help design and implement the idea of his slaughterhouse. Although she recognizes the immediate damage to the environment that this is causing, she believes that she can design a better way to dispose of the waste that the factory produces. She also believes that she can take the money Delzer is paying her to clean up and repair the damage that is being caused.

Arriola Hivry, like her family and indeed all of the people from her village, is a vegetarian. She, again like all of the people from the village of Sugarberg, is superstitious. Because of this, she is deathly afraid of "little people." These include any humanoid shorter than the average gnome or halfling (two feet tall or less). It is not likely that this phobia comes into play in this adventure.

ENCOUNTER 6: THE DIG

APL 4 (EL 8)

➤**(Permean) Destrachan:** CR 8; Large aberration; HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 16 (touch 10, flat-footed 15); Atk +9 melee (1d6+4, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Destructive harmonics, reverberating harmonics; SQ Blindsight, protection from sonics; AL NE; SV Fort +5, Ref +3, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +7, Intuit Direction +10, Listen +25, Move Silently +10; Dodge, Improved Initiative.

APL 6 (EL 10)

➤**(Permean) Cold Element Destrachan:** CR 10; Large elemental (cold); HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (1d6+1d6(cold)+4, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Destructive harmonics, reverberating harmonics, chill; SQ Blindsight, protection from sonics, elemental, darkvision 60 ft., damage reduction 5/+1, cold subtype, icewalking; AL NE; SV Fort +5, Ref +3, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +7, Intuit Direction +10, Listen +25, Move Silently +10; Dodge, Improved Initiative.

Chill (Ex): In addition to the damage from their attacks, cold element creatures deal additional cold damage with their natural weapons. (Including claw, bite, slam, or tail attack).

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Icwalking (Ex): This ability works like the spider climb spell but applies to all icy surfaces. Within the Elemental Plane of Cold, the cold element creature may move normally.

APL 8 (EL 12)

➤**(Permeans) Cold Element Destrachan (2):** CR 10; Large elemental (cold); HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (1d6+1d6(cold)+4, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Destructive harmonics, reverberating harmonics, chill; SQ Blindsight, protection from sonics, elemental, darkvision 60 ft., damage reduction 5/+1, cold subtype, icewalking; AL NE; SV Fort +5, Ref +3, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +7, Intuit Direction +10, Listen +25, Move Silently +10; Dodge, Improved Initiative.

Chill (Ex): In addition to the damage from their attacks, cold element creatures deal additional cold damage with their natural weapons. (Including claw, bite, slam, or tail attack).

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Icwalking (Ex): This ability works like the spider climb spell but applies to all icy surfaces. Within the Elemental Plane of Cold, the cold element creature may move normally.

Tactics: The first permean to be freed only wants food. It realizes that using its harmonics against nerves drops enemies faster, so if it feels threatened while it eats, it attacks using that first.

Once the female is freed, the permeans want to secure their lair. They attack to kill. They are intelligent, and do not stand too close to one another. They only use their claws and if they are already in melee combat, preferring to use their harmonics.

If they feel they have the opportunity, the two attempt to seal the cave early in the final combat, to prevent word of their return from spreading. If, however, they are fighting for their lives against the heroes, the male attempts to protect the pregnant female. If he dies, she attempts to flee.

DM'S AID 1: BACKGROUND INFORMATION

THE SETTING

The lands to the north of the village of Triplegate are rolling and wooded. There are no roads or constructed paths, but there is a natural path that the dwarves and men who constructed the slaughterhouse used. The residents of the slaughterhouse also use this path for travel to the village.

The slaughterhouse, itself, is constructed out of stone, and is dug directly into the hill. The walls are thick stone covered in tapestries. Although the second story of the building is fitted for living quarters, it is clear that the building as a whole was not designed for living. There are no provisions for the storing of mounts or even coats in the slaughterhouse. The decoration at the entrance is far too lavish and impersonal to be a residence.

The hill is pleasant between the slaughterhouse and the dig site. Heroes making their way around to follow Delzer and the others, hear the sounds of the mutated creatures in the countryside, but do not encounter them at that time.

The camp is underground, and shows the signs of a century of abandonment. The walls and some of the equipment are all burnt. There are inert bones of the creature, demonstrating that they are mortal, after all. This last item is the most important, as it is designed to both show the heroes that they have the ability to kill the creatures, and it gives a clue as to the method the heroes need to use.

MARDUK AND THE RIVER WALKER CLAN

Marduk is a demon-lord worshiped by the River Walker Clan of orc nomads in the Yatils Mountains, as well as other humanoids in the area. The teachings of the cult are that Marduk gives aid to the strong of the creatures. His teachings are very much along the lines of "the strong shall survive."

Marduk adepts teach that he will deliver weak creatures to serve those who prove themselves to be strong. Devout hunters who follow Marduk's teachings and worship him properly are rewarded with better chances to find and kill animals for the tribe.

This philosophy extends from hunters to the leaders of the tribe, and, indeed, into all aspects of the clan's life.

THE CONDITION

The imminent release of the Permean attracts the attention of Marduk, who has not been ignoring his followers in the local orc tribe, either. Marduk has been mutating the creatures in the area, to supply the grounds with suitable food for the Permeans.

Animals of low intelligence are being transformed into fiendish beasts first. This is not an immediate process. It is slow, and somewhat painful. To anesthetize the process, creatures experience a reduction in their natural wisdom. This condition is contagious, transmitted by the consumption of the infected creature.

Eating such a creature (like the cattle in the slaughterhouse) requires that a Fortitude saving throw (DC 15) be made to avoid the effects. Like poison, there are two saves that must be made, one immediately and one an hour afterward. Unlike poison, making the first save does not negate the need to make the second.

The immediate effects are detrimental. The affected creature loses 1d3 wisdom points for each save that is failed.

After suffering the penalties, a creature may experience a bonus, of sorts. Should the creature now have a wisdom penalty, even if he had a penalty to begin with, a mutation takes effect and gives him or her the ability to rage as a barbarian once in the next 24 hours.

PLAYER'S HANDOUT 1: THE ADVERTISEMENT

Opening Soon
The Royer Slaughterhouse
The finest cut beef and unworked leather
In all the country!

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.