

VER2-03



A FRIEND IN NEED

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

Version 1

by Michael Maenza

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

With the winter chill of Fireseek finally gone, the approaching spring holds promise of adventure, but before that, maybe some rest and relaxation is in order. An adventure for characters level 3-10.

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

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each characters 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 joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Verbobonc. 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

Gallow's Corner is a thorp situated in the east-central portion of the Kron Hills near the border of Verbobonc. It is located not far from the gnome town of Kron. There are somewhere between 40 and 60 residents, with the majority of them living as farmers and trappers some distance away from town. For the history on the thorp see Player Handout 2.

Over the years halflings and humans migrated to the thorp, content to remain individuals bound by a common sense of pride. Eventually the small community grew close to the size of a thorp, as trade blossomed and the inhabitants prospered. Many a visitor, and would-be resident, were attracted here not only by the story of Gallow's Corner, but also the mineral hot springs located nearby. The spring's rumored healing potential and relaxing qualities beckoned many a traveler. Caravans and

travelers began to frequent the thorp of Gallow's Corner as Travelers (clerics) of Fharlanghn proclaimed this an honest resting place in the teeming wild.

While all this went on, unknown to the surface folk, an ancient catacomb of tunnels lay beneath the thorp. These catacombs have been home to many over time, but in the last 10 years a once large clan of kobolds, Clan Shak Dar, came to reside here on occasion. Finding their ability to roam other areas of the Krons hampered by gnomes, goblinoids and orcs, they were forced to this last sanctuary. A steady string of losses has decimated Clan Shak Dar to the point that they now suffer with having twice as many females and children as they do able-bodied warriors.

Enter Jepesh, a snide Human possessing a map to an evil tower in the Gnarley Forest. For the last five years he has searched high and low for the key he needs to enter the tower, thus allowing him access to untold riches and power. Through divination, intimidation, and generous amounts of coin he has learned that the key is somewhere in Gallow's Corner. After two forays into the thorp to survey the populace, he came upon and surprised two kobold scouts. They immediately fell victim to Jepesh's charm magic and subsequently led him to their clan leader, a kobold shaman. After much discussion and bartering, a deal was reached. The kobolds would attack local travelers and merchants, as well as search for any keys in the thorp and surrounding lands. In return, Jepesh would protect the clan and aid them with magic, allowing the shaman to sacrifice local halflings to Kurtulmak for his favor.

When the characters enter the town, it has been two weeks since Jepesh sealed the mutual agreement with the kobolds. During this time they have made nightly forays in the thorp, taking any keys they come across. At the same time they are also taking any metal they can carry for use as food for their pet rust monster(s). This has usually taken the form of farm implements, such as rakes, hoes, axes, and shovels.

It takes the kobolds three more days to find out that the thorp hetman has the key. The players are either able to stop them in time or Jepesh, and the remaining kobolds, escape into the Gnarley Forest with the key.

There also exists another unrelated problem. A wolf-like creature is stalking the forest and hills. Several town folk and travelers have been attacked. Their bodies mauled and their throats bitten out. Locals don't know what to make of it. Some think that it is the work of a lone wolf, stalking the area for easy game. Others aren't so hopeful. They think it's the work of a Lycanthrope, or maybe even undead. Whatever the case may be the town is on edge and alert.

When the characters arrive they find that the thorp is teeming with activity. People of several races are going about their business. Most are farmers from outlying areas, but still many are tourists of a sort, seeking relaxation and recreation.

At the start of play, it is the first night of the full moon, which continues for three nights in total.

ENCOUNTER 1: THE LAUGHING DOG INN

The characters are in the Laughing Dog Tavern nestled on the road about one day north of the gnome town of Kron. The tavern has a boisterous but small group of rowdy warriors in black garb blowing off steam. Their rambunctious behavior and laughter is intermixed with racial rants. Shortly after a lone halfling traveler enters the tavern and walks to the bar. The warriors belittle and make jokes about halflings, while looking for signs of approval from the characters. The halfling jokes about the warrior's witty repartee and embellishes on their appearance. A fistfight ensues. If the players defend the halfling, they are told to leave. The halfling leaves after the fight.

ENCOUNTER 2: COME HOME FOR SUPPER

Any character helping the halfling in the fistfight or speaking for the smaller races gain an invitation from Anrew as he offers his thanks and a meal at his family's home in Gallow's Corner. He offers the characters accommodations as well as supper. He leads the characters to the thorp of Gallow's Corner about a two-hour ride from the tavern. During the trip he makes conversation with any friendly character. Anrew is highly interested in any story, news, or tales; above all he is friendly, without being annoying or obtrusive. If the characters did not offer help, they can travel to Gallow's Corner the next day on their own.

ENCOUNTER 3: WELCOME TO GALLOW'S CORNER

Characters accompanying Anrew are treated as family and Anrew is treated as something akin to a returning hero. They are given a quick tour as they ride through town toward Anrew's family lodging. Anrew's father Marlow, the Hetman, treats the characters to a meal and stories about strange noises, ghosts and of the recent kobold attacks on villagers. Marlow finishes with the tale of Gallow and the key worn about his neck.

Arriving without Anrew, the characters stay at the local inn and hear the rumors and stories at the local tavern. If they inquire as to who is in charge, they are directed to the hetman, Marlow.

ENCOUNTER 4: THE TROUBLE WITH THORPS IS...

While the characters are eating, a young halfling barges in and bursts out news of another villager found dead. The characters are provided clues to the problems of the thorp and the missing villagers. The clues include stories of animal attacks; cemetery plots being disturbed, the miller's apprentice acting strange, and more to muck up the soup.

ENCOUNTER 5: THE THORP IDIOT

The thorp idiot is a half-orc male who the thorp has taken under their wing. He works in the village performing minor errands and manual labor. He attests to a number of things. He was hauling lumber from the northern woods to the stables on one of the nights that a halfling was attacked. He remembers hearing screaming and thinks that he saw dog people attacking and that two used balls of fire. He also thinks that he has seen the ghosts that people are talking about and they are the same as the ones that live in his hair.

ENCOUNTER 6: THE MILL

The Mill is older than the thorp and is an entrance to the catacombs. The miller is confounded by the disappearance of all the rats and cats around the mill and is hearing odd noises in the night. Two weeks ago while investigating he found his assistant standing in the middle of the grain storage. The next morning, the assistant showed no knowledge of the incident. The miller dismissed this event until news of the missing halflings spread. Now the Miller believes in ghosts. Jepesh hypnotized the assistant to forget the encounter. As for the noise, the kobolds were leaving the mill to do errands.

ENCOUNTER 7: CHILDREN SHOULDN'T PLAY WITH DEAD THINGS

The graves look as if they have been tampered. The body of a halfling that had its throat ripped open and his blood drained was buried here. The villagers are split in opinion with some thinking it was just an animal attack while others think that it was the work of a lycanthrope or vampire. The party should be lead to believe that this could be an attack by a lycanthrope or vampire. Villagers relate that the victim was missing for about a day and was found in the forest. There wasn't much blood around or in the body, save for his clothes.

ENCOUNTER 8: MINERAL HOT SPRINGS

The springs are a major draw for travelers and the characters find the locals tend to be much more talkative to those that are enjoying the refreshing mineral baths. The characters are able to gather information on the history of Gallium's Corner. These springs have become a major draw for visitors. About 5 years ago a traveling priest of Fharlanghn came here to stay and found the springs soothing for his aching body. After which he recommended the place to many people in his latter travels.

ENCOUNTER 9: HUNGRY LIKE THE WOLF

In an unrelated situation, a wolf-like creature has moved into a cave outside of Gallow's Corner and has been praying on the halflings as an easy food supply. The

characters can easily track the wolf. This can be done before or after the dungeon crawl in the Sanctum. If you are running short on time, guide the party to the sanctum while they are chasing the wolf.

ENCOUNTER 10: JEPESH'S SANCTUM

Two entrances to the surface exist in area of the thorp. One entrance is through the mill and other a cemetery plot. There is a third entrance that exists several miles outside of the thorp that the kobolds used to first enter the catacombs. The mill has old stonework stairs descending into the catacombs. The catacombs were first used to hide the local inhabitants from humanoid raiders, Pomarjian slavers and migrating evil Suel. The kobolds moved here to escape the larger humanoids. Now they use this place as a base to do Jepesh's bidding. Lately, the focus is capturing unlucky victims to interrogate about the key, feed on or sacrifice. The catacombs are quite humid and warm with naturally rough walls and slime-coated floors.

CONCLUSION: HALFLING HEROES

Characters stopping Jepesh and the kobolds before the fourth day save the hetman's life. Relating what they found out and offering an explanation of what happened to the hetman, the character that was the most bravely portrayed in the party's report is presented with the Gallow's key.

CONCLUSION: JEPESH'S ESCAPE

Three days after entering town Jepesh finds the key being worn by Marlow the Hetman and order the kobolds to attack in mass. After killing Marlow and claiming they key, Jepesh escapes.

INTRODUCTION

With winter's grip finally releasing itself from the Viscounty, you have ventured forth looking for fame, fortune, and the occasional job. You were hoping things would be better this year, but traveling through the Kron this past week changed your mind. With Growfest only one week away, you have found yourself spending more money than you're taking in. Easy work and rumors of treasure have been for naught. Making inquires subtle and not so subtle; you have come up empty handed at each stop. About a day back you met a stranger, a priest of Fharlanghn, who noticed the fatigue and disappointment that you wore like a heavy mantle. He recommended that you rest for a bit and even gave directions to a place you could hold up for a while and spent the time to relax. He called it Gallow's Corner. He went on about its soothing hot springs and the kind folk who lived there. On parting he offered only one piece of advice. Don't forget the road. With little else to do you have decided that maybe he was right. So you have set out to enjoy yourself and quit worrying.

Well, two days later and you can honestly say that you haven't forgotten the road. In fact, that's all you have had, other than the occasional ambush by petty bandits. What you have

forgotten was the old priest's directions. Tired and hungry, you push on. If only you could rest for just a little while.

As you slowly make your way up the road, over a steep, laborious hill, you make out some structure in the fast approaching twilight. Now maybe you can finally get some rest.

ENCOUNTER 1: THE LAUGHING DOG INN

The characters are headed toward the Laughing Dog Tavern nestled on the road about one day's ride north of the gnome town of Kron.

Approaching the structure, you hear bellowing laughter and the occasional drinking song. Light pokes out through the closed shutters. A placard hanging from a rusted chain depicts a dog holding a mug. There are several horses tethered by the doors.

The horses have military style saddles. Players may make an Animal Handling or Appraise (DC 25) check to determine that the heavy warhorses are of exquisite stock.

Inside the tavern is a boisterous but small group of rowdy mercenaries in black garb blowing off steam. Their rambunctious behavior and laughter is intermixed with many a racial rant or slur.

As you swing open the heavy oak door, the smell of stale ale and the bright lantern light smacks your senses. Surveying the room, you see the bar on the far wall, with the usual grog server. To the left is a human male passed out, mug in hand. To your right you see the source of the commotion. A boisterous group of seven stout, barrel-chested humans are working their way through a table of mugs. As you take in the tavern scene, the largest of the group of seven humans, gives you a once over with his eyes and turns to continue his revelry. The barkeep yells to you, "There's plenty of room outside for lollygagging' about. Ifin' ya be wanting something to shake off the road rash from your back sides then come on in and have a seat."

The inn offers food and drink at the prices listed in the *Player's Handbook* along with additional locally produced fare.

Pig Grog 1sp

A heavy ale with a hint of pork.

Herman M's Special Blend 4sp

Very viscous beer, thickened with Ipp sap.

Rabbit Punch From Nowhere 8sp

Brewed by an alchemist down the road, this stuff has a kick. The first time a character drinks it they receive a +4 to Strength and each time a character drinks a mug they receive a must make a FORT save, DC 15. If they fail they get -2 to Fort saves, -2 Intelligence modifier, and -2 wisdom modifier. Further more for each check they fail, they subtract 5 feet from their movement. Effects last for 24 hours. After three failed saves, the character passes out for remainder of 24 hours.

Wild Varmint Stew 5sp

A very tasty blend of all the dead animals the barkeep could find.

Party's that have dwarves, half-orcs, gnomes, halflings, or elves draw stares, and whispers, followed by hearty laughter from the group of black clad boisterous humans.

Once the characters have a chance to settle or if they ask to listen to the whispering they, a successful Listen check (DC 12) allows them to hear the group belittling all other races other than humans. The judge may decide to either tell the listener that they get the impression of racial slurs or they may roleplay it. The drunken warrior's general outlook is as follows with sample outbursts from the group:

HALFLINGS

They think of them as half men, insignificant and incomplete.

"Now why would nature make half a man? Those things are darn broken. Tell ya' what though, they the laziest things with two feet. And what about that dirty smell they all have?"

GNOMES

Troublemakers and thieves, they have lands that ought to be owned by the sons of man.

"I reckon one of these days we'll be able to ride down and take that land. Heck, dem' gnome don't know how to use it. Why they all live under the ground like rats. I might have to go in the rat hunting business."

HALF-ORCS

Stupid brutes, easily tricked or beaten down.

"I'd fear 'em if they had any brains. I told an angry one once that I was a great wizard and I was going to turn him into a frog. He just started crying and begging to be spared. Yah' know, I bet they would make good pets."

ELVES

The elves had their time and know its time to move over and give over what is due to humans.

"High fa' lootin', no good, coward belly tree huggers. I ain't got one nice thing to say about dem', except maybe thanks for your lands you no good cowards. One of these days them forests will be all ours and there ain't a darn thing them fairy folk can do about it."

After about 15 minutes, a lone halfling traveler enters the tavern. Displaying a shaved head and simple linen vestments, he effortlessly moves to the bar. The warriors speak in hushed tones before belittling and making snide jokes about the halfling, while looking for signs of approval, or disapproval from the characters and the other patrons of the tavern.

"Well looky here boys, seems we got our selves a spring chicken. Hey half man, I'm talking to you. Are you a spring chicken?" The halfling ignores the men and proceeds to head to the bar.

The halfling then proceeds to retort about the warrior's witty repartee.

"It always amazes me that nature would see fit to make a big dumb creature like you not only loud but obnoxious as well. Your prattling has only drawn attention to the fact that you're an imbecile and a fool. Just because your big, doesn't necessarily mean that you have the right to speak to anyone you wish, in any rude way you see fit. I would be more careful, for a person can easily drown in even a spoonful of water."

As the men rise from their table, the barkeep begins to urgently put the bottles and mugs out of harm's way. As the leader and his men approach the halfling he quips, "don't worry half man, we're just gonna give you a whoopin' to keep your tongue in place. When we're done, we'll let you crawl out of here!"

A fistfight with the halfling ensues, and it should be obvious that while it is not fair, it is still without weapons. The party members may decide if they step in on one side or the other.

Character's should not use any weapons other than explicitly non-lethal ones or use any damaging spells. Any use of these sends the barkeep's potboy for the Mounted Borderers, a day's ride north. Furthermore, the group of drunken men draws their weapons.

ALL APLS (EL 5)

➤ **Bar Brawlers (6):** Male human Ftr2; hp 20, 20, 20, 20, 20; see Appendix 1: NPCs.

➤ **Anrew Jadethorn:** Male halfling Mnk6; hp 33; see Appendix 1: NPCs.

Anrew is a traveling monk and the son of Marlow Jadethorn. Anrew was a resident of Gallow's Corner up until 2 years ago. Because of his lack of skill as a leatherworker and an apprentice blacksmith, he made the decision to head out into the world. Traveling for a time, drifting from one place to the next, he eventually found himself in the care of a monastery of fighting monks. He learned that their order was called The Protectors of the Closed Fist. He found their tenets to be appealing. They swore never to shed blood, to live humbly and to always intervene for those who could not protect themselves. After a time he found that intervention could come in the form of words as well as actions. After staying on for almost a year, he once again set out; this time with a purpose and a path. He is an optimist and lets his sense of humor carry him through difficult situations. He hopes to spread enlightenment to all willing to listen.

If the party does not enter the fray, the halfling either leaves after winning the fight or fights until he is rendered unconscious. The drunks rebuff any questions about the fight or the halfling, answering with only, "he had it coming." The innkeeper responds that the only halflings in this area are from the vicinity of Gallow's Corner, a two-bit thorp up the road.

If the players did not offer help, they can travel to Gallow's Corner the next day after staying at the inn. Characters may make arrangements to sleep in the common room upstairs. The straw cots are uncomfortable to sleep on and the incessant snoring of the drunks makes it hard to get a good night's sleep.

Proceed to the Thorp Locations and allow the characters to decide where they wish to go first. Adjust any encounters so that Anrew is not with the party. If they stop in at the Rent of the Village Hetman, they find Anrew there. He is openly curious as to why they have come to Gallow's Corner.

ENCOUNTER 2: COME HOME FOR SUPPER

Any character helping the halfling in the fistfight or speaking against the slander by the human warriors are asked to leave the tavern with the halfling, due to their disturbing the regulars.

Upon ejection from the tavern Anrew offers his thanks and invites the characters to his family home in Gallow's Corner. He offers the characters his thanks, apologies, and accommodations as well as supper.

"May I offer my thanks for your help? It is uncommon these days for strangers to lend their assistance, especially when they risk their own health in doing so. If you would let me, I would like to show you my heart felt appreciation. Would you do me the honor of accepting my invitation to my family's home in Gallow's Corner, for supper, stories, and shelter for the night? It is but a short distance up the road. I'm sure my father would be happy for the company and the news of Verbobonc at large."

If asked about his fighting or occupation, he responds:

"I am just a simple monk, seeking to uphold justice for those that can't stand up for themselves."

If pressed for further information or, if any character seems generally interested, he informs the party that he is a member of the Order of Protectors devoted to Mayaheine.

If pressed further or the characters show genuine interest in his beliefs, he goes into detail about his order of fighting monks and what they stand for.

If the party accepts his invitation, he leads them to the thorp of Gallow's Corner. Gallow's Corner is about a two-hour ride from the tavern. During the trip he makes idle conversation with any friendly character. Anrew is highly interested in any story, news, or tales; above all he is friendly, without being annoying or obtrusive.

If the characters do not accept Anrew's invitation, they arrive in the thorp without Anrew. Be sure to make adjustments to any thorp encounters accordingly. They may stay at one of the two local inns and hear the rumors and stories at the local tavern. If they inquire as to who is in charge, they are directed to the hetman, Marlow.

ENCOUNTER 3: WELCOME TO GALLOW'S CORNER

After almost two hours of travel (with or without Anrew) you arrive at your destination, Gallow's Corner. You immediately become aware that there is an even mixture of halfling and human culture throughout the thorp. Even at this hour of the evening there appears to be many people moving about the thorp.

The party can catch a quick glimpse of Gallow's Corner as they ride through the thorp towards Anrew's family lodging. Place the thorp map in front of the players, and if they ask about a building give them a general feel. If players want to stop, keep them moving forward under the premise that it is getting late and "supper is waiting."

Characters that make either a successful Knowledge (Verbobonc) or Bardic Knowledge check (DC 15) know the history of Gallow's corner and gain access to Player's Handout 2. While this information is not necessary to complete the scenario, it is included for "flavor" purposes.

Gallow's Corner is a thorp located on the southern remote fringe of the Viscounty. The economy is mostly run on silver, though with the Shrine to Norebo set up in the past several months, this is starting to change to gold.

The town is going through a boom of sorts and because of this all prices from the *Player's Handbook* are 20% more, except where noted. With the influx of trade, the thorp has more merchandise to draw from. Characters may make normal equipment purchases of values under 101 gp, and with the exceptions and where noted during encounters:

- No exotic weapons
- No large melee or ranged weapons
- No chain shirt
- Only riding dogs
- Carts and Wagons take one week to make, (+1 TU)

Players wishing to purchase more expensive items must travel one day to the south to the gnome town of Kron, the largest town nearby or eight days to the north to Verbobonc City.

THORP LOCATIONS

1. The Home of the Village Hetman

If the characters are traveling with Anrew, go to Encounter 4.

♣ **Hetman Marlow Jadethorn:** Male halfling Exp4.

2. The Honest Pony Inn and Tavern

Upon setting your eyes on this establishment you notice that it has two doors, one 6 feet tall, the other at about 3 and a half feet. The building appears to be made of lumber and dried clay,

giving you the impression of a manmade hill. Several ponies and dogs are tied to a railing, and many jovial voices can be heard from the inside.

The inn and tavern cater to halflings and gnomes. They have 6 rooms for the smaller folk, designed to feel like a home, with small windows and an "earthy" feel. The inn has two rooms for medium-size individuals. The tavern consists of small size seating, with one table and four chairs in the corner for the larger folk.

The inn offers all food and drink from the *Player's Handbook* at standard prices. The inn also offers a delicious thick wine and potato soup called LaraBenne for 5 sp.

When characters come in they find that several local halfling farmers and ranchers are sitting around the back bar listening to one of Tomas' stories of dungeon plundering. Halflings, gnomes, and humans are given preferential treatment. Any half-orc in the party who makes a good first impression is treated to a drink and all in the room are asked to toast Ramalad.

If asked about the free drink or the toast, Tomas responds, "It is my way of honoring a friend." Tomas adventured with Ramalad, a Half-orc fighter, many years ago. Ramalad had saved Tomas' life and took a fatal blow for him.

♣ **Tomas "Testy" Applewine:** Male halfling Rog8/Ftr2.

3. Mill

See Encounter 6.

4. Honeybee Outfitters

The placard hanging above the door depicts a rope and a shovel. A variety of farming and adventuring wares are displayed in the adjoining windows. In common above the door reads "Honeybee Outfitters."

Characters entering the establishment find an orderly, well maintained shop. The shop offers items in *Player's Handbook*: Table 7-7 Goods and Services. The Honeybee Outfitters deals only in items that are 101gp or less in value and non-masterwork. She also doesn't deal in animals. Of those items she does sell there is a 20% markup in price due to the tourist economy.

♣ **Ahlissa "Honeybee" Ol-Bahan:** Female human Rog4.

5. Remote Chance Inn/Shrine to Norebo

Of all the establishments in town, this appears to be the busiest, with a constant flux of travelers that are coming and going. This three-story building is made completely of finely carved ipp wood. The placard above the large double doors shows two dice.

The Remote Chance offers accommodations and a shrine to Norebo. The shrine in turn offers gambling and good aligned spells, for a cost.

The shrine's favored game of chance, Jarge (pronounced Yar Ga), consists of a set of two six-sided dice. Players looking to purchase healing, spells, or

potions must play one or two games to show their faith in chance.

Items available for purchase are:

- Any 1st through 3rd level non-evil spells.
- *potion of cure light wounds*
- *potion of bull's strength*

The inn offers two types of rooms, common at 5 sp per night and good at 2 gp per night. Common rooms provide for six-person bunking. Good rooms are private suites with one or two beds.

☞ **Darrien Fortunada:** Female human Rog1/Clr5.

6. Jethro's Sunrise Livery

The corral of ponies and the paddock of riding dogs mark this as a livery of sorts. Peering over the fence to the dog paddock, you notice a human male brushing one of the dogs as it stands calmly wagging its tail. Looking up, he waves. "Good day to you! Is there something I may help you with?"

Jethro's Livery deals exclusively in riding dogs and ponies. While Jethro is friendly and agreeable, he does not give much information about himself. In fact, any questions about him or his past are glazed over with offers of fine animals for sale.

If the party mentions the animal attacks he informs the party that he doesn't know much more than the attacks happen on the western outskirts of town, and that there's been rumors that it might be a werewolf.

If the party mentions anything about the rumors of ghosts or missing items, he responds with the following,

"It's funny that you mention ghosts. A couple of nights ago I woke up from my sleep because of a loud noise. As I got up to check around, I felt the desire to return to bed and go back to sleep. I thought it a little odd when I woke in the morning. As I went to go outside, I noticed that the door wasn't latched properly. I thought somebody might have got in last night, as I've heard of this stuff before."

Now that you mention it, I am missing a few things. Some tools, two shovels and a hoe and I seem to have misplaced the key to my strong box; luckily it wasn't locked at the time.

A rogue may make an Open Lock check (DC 20) to determine that the latch has signs of forced entry that are in line with someone using a small tool on it, same with the strong box.

That night Jepesh and the kobolds broke in to his place invisibly to search for the key. One of the kobolds bumped into a chair and awoke Jethro. When Jethro got up to check it out, Jepesh hypnotized him with the suggestion to go back to sleep.

☞ **Jethro Hennepaw:** Male human Rog4.

7. Bryan the Crafter's Hovel

See Encounter 5.

ENCOUNTER 4: THE TROUBLE WITH THORPS IS...

After the brief ride through the thorp Anrew stops in front of a Halfling home that appears to be much bigger than those you have seen here. The abode looks to have been built to accommodate larger folk.

Dismounting from his horse, Anrew shoots the party an almost childish smile. "Ahhh ... home at last. It has been sometime since I've been home."

After a brief emotional reunion the hetman asks who Anrew's companions are. Anrew explains the fight at the tavern earlier and praises the party for their help. From there, the party is invited in for a late supper and a warm place to sleep.

The characters are treated to a meal, good conversation, and stories about strange sightings of late. Anrew's father, Marlow, is the Hetman of the thorp of Gallow's Corner and he talks about the recent kobold attacks on local villagers and travelers.

The hetman prepares stew and bread and proceeds to converse with the party. He asks about the party, genuinely curious about their backgrounds and stories. He eventually leads into his own tales of the events of late.

- For the last month or so there have been a number of "animal" attacks on farmers and travelers in the area. Several bodies had been found in the morning apparently after an evening assault, either clawed or bitten. They have had no luck tracking down the animal and the only person who actually saw the creature is Bryan the Crafter. The rumor around the thorp is that Bryan claims it was a "wolf thing."
- There's been local talk about ghosts and noises in the night. Of these, three relatively minor and unrelated incidents have happened.
 1. Harmond the Miller had come across his young apprentice standing in the middle of the grain storage area after waking to check a noise. He was sort of staring of into space and Harmond gave him a shake, and asked what he was doing. The apprentice remembered waking to check a noise and the next thing he knew, the miller was shaking him.
 2. Secondly, there has been talk that farmers have been missing tools and farm implements.
 3. Lastly, the thorp has had several strange occurrences of keys coming up missing. The Remote Chance Inn and Jethro from the livery have had keys "misplaced." While there aren't any clues to the effect, the

kobolds have been taking them in the last several nights.

About halfway through supper, two young halflings barge in and blurt out that another of the villagers has been attacked. This time they found the body by the burial meadow. They stumbled onto it on the way back to their farm after picking up supplies in Gallow's Corner. They inform the party of the following if asked:

- They brought the body with them, but have not disturbed or cleaned anything up, other than removing the body from the scene of the attack.
- The body appears to have been attacked by an animal, as there are claw and bite marks.
- The most significant wound appears to be on the neck. A large chunk of flesh was violently ripped out.
- They couldn't find any tracks or signs of an attacker.

The party may at this point go to the burial site and check the area for clues or check the body that's in the wagon outside.

Any character makes a successful Heal check (DC 15) discovers that the cause of death was by loss of blood. They also notice that there are several claw and bite marks on the body and it appears to have been partially eaten.

You may present the following clues as talk from townfolk. This should be presented as if two townfolk are talking to each other and have observant characters make a Listen or Gather Information check (DC 15) to gain the following.

Example: "Jeb thinks that the dead been in the cemetery 'cause all 'dem bodies being dug up and missin."

- Animal attacks. Tracking down or searching for the wolf creature. Tracking takes about half a day, searching takes a full day. Starting at the cemetery Encounter 7.
- The cemetery. Dug up bodies, disturbed graves. The residents think it's the work of the undead. Encounter 7.
- The Mill. There's talk around town that the Miller's apprentice was acting funny and of strange noises there at night. Encounter 6.
- The Mineral springs. Maybe a soothing trip to the local attraction to take a dip might offer up information if any of the locals prove talkative. Encounter 8.
- Bryan the Crafter. He may not be the smartest resident of the thorp, but he's spreading some interesting rumors. Encounter 5.

ENCOUNTER 5: THE THORP IDIOT

Approaching the thatched hovel you notice a young half-orc male chopping wood. As you move closer, he looks up from the log and quickly drops the axe just missing his foot. "You got something me do? Me like work"

Bryan the Crafter is a male half-orc who the thorp has taken under their wing. He works in the village performing minor errands and manual labor. Have any character that wants to speak with Bryan make a Charisma check (DC 10). Failing the check means that Bryan takes a liking to them and opens up to that character. Those succeeding find that they have a hard time getting anything out of him and he is unhelpful. For those that fail, he will attest to the following while keeping an eye on those that passed as if they are unwelcome in his conversation:

- He was hauling lumber from the northern woods to the stables on one of the nights that a halfling was attacked (True.)
- He has seen creatures running about using globes of fire after something that was screaming. (False)
- He also thinks that he has seen the ghosts that people are talking about and they are the same as the ones that live in his hair (False, he fears ghosts because of some stories told to him as a child. Noises and objects he can't identify are attributed to "the horrible ghosts.")
- He thinks the last attack happened north of the cemetery (True)
- He gives directions to the location of the attack he witnessed.

☛ **Bryan the Crafter:** Male half-orc Com2.

ENCOUNTER 6: THE MILL

The huge mill casts its shadow over the thorp and sits on the bank of the local stream. The structure appears to be older than any other structure in the thorp.

The mill is the oldest building in the thorp and holds a secret entrance to the catacombs. The miller is confounded by the disappearance of all the rats and cats around the mill and is hearing odd noises in the night. One week ago while investigating he found his assistant standing in the middle of the grain storage bin. The next morning, the assistant showed no knowledge of the incident. The miller dismissed this event until news of the missing halflings spread. Now the Miller believes in ghosts. Around the same time, the key to the grain bin was lost. Harmond blames Chim-Cham's forgetfulness for that.

Jepesh had hypnotized the assistant to forget the encounter. As for the noise, the kobolds and Jepesh were searching the mill for the key. Having come across the grain bin key, they took it for Jepesh's evaluation.

A successful Search (DC 25) of the mill allows the characters to find the entrance to the catacombs through a trapdoor concealed by grain bags and a thick coating of flour. The flour found on this floor is fresh and not from any of the bags stacked near the trapdoor. Go to Encounter 10-A.

🔪 **Harmond the Miller:** Male halfling Exp3.

ENCOUNTER 7: CHILDREN SHOULDN'T PLAY WITH DEAD THINGS

Kobolds searching for the key have been tampering with the graves. The body of a halfling was found here with his throat ripped open and blood drained.

Investigative characters are able to examine the area and determine the following:

- A successful Heal check (DC 15) on the pool of blood allows the character to realize that there is not enough blood here for a wound of the type that killed the halfling.
- A successful Track check (DC 20) reveals faint tracks of an animal heading into the woods west of here. Following the tracks leads the characters to the woods. An additional Track check (DC 15) reveals the tracks encircling the area and then heading further west. A successful Wilderness Lore or Knowledge (nature) check (DC 10) reveals the tracks are of a canine type creature, larger than normal wolf.
- A successful Search check (DC 30) reveals a piece of wood overgrown with weeds and vines. Clearing the growth and lifting the wood reveals a small passage leading down into a natural passage. The passage is large enough for any character less than six feet tall to pass easily. Go to Encounter 10-K if the characters investigate further at this time.

Characters sharing this information with the locals kick rumor control into high gear. Within hours of disclosing the discovery of the tracks or the passageway, the villagers are split in opinion. Some think that it was just a natural animal attack and others think that it was the work of a lycanthrope or vampire. As the rumors spread, more and more villagers recall sightings of wolves and bipedal wolves running in the wilds outside of town.

ENCOUNTER 8: MINERAL HOT SPRINGS

These springs are a major draw for tourists. The characters and other visitors find that bathing here is not only refreshing, but that locals tend to be much more friendly and talkative. All those bathing in them receive a +2 circumstance bonus to Will and Fort saves, because they feel healthier and relaxed. They also receive a -1 on Reflex saves for the same reason. This effect lasts for a 48 hours. Also any Gather Information or Diplomacy checks made while in the springs gain +2 circumstance bonus for the duration of the bath.

This is one of the best places to get information from the locals as well as tourists that have been visiting the hot springs. Characters are able to discover the full history of Gallow's Corner with a successful Gather Information check (DC 20). While this information is not necessary to complete the scenario, it is included for "flavor" purposes.

ENCOUNTER 9: HUNGRY LIKE THE WOLF

Characters tracking the wolf creature are able to locate the lair within a half-day's time. Characters using a more general search are able to discover the location of the lair after a full day of searching. The lair is some 10 miles away from the thorp but several signs of animal kills are easily found on the way.

Having followed Bryan the Crafters directions or the tracks from the cemetery you come across evidence of another attack. A small clearing in the forest holds a circle of dried blood, surrounded by several animal tracks.

A Search (DC 20) or Track (DC 15) reveals the tracks heading off to the west.

A successful Wilderness Lore or Knowledge (nature) check (DC 15) reveals the animal to be a large wolf. A Track check (DC 10) in the softer ground make the wolf to be at least 200 lbs in weight from the depth of the print impression.

Finding the exact location of the lair requires two consecutive successful Track checks (DC 12) or successful Search check (DC 16). Success allows the character to locate the den in a cave in a nearby ridge. It is there that the "Wolf Thing" has made its lair. The characters' scent is easily picked up and the party is not able to surprise the creature.

APL 4 (EL 2)

🐾 **Worg:** hp 30; see *Monster Manual*.

APL 6 (EL 4)

🐾 **Fiendish Dire Wolf:** hp 45; see Appendix 1: NPCs.

APL 8 (EL 6)

➤ **Fiendish Dire Wolf, Advanced:** hp 68; see Appendix 1: NPCs.

APL 10 (EL 8)

➤ **Fiendish Dire Wolf, Advanced:** hp 110; see Appendix 1: NPCs.

Treasure: The wolf beast has a gold bracelet set with three rubies worth 600 gp in his stomach. Any character that opens the beast up, finds the bracelet.

ENCOUNTER 10: JEPESH'S SANCTUM

In the mill under the trap door, old stonework stairs descend into catacombs. The previous inhabitants used the caves many centuries ago to hide from humanoid raiders, Pomarjian slavers and migrating evil Suel. The kobolds moved here to escape the larger humanoids that preyed upon them. Now they use this place as a base from which to do Jepesh's bidding. As of late the focus has been on capturing unlucky victims to interrogate about the key that Jepesh desires, to feed on, or sacrifice to the kobold god. They have been very successful with improvised traps and have used these to fortify their lair. The lair is quite humid and warm. The catacomb walls are rough and natural.

The Kobolds donot negotiate on their home ground. They fear their clan leader more than the characters. If they are being beaten badly, they retreat further into the catacombs, regroup, and then strike again. Word of the character intruders is sent to Shel Nek Dar who decides if the clan retreats; if he believes they have no chance of defeating the characters. The females, eggs and young are sent out the back tunnels first with the guardians and other warriors protecting their escape.

Jepesh flees if the situation gets bad enough for his kobold minions to evacuate the catacombs. Jepesh escapes using his full movement even if that means sacrificing his kobold minions.

ENCOUNTER 10A: ENTRANCE

The characters descend approximate 20 feet at the start then continue to descend as they move through Encounter Area A to a total of about 50 feet below the surface of the thorp. These are natural catacombs.

Kobolds are on the lookout for any villagers or outsiders who happen upon the trap door in the mill. There are two fully alert kobolds on guard duty giving them a +2 circumstance bonus to their Listen check. Upon hearing the characters, they spread caltrops and retreat quietly, joining the prepared defensive positions in Encounter B. All of the area of Encounter A is covered with oil and now caltrops. Area A is within throwing

range of Encounter B for the purpose of kobolds throwing alchemist fire.

The floors, walls, and ceilings are coated with a thin layer of dew and slime, giving them a decidedly wet look. There is also a stench of mildew and mold. The combining dew and stench masks the oil on the walls and rock flooring in Encounter Area A. Observant characters that specifically examine by smell and touch the dew can, with a successful Spot check (DC 20), discern the oil on the far end of Encounter Area A.

Sounds of battle here alert the ambushers in Area B. The kobolds from Area A retreat at the first sign of trouble with or without laying down the caltrops and run down into the darkness avoiding the pit traps in Area B.

➤ **Kobolds (2):** hp 2, 2; see *Monster Manual*.

ENCOUNTER 10B: PITS, TRAPS, OIL, OH MY!

Woe to those that go tramping through here without searching. Two traps, one pit and one ambush by kobolds armed with flaming oil, watch this spot continually. The kobolds first throw their vials of alchemist fire at the entrance to ignite Encounter Area A and the entrance to Encounter Area B on fire. Following with ranged attacks from the ledges 30 ft. above Area B. Climbing the slippery surface of the passageway walls is possible with a successful Climb check (DC 25).

Halfway down the passageway, on both sides next to the walls, are spiked pit traps.

Burning Oil Entrance: Initial damage 2d6, Reflex save DC14 for half. Secondary damage for those caught in the flames of 1d6 per round. All of area A will be in flames. Moving out the entrance to the Mill causes 4d6 damage, Reflex save DC14 for half. The oil will burn for 3 rounds.

APL 4 (EL7)

➤ **Spiked Pit Trap (20 Ft. Deep):** CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

➤ **Kobold Skirmishers (4):** Male kobold Ftr2; hp 20, 20, 20, 20; see Appendix 1: NPCs.

➤ **Kobold Witchdoctor:** Male kobold Sor4; hp 21; see Appendix 1: NPCs.

APL 6 (EL 9)

➤ **Spiked Pit Trap (20 Ft. Deep):** CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

➤ **Kobold Skirmishers (5):** Male kobold Ftr2; hp 20, 20, 20, 20, 20; see Appendix 1: NPCs.

➤ **Kobold Witchdoctors (2):** Male kobold Sor4; hp 21, 21; see Appendix 1: NPCs.

➤ **Kobold Warriors (2):** Male kobold Ftr4; hp 37, 37; see Appendix 1: NPCs.

APL 8 (EL11)

➤ **Spiked Pit Trap (60 Ft. Deep):** CR 4; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

➤ **Kobold Warriors (5):** Male kobold Ftr4; hp 37, 37, 37, 37, 37; see Appendix 1: NPCs.

➤ **Kobold Witchdoctors (3):** Male kobold Sor4; hp 21, 21, 21; see Appendix 1: NPCs.

➤ **Kobold Clan Champion (3):** Male kobold Ftr1/Bbn3; hp 44, 44, 44; see Appendix 1: NPCs.

APL 10 (EL13)

➤ **Spiked Pit Trap (60 Ft. Deep):** CR 4; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

➤ **Kobold Warriors (4):** Male kobold Ftr4; hp 37, 37, 37, 37; see Appendix 1: NPCs.

➤ **Kobold Witchdoctors (4):** Male kobold Sor4; hp 21, 21, 21, 21; see Appendix 1: NPCs.

➤ **Kobold Clan Champion (3):** Male kobold Ftr1/Bbn3; hp 44, 44, 44; see Appendix 1: NPCs.

➤ **Kobold Clan Scroungers (4):** Male kobold Rog7; hp 44, 44, 44, 44; see Appendix 1: NPCs.

Tactics: As the party enters into the ambush area marked B on the map (Map 2 - Jepesh's Sanctum) the kobolds are hiding on ledges. The kobold skirmishers or warriors (depending on APL) are evenly split between the left and the right. The left side always has a witchdoctor. Observant characters detect the ambush with a successful Spot check (DC 25).

As the party moves into the ambush area, the kobolds wait until the pit trap is sprung, successfully capturing a character or not, then two of the kobold skirmishers or warriors throw their alchemist's fire at the entrance where the oil covers the floor. The others throw their alchemy fire at any obvious spell casters. The skirmishers have 50% cover from their initial ambush positions but have to move from cover to press the attack.

The clan defenders charge the characters as the fire dies down. The witchdoctors use their wands of magic missiles on spell casters and necromantic spells on any large fighters. The witchdoctors attempt to keep the characters off the ledges.

The clan scroungers (APL 10) attack from their hiding locations on the ledge as the party passes the entrance between Area A and B and the ambush is sprung. The first attack any obvious large fighters. Their first four crossbow bolts are tipped with poison. The scroungers have 50% cover from their initial ambush positions but move to engage targets once the ambush begins.

After the oil in the entrance burns down (3 rounds), the ambushers retreat and regroup between Area C and Area D. They release the rust monsters from their tethers and throw iron spikes towards Area B.

ENCOUNTER 10C: ROPED UP RUST MONSTER

Rust Monster(s) are tied here to a piton, driven into the wall 20 feet above. The rope from the piton is 45 feet in length, giving the Rust Monster(s) a 20-foot reach from the split in the passage. The creatures have been fed farming implements salvaged from the raids above. Players notice many wooden handles belonging to lost axes, shovels, and the like.

At 45 feet, the rust monsters have plenty of lead in order to attach the characters as they come down the passageway.

APL 4 (EL 3)

➤ **Rust Monster:** hp 27; see *Monster Manual*.

APL 6 (EL 5)

➤ **Rust Monsters (2):** hp 27, 27; see *Monster Manual*.

APL 8 (EL 7)

➤ **Rust Monsters (4):** hp 27, 27, 27, 27; see *Monster Manual*.

APL 10 (EL 9)

➤ **Rust Monsters, Advanced (4):** hp 65, 65, 65, 65; see Appendix 1: NPCs.

ENCOUNTER 10D: KOBOLD LIVING AREA

The kobold tribe lives here communally. The listed defenders protect this area. Reinforce them with any kobolds that have regrouped from Area B. It is filled with young kobolds and females sitting on or nestling eggs. All of the non-combatants cower at the back of the cave.

APL 4 (EL 3)

➤ **Kobold Clan Defender:** Male kobold Ftr1/Bbn2; CR 3; hp 34; see Appendix 1: NPCs.

APL 6 (EL 5)

➤ **Kobold Clan Defenders (2):** Male kobold Ftr1/Bbn2; hp 34, 34; see Appendix 1: NPCs.

APL 8 (EL 7)

➤ **Kobold Clan Champions (3):** Male kobold Ftr1/Bbn3; hp 44, 44, 44; see Appendix 1: NPCs.

APL 10 (EL 9)

➤ **Kobold Clan Champions (3):** Male kobold Ftr1/Bbn3; hp 44, 44, 44; see Appendix 1: NPCs.

➤ **Kobold Clan Scrounger:** Male kobold Rog7; hp 44; see Appendix 1: NPCs.

ENCOUNTER 10E: REFUSE PIT AND EXIT

This hole is where the kobolds throw their refuse. The shelf just inside the room has been trapped to break and fall into the pit. The pit is 10 feet down.

The trap itself is a 10ft. by 10 ft. sheet of slate rock propped with wood. Any character heavier than a lightly encumbered halfling or gnome stepping onto the side of the slab closest to the pit; causes the slate to shift forward and spill anyone standing on the slab into the pit. Characters that make a Reflex save (DC 15) are able to grab onto the ledge. It requires a successful Climb check (DC 10) to get over the top and back into the corridor.

At the bottom of the pit is ooze that attacks any character that falls into the pit. The other side leads out to the wilderness to an entrance over 2 miles away.

➤ **Loose Rock Pit Trap (10 Ft. Deep):** CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Trigger: Once more than 80 lbs of weight is placed on the far end of the rock shelf it spills forward into the pit. Characters on the shelf must make the Reflex save or fall in pit. Dwarves get to add their stonecunning bonus to any Search check made to detect this trap.

APL 4 AND 6 (EL 3)

➤ **Gelatinous Cube:** hp 58; see *Monster Manual*.

Tactics: The gelatinous cube has taken a liking to this area because of all the freely given food in the form of the refuse. Any character falling into the pit is immediately attacked as the gelatinous cube attempts to engulf them.

APL 8 AND 10 (EL 4)

➤ **Gray Ooze:** hp 30; see *Monster Manual*.

Tactics: The gray ooze has recently found this area of the catacombs and has taken a liking to the easy prey the kobolds have been making. The kobolds have been throwing their refuse from far off to avoid the ooze over the last couple of days. The gray ooze has positioned itself just to the northeast side of Area E.

ENCOUNTER 10F

This spiked pit is covered with an illusion of the rock floor. Dwarf characters that make a successful Spot check (DC 15) once they are within 10 feet, get a Will save (DC 16) to detect the illusionary floor.

➤ **Illusionary Floor – Spiked Pit Trap (20 Ft. Deep):** CR 3; no attack roll necessary (2d6), +10 melee (1d4 spike attacks for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

ENCOUNTER 10H: SHAMAN'S CHAMBER

These are the chambers of the Clan Leader and shaman Shel Nek Dar. There are various pallets of straw and rags in the corner being used as sleeping mats. An altar dedicated to the kobold god Kurtulmak, has been dedicated in this room and the stench of sacrifice and incense is strong.

ENCOUNTER 10I: INNER SANCTUM OF JEPESH

Standing before you is a human male with a blue tint to his skin, his wide jaw peppered with sharp white teeth. Giving a glance with a raise eyebrow he speaks. "I don't know how you knew I was here, but you WILL regret finding me!"

He then spits out in Draconic, "Kill these fools quickly."

APL 4 (EL 7)

➤ **Shel Nek Dar:** Male kobold Clr4; hp 27; see Appendix 1: NPCs.

➤ **Jepesh:** Male half-dragon/half-human (blue) Sor2; hp 16; see Appendix 1: NPCs.

➤ **Kobold Skirmisher:** Male kobold Ftr2; hp 20; see Appendix 1: NPCs.

➤ **Kobold Clan Defender:** Male kobold Ftr1/Bbn2; hp 34; see Appendix 1: NPCs.

APL 6 (EL 9)

➤ **Shel Nek Dar:** Male kobold Clr6; hp 39; see Appendix 1: NPCs.

➤ **Jepesh:** Male half-dragon/half-human (blue) Sor4; hp 30; see Appendix 1: NPCs.

➤ **Kobold Warrior:** Male kobold Ftr4; hp 37; see Appendix 1: NPCs.

➤ **Kobold Clan Champion:** Male kobold Ftr1/Bbn3; hp 44; see Appendix 1: NPCs.

APL 8 (EL 11)

➤ **Shel Nek Dar:** Male kobold Clr8; hp 51; see Appendix 1: NPCs.

➤ **Jepesh:** Male half-dragon/half-human (blue) Sor6; hp 44; see Appendix 1: NPCs.

➤ **Kobold Warriors (2):** Male kobold Ftr4; hp 37, 37; see Appendix 1: NPCs.

➤ **Kobold Clan Champions (2):** Male kobold Ftr1/Bbn3; hp 44, 44; see Appendix 1: NPCs.

APL 10 (EL 13)

➤ **Shel Nek Dar:** Male kobold Clr10; hp 63; see Appendix 1: NPCs.

➤ **Jepesh:** Male half-dragon/half-human (blue) Sor6/Rog2; hp 60; see Appendix 1: NPCs.

➤ **Kobold Warriors (2):** Male kobold Ftr4; hp 37, 37; see Appendix 1: NPCs.

➤ **Kobold Clan Champion:** Male kobold Ftr1/Bbn3; hp 44; see Appendix 1: NPCs.

➤ **Kobold Clan Scroungers (2):** Male kobold Rog7; hp 44, 44; see Appendix 1: NPCs.

Tactics: Jepesh commands the death of the characters. Any kobolds that retreated from Area D are regrouped here. Add their numbers to this area. The Clan Leader, Shel Nek Dar has healed as many fighters as possible with his wand of cure light wounds. This is a last stand for both the kobolds and Jepesh. There is nowhere to retreat and they know it. Pull no stops in knocking down the characters; the rest of the clan has already escaped, hopefully, so the kobolds are only interested in killing the characters and leaving. Characters that go down but are not killed are ignored. Once all the characters are knocked down, the clan leaves the catacombs without coup-de-grace the downed characters. Jepesh looks to escape if his minions are losing the battle. He uses the flooded passageway to Area G to get away.

On a successful Search check (DC 10), the party finds eleven keys of varying shapes and sizes lying about. The characters find Jepesh's Inner Sanctum on a successful Search check (DC 15) and find his copy of a map to a hidden tower in the Gnarley Forest.

ENCOUNTER 10J: SECRET CAVE

This cave was created as an underground refuge to hide the original inhabitants when danger presented itself. Several cots and barrels line the walls, along with some rusted weapons.

A successful Search check (DC 28) reveals a hidden space in the floor under a well-fitted piece of slate. A mercurial long sword, well oiled and wrapped in oily rags sits snugly in a hidden space.

ENCOUNTER 10K: TUNNEL TO CEMETERY PLOTS – GOING OUT

This tunnel stretches for several hundred feet and slopes upward ending in an opening covered by wooden boards. If the characters entered the Mill Entrance, there are no guards here.

ENCOUNTER 10K: TUNNEL TO CEMETERY PLOTS – COMING IN

The passageway slopes down for several hundred feet. About half way down, a spear trap is set up on a trip wire. This also alerts the kobolds waiting on guard duty at the bottom. When the trap is sprung or the guards hear the

intruders, one kobold runs to report to Shel Nek Dar that company is coming and the others close to engage the characters in combat. The kobold guards from this section should be removed from Area B's encounter.

➤ **Spear Trap:** CR 2; +12 ranged (1d8/x3); Search (DC 20); Disable Device (DC 20). Note: 200-ft. max range, target determined randomly from those in its path.

ALL APL'S (EL 5)

➤ **Kobold Skirmishers (2):** Male kobold Ftr2; hp 20, 20; see Appendix 1: NPCs.

➤ **Kobold Clan Defender:** Male kobold Ftr1/Bbn2; hp 34; see Appendix 1: NPCs.

CONCLUSION

CONCLUSION A: HALFLING HEROES

Having defeating Jepesh and his kobold minions, the characters return to the surface and are greeted as halfling heroes.

Having uncovered the plot beneath the very ground of Gallow's Corner, you have vanquished a true evil. Reporting back to the Hetman and his son Anrew, you all are greeted as true heroes that even Tomas is glade to buy a round of ale for.

In thanks, the Hetman proclaims you Honorary Citizens of Gallow's Corner. Anrew thanks you and offers is eternal thanks and friendship. As a sign of this, he offers a Halfling Braid of Trust. This special braid, made from the hair of a pony, symbolizes the friendship and trust of the halfling community. Furthermore, all adventurers who show an interest in the monastic lifestyle or who are looking for a monastery are offered acceptance into his order.

CONCLUSION B: JEPESH ESCAPES WITH THE KEY

Having tracked down and slain the wolf beast but missing the chance to defeat Jepesh and his kobold minions brings great woe to Gallow's Corner. Either through time or missed clues, the characters failed to discern the true problem. Jepesh has escaped after killing Marlow and obtaining the key. A copy of the map is found in the catacombs that are discovered just after Marlow's death.

The thorp of Gallow's Corner is in a grave mood as the last surviving member of the thorp's founding members is laid to eternal rest. You have failed to discern the true threat and Jepesh has escaped with the key he sought. Anrew has found the map that was left behind by Jepesh and intends to find the murderer of his father. You leave Gallow's Corner with a knot in the pit of your stomach with many thoughts of ... 'if only'.

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 9: Hungry like the Wolf

Defeat the wolf.

APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Encounter 10b: Pits, Traps, Oil, Oh My!

Defeat the kobolds.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 10c: Roped up Rust Monster

Defeat the rust monster(s).

APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 10d: Kobold Living Area

Defeat the kobold guards.

APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 10i: Inner Sanctum of Jepesh

Defeat Jepesh and the kobolds.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

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

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

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

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

TREASURE KEY:

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

Encounter 9: Hungry like the Wolf

Defeat the wolf, and split him open.

APL 4: L: 0 gp; C: 120 gp; M: 0

APL 6: L: 0 gp; C: 120 gp; M: 0

APL 8: L: 0 gp; C: 120 gp; M: 0

APL 10: L: 0 gp; C: 120 gp; M: 0

Encounter 10b: Pits, Traps, Oil, Oh My!

Defeat the kobolds and strip them of their gear.

APL 4: L: 31 gp; C: 0 gp; M: *potion of charisma* (Value 45 gp per character); *wand of magic missiles* (3rd) 3 charges (Value 27 gp per character).

APL 6: L: 53 gp; C: 0 gp; M: 2 *potions of charisma* (Value 45 gp per potion per character); 2 *wands of magic missiles* (3rd) 3 charges (Value 27 gp per wand per character).

APL 8: L: 190 gp; C: 0 gp; M: 3 *potions of charisma* (Value 45 gp per potion per character); 3 *wands of magic missiles* (3rd) 3 charges (Value 27 gp per wand per character).

APL 10: L: 331 gp; C: 0 gp; M: 4 *potions of charisma* (Value 45 gp per potion per character); 4 *wands of magic*

missiles (3rd) 3 charges (Value 27 gp per wand per character).

Encounter 10d: Kobold Living Area

Defeat the kobold guards and strip them of their gear.

APL 4: L: 48 gp; C: 0 gp; M: 0

APL 6: L: 95 gp; C: 0 gp; M: 0

APL 8: L: 143gp; C: 0 gp; M: 0

APL 10: L: 178 gp; C: 0 gp; M: 0

Encounter 10i: Inner Sanctum of Jepesh

Defeat Jepesh and the kobolds and strip them of their gear.

APL 4: L: 70 gp; C: 292 gp; M: *potion of wisdom and potion of charisma* (Value 45 gp per potion per character); *wand of cure light wounds* (3rd) 10 charges (Value 90 gp per character); *wand of mage armor* (5th) 13 charges (Value 199 gp per character).

APL 6: L: 100 gp; C: 292 gp; M: *potion of wisdom and potion of charisma* (Value 45 gp per potion per character); *wand of cure light wounds* (3rd) 10 charges (Value 90 gp per character); *wand of mage armor* (5th) 13 charges (Value 199 gp per character).

APL 8: L: 154 gp; C: 292 gp; M: *potion of wisdom and potion of charisma* (Value 45 gp per potion per character); *wand of cure light wounds* (3rd) 10 charges (Value 90 gp per character); *wand of mage armor* (5th) 13 charges (Value 199 gp per character).

APL 10: L: 147 gp; C: 292 gp; M: *potion of wisdom and potion of charisma* (Value 45 gp per potion per character); *wand of cure light wounds* (3rd) 10 charges (Value 90 gp per character); *wand of mage armor* (5th) 13 charges (Value 199 gp per character); +1 *light crossbow* (Value 350 gp per character); +1 *leather armor* (Value 174 gp per character).

Total Possible Treasure

APL 4: 1012 gp

APL 6: 1183 gp

APL 8: 1494 gp

APL 10: 2259 gp

Adventure Certificate Notations

- Characters that aid Gallow's Corner by ridding the town of the wolf beast are able to purchase the enhancement *Ki-Focus* (as presented in *Sword and Fist*) for their weapon. (Frequency: Region)
- Characters that aid Gallow's Corner by ridding the town of the wolf beast are able to purchase the enhancement *Sure Striking* (as presented in *Sword and Fist*) for their weapon. (Frequency: Region)

APPENDIX 1: NPCS

ENCOUNTER 1: THE LAUGHING DOG INN

➤ **Anrew Jadethorn:** Male halfling Mnk6; CR 6; Small humanoid (halfling); HD 6d8; hp 33; Init +5; Spd 35 ft.; AC 18 (touch 18, flat-footed 14); Atks +9/+6 (1d6, unarmed strike); SA Unarmed strike, stunning attack; SQ Evasion, still mind, slow fall (30 ft.), purity of body; AL LG; SV Fort +5, Ref +9, Will +7; Str 10, Dex 18, Con 10, Int 10, Wis 14, Cha 14.

Skills and Feats: Balance +13, Diplomacy +11, Jump +9, Speak Language (Common, Halfling), Tumble +13; Deflect Arrows, Dodge, Improved Trip, Weapon Finesse (unarmed strike), Weapon Focus (unarmed strike).

Possessions: monk outfit, heavy cloak, bedroll, pouch with 23 gp.

➤ **Bar Brawlers (6):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d3+1d4+2 subdual, unarmed attack) or +5 melee (1d8+1d4+2/19-20, long sword) or +4 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +5, Ref +2, Will +0; AL CN; Str 15, Dex 14, Con 15, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +2, Jump +5, Ride +6, Tumble +4; Dirty Fighting*, Improved Unarmed Strike, Power Attack, Weapon Focus (long sword).

Equipment: heavy warhorse, leather armor, light crossbow, 10 bolts, long sword, belt pouch with 34 gp.

*See Appendix 2: New Rules for more details.

ENCOUNTER 9: HUNGRY LIKE THE WOLF

APL 6 (EL4)

➤ **Fiendish Dire Wolf:** CR 4; Large magical beast; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atk +10 melee (1d8+10, bite); SA Trip, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance (10), damage reduction 5/+1; SR 12; AL NE; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1*.

*+4 racial bonus to Wilderness Lore checks when tracking by scent.

APL 8 (EL 6)

➤ **Fiendish Dire Wolf, Advanced:** CR 6; Large magical beast; HD 9d8+27; hp 68; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atk +12 melee (1d8+10, bite); SA Trip, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance (15), damage reduction 5/+2; SR 18; AL NE; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1*.

*+4 racial bonus to Wilderness Lore checks when tracking by scent.

APL 10 (EL 8)

➤ **Fiendish Dire Wolf, Advanced:** CR 8; Large magical beast; HD 15d8+45; hp 110; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Atk +17 melee (1d8+10, bite); SA Trip, smite good; SQ Scent, darkvision 60 ft., cold and fire resistance (20), damage reduction 10/+3; SR 25; AL NE; SV Fort +12, Ref +11, Will +10; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1*.

*+4 racial bonus to Wilderness Lore checks when tracking by scent.

ENCOUNTER 10B: PITS, TRAPS, OIL, OH MY!

APL 4 (EL 7)

➤ **Kobold Skirmishers (4):** Male kobold Ftr2; CR 2; Small humanoid (reptilian); HD 2d10+4; hp 20 each; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +4 melee (1d6+1, halfspear) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +5, Ref +2, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Craft (trapmaking) +5, Hide +7, Listen +3, Move Silently +3, Search +2, Spot +3; Alertness, Point Blank Shot, Weapon Focus (light crossbow).

Possessions: halfspear, leather armor, light crossbow, 10 bolts, vial of alchemist fire.

➤ **Kobold Witchdoctor:** Male kobold Sor4; CR 4; Small humanoid (reptilian); HD 4d4+8; hp 21; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +2 melee (1d6, halfspear) or +4 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +9, Craft (trapmaking) +3, Hide +6, Knowledge (arcana) +5, Move Silently +4, Scry +3, Search +3, Spellcraft +5, Speak Language (Abyssal, Draconic); Combat Casting, Spell Focus (Necromancy).

Possessions: halfspear, light crossbow, 10 bolts, *potion of charisma*, *wand of magic missiles* (3rd) (3 charges).

Spells Known (6/7/4; base DC = 13 + spell level, 15 + spell level for Necromancy spells): 0 – *daze*, *detect magic*, *open/close*, *read magic*, *ray of frost*, *resistance*; 1st – *cause fear*, *mage armor*, *shield*; 2nd – *scare*.

APL 6 (EL 9)

➤ **Kobold Skirmishers (5):** Male kobold Ftr2; CR 2; Small humanoid (reptilian); HD 2d10+4; hp 20 each;

Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +4 melee (1d6+1, halfspear) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +5, Ref +2, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 14.

Skills and feats: Craft (trapmaking) +5, Hide +7, Listen +3, Move Silently +3, Search +2, Spot +3; Alertness, Point Blank Shot, Weapon Focus (light crossbow).

Possessions: halfspear, leather armor, light crossbow, 10 bolts, vial of alchemist fire.

➤ **Kobold Witchdoctors (2):** Male kobold Sor4; CR 4; Small humanoid (reptilian); HD 4d4+8; hp 21 each; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +2 melee (1d6, halfspear) or +4 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +9, Craft (trapmaking) +3, Hide +6, Knowledge (arcana) +5, Move Silently +4, Scry +3, Search +3, Spellcraft +5, Speak Language (Abyssal, Draconic); Combat Casting, Spell Focus (Necromancy).

Possessions: halfspear, light crossbow, 10 bolts, *potion of charisma, wand of magic missiles* (3rd) (3 charges).

Spells Known (6/7/4; base DC = 13 + spell level, 15 + spell level for Necromancy spells): 0 – *daze, detect magic, open/close, read magic, ray of frost, resistance*; 1st – *cause fear, mage armor, shield*; 2nd – *scare*.

➤ **Kobold Warriors (2):** Male kobold Ftr4; CR 4; Small humanoid (reptilian); HD 4d10+11; hp 37 each; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +6 melee (1d6+1, halfspear) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +6, Ref +3, Will +4; Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 14.

Skills and feats: Craft (trapmaking) +5, Hide +7, Listen +3, Move Silently +3, Search +2, Spot +3; Alertness, Iron Will, Point Blank Shot, Toughness, Weapon Focus (light crossbow).

Possessions: halfspear, leather armor, light crossbow, 10 bolts, vial of alchemist fire.

APL 8 (EL 11)

➤ **Kobold Warrior (5):** Male kobold Ftr4; CR 4; Small humanoid (reptilian); HD 4d10+11; hp 37 each; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +6 melee (1d6+1, halfspear) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +6, Ref +3, Will +4; Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 14.

Skills and feats: Craft (trapmaking) +5, Hide +7, Listen +3, Move Silently +3, Search +2, Spot +3; Alertness, Iron Will, Point Blank Shot, Toughness, Weapon Focus (light crossbow).

Possessions: halfspear, leather armor, light crossbow, 10 bolts, vial of alchemist fire.

➤ **Kobold Witchdoctors (3):** Male kobold Sor4; CR 4; Small humanoid (reptilian); HD 4d4+8; hp 21 each; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +2 melee (1d6, halfspear) or +4 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +9, Craft (trapmaking) +3, Hide +6, Knowledge (arcana) +5, Move Silently +4, Scry +3, Search +3, Spellcraft +5, Speak Language (Abyssal, Draconic); Combat Casting, Spell Focus (Necromancy).

Possessions: halfspear, light crossbow, 10 bolts, *potion of charisma, wand of magic missiles* (3rd) (3 charges).

Spells Known (6/7/4; base DC = 13 + spell level, 15 + spell level for Necromancy spells): 0 – *daze, detect magic, open/close, read magic, ray of frost, resistance*; 1st – *cause fear, mage armor, shield*; 2nd – *scare*.

➤ **Kobold Clan Champions (3):** Male kobold Ftr1/Bbn3; CR 4; Small humanoid (reptilian); HD 3d12+1d10+12; hp 44 each; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +10 (1d10+4/19-20, bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +3, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +4, Craft (trapmaking) +2, Hide +3, Intimidate +5, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +5; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

APL 10 (EL 13)

➤ **Kobold Warrior (4):** Male kobold Ftr4; CR 4; Small humanoid (reptilian); HD 4d10+11; hp 37 each; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +6 melee (1d6+1, halfspear) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +6, Ref +3, Will +4; Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 14.

Skills and feats: Craft (trapmaking) +5, Hide +7, Listen +3, Move Silently +3, Search +2, Spot +3; Alertness, Iron Will, Point Blank Shot, Toughness, Weapon Focus (light crossbow).

Possessions: halfspear, leather armor, light crossbow, 10 bolts, vial of alchemist fire.

➤ **Kobold Witchdoctors (4):** Male kobold Sor4; CR 4; Small humanoid (reptilian); HD 4d4+8; hp 21 each; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +2 melee (1d6, halfspear) or +4 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +9, Craft (trapmaking) +3, Hide +6, Knowledge (arcana) +5, Move Silently +4, Scry +3, Search +3, Spellcraft +5, Speak Language (Abyssal, Draconic); Combat Casting, Spell Focus (Necromancy).

Possessions: halfspear, light crossbow, 10 bolts, *potion of charisma*, *wand of magic missiles* (3rd) (3 charges).

Spells Known (6/7/4; base DC = 13 + spell level, 15 + spell level for Necromancy spells): 0 – *daze*, *detect magic*, *open/close*, *read magic*, *ray of frost*, *resistance*; 1st – *cause fear*, *mage armor*, *shield*; 2nd – *scare*.

➤ **Kobold Clan Champions (3):** Male kobold Ftr1/Bbn3; CR 4; Small humanoid (reptilian); HD 3d12+1d10+12; hp 44 each; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +10 (1d10+4/19-20, bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +3, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +4, Craft (trapmaking) +2, Hide +3, Intimidate +5, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +5; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

➤ **Kobold Clan Scroungers (4):** Male kobold Rog7; CR 7; Small humanoid (reptilian); HD 7d6+14; hp 44 each; Init +7; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atk +9 melee (1d6/18-20, rapier) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Darkvision 60 ft., light sensitivity, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +4, Ref +8, Will +3; Str 12, Dex 16, Con 14, Int 13, Wis 12, Cha 9.

Skills and Feats: Balance +13, Craft (trapmaking) +13, Disable Device +11, Hide +17, Listen +11, Move Silently +13, Pick Pockets +13, Search +11, Spot +11; Point Blank Shot, **Rapid Reload, Weapon Finesse (Rapier).

Possessions: Light crossbow with 10 bolts, masterwork rapier.

Poison: Scrounger's first four crossbow bolts are tipped with large scorpion venom (first hit only); (1d6 Str/1d6 Str); Fortitude save (DC 18) resists.

**See Appendix 2: *New Rules* for more details.

ENCOUNTER 10C: ROPED UP RUST MONSTER

APL 10 (EL 9)

➤ **Rust Monsters, Advanced (4):** CR 5; Large aberration; HD 9d8+27; hp 65 each; Init +2; Spd 40 ft.; AC 18 (touch 11, flat-footed 16); +10 melee touch (rust, antennae touch) and +4 melee (1d4+4, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Rust; SQ Scent; AL N; SV Fort +6, Ref +5, Will +7; Str 18, Dex 15, Con 17, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +13, Spot +13; Alertness, Weapon Focus (antennae touch).

ENCOUNTER 10D: KOBOLD LIVING

AREA

APL 4 (EL 3)

➤ **Kobold Clan Defender:** Male kobold Ftr1/Bbn2; CR 3; Small humanoid (reptilian); HD 2d12+1d10+9; hp 34; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +9 (1d10+4/19-20, bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +2, Will +1; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Craft (trapmaking) +2, Hide +3, Intimidate +4, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +4; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

APL 6 (EL 5)

➤ **Kobold Clan Defenders (2):** Male kobold Ftr1/Bbn2; CR 3; Small humanoid (reptilian); HD 2d12+1d10+9; hp 34 each; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +9 (1d10+4/19-20, bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +2, Will +1; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Craft (trapmaking) +2, Hide +3, Intimidate +4, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +4; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

APL 8 (EL 7)

➤ **Kobold Clan Champions (3):** Male kobold Ftr1/Bbn3; CR 4; Small humanoid (reptilian); HD 3d12+1d10+12; hp 44 each; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +10 (1d10+4/19-20, bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +3, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +4, Craft (trapmaking) +2, Hide +3, Intimidate +5, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +5; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

APL 10 (EL 9)

➤ **Kobold Clan Champions (3):** Male kobold Ftr1/Bbn3; CR 4; Small humanoid (reptilian); HD 3d12+1d10+12; hp 44 each; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +10 (1d10+4/19-20,

bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +3, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +4, Craft (trapmaking) +2, Hide +3, Intimidate +5, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +5; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

➤ **Kobold Clan Scrounger:** Male kobold Rog7; CR 7; Small humanoid (reptilian); HD 7d6+14; hp 44; Init +7; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atk +9 melee (1d6/18-20, rapier) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Darkvision 60 ft., light sensitivity, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +4, Ref +8, Will +3; Str 12, Dex 16, Con 14, Int 13, Wis 12, Cha 9.

Skills and Feats: Balance +13, Craft (trapmaking) +13, Disable Device +11, Hide +17, Listen +11, Move Silently +13, Pick Pockets +13, Search +11, Spot +11; Point Blank Shot, **Rapid Reload, Weapon Finesse (Rapier).

Possessions: light crossbow, 10 bolts, masterwork rapier.

Poison: Scrounger's first four crossbow bolts are tipped with large scorpion venom (first hit only); (1d6 Str/1d6 Str); Fortitude save (DC 18) resists.

**See Appendix 2: New Rules for more details.

ENCOUNTER 10I: INNER SANCTUM

OF JEPESH

APL 4 (EL 7)

➤ **Shel Nek Dar:** Male kobold Clr4; CR 4; Small humanoid (reptilian); HD 4d8+4; hp 27; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d6/x3, halfspear); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +2, Will +7; Str 10, Dex 12, Con 12, Int 12, Wis 17, Cha 12.

Skills and Feats: Concentration +8, Craft (trapmaking) +2, Diplomacy +5, Hide +5, Knowledge (religion) +8, Scry +4, Search +3, Speak Language (Draconic, Goblin), Spellcraft +4; Combat Casting, Spell Focus (Enchantment).

Possessions: chain shirt, halfspear, silver statue of Kurtulmak with emerald eyes (Value 800 gp), alchemist fire, *potion of wisdom*, *wand of cure light wounds* (3rd) (10 charges).

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level, 15 + spell level for Enchantment spells): 0 – *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*; 1st – *bane*, *cause fear*, *change self*^{*}, *divine favor*, *doom*; 2nd – *death knell*, *hold person*, *invisibility*^{*}, *silence*.

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

➤ **Jepesh:** Male half-dragon/half-human (blue) Sor2; CR 4; Medium-size humanoid (dragon); HD 2d6+6; hp 16; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d6+3, bite) and -1 melee (1d4+1, 2 claws) or +3 ranged (1d8/19-20, light crossbow); SA Breath weapon; SQ Low-light vision, darkvision 60 ft., immune to sleep, paralysis, and electricity; AL LE; SV Fort +3, Ref +2, Will +4; Str 16, Dex 14, Con 16, Int 14, Wis 12, Cha 18.

Skills and Feats: Appraise +3, Bluff +5, Concentration +8, Hide +3, Knowledge (arcana) +6, Listen +2, Search +3, Speak Language (Common, Draconic, Elven), Spellcraft +6, Spot +2; Combat Casting, Spell Focus (Evocation).

Possessions: light crossbow, 10 bolts, belt pouch with 60 gp, silver necklace set with 3 aquamarines (Value 600 gp), *potion of charisma*, *wand of mage armor* (5th) (13 charges).

Spells Known (6/5; base DC = 14 + spell level, 16 + spell level for Evocation spells): 0 – *daze*, *detect magic*, *ghost sound*, *mage hand*, *read magic*; 1st – *magic missile*, *shield*.

SA: Breath Weapon: Line of lightning (6d8) 5 ft. high by 5 ft. wide by 60 ft. long; Reflex save (DC 18) for half damage; 1/day.

➤ **Kobold Skirmisher:** Male kobold Ftr2; CR 2; Small humanoid (reptilian); HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +4 melee (1d6+1, halfspear) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +2, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Craft (trapmaking) +5, Hide +7, Listen +3, Move Silently +3, Search +2, Spot +3; Alertness, Point Blank Shot, Weapon Focus (light crossbow).

Possessions: halfspear, leather armor, light crossbow, 10 bolts, vial of alchemist fire.

➤ **Kobold Clan Defender:** Male kobold Ftr1/Bbn2; CR 3; Small humanoid (reptilian); HD 2d12+1d10+9; hp 34; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +9 (1d10+4/19-20, bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +2, Will +1; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Craft (trapmaking) +2, Hide +3, Intimidate +4, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +4; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

APL 6 (EL 9)

➤ **Shel Nek Dar:** Male kobold Clr6; CR 6; Small humanoid (reptilian); HD 6d8+6; hp 39; Init +1; Spd 30

ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (1d6/x3, halfspear); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 12, Wis 17, Cha 12.

Skills and Feats: Concentration +9, Craft (trapmaking) +2, Diplomacy +5, Hide +5, Knowledge (religion) +8, Scry +5, Search +3, Speak Language (Draconic, Goblin), Spellcraft +5; Combat Casting, Extend Spell, Spell Focus (Enchantment).

Possessions: chain shirt, masterwork halfspear, silver statue of Kurtulmak with emerald eyes (Value 800 gp), alchemist fire, *potion of wisdom*, *wand of cure light wounds* (3rd) (10 charges).

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level, 15 + spell level for Enchantment spells): 0 – *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*; 1st – *bane*, *cause fear*, *change self*^{*}, *divine favor*, *doom*; 2nd – *bull's strength*, *death knell*, *hold person*, *invisibility*^{*}, *silence*; 3rd – *bestow curse*, *hold person (extended)*, *magic circle against good*^{*}, *magic vestment*.

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

☛ **Jepesh:** Male half-dragon/half-human (blue) Sor4; CR 6; Medium-size humanoid (dragon); HD 4d6+12; hp 30; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d6+3, bite) and +0 melee (1d4+1, 2 claws) or +4 ranged (1d8/19-20, light crossbow); SA Breath weapon; SQ Low-light vision, darkvision 60 ft., immune to sleep, paralysis, and electricity; AL LE; SV Fort +4, Ref +3, Will +5; Str 16, Dex 14, Con 16, Int 14, Wis 12, Cha 19.

Skills and Feats: Appraise +3, Bluff +5, Concentration +10, Hide +3, Knowledge (arcana) +8, Listen +3, Search +3, Speak Language (Common, Draconic, Elven), Spellcraft +8, Spot +3; Combat Casting, Greater Spell Focus (Evocation)**, Spell Focus (Evocation).

Possessions: light crossbow, 10 bolts, belt pouch with 60 gp, silver necklace set with 3 aquamarines (Value 600 gp), *potion of charisma*, *wand of mage armor* (5th) (13 charges).

Spells Known (6/7/4; base DC = 14 + spell level, 18 + spell level for Evocation spells): 0 – *daze*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *read magic*; 1st – *hypnotism*, *magic missile*, *shield*; 2nd – *flaming sphere*.

SA: Breath Weapon: Line of lightning (6d8) 5 ft. high by 5 ft. wide by 60 ft. long; Reflex save (DC 18) for half damage; 1/day.

**See Appendix 2: New Rules for more details.

☛ **Kobold Warrior:** Male kobold Ftr4; CR 4; Small humanoid (reptilian); HD 4d10+11; hp 37; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +6 melee (1d6+1, halfspear) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +3, Will +4; Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Craft (trapmaking) +5, Hide +7, Listen +3, Move Silently +3, Search +2, Spot +3; Alertness, Iron Will, Point Blank Shot, Toughness, Weapon Focus (light crossbow).

Possessions: halfspear, leather armor, light crossbow, 10 bolts, vial of alchemist fire.

☛ **Kobold Clan Champion:** Male kobold Ftr1/Bbn3; CR 4; Small humanoid (reptilian); HD 3d12+1d10+12; hp 44; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +10 (1d10+4/19-20, bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +3, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +4, Craft (trapmaking) +2, Hide +3, Intimidate +5, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +5; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

APL 8 (EL 11)

☛ **Shel Nek Dar:** Male kobold Clr8; CR 8; Small humanoid (reptilian); HD 8d8+8; hp 51; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +8/+3 melee (1d6/x3, halfspear); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +7, Ref +3, Will +10; Str 10, Dex 12, Con 12, Int 12, Wis 18, Cha 12.

Skills and Feats: Concentration +12, Craft (trapmaking) +2, Diplomacy +5, Hide +5, Knowledge (religion) +8, Scry +5, Search +3, Speak Language (Draconic, Goblin), Spellcraft +5; Combat Casting, Extend Spell, Spell Focus (Enchantment).

Possessions: chain shirt, masterwork halfspear, silver statue of Kurtulmak with emerald eyes (Value 800 gp), alchemist fire, *potion of wisdom*, *wand of cure light wounds* (3rd) (10 charges).

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level, 16 + spell level for Enchantment spells): 0 – *daze*, *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*; 1st – *bane*, *bless*, *cause fear*, *change self*^{*}, *divine favor*, *doom*; 2nd – *bull's strength*, *death knell*, *hold person*, *invisibility*^{*}, *silence*; 3rd – *bestow curse*, *hold person (extended)*, *magic circle against good*^{*}, *magic vestment*, *prayer*; 4th – *freedom of movement*, *poison*, *summon monster III* (fiendish dire wolf), *unholy blight*^{*}.

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

☛ **Jepesh:** Male half-dragon/half-human (blue) Sor6; CR 8; Medium-size humanoid (dragon); HD 6d6+18; hp 44; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d6+3, bite) and +1 melee (1d4+1, 2 claws) or +5 ranged (1d8/19-20, light crossbow); SA Breath weapon; SQ Low-light vision, darkvision 60 ft., immune to sleep, paralysis, and electricity; AL LE; SV

Fort +5, Ref +4, Will +6; Str 16, Dex 14, Con 16, Int 14, Wis 12, Cha 19.

Skills and Feats: Appraise +3, Bluff +5, Concentration +12, Hide +3, Knowledge (arcana) +10, Listen +4, Search +3, Speak Language (Common, Draconic, Elven), Spellcraft +10, Spot +4; Combat Casting, Greater Spell Focus (Evocation)***, Spell Focus (Evocation).

Possessions: light crossbow, 10 bolts, belt pouch with 60 gp, silver necklace set with 3 aquamarines (Value 600 gp), *potion of charisma*, *wand of mage armor* (5th) (13 charges).

Spells Known (6/7/6/4; base DC = 14 + spell level, 18 + spell level for Evocation spells): 0 – *daze*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *read magic*, *resistance*; 1st – *hypnotism*, *lesser electric orb***, *magic missile*, *shield*; 2nd – *flaming sphere*, *Melf's acid arrow*; 3rd – *lightning bolt*.

SA: Breath Weapon: Line of lightning (6d8) 5 ft. high by 5 ft. wide by 60 ft. long; Reflex save (DC 18) for half damage; 1/day.

**See Appendix 2: New Rules for more details.

➤ **Kobold Warriors (2):** Male kobold Ftr4; CR 4; Small humanoid (reptilian); HD 4d10+11; hp 37 each; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +6 melee (1d6+1, halfspear) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +6, Ref +3, Will +4; Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Craft (trapmaking) +5, Hide +7, Listen +3, Move Silently +3, Search +2, Spot +3; Alertness, Iron Will, Point Blank Shot, Toughness, Weapon Focus (light crossbow).

Possessions: halfspear, leather armor, light crossbow, 10 bolts, vial of alchemist fire.

➤ **Kobold Clan Champions (2):** Male kobold Ftr1/Bbn3; CR 4; Small humanoid (reptilian); HD 3d12+1d10+12; hp 44 each; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +10 (1d10+4/19-20, bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +3, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +4, Craft (trapmaking) +2, Hide +3, Intimidate +5, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +5; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

APL 10 (EL 13)

➤ **Shel Nek Dar:** Male kobold Clr10; CR 10; Small humanoid (reptilian); HD 10d8+10; hp 63; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +9/+4 melee (1d6/x3, halfspear); SA Spells, rebuke undead; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +8, Ref +4, Will +11; Str 10, Dex 12, Con 12, Int 12, Wis 18, Cha 12.

Skills and Feats: Concentration +14, Craft (trapmaking) +2, Diplomacy +5, Hide +5, Knowledge (religion) +8, Scry +5, Search +3, Speak Language (Draconic, Goblin), Spellcraft +6; Combat Casting, Extend Spell, Sanctum Spell**, Spell Focus (Enchantment).

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level, 16 + spell level for Enchantment spells): 0 – *daze*, *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*; 1st – *bane*, *bless*, *cause fear*, *change self**, *divine favor*, *doom*; 2nd – *bull's strength*, *death knell*, *hold person*, *invisibility**, *silence*, *sound burst*; 3rd – *bestow curse*, *hold person (extended)*, *magic circle against good**, *magic vestment*, *prayer*; 4th – *air walk*, *freedom of movement*, *poison*, *summon monster III* (fiendish dire wolf), *unholy blight**; 5th – *dispel good**, *slay living*.

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

Possessions: chain shirt, masterwork halfspear, silver statue of Kurtulmak with emerald eyes (Value 800 gp), alchemist fire, *potion of wisdom*, *wand of cure light wounds* (3rd) (10 charges).

**See Appendix 2: New Rules for additional details.

➤ **Jepesh:** Male half-dragon/half-human (blue) Sor6/Rog2; CR 10; Medium-size humanoid (dragon); HD 6d6+2d8+24; hp 60; Init +2; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d6+3, bite) and +2 melee (1d4+1, 2 claws) or +7 ranged (1d8+1/19-20, light crossbow); SA Breath weapon, sneak attack; SQ Low-light vision, darkvision 60 ft., immune to sleep, paralysis, and electricity, evasion; AL LE; SV Fort +5, Ref +7, Will +6; Str 16, Dex 14, Con 16, Int 14, Wis 12, Cha 20.

Skills and Feats: Appraise +7, Bluff +9, Concentration +12, Hide +7, Knowledge (arcana) +10, Listen +8, Search +5, Speak Language (Common, Draconic, Elven), Spellcraft +10, Spot +8; Combat Casting, Greater Spell Focus (Evocation)***, Spell Focus (Evocation).

Possessions: +1 light crossbow, 10 bolts, +1 leather armor, belt pouch with 60 gp, silver necklace set with 3 aquamarines (Value 600 gp), *potion of charisma*, *wand of mage armor* (5th) (13 charges).

Spells Known (6/7/6/4; base DC = 15 + spell level, 19 + spell level for Evocation spells): 0 – *daze*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *read magic*, *resistance*; 1st – *hypnotism*, *lesser electric orb***, *magic missile*, *shield*; 2nd – *flaming sphere*, *Melf's acid arrow*; 3rd – *lightning bolt*.

SA: Breath Weapon: Line of lightning (6d8) 5 ft. high by 5 ft. wide by 60 ft. long; Reflex save (DC 18) for half damage; 1/day.

**See Appendix 2: New Rules for additional details.

➤ **Kobold Warriors (2):** Male kobold Ftr4; CR 4; Small humanoid (reptilian); HD 4d10+11; hp 37 each; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +6 melee (1d6+1, halfspear) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft, light sensitivity; AL LE;

SV Fort +6, Ref +3, Will +4; Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 14.

Skills and feats: Craft (trapmaking) +5, Hide +7, Listen +3, Move Silently +3, Search +2, Spot +3; Alertness, Iron Will, Point Blank Shot, Toughness, Weapon Focus (light crossbow).

Possessions: halfspear, leather armor, light crossbow, 10 bolts, vial of alchemist fire.

➤ **Kobold Clan Champion:** Male kobold Ftr1/Bbn3; CR 4; Small humanoid (reptilian); HD 3d12+1d10+12; hp 44; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +10 (1d10+4/19-20, bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +3, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +4, Craft (trapmaking) +2, Hide +3, Intimidate +5, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +5; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

➤ **Kobold Clan Scroungers (2):** Male kobold Rog7; CR 7; Small humanoid (reptilian); HD 7d6+14; hp 44 each; Init +7; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atk +9 melee (1d6/18-20, rapier) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Darkvision 60 ft., light sensitivity, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +4, Ref +8, Will +3; Str 12, Dex 16, Con 14, Int 13, Wis 12, Cha 9.

Skills and Feats: Balance +13, Craft (trapmaking) +13, Disable Device +11, Hide +17, Listen +11, Move Silently +13, Pick Pockets +13, Search +11, Spot +11; Point Blank Shot, *Rapid Reload, Weapon Finesse (Rapier).

Possessions: Light crossbow with 10 bolts, masterwork rapier.

Poison: Scrounger's first four crossbow bolts are tipped with large scorpion venom (first hit only); (1d6 Str/1d6 Str); Fortitude save (DC 18) resists.

*See Appendix 2: New Rules for more details.

ENCOUNTER 10K: TUNNEL TO CEMETERY PLOTS – COMING IN

All APL's (EL 5)

➤ **Kobold Skirmishers (2):** Male kobold Ftr2; CR 2; Small humanoid (reptilian); HD 2d10+4; hp 20 each; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +4 melee (1d6+1, halfspear) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft, light sensitivity; AL LE; SV Fort +5, Ref +2, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 14.

Skills and feats: Craft (trapmaking) +5, Hide +7, Listen +3, Move Silently +3, Search +2, Spot +3; Alertness, Point Blank Shot, Weapon Focus (light crossbow).

Possessions: halfspear, leather armor, light crossbow, 10 bolts, vial of alchemist fire.

➤ **Kobold Clan Defender:** Male kobold Ftr1/Bbn2; CR 3; Small humanoid (reptilian); HD 2d12+1d10+9; hp 34; Init +1; Spd 40 ft.; AC 17 (touch 13, flat-footed 16); Atk +9 (1d10+4/19-20, bastard sword); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +8, Ref +2, Will +1; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Craft (trapmaking) +2, Hide +3, Intimidate +4, Listen +6, Move Silently +4, Search +2, Spot +5; Wilderness Lore +4; Alertness, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: chain shirt, masterwork bastard sword, tanglefoot bag.

APPENDIX 2: NEW RULES

DIRTY FIGHTING [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2

Benefit: Make a melee attack roll normally. If you are successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

RAPID RELOAD [GENERAL] AS PRESENTED IN *SWORD IN FIST*

You reload a crossbow more quickly than normal.

Prerequisites: Base attack bonus +2, proficiency with the crossbow used.

Benefit: You can reload a hand crossbow or light crossbow as a free action that provokes an attack of opportunity. You may reload a heavy crossbow as a move equivalent action that provokes an attack of opportunity. You can use this feat once per round.

Normal: Loading a hand or light crossbow is a move-equivalent action, and loading a heavy crossbow is a full-round action.

SANCTUM SPELL [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

Your spells have a home ground advantage.

Prerequisites: Any other metamagic feat.

Benefit: A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum (see Special, below)—but if not cast in the sanctum, it has an effective spell level one level lower than normal. All effects dependent on spell level (such as save DCs or the ability to penetrate a minor globe of invulnerability) are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: Your sanctum is an area you have previously designated within a 10-foot/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to become a sanctum. If you designate a new area to be your sanctum, the benefits of the old one immediately fade. You may have only a single sanctum at one time.

GREATER SPELL FOCUS [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are no even more potent than before.

Prerequisite: Spell Focus

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

LESSER ELECTRIC ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation [Electric]

Level: Sor/Wiz 1

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. + 5ft./2 levels)

Targets: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

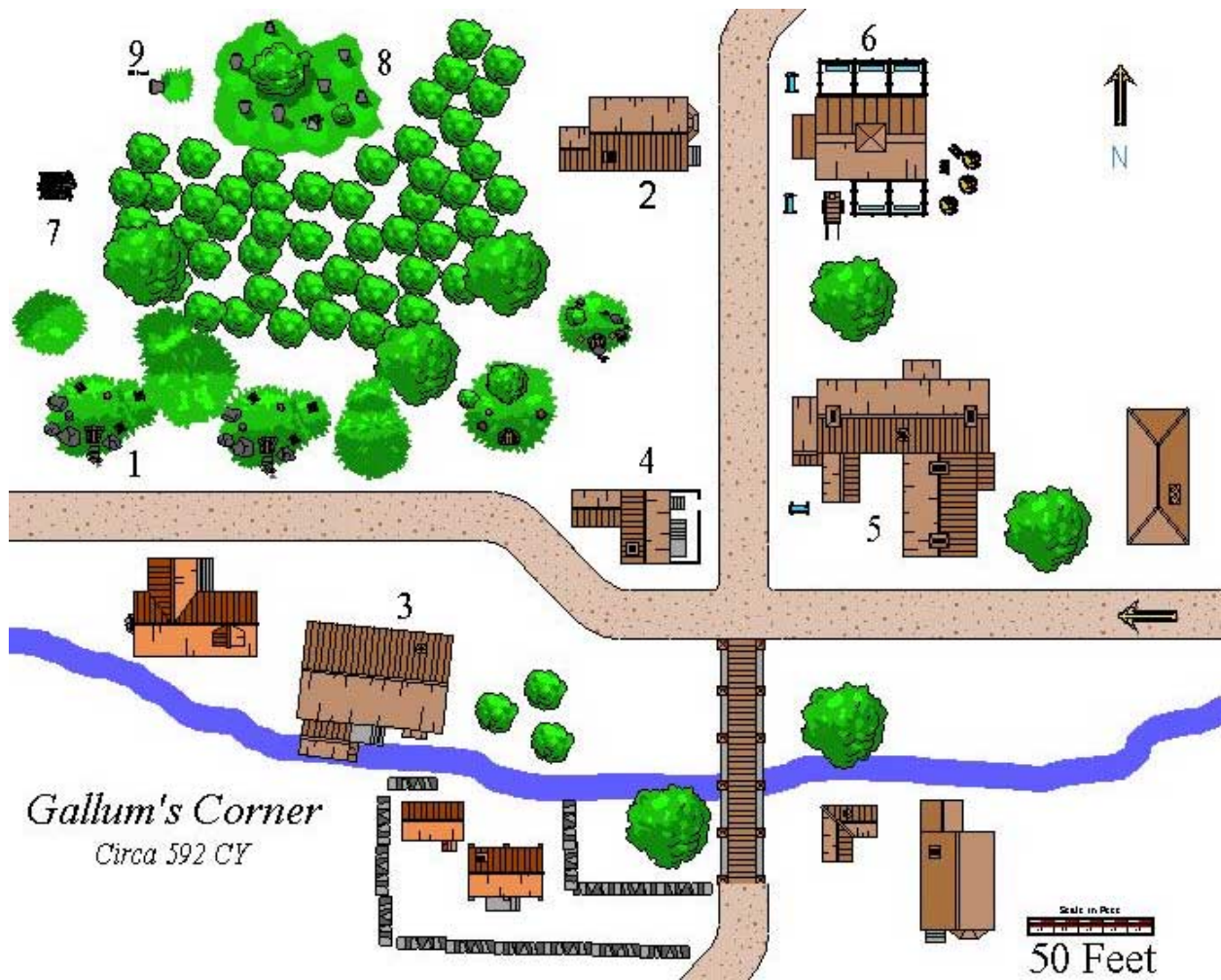
Spell Resistance: Yes

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of electric damage. You must succeed at a ranged touch attack to hit your target.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must

designate targets before you roll for SR or roll damage. For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or damage.

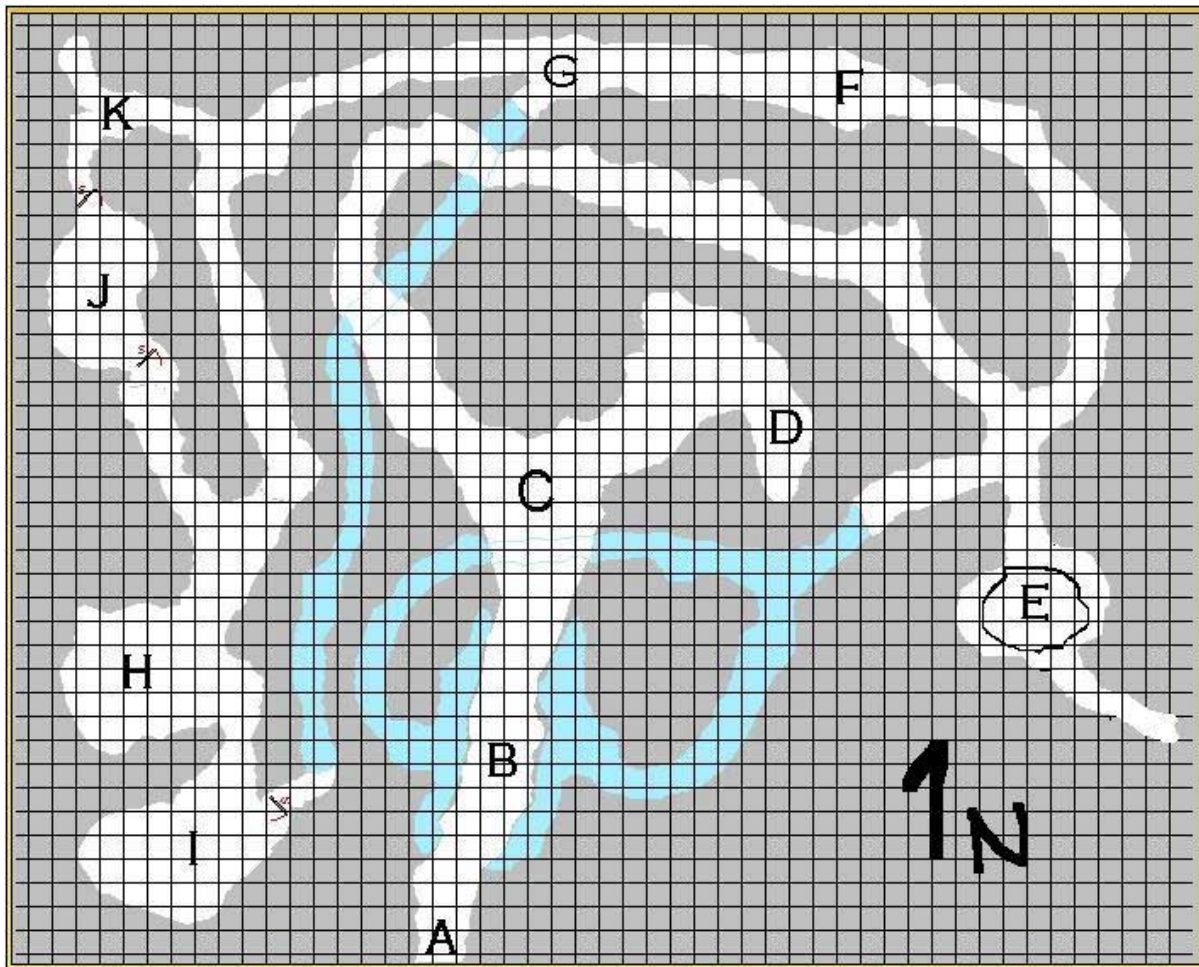
PLAYER HANDOUT 1: GALLOW'S CORNER MAP



VILLAGE LOCATIONS

- | | | | |
|----|------------------------------------|-----|-------------------------------------|
| 1. | The rent of the Village Hetman | 8. | The Morgan family manor |
| 2. | The Honest Pony Inn and Tavern | 9. | The Shembboth family farm |
| 3. | The rent of the Tumbleale family | 10. | Gallow's Corner Cemetery |
| 4. | The rent of the Brambleroot family | 11. | Monument to Gallow |
| 5. | The rent of "Testy" Applewine | 12. | The Honeybee Trading Post |
| 6. | Mill | 13. | Remote Chance Inn/ Shrine to Norebo |
| 7. | Blacksmith | 14. | Jethro's Sunrise Livery |
| | | 15. | Bryan the Crafter's Hovel |

JEPESH'S SANCTUM



JEPESH'S SANCTUM

Encounter A	Entrance/Ambush Central
Encounter B	Pits, and Traps, and Oil, Oh My!
Encounter C	Big Trap
Encounter D	Kobold Living Area
Encounter E	Refuse Pit
Encounter F	Trap
Encounter G	Kobold Shaman Lair
Encounter H	Kobold Altar
Encounter I	Inner Sanctum of Jepesh
Encounter J	Secret Cave
Encounter K	Tunnel to Cemetery Plots

PLAYER HANDOUT 2: HISTORY OF GALLOW'S CORNER

Gallow and his party were adventurers, who three years prior to meeting the halflings, stumbled on an evil cleric and his minions. Through luck and prowess, they defeated the cleric and his creatures. One of the items he obtained was a key. After some checking around and a hefty sum to Betham in Verbobonc, they were able to ascertain that this key had something to do with a lost ruined tower. And so, began the party's quest to find the ruins. They spent a year chasing rumors and following leads. They eventually realized that some leads pointed to the Gnarley Forest while others pointed to the Kron Hills. They spent the next year circulating through the less tame borders of the Forest trying to find some clues. When they reached the southern border of Verbobonc to follow their leads in the Kron Hills, they found themselves entrenched in a region teeming with humanoids looking to capture or kill all those they came upon. Through bad choices, and an accident involving their cleric and a chest, they decided they needed to hold up for awhile. Having come across a hilly area with good water, Gallow felt that they could make some kind of stand here. It also had the only non-violent creatures in the area, halflings.

Two weeks after setting up camp, he and the party wizard went out to make contact with their neighbors. Gallow had hoped to use them as canon fodder, or at the very least, party lackeys. Initial negotiations were slow in coming, offering little hope to Gallow. But after several meetings and a night full of halfling mead, they struck a bargain; Gallow and his party would train the halflings in all that they knew. In return the halflings would fight side by side with the party if things went bad. The training went on for many weeks, as Gallow's encampment turned into a tiny halfling community. Lightfoots from across the lower Kron and Lortmils came. Many came for the chance to learn how to defend themselves, others for the chance to have racial identity.

While Gallow's plan had gone exactly as he had hoped, something changed in him. He found that the company of the halflings brought out something better in him. He was more jovial, he found himself sharing stories with the awe struck halflings by the campfire light. As the training went on, the more he pressed the halflings, the more lighthearted they were. From them he learned to take life in stride. Gallow became content for the first time in his life.

The halflings also found themselves changed. In the past they found it hard to defend themselves or their territory, always resulting in their flight to some other spot to call home. Here was truly a great man, willing to teach. At first many of the halflings found Gallow to be too serious, too somber. But after awhile his mood lightened, until eventually the halflings and he became solid friends. All the while humanoid activity increased, miles in all directions. It was told that the Blackthorn Orc tribe was on the move.

For Gallow and the halflings it was a good time, but inevitably, all good things must pass. In the 4th week, of the 4th month of their stay, the encampment was surprised and nearly overrun by orcs. The battle involved wave after wave of orcs, entering the camp like autumn leaves blowing in the wind. The orcs were held back for a time by the party's wizard, as well as by the rain of arrows from the halfling contingent. The fighting raged through the night, and eventually the orcs broke through in the early morning hours. Combat became a brutal melee struggle for life. For over an hour the fight gained momentum, with neither side budging. Eventually the tide of battle turned against Gallow and his men. The orcs, outnumbering their enemies, began to press them like a dark plague.

But, Gallow and the halflings held fast. They fought side by side, and at some points, back to back. The orcs found that they were no match for the halfling archers and slingers. By daybreak it was evident that the orcs who hadn't been killed ran off. The sun rose over the forest, shining new light on to the field of battle. The remaining survivors of the fierce orc onslaught surveyed the area. Many of the halflings lay dying or dead. Gallow's party had been wiped out, their blood still running down the steep hillside. But, what of Gallow? Lying motionless over two crying halfling children. His chest slowly rising up and down, his breath labored, wheezing from the blood that was filling his lungs. An orc spear had pierced him underneath his arm, driving itself deep into Gallow's torso. The halflings removed the foul tool and tried to heal him, or at the very least stabilize his condition. But, all their actions could not hold him for long.

As the halflings held his limp body up, Gallow opened his eyes and smiled. He whispered his praise of their bravery and made them vow to always stand up for what was right. With his last wisp of breath he asked them if anyone would remember this battle. With tears in their eyes they all said yes. He then asked the halfling leader to take the key from around his neck for safekeeping. He slumped back, staring off into the rising sun. They closed his eyes, laid his arms across his still body and prayed to Yondalla for the safe passage of his soul.

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.