

VERI-07

KNOCKING ON THE KEEP

A One-Round D&D LIVING GREYHAWK®
Verbobonc Regional Adventure

Version 1

by Dan Cooper and Michael J. Breslin, Sr.

A dwarven friend and smith is in need of a favor. Will the heroes of Asbury Manor answer the call for aid? This is event one of the Dwarven series. An adventure for characters level 1-6.

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 2001 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. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
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 will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Is it a Full Moon?

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

Lifestyle

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

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

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

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

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

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent

foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

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

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

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	10 gp	0
High	125 gp	+1
Luxury	250 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

Thuldon Rockspitter left his clan in early 570 CY in search of the lost citadel and the legendary home of the Rockhall Clan of Lortmil Dwarves. Ulthak-Nor is a dwarven city lost during wars that forced the dwarves to abandon their home. The surface citadel has been home to many over the last 500 years but not a single dwarf has set foot on the smooth granite floors in that time. Thuldon has traveled trying to gather insight to the citadel's location. After 20 years of wondering the Lortmil Mountains and the hills of the Kron, he and his companions were captured by a war party of orcs that were going to sacrifice them to their foul orc god. All his companions were sacrificed and Thuldon was next; but heroes in search of a human woman's lost treasure rescued him. He repays this debt by operating a forge for the noble Lady Asbury. He has come to look on his new forge with pride and wants to gift Lady Asbury with a shirt of armor like none she has ever dreamed.

His duties at House Asbury prevent him from traveling to his home in the Lortmil Mountains. He has decided to ask those adventuring heroes that aided Lady Asbury to aid him in his task. They will travel to his Clan House and represent him with a letter and gift. Surely things are ok at home. He is homesick but duty is the measure of a dwarf and duty cannot be ignored. Thuldon gave his word to work the forge of Asbury and train 2 in the ways of metal.

Gelten is a young female dwarf that Thuldon met during a trip to Verbobonc City looking for good stock steel. She is only 63 years old and still very naive in the ways of humans. She traveled overland and arrived in Verbobonc City looking for adventure and excitement.

Gelten was having trouble finding honorable work. Thuldon invited her to help him with the forge. Now as first apprentice, she has done well but prefers to work the softer metals making things of decoration rather than working with iron and steel. Thuldon accepts that each must find their path and if it makes Gelten happy, it pleases him. Gelten will be accompanying the heroes to the home of Clan Rockhall

It is 5 days before the Full Moon Phase.

Encounter 1: Crossing Paths

Thuldon Rockspitter meets with the PCs to ask them to perform a favor. The favor is to travel to the Lortmil Mountains and his home clan at Rockhall to retrieve dwarven-smelted steel for the Asbury smithy. If any characters were involved in freeing Thuldon from the orc temple, he will ask a specific favor of that PC. If not, he will choose a single character that seems to be the most trustworthy to ask. The specific favor is to deliver a package to the elder of the clan, his father.

Encounter 2: A New Mission

Combat Encounter

Encounter 3

Arriving at the dwarven settlement, the party is greeted and welcomed with the letter of introduction. The elder calls for a council. The council consists of demonstration of deed by story, current situations within this area of the Lortmils, a narrative from a dwarven bard about the lost dwarven citadel and the business of selling smelted steel to Thuldon. If the PC with Thuldon's package presents it to the elder, the elder will thank them but leave it unopened.

Encounter 4

The 'harvest of the mountain' doesn't arrive as scheduled and the elder is concerned. The party is invited to join a two dwarf scouting party to see what has happened to the shipment. Just before departing, a young dwarven male enters Rockhall. The young dwarf reports an ambush and battle. A dwarven ranger and two clerics are added to the recovery party. After a half days travel the party finds the site of the ambush. Several dwarves remain alive, but are badly wounded, and the harvest wagons are gone.

Encounter 5

Following the trail of the wagons, the PCs, a dwarven ranger and a dwarven warrior track the bandits to a boxed canyon. The wagons are here with the bandits. The party helps formulate a plan and regain possession of the wagons with the precious harvest. Searching of the campsite reveals a letter half written describing the effects of a holy relic that was taken from Verbobonc City. It states that the relic was taken under escort to an outpost to the west about two days ago.

Encounter 6

Decisions must be made; transactions completed but do the PCs wait or follow the trail of the relic. The dwarves

return the harvest to Rockhall with the wounded. The PCs are provided a scout to help the party chase the relic. The trip is uneventful and the PCs arrive at the destroyed outpost. Long dead bodies of men, beast and orcs are found. There is no sign of the relic but an old dwarven standard is discovered.

Encounter 7

The return to Rockhall is rushed as the dwarven scout sets a quickened pace. A clan council is called and the story of the destroyed outpost is reported. The standard is closely examination revealing the crossbeam to be the haft of the 'Axe of Worm-Slayer' a legendary weapon of Ulthak-Nor and the standard itself has a map concealed within its weave. The haft is told to be a key of sorts to the legendary city of Ulthak-Nor. The Rockhall dwarves are excited that they have their first clue on the hereditary home of the Lortmil dwarven clans.

Encounter 8

Returning to Asbury Manor, the PCs are greeted by Thuldon. Examining the wagon's contents and opening a secret compartment in the wagon bed, Thuldon retrieves several bars of mithral, an oak box, a pouch, and a shield. To his surprise but definitely to his pleasure, he has the party join him in his quarters for a few tales of adventure. Later that evening the party and Thuldon join Lady Asbury for a feast in the great hall.

Note about Augmented APL

Much effort is placed in each module to challenge a party in combat. The composition of a party or the resources of the party can sometimes create a situation where their APL isn't a challenge. By increasing the challenge of the combat the judge must be careful not to over challenge them. Feel free to increase a combat APL by one, making a APL 1 party fight APL 2 combat, or add the 'Augmented APL' to a APL 3 party if you feel they it is appropriate to enhance the PCs' challenge. If you feel the party is up to the challenge then add them. Please note that you can ONLY add Augmented APL monsters to APL Three.

INTRODUCTION

It is a warm day in the town of Hommet. A light drizzle falls in the morning hours. A young female dwarf enters the inn and looks about, searching. Her eyes spot you and she walks to you with a determined stride.

Gelten Granitemantel (Appendix A) approaches the PCs individually or in groups inquiring if they know of either Lady Asbury or the Dwarven Master Smith Thuldon Rockspitter. If they respond politely, she will ask them to accompany her to Asbury Manor to speak with Thuldon about a matter of importance. She offers nothing more than a warm nights rest and good meals when they arrive at Asbury Manor.

ENCOUNTER 1: FRIENDSHIPS RENEWED

Arriving at Asbury Manor, the party finds the forge an impressive site. Originally planed to house a forge for creating farming tools and other ironwork for the manor, Thuldon has transformed it into a full forge of dwarven renown. There are two chimneys on the massive building. The full measure of the building is approximately 80 ft. by 60 ft and contains two smaller buildings in the compound. Gelten leads the party into the heart of the smithy. Entering the heart of the forge is like entering a dwarven mountain complete with stone worked walls and floor. The heart contains various workstations for metal work with a huge hearth in the center. Standing in the middle of the dwarven forge working a plate of metal the size of a half-orc's chest is Thuldon. His right hand grasps a great hammer, his left a pair of red hot tongs and sweat beads on his brow. A young human of perhaps 13 years holds the plate in a vice like thong. The dwarf looks up and smiles at the entering adventures.

If any of the PCs know Thuldon, read the following.

"May the stone of the mountain be solid under your feet, thank you for coming. I see the journey of fame shadowed in your eyes and etched on your faces. You have done well I hope? (Allow the PCs to proclaim their fame.) I am glad you have come. I would have a favor of you if you were willing. I am crafting a shirt of steel for Lady Asbury and require a smelting of dwarven ore. I have scribed a letter to my clan leader for you to carry and present in hopes that Clan Rockhall will grant my request. I would make the journey myself if it were not for my duties here at the forge. As you know, Lady Asbury has been kind to aid me and provided this forge. I am training two of her landsman to work metal and thus cannot leave for this journey. Are you willing to help me craft this gift for Lady Elinor Asbury?"

If none of the PCs have ever met Thuldon, read the following.

"May the stone of the mountain be solid under your feat, thank you for coming. I see the promise of fame shadowed in your eyes and many journeys ahead of you. Tell me of your travels. (Allow the PCs to proclaim their fame.) I am crafting a shirt of steel for Lady Asbury and require a smelting of dwarven ore. I am told that you are trustworthy if you be willing, I would ask a favor. I have scribed a letter to my clan leader for you to carry and present in hopes that Clan Rockhall will grant my request. I would make the journey myself if it were not for my duties here at the forge. Lady Asbury has been kind to aid me and provided this forge. I am training two of her landsman to work metal and thus cannot leave for this journey. Would you be willing to grant me this favor in return for my thanks?"

PCs that do not accept (allow the player to choose a more appropriate character if needed) are excused from the table. Thuldon will clasp each PC that accepts by the arm and thank them. If pressed, Thuldon will explain that his

favor and the favor of Clan Rockhall may provide masterwork or enhancements to masterwork weapons or metal armors in the future. Clan Rockhall is renown within the dwarven community for having superior craftsman of weapons and metal armor dating back generations.

Once they have agreed, or have been dismissed Thuldon will tell the PCs that he would like them to leave at first light. If asked, he informs them that a wagon with draft horses will be waiting. The journey is not a difficult one but is long and they will travel deep into the wilds of the Kron Hills and enter the Lortmil Mountains. It is an 8-day trip to the Clanhall of Clan Rockhall.

The PCs are invited to enjoy a meal and drink in Thuldon's private quarters. Thuldon's quarters resembles a dwarven stone worked mountain home with walls of granite and a great hearth. A large map of the Lortmil Mountains is drawn on a nearly paper thin sheet of steel 4 ft by 2 ft. Allow the players to interact with any new characters that have joined or with Thuldon.

When the PCs awake the next morning, they will find Thuldon outside the forge with four draft horses and a single large uncovered wagon. He provides the party with a map, letter of introduction to his clan and a sealed metal box weighing about 3 pounds. The box has neither an apparent lid nor opening.

The young dwarven female, Gelten is waiting on the bench seat of the wagon with rains in hand. Thuldon explains that Gelten will accompany them to the Clanhall for other matters of personal business and assures the party that she is capable of handling both the horses and any trouble that may befall her.

If any characters were involved in freeing Thuldon from the orc temple, he will ask a personal favor of that PC. If not, he will choose a single character that seems trustworthy to ask a specific favor. This favor is to deliver the sealed box to the elder of the clan, his father.

ENCOUNTER 2: UNDER THE FULL MOON

As the party travels across the wilderness of the Kron Hills, the first four days travel is uneventful. The fourth day of travel brings a full moon. All PCs that are afflicted with lycanthropy must make their resistances just after dusk. Gelten will immediately act to cast her 1 remove curse on any PC that undergoes a change. She offers to break the curse if any character announces that they are so afflicted.

During the night the camp is raided by a group of ettercaps. The attack of the ettercaps should come just after first dusk as any PCs afflicted with lycanthropy is occupying the attention of the party. If there are no characters that are afflicted with lycanthropy, then raise the APL of the combat by 1.

APL 2 (EL 4)

☛ **Ettercap (1):** hp 27; see *Monster Manual* page 88.

APL 4 (EL 5)

☛ **Ettercap (1):** hp 27 each; see *Monster Manual* page 88.

☛ **Monstrous Spider, Medium-Size (4):** hp 11 each; see *Monster Manual* page 210.

APL 6 (EL 7)

☛ **Ettercap (4):** hp 27 each; see *Monster Manual* page 88.

☛ **Monstrous Spider, Medium-Size (4):** hp 11 each; see *Monster Manual* page 210.

ENCOUNTER 3: CLAN ROCKHALL

After another days travel the party enters the Lortmil Mountains and on the 8th day they arrive at Rockhall. Arriving at the dwarven settlement, the party is greeted by a score of dwarves including a few male warriors, females and children. Standing behind the throng of dwarves crowding the party is an elderly dwarf in the mantle of Moradin. Thornblade Rockspitter is the elder of the Clan and a priest of Moradin. The crowd parts and allows the party to approach Thornblade. Thornblade welcomes the party in dwarven, stating his lineage as the clan leader of the 4th house of Ulthak-Nor (see appendix B - customs of the Lortmil dwarves).

"May the stone of the Mountain be solid under your feat. I am Thornblade Rockspitter, Clan Leader of Rockhall, Son of the Ulfgar the Defender of Rockhall and Gunnleada Priestess of Haela Brightaxe.

Each PC is expected to respond in kind and may know how with a knowledge (Lortmil or Dwarven Etiquette) (DC10) or just by following Thornblade's greeting. Then provide the letter of introduction from Thuldon. (Read Appendix C - History of Thuldon Rockspitter for full insight to how to play Thuldon's father Thornblade.)

Thornblade calls for a council and welcome feast. The council consists of the clan storyteller Sadendd Durenhardt son of Rask Durenhardt the weaponsmith and his wife Migan Durenhardt reciting the origins of the clan and the prophecy of the reclamation of the Citadel of Ulthak-Nor. The PCs are encouraged to tell tales demonstrating their bravery and heroic deeds. The retelling of the rescue of Thuldon is met with much approval. Thuldon's blood debt is honored but his name is not to be spoken as per the decree of the quest, (See Appendix B). Gelten is welcomed, but she remains quiet. If the PCs don't follow with expected etiquette of the dwarves, the negotiations will not go well. Gelten will act as the negotiator if the PCs are unable or unwilling. She

is also able to instruct or interpret for the party if asked.

When the package is present to Thornblade, it is taken from the hall in silence without being opened. The package is a traditional offering of matrimony between dwarves from differing clans. Thuldor is asking his father to accept his betrothed Gelten.

As long as the party doesn't totally offend the clan, negotiations will be completed and the party will secure the required dwarven smelted steel. The harvest of the mountain is expected to arrive in the morning.

ENCOUNTER 4: MISSING HARVEST

The 'harvest of the mountain' doesn't arrive as scheduled and Thornblade is visibly concerned. Thornblade summons two dwarves for a scouting party. The PCs are welcome to join.

Just before departing, two dwarven youths enter Rockhall. They are near death as they report an ambush and describe a battle with magic and tall ones. Three more dwarves are added to the now rescue party, a dwarven ranger and two clerics. After a day and a half of travel with no rest, the party arrives at the site of the ambush. Several dwarves remain alive, but are badly wounded and being cared for by one of the survivors. There is one dead dwarf that will not consent to return to the living. There is one wagon turned over and burnt by both fire and electricity. Scorched earth and blood litter the area. Twenty dead orcs, an ogre, and two humans tell of what the dwarves battled. Tracks lead deeper into the Lortmils. There are signs of an ogre, at least 20 or 30 medium sized humanoids and wagon tracks.

Allow the party to investigate the area and assist the clerics with curative means for the wounded.

The ambush occurred three days ago. The dwarven ranger is preparing to follow the tracks after speaking with the senior surviving warriors. The party is not openly asked to join, but if they offer their services, they are welcomed in this time of need. With the party's help, they may be able to recover the harvest.

ENCOUNTER 5: BOXED CANYON

Following the trail of the raiders, the dwarven scout finds a resting-place for the night insisting that the PCs need rest because they are not use to the altitude. Mid-afternoon the next day, the party will find the box canyon camp of the raiders. The wagon with the harvest is just outside a cave on the far side of the canyon. If the party has no trackers or stealthy types, the dwarven ranger can scout the canyon before attacking and provide the information displayed on the map including size, type and equipment of those in the open area of the camp.

Defensive strategy of the raiders will have half the

orcs ready as archers and the ogre is on guard with the humans relaxing outside the cave entrance. The elf wizard will be inside writing a report on the dispatch of a sealed oak box with the Cuthbert prize from the camp to a rendezvous point two days west of the canyon.

APL 2 (EL6)

👉 **Orcs** (8): 5 hp each; see *Monster Manual* page 146.

👉 **Ogre** (1): 26 hp; see *Monster Manual* page 144.

👉 **Flenoria, Female Elf Wiz(Env)5**; 18 hp; see *Appendix A*.

👉 **Loric, Male Human, Rog3**; 17 hp; see *Appendix A*.

👉 **Boric, Male Human, Ftr4**: 18 hp (injuries remaining from the ambush); see *Appendix A*.

TACTICS

Flenoria will have alarmed the entrance to the canyon to give warning while she rests in the cave. She will spend the first few rounds casting Shield, Mage Armor, Haste and Cat's Grace on herself. She will enter combat only if needed to give herself a chance to escape at the first possible moment using her fly spell.

Boric charges into melee with the biggest PC first while Loric will skirt the edges looking for spell casters and other rogues.

APL 4 (EL 8)

👉 **Orcs** (8): 5 hp each; see *Monster Manual* page 146.

👉 **Ogre** (1): 26 hp; see *Monster Manual* page 144.

👉 **Flenoria, Female Elf Wiz(Env)5**; 18 hp; see *Appendix A*.

👉 **Loric, Male Human, Rog3**; 17 hp; see *Appendix A*.

👉 **Boric, Male Human, Ftr4**: 28 hp (injuries remaining from the ambush); see *Appendix A*.

TACTICS

Flenoria will have alarmed the entrance to the canyon to give warning while she rests in the cave. She will spend the first few rounds casting shield, mage armor and cat's grace on herself. Flenoria will then cast haste and protection from normal missiles on Loric. While fighting, she looks to escape at the first possible moment using her fly spell.

Boric charges into melee with the biggest PC first while Loric will enter the cave to receive the protections from Flenoria then enter combat as best suits the situation.

APL 6 (EL10)

➤ **Orcs** (8): 5 hp each; see *Monster Manual* page 146.

➤ **Ogre** (2): 26 hp; see *Monster Manual* page 144.

➤ **Flenoria, Female Elf Wiz(Env)5**; 18 hp; see *Appendix A*.

➤ **Loric, Male Human, Rog3**; 17 hp; see *Appendix A*.

➤ **Boric, Male Human, Ftr4**; 40 hp; see *Appendix A*.

TACTICS

Flenoria will have alarmed the trail before the canyon entrance about 100 ft. to give warning while she rests in the cave. She will spend the first few moments casting bull's strength and enlarge on Boric; then shield, mage armor and cat's grace on herself. Flenoria will then cast haste and protection from normal missiles on Loric. While fighting, she looks to escape after doing maximum possible damage using her fly spell.

Boric charges into melee with the biggest PC first while Loric will enter the cave to receive the protections from Flenoria then enter combat as best suits the situation.

Augmented APL

➤ **Orcs** (8): 5 hp each; see *Monster Manual* page 146.

TACTICS

Flenoria will have alarmed the trail before the canyon entrance about 100 ft. to give warning while she rests in the cave. She will spend the first few moments casting bull's strength and enlarge on Boric; then shield, mage armor and cat's grace on herself. Flenoria will then cast blur, haste and protection from normal missiles on Loric. While fighting, she looks to escape after doing maximum possible damage using her fly spell.

Boric charges into melee with the biggest PC first while Loric will enter the cave to receive the protections from Flenoria then enter combat as best suits the situation.

Searching of the cave campsite reveals a half written letter (Player Handout #1) describing the effects of a sealed box that is taken from Verbobonc City. It states that the box was taken under escort to an outpost to the west about two days. If asked, the dwarven tracker knows of and will guide the party to the location of the other camp described in the letter after returning the harvest.

Treasure:

Miscellaneous Coin - 186 gp, 59 sp, 49 cp

Silver ring set with an Emerald, 80 gp

Ruby, small (3), 50 gp each

Horses (5), 75 gp each; Light Riding 26 hp each; see *Monster Manual* page 107.

ENCOUNTER 6: IN SEARCH OF A SPLINTER

If the party decides to follow the path of the sealed box containing the *Renvash Splinter* of St Cuthbert, the tracker expects the wagon and harvest be returned to the ambush sight first. The Ambush sight is in the general direction of where the party must search to the west. Delivery of the harvest to the ambush sight will cost the party about a day's travel due to the extra weight and slower movement of the wagon in the mountains. If the party decides to leave the wagon, the dwarven tracker will stay with the wagon.

This encounter should provide a moral dilemma, as the party must choose the possible loss of the holy reliquary over the delivery of the harvest. The dwarven tracker will under no circumstances leave his clan's harvest but will provide a map drawing or other information about location of the outpost.

Following the trail the dwarven tracker provided, the party will arrive at the outpost in two days.

Having the dwarven tracker guide the party requires delivery of the harvest; so the party arrives at the outpost after a three-day march with safe campsites each night.

Dangers of mountain travel should play a big part of the suspense of this encounter but there are no dangerous encounters with beast. If time permits, allow the party to make camp each night and go through the possibilities of combat and other encounters as time enables. Once arriving at the base camp of the raiders, total devastation is found. A major battle ensued with the carnage accounting for over a score of orcs, goblins and humans. Two ogres and an elf are found in the various parts of the camp.

No sign of the holy reliquary can be found. There are two sets of two-day-old tracks leaving the camp. The first set of tracks can be identified as a band of orcs nearing 40 strong, Tracking (Wilderness Lore DC15). There are wounded with them. The second trail can be identified by a Tracking check (Wilderness lore DC15) as two humans and an elf leaving in a rush with several ogres in chase. The party can follow either set of tracks, but all signs are lost a half-day out from the small valley. The ogres are found dead by sword and spell only an hour out of the small valley.

Searching (DC20) the outpost uncovers a standard of an orc tribe of unknown to the dwarven guide. The runes on the standard are orcish and the pole is a simple piece of pine. The odd part is the cross-arm that has markings in the wood that are slightly visible because of the caked dirt and grease from the orc standard. Upon cleaning the cross-arm it appears to be an ancient bronze wood dwarven axe handle with runes carved the full its length. A Knowledge (Dwarven History or Lortmil Mountains) (DC15) reveals the dwarven runes to be an estimated seven centuries old. Detection of magic will reveal the axe handle to radiate magic of a non-discernable nature.

The scout will not know the importance of the axe handle but if asked will recommend it be given to the

Clan Storyteller because only the Clan Storyteller can read this form of dwarven runes.

ENCOUNTER 7: SAFE HARVEST, NEW MYSTERY

Traveling back to the ambush sight, the wagons are gone. Arriving in Rockhall, the party finds the wagons safely returned and negotiations are completed for their return to Asbury Manor Forge. Presenting the axe handle to the Sadendd Durenhardt excites the ancient dwarf as he shouts in hurried short sentences.

“Wooooorrrrrmmmm, its Worm-Slayer the boy found Worm Slayer’s handle. The first key the first key. Oh Moradin be praised, lead us into battle we have found the first key.”

Very excited, Sadendd Durenhardt calls for a Clan Meeting. The story of the keys to Ulthak-Nor is told and the clan rejoices at the first news of the ancient homeland’s key. (Appendix C.) The party is thanked and the feast goes on into the night with all dwarves rejoicing in the blessings of Moradin. After a night of storytelling, feasting and dwarven ale, the party leaves for Asbury Manor with a wagonload of Dwarven smelted ore. The party/s leave taking is friendlier than their arrival.

ENCOUNTER 8: GIFT OF CLAN ROCKHALL

Traveling with the heavy wagon of dwarven steel is not easy but the party makes it back to Asbury Manor safely. Thuldon inspects the cargo and is very thankful. Thuldon unloads the rear portion of the wagon and opens a false bottom. From the compartment, he removes a large pouch, a wooden box, five bars of glistening silver blue metal and a small steel shield.

Grabbing the shield and turning to the party surprised and astounded.

“May the Master Smiths of the Mountain smile today? By what deed did you perform for the clan to gain this honor?” Holding the shield aloft over his head. “This is a shield of Rockhall, less than two score in all times have left the clan. This is a gift rewarding the highest valor and service to our clan. Tell me your tale over an ale of truest dwarven strength.” Turning and collecting the remaining items in his hands, he heads to his quarters.

As the party relates the story of their adventure, Thuldon shakes his head and gasps at moments of tension.

At the mention of the axe handle of Worm Slayer his eyes glisten with dew and he asks what happened to the handle. Shakily his hand finds the wooden box and opens it with the lightest of touches. “The key to our home,” lifting the lid of the

box, “tis it true? Blessed be Moradin for his favor this day, it is her.” Lifting the axe handle and examining it brings a knot to his throat that he washes away with ale. “This be the most glorious of times for my people.” Reaching into the pouch he pulls forth a coin of the same silver blue metal as the bars. “This is a token of our friendship and trust in your heart and soul. Please accept this as our thanks with the Shield of Rockhall.”

Thuldon explains the shield and tells the party that the bars of Mithril will be used to make a coat of steel for Her Ladyship in thanks for the many blessings her service has brought him.

The event ends with a dinner hosted by Lady Asbury in her Manor Hall.

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter Two	
Defeat or Drive off the Ettercaps	125 xp
Encounter Three	
Participating in the Story Telling	25 xp
Asking questions about the Citadel	25 xp
Encounter Five	
Recover the Harvest of the Mountain	175 xp
Discovering the Importance of the note	25 xp
Encounter Six	
Track the Renvash Splinter	25 xp
Encounter Seven	
Find the standard and axe handle	25 xp
Encounter Eight	
Return Worm Slayer’s handle	25 xp
Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500 xp

Treasure Summary

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

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

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

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

Encounter Five

- Coin - 186 gp, 59 sp
- Silver ring with a Emerald, 80 gp
- Ruby, small (3), 50 gp each
- Horses (5), 75 gp each; Light Riding 26 hp each; see *Monster Manual* page 107.

Encounter Eight

- Shield of Rockhall (see above gp, 6 lb, steel, unusual) - The Shield of Rockhall is a masterwork small steel shield in the hands of a character not dedicated to martial battle. If the owner has a base attack bonus of +3 or greater, The Shield of Rockhall acts as a +1 *small steel shield*. The shield power increases with its owners power. Once the owner has a base attack bonus of +5 the shield acts as a +2 *small steel shield*. Once the owner has a base attack bonus of +7 the shield acts as a +2 *small steel shield, light fortification*. The value of the shield increases and corresponds to

its current power level, which is measure by its current carrier.

- Coin of Rockhall (50 gp, 0.1 lb, Mithril, unusual) - The symbol of Rockhall, a granite column, is stamped on the face of the coin.
- Trust of Clan Rockhall (0 gp, -, -, unusual, non-tradable) - The Clan Rockhall recognizes the above named adventure as trusted friend. This is an influence point with the Lortmil Dwarves.
 - Her Ladyship Elinor Asbury will train any warrior or cleric in one of the following feats from the Defender of the Faith: Guidebook to Clerics and Paladins or Sword and Fist: A Guidebook to Fighters and Monks: Circle Kick, Divine Might, Eagle Claw Attack, Fists of Iron, Improved Shield Bash, Lighting Fists, Rapid Reload, Sacred Spell, Shield Expert and Snatch Arrows. You must meet the requirements for the feat selected. To gain the feat it will cost you 1 TU for the proper training. If you take one of these feats you must bring a copy of the spell when you play an event so that the DM can reference its rules. Keep this certificate as documentation allowing you to take the spell you choose, and when you take the spell record that you did so, and which feat you took, on campaign documentation at the first possible opportunity.

APPENDIX A - NPC DESCRIPTIONS

☛ **Gelten, female dwarf Cleric**: Medium-size humanoid (4 ft. 8 in. tall); HD 5d8+15, 43 hp, Init +0 (+0 Dex), Spd 0; AC14 (+3 chain shirt, +1 small steel Shield, +0 Dex), +6 melee (1d8+2 (x3), warhammer), +3 ranged (1d8 (19-20/x2), light crossbow), SR nil; AL LN; SV Fort +7, Ref +1, Will +6.

Str 14, Dex, 10, Con 16, Int 14, Wis 15, Cha 10

Skills and Feats: Appraise +2, Balance -2, Bluff +0, Climb -1, Concentration +7, Craft +7, Diplomacy +2, Disguise +0, Escape Artist -2, Forgery +2, Gather Information +0, Heal +4, Hide -2, Intimidate +0, Jump -1, Knowledge (Arcana) +3, Knowledge (religion) +7, Listen +4, Move Silently -2, Perform +0, Ride +0, Scry +7, Search +2, Sense Motive +2, Speak Language (Dwarven, Common, Giant-kin and Celestial), Spellcraft +7, Spot +4, Swim -6, Use Rope +0 and Wilderness Lore +4; Alertness and Combat Casting.

Spells Prepared (5/5/4/2; base DC = 12 + spell level): 0 - (detect magic, guidance, light, read magic, resistance); 1st - (magic stone*, bless, cause fear, divine favor, doom); 2nd - (shield other*, bull's strength, hold person, lesser restoration); 3rd - (protection from elements*, remove curse).

*Domain spell. Domains: (Earth (Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use this ability 3 time per day); Protection (protective ward - grant someone touched with a resistance bonus on next saving throw. This is a standard action with a 1-hour duration.)).

Equipment: glove of storing (masterwork warhammer), pearl of power (2nd level), masterwork chain shirt, masterwork warhammer, light crossbow with case of 10 bolts arrows (3 silver bolts), 500 gp (pay for stock steel), 12 sp.

☛ Gelten is a faithfully in love with Thuldon and will stop at nothing when his welfare is concerned. Moradin protects her and she is a loyal friend and adventuring party. She is responsive to anyone that was responsible for helping Thuldon from the Suel Temple.

☛ **Boric, male human, Fighter**: Medium-size humanoid (6 ft. 1 in. tall); HD 4d10 +12, 40 hp, Init +3 (+3 Dex), Spd 20; AC20 (+5 breastplate, +2 large shield, +3 Dex), +8 melee (1d8 +5 (19-20/x2), Longsword), +7 ranged (1d8 (x3), longbow), SR nil; AL LN; SV Fort +7, Ref +4, Will +2.

Str 16, Dex, 16, Con 16, Int 8, Wis 8, Cha 8

Skills and Feats: Appraise -1, Balance -1, Bluff -1, Climb -1, Concentration +3, Craft -1, Diplomacy -1, Disguise -1, Escape Artist -1, Forgery -1, Gather Information -1, Heal -1, Hide -1, Intimidate -1, Jump -1, Listen +2, Move Silently -1, Perform -1, Ride +3, Scry -1, Search -1, Sense Motive -1, Speak Language (Common and Giant-kin), Spot +2, Swim -10, Use Rope +3 and Wilderness Lore -1; Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (long sword) and Weapon Specialization (long sword).

Equipment: Breastplate, large steel shield, longsword, longbow, quiver of 20 arrows, 40 gp, 12 sp.

☛ **Loric, male human, Rogue**: Medium-size humanoid (5 ft. 7 in.); HD 3d6+3; hp17; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC16 (studded leather +3, Dex +3); Atk +5 melee (1d6 (19-20/x2), short sword) or +3 ranged (1d8 (19-20/x2), light crossbow); SA Rog Sneak Attack (+2d6 damage); SD Rog Evasion, Uncanny Dodge (Dex to AC even Flatfooted); AL CN; SV: Fort +2, Ref +7, Will +2.

Str 10; Dex 16; Con 12; Int 12; Wis 12; Cha 12

Skills and Feats: Appraise +1, Balance +3, Bluff +5, Climb +0, Concentration +3, Craft +1, Decipher Script +4, Diplomacy +1, Disable Device +7, Disguise +3, Escape Artist +4, Forgery +1, Gather Information +1, Heal +1, Hide +2, Intimidate +1, Jump -1, Listen +7, Move Silently +5, Open Lock +5, Perform +1, Ride +3, Search +7, Sense Motive +4, Speak Language (Common and Orcish), Spot +7, Swim -6, Tumble +4, Use Magic Device +2, Use Rope +3 and Wilderness Lore +1; Improved Initiative, Dodge, Point Blank Shot.

Special Abilities: Sneak Attack +2d6 damage, Evasion, and Uncanny Dodge.

Possessions: Silver ring set with a ruby (80gp), pouch with 85 gp and 13 sp.

☛ **Flenoria, Female Elf Wizard (Env)** 5; Medium-size humanoid (5 ft. 3 in.); HD 5d4 +10; hp 18; Init +4 (+4 Dex); Spd 30; AC14 (Dex +4); Atk +2 melee (1d6 (x2), quarterstaff) or +6 ranged (1d8 (19-20/x2), light crossbow); SA Spells; AL LE; SV: Fort +3, Ref +4, Will +5.

Str 10; Dex 18; Con 14; Int 16; Wis 12; Cha 8

Skills and Feats: Appraise +2, Balance +2, Bluff +0, Climb +0, Concentration +9, Craft +2, Diplomacy +0, Disguise +0, Escape Artist +2, Forgery +2, Gather Information +0, Heal +1, Hide +2, Intimidate +0, Jump +0, Knowledge (Arcana) +7, Listen +1, Move Silently +2, Perform +0, Ride +2, Scry +7, Search +2, Sense Motive +1, Speak Language +0, Spellcraft +9, Spot +1, Swim -6, Use Rope +2 and Wilderness Lore +1; Summon Familiar, Scribe Scroll, Spell Focus (Evocation), Combat Casting, Maximize Spell

Spells Prepared (4/4/4/3; base DC = 13 + spell level): 0 - (Flare (x2), Ray of Frost (x2)); 1st - (Color Spray, Enlarge, Magic

Missile (x2); 2nd - (*Blur, Darkness, Mirror Image, Protection from Arrows*); 3rd - (*Fireball, Fly, Lighting Bolt*).

Possessions: Scroll with Bulls Strength, Cats Grace, Haste, Mage Armor, Alarm and Shield; quarterstaff; light crossbow; 8 bolts with case; Small Ruby (3) (50 gp each), 34 gp. 14 sp.

APPENDIX B – THE STORY OF THE SEARCH FOR ULTHAK-NOR

I, Sadendd Durenhardt son of Rask Durenhardt the weaponsmith and his wife Migan Durenhardt, recite the works of my father as told to him by his. Before my great grandsirs youth, our clans were forced from Ulthak-Nor the home of the Lortmil Dwarves. Forced from our hallowed halls by minions of evil, our ancestors fled to the surface citadel. Once in the surface citadel, in the light of day with elves and gnomes our master stone craftsman reshaped the face of Moridan's home. Finished with securing our home from the surface we traveled from the deep Lortmil Mountains to the hills. Many of our warriors and priest were lost in the 2 generations of battle. The greatest of our warriors wielded the axe Worm Slayer. The surface city was left and is now lost because of the stone shaping of the master craftsman. To find the valley and the stone face that provides entrance is our first task. The Clan's first son is on a quest to find the valley. Searching he has been for 10 years. This task has been the duty of each first son of the Clanlord and until his task is done or the Death of the Clanlord he will not return. His name is unspoken until his return.

The valley is not unlike any of the thousands of valleys in the Lortmil Mountains. The quest to find Ulthak-Nor is difficult because the mastery of our stone craftsman to shape stone to show no signs of the citadel that dwells on the surface. Each generation has searched and recorded on a map the areas that have been searched. Our first son has the advantage of time and the efforts of his fathers. There remains only a few thousand square miles of the mountains to search. We are close, our warriors and priest are prepared to battle the evil and our determination strong.

PLAYER HANDOUT #1

This box is pure insanity. Since it arrived, the 2 sickly couriers have worsened and I fear catching the retched curse. I won't touch it or them. Snorg has taken charge of it and is the only one from our band that will touch it. Sometimes it pays to be as smart as dirt. I had the couriers killed and burned. The orcs won't go near the thing and I have reservations about holding it here.

Following instructions, I have sent it with Mallory to the Blind Griffon Pass. He is to deliver it to a human retch in blue clothing with a black bird on his mantle. This human had better have our gold. Mallory and Snorg are taking Ferie and a score of the orcs with them.

I will be meeting Mallory in a few days to discuss the next series of raids on the gnomes of the Kron.

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.