

BIS1-08

BARRIER BREW

A One-Round D&D LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 1

by Donald Walker

Brewfest starts in three days, but the Dwarves haven't arrived yet. No Dwarves, means no Barrier Brew, and Barrier Brew is what brings people to Ebbernant for Brewfest. To make matters worse, a full moon starts tonight. A Living Greyhawk Bissel regional scenario for characters levels 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" 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 will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
- 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
- 4) If you are running a table of six PCs, add one to that average.

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

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

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

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

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

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

IS IT A FULL MOON?

Yes! The adventure begins at dusk on the 25th day of Harvester (Godsday). Luna has just become full and will remain full for the first three nights of the adventure. After the third night of the adventure, the moon is no longer full.

LIFESTYLE

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

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

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

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

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

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

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

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

Lifestyle Cost	Skill Modifier	
Destitute	2 gp	-2
Poor	5 gp	-1
Common	15 gp	0
High	200 gp	+1
Luxury	400 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

The festival week of Brewfest brings many travelers to Ebbernant, a large town in the northwest corner of Bissel. Ebbernant is famous for its dark, heavy, and bitter Barrier Brew. The recipe is carefully guarded by a clan of dwarves who live just to the south and west of Ebbernant in the foothills of the Barrier Peaks. In fact the only time Barrier Brew can be had is when the dwarves bring it down from their settlement under Medig's Hill to Ebbernant for the annual Brewfest festival week. Normally they mine ore in the foothills and bring the ore to Ebbernant to trade for food and craft goods that they don't have the materials or interest to make themselves.

But this year, for some reason, the dwarves have not come to Ebbernant. The townsfolk have noticed, but most assume the dwarves will show up any day now. Such is not the case for Elhadib Raminz, the owner of a local tavern, The Pick and Shovel, who promotes the annual Bissel Stew contest. His patrons expect to be served Barrier Brew with their Bissel Stew. Nothing else will do. The dwarves are usually in town a week before the festival to sell their Brew and visit with the local Smelters to discuss future trade agreements. But they are already 4 days late.

This scenario is set during the week before Brewfest in the March of Bissel's northwestern town of Ebbernant. The plot takes the characters into the nearby foothills of the Barrier Peaks to discover why the nearby dwarven clan has not yet arrived in Ebbernant for the festival.

It is assumed that the PCs have traveled to Ebbernant to enjoy the sights, sounds and tastes of Brewfest and perhaps sample Ebbernant's famous Barrier Brew made by the dwarves of Medig's Hill. As the PCs arrive, the town is overly quiet on this Godsdays. The PCs arrive at a tavern, The Pick and Shovel, four nights before the start of Brewfest. It is the 25th day in the month of Harvester.

Speaking to Elhadib Raminz, a portly Baklunish man and the tavern owner, they learn that the dwarves have not yet arrived in town. Elhadib explains this and his concern that something quite frightful has happened to Medig's Clan.

The PCs are expected to offer help and find out what has happened to the dwarves. Elhadib provides what information he can in response to the PCs' questions, and he offers the party what he can. He suggests they leave for Medig's Hill in the morning since the roads can be very treacherous at night, and it is expected to rain.

If the PCs set out that night they encounter a strong band of goblins and worgs on the road. If they wait until morning, they encounter a weaker ambush roughly in the same place instead. The PCs find a monk bound and gagged by the goblins and after releasing him, he suggests they take shelter at his nearby monastery.

At the monastery the PCs observe the monks using a strange hoe to grow mushrooms. If questioned they will explain that one of their members found the device near a streambed many years ago. If examined closely, the PCs

will note the staff is about 5 ft. long with runic markings along the length. The head is made of stone and is attached by a silk-like fiber to the staff. The hoe is actually a staff brought to this area by Medig, a dwarven cleric of Moradin, who led his family east into the foothills. Two sons of Medig, Medor and Medib, lost the staff while they were playing on the banks of Underbrook. They were not supposed to touch the staff and forgot it when they were startled by a noise. Later they remembered it, but could not find it.

After a night at the monastery, the PCs continue on to Medig's Hill. They reach the entrance to the dwarven settlement by mid-morning. An unguarded opening extends into the darkness under Medig's Hill. The place is deserted and the buildings appear long empty. Hearing several shouts from an opening to the south the PCs come upon a carrion crawler menacing several dwarves. After the PCs dispatch the monster(s), they learn of a dwarven feud caused by the loss of Medig's staff. If the PCs mention the monks' hoe, Medor will contact Medib via a *sending* spell. Both will call a truce to the fighting, and Medor will ask the PCs to bring the monks' hoe to him in the hopes that this may be the lost staff of Medig.

As the PCs return to the monks they encounter a strong goblin force and must defeat them. They soon learn that these goblins have just come from the monastery, which they have burned, to the ground. The monks are now picking through the burnt out remains in the hopes of salvaging anything. Luckily the hoe survived, hidden by one of the monks. The monks return with the PCs to Medig's Hill and let the dwarves examine the hoe. The dwarves are overjoyed at finding Medig's Staff in an emotionless kind of way and offer to build a stone monastery on Medig's Hill for the monks.

Ever mindful of the looming festival the PCs are asked to bring a wagon filled with barrels of Barrier Brew to Ebbernant in time for Brewfest. Meanwhile, the dwarves work to load the remaining wagons.

As they pass the clearing where they met the first set of goblins they are attacked by a ravenous beast who is feasting on the goblins from encounter one. Assuming the PCs defeat the beast and make it safely back to Ebbernant, the Brewfest celebration begins with plenty of Barrier Brew and Bissel Stew for all.

DM INFORMATION THE TOWNSHIP OF EBBERNANT

Orders from the Margrave require authorities to impose a tax on all citizens of Baklunish origin as a means to raise funds to clean up after the recent invasion and occupation of Bissel by forces of Ket. Each baron and mayor in Bissel has gone to different lengths to implement this tax, and the local mayor has decided to simply tax everyone, rather than impose an unfair tax. People of Suel or Oeridian origin should tread carefully as tensions in this area are already high due to the near triple taxes being enforced

upon Baklunish across the March. With the exception of half-orcs, which are distrusted and disliked even more than those of obvious Suel or Oeridian blood, most demi-humans (elves, gnomes, halflings) are met with a neutral attitude, and dwarves are welcomed warmly in Ebbernant.

Ebbernant is an independent township of approximately 1000 residents in the Baklunish-dominated northwest corner of Bissel. Mainly a town for the miners of the nearby Barrier Peaks and those who trade with them, the population is approximately two-thirds human and almost one-third mountain dwarf. Most humans in Ebbernant are Baklunish.

If the PCs choose to explore the town, they can find shops where standard items from the PHB are available for sale (see Appendix C for details).

INTRODUCTION: EBBERNANT

You are in Ebbernant, a primarily Baklunish and dwarven town in the northwest corner of Bissel. The foothills of the Barrier Peaks rise to the north and west and the Realstream meanders nearby. In less than four days, the weeklong festival of Brewfest begins. You've heard that the Pick and Shovel, a tavern set on the outskirts of the Merchants Quarter serves the best food and drink in town.

As you make your way to the Pick and Shovel, you watch the sun set behind the Barrier Peaks. The streets are mostly empty this last Godsday of the month of Harvester.

Encounter 1: The Pick and Shovel

Reaching the Pick and Shovel you note that it is a large three-story building with an adjoining stable and fenced yard in the back. A large shield painted with a split field of red and blue with a black tower in its center is mounted just above the entranceway. A real pick and shovel are mounted on either side of the shield. Entering you note several others who have just arrived and take a seat at their table.

The players may introduce their PCs now.

In short order a portly Baklunish man of about 40 years walks over to your table. "Ah friends, welcome to my establishment. I am Elhadib Raminz. So you've arrived a few days early for Brewfest, eh? Excellent! We serve the best food and drink in Ebbernant. Of course, our prices are a bit more expensive, mostly because of the festival, but I'm sure you understand."

"By the way, did you happen to see any dwarves bringing barrels as big as them into the city? No? Where can they be? You know it's not like the dwarves of Medig's Hill to be late for anything. Especially when it is something as important as Brewfest. Something horrendous must have happened to them."

At this point Elhadib's responds to the PCs' questions. Use the information in Appendix A – The Pick and Shovel, to help bring the tavern to life.

Elhadib has the following information:

- The dwarves should have arrived at least 3 days ago.
- Medig's Hill is located to the south and west of Ebbernant.
- It is at least one day's journey to Medig's Hill.
- To get to Medig's Hill, travel down the Realstream to the old stone bridge. From there head west along the Underbrook.
- There is a ferry across the Realstream at Ebbernant. It costs 5 sp per person or mount; 4 gp per wagon including horses/mules and passengers
- The roads are very dangerous at night, even more so now that Luna is full.
- There will be a bad storm tonight.

If the PCs offer to see what's become of the dwarves, Elhadib will give the PCs dinner, breakfast and tonight's lodging free. If they return with good news he will cover their Lifestyle Costs, up to a Common Lifestyle.

Various NPCs in the tavern can confirm the information Elhadib provides, but they will not be concerned about the missing dwarves. They are sure the dwarves will show up any day now. PCs making successful Gather Information checks (DC 20) can be give information from Appendix B (the Medig Clan section only).

If the PCs need to buy any supplies or services, the town of Ebbernant should be able to provide them (see Appendix C).

Check PC log sheets for any lycanthropes in the party because it is a full moon for the next three nights. A transformed PC will need to make a Hide check. Roll a spot check for a night patrol of the town guards (+5 to check at APL 2, +10 at APL 4 +15 at APL 6). If the guards find a were-creature, they will attempt to capture it.

ENCOUNTER 2: AMBUSH

The PCs are traveling along a 15-foot wide road with trees on both sides at approximately 15-foot intervals. To their right is a 40-foot diameter clearing with trees every 10 feet along the edge of the clearing.

As you pass by a small clearing on the side of the road you notice a rabbit sitting on top of a tree stump at the far end of the clearing.

Give them Player Handout #1 – The Clearing.

If the PCs decide to ignore the clearing, the goblins attack.

If the PCs want to examine the clearing from the road have them roll a Spot check. The DC of the check is reduce by 10 if the PCs enter the clearing:

DC 15 Dried leaves and branches are scattered on the ground.

DC 20 It looks like someone has tried to brush away footprints in the dirt.

DC 25 The rabbit is not moving. There is a vertical crack in the bark of the stump.

DC 30 There is a crude pit trap in front of the stump. Some of the trees are swaying more than they should in the breeze.

DC 35 There are some goblins hiding behind several trees. Two goblins are hiding in the trees along the road and have nets.

If a PC moves to examine the stump up close they encounter a 10 ft. x 10 ft. pit trap directly in front of the stump.

APL 2 (EL 1)

🗡️ **Pit Trap (20 Ft. Deep):** CR 1; no attack roll necessary (2d6); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 2)

🗡️ **Pit Trap (30 Ft. Deep):** CR 2; no attack roll necessary (3d6); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 2)

🗡️ **Pit Trap (40 Ft. Deep):** CR 2; no attack roll necessary (4d6); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

Creatures: Two goblins hide in the trees with nets; the rest hide behind trees.

APL 2 (EL 2):

👹 **Goblins (6):** hp 4 each; see *Monster Manual* page 107. Two have nets in addition to their normal weapons, but they are not proficient with them.

APL 4 (EL 5):

👹 **Goblins Ftr1 (6):** CR 1; Small Humanoid (Goblinoid); HD 1d10; hp 10 each; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 14) [+ 1 Dex, +1 size, +3 studded leather]; Atk +2 melee (1d8-1/x2, morningstar) or +4 ranged (1d6-1/x2, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +7, Hide +6, Listen +4, Move Silently +4, Spot +4; Alertness, Exotic Weapon Proficiency [net].

Two goblins each carry one net (+2 ranged attack).

APL 6 (EL 7):

👹 **Goblins Ftr2 (6):** CR 2; Small Humanoid (Goblinoid); HD 2d10; hp 16 each; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 14) [+ 1 Dex, +1 size, +3 studded leather]; Atk +3 melee (1d8-1/x2, morningstar) or +5 ranged (1d6-1/x2, javelin); SQ

Darkvision 60 ft.; AL CE; SV Fort +5, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +7, Hide +6, Listen +4, Move Silently +4, Spot +6; Alertness, Exotic Weapon Proficiency [net], Improved Initiative.

Two goblins each carry one net (+3 ranged attack).

If the encounter takes place at night add one worg at Tier One, two worgs at Tier Two, and four worgs at Tier Three. Their goblin riders gain a +6 bonus to Ride checks and the Mounted Combat feat.

🐾 **Worgs (1 or 2 or 4):** hp 30 each, see *Monster Manual* page 184.

Tactics: The goblins will wait until the most opportune moment before springing their ambush. They will try to allow one or two PCs to fall into the pit before attacking. If it looks like the PCs plan to leave, they will attack. If the goblins notice they have been spotted, they will attack (Spot check DC 12, automatic success if a PC points them out).

The goblins with the nets in the trees will first try to ensnare PCs before throwing javelins.

Treasure: 50 gp in miscellaneous coins.

If the PCs survive the ambush read this:

Carefully checking the clearing you find that the rabbit is dead. It appears the goblins propped it up on the stump in order to lure you here. Nearby you hear muffled cries for help. Checking the woods, you find a human dressed in the robes of a monk, bound and gagged, obviously a prisoner of the goblins.

If the PCs untie the monk he will tell them the following:

My name is Wandering Mist. Those vile beasts captured me a few hours ago. My monastery is not far from here. If you can escort me there safely, I'm sure my brethren will reward you for your kindness.

If the PCs choose not to help or follow Wandering Mist let them wander as they may. If they choose to follow the overgrown path or the stream let them reach Medig's Hill the following morning, but not before a night of cold rain with only scattered trees for shelter. Make it a miserable night.

Wandering Mist: Male Human Mnkr.

ENCOUNTER 3: THE MONASTERY

Once the players reach the Monastery, you may show them DM's Aid #1 – Scenario Map. The monks would be able to provide this information to the party.

The grateful monk, Wandering Mist, leads you to his monastery. It is a wooden fenced compound resting at the top of a low, broad hill overlooking the brook you have been following west. You pass by terraced gardens of flowers and crops on your way to the compound. Once inside you are given a place to rest and clean up. You are presented with 10 masterwork silvered sling bullets as a thank you for rescuing Wandering Mist. You are also invited to share the monks' evening meal.

Allow the PCs to accept or decline and to state any actions they are taking at this time.

If any PCs are injured the monks will offer them a special mushroom to eat which will cure 1d8 points of damage. If questioned about the mushrooms, Wandering Mist will explain they are grown with the use of a magic hoe that the monks found by a streambed many years ago. The monks will let the PCs examine the hoe if asked. If examined closely, the PCs will note the hoe is about 5 ft. long with runic markings (dwarven for "food for life") along the length. The head is made of stone and is attached by a silk-like fiber to the staff.

When the PCs are ready to leave, if they have not encountered the hoe yet, read this:

As you leave, you notice a monk using a strange hoe to grow what appear to be mushrooms. As the hoe is drawn through the earth, mushrooms appear and grow right before your very eyes.

Allow the PCs to investigate the hoe as above.

Treasure: 10 masterwork silvered sling bullets.

ENCOUNTER 4: MEDIG'S HILL

Following the path along the brook you reach the base of a small mountain. The brook flows out of a large carved stone opening in the side of the mountain. At last—Medig's Hill. You enter the grand tunnel and walk alongside the flowing water. Soon it is too dark to continue without light, unless you can see in the dark of course.

Let the party get out their light sources, note who has what, and continue. The walk to the cavern consumes half the light of a torch (30 min.).

As you continue deeper into the mountain you reach a large cavernous opening revealing many stone buildings. The place is deserted. From your left you suddenly hear several cries for help.

If the PCs decide not to investigate, let them explore the area as they wish. Having paralyzed Medor, the monster(s) will immobilize and feast on the remaining dwarves. Medor will revive before the creatures get to him and drive them off. Let him meet the PCs after this. He will be in a much different mood. He is also aware that the PCs heard the cries for help since he heard them in the outer chamber while he was paralyzed.

Moving to investigate you find a small tunnel leading south. A few more steps and you see another chamber with a small pool of water leading out. There are several stone buildings around an open area, approximately 70 feet by 70 feet. Near the pool you see a white haired dwarf frozen in place. He is standing in front of several young female dwarves and their children as if to protect them. Between you and the immobile dwarf you see a 9 foot long multi-legged cross between a worm and a cephalopod with 8 tentacles protruding from around its menacing mandibles. A rank odor fills the room.

APL 2 (EL 4):

➤ **Carriion Crawler (1):** hp 19; see *Monster Manual* page 29.

Tier Two (EL 6):

➤ **Carriion Crawlers (2):** hp 19 each; see *Monster Manual* page 29.

Tier Three (EL 8):

➤ **Carriion Crawlers (4):** hp 19 each; see *Monster Manual* page 29.

Tactics: The carriion crawler(s) will attempt to paralyze all moving opponents before killing them with its bite.

Each creature will make its eight tentacle attacks on one opponent until that opponent is paralyzed. If all eight attacks fail to hit, then on its next turn, the creature will attack another opponent if one is within reach. Attacks are made against the opponent's full armor class since the creature's poison must penetrate the opponent's armor or score a hit on exposed flesh.

After you dispatch the beast(s) the old dwarf revives. He tells you his name is Medor and he is the elder for the dwarves of Southunder Medig's Hill. After thanking you for saving his granddaughters and their children he asks you why you are here.

Let the party tell their story. Medor will only interrupt if the party mentions the strange hoe or insists on getting the Barrier Brew.

Medor has the following story to tell. You will need to paraphrase this text depending on what the party has told Medor.

"When my father Medig passed on, my brother Medib and I were left to guide our family. But the bitterness between us from childhood grew and we separated our families. Medib moved into the caverns to the north while I moved my family here to the south. We have lived under Medig's Hill for many years, separate and unwilling to compromise. We each dug our own mines and traded separately with the smelters in Ebbernant. But recently both our families came into conflict over a rich vein of ore. We were mining this vein when we broke through into a tunnel my brother's son's had dug. Tempers flared and fighting broke out. So far I have been able to tend the wounds inflicted on my sons and grandsons, and I'm sure Medib has done the same for his sons. But I am concerned that the violence will go beyond what we can mend. Ah, if only Medib had not lost father's staff by the stream so many years ago!"

If the PCs have asked about the Barrier Brew:

"I'm sorry. Because of the fighting, the brew is not ready yet. If I could only summon a few of my sons away from the mines, but I doubt they would leave the fighting. Let me speak with Medib. Perhaps there is still a chance at peace. I will need a few minutes to contact him."

Medor begins to gesture and chant.

PCs making a Spellcraft check (DC 19) can determine that Medor is casting *sending*.

After what seems an eternity, Medor returns from his trance and speaks, "Medib and I will call a truce. We will put our energies into finding the Staff of Medig. We have also agreed to decide who will lead our family by which of us recovers the staff."

If the PCs ask about the staff, provide them with a summary of the information about the staff in Appendix B. If the PCs mention the hoe at the monastery:

"Please bring me this hoe you speak of. I will have some of my sons prepare the brew you have come for. If this hoe is my father's staff and you can return it to me, Elhadib will get his Barrier Brew."

Medor will not send any dwarves out with the party. Also, he will not cast any spells for the party at this time – unless the PC was injured in fighting the carrion crawler(s). At most he will provide one or two *cure light wounds* spells. Medor will explain this lack of help by telling the party he must tend to his injured sons first.

If the party has not encountered the monks, they won't know where to find Medig's Staff. You can guide them there by having the goblins in Encounter Five brag about destroying the monastery.

It should still be morning, but let the party spend the night at Southunder Medig's Hill if they wish – provided they fought the carrion crawler(s). Otherwise Medor will ask them to leave now.

☛ **Medor Medigkin:** male mountain dwarf Clr7 of Moradin.

ENCOUNTER 5: RAIDING PARTY

The PCs are traveling along a 15-foot wide road with trees on both sides at approximately 15-foot intervals. The PCs should make Spot checks. If they make DC 20, they see a party of goblins and worgs approaching. They are 180 feet away and have not seen the PCs yet. If no one makes DC 20, but someone makes DC 10, the party of goblins and worgs is only 120 feet away, but they still have not seen the PCs. Otherwise, the party of goblins and worgs is only 60 feet away and both sides see each other simultaneously.

If the PCs made DC 10, give the party a round of partial actions. If the PCs take cover in the woods let the raiding party race by without noticing them. If the PCs take any actions to draw attention to themselves, roll for initiative.

APL 2 (EL 5):

☛ **Goblins (6):** hp 4 each; see *Monster Manual* page 107.

☛ **Worgs (2):** hp 30 each; see *Monster Manual* page 184.

APL 3 (EL 7):

☛ **Goblins (6):** hp 4 each; see *Monster Manual* page 107.

☛ **Worgs (4):** hp 30 each; see *Monster Manual* page 184.

APL 4 (EL 9):

☛ **Goblins (7):** hp 4 each; see *Monster Manual* page 107.

☛ **Worgs (7):** hp 30 each; see *Monster Manual* page 184.

Tactics: If the PCs draw attention to themselves, the mounted goblins will charge into battle with their worgs while the other goblins throw javelins. When the goblins run out of javelins, they will engage in melee. If the PCs have not visited the monastery yet, one of the goblins will mention destroying the monastery during the battle.

Treasure: 50 gp in assorted coins

Once the PCs return (or visit) the monastery:

You reach the top of the hill only to find the burnt remains of a wooden compound and gardens. You see several monks picking through the ashes, finding nothing. Other monks are tending to fallen comrades. A few are dead, some unconscious and most are injured.

There are three dead Monks, two stable but unconscious Monks, and of the remaining fifteen monks only three have more than 4 hp left.

You survey the destruction and spot the monk Wandering Mist caring for one of the unconscious monks. He is carrying an odd looking garden hoe. Speaking to him you learn that they were attacked by a large band of goblins and worgs. You note several dead goblins and the carcass of a worg nearby. They have been stripped of anything of value. The monks are desperate. Winter is coming and their shelter and all their food has been destroyed.

If the PCs suggest seeking help from the nearby dwarves the monks quickly agree.

ENCOUNTER 6: REUNION

Feel free to role-play this encounter, but if time is short you can just read aloud the text below.

Returning to the dwarven settlement, you travel in the growing shadow of Medig's Hill as the sun drops behind the mountain. Greeting Medor, you see an immediate reaction as he notices the monks' hoe. A tear comes to his eye as he recognizes his father's staff that was lost so many years ago. The monks tell their story of finding the staff and explain their current plight. With the return of the staff, the dwarves agree to help and offer the monks food and space in the abandon central complex until a new stone monastery can be built for them atop Medig's Hill.

If the PCs ask for healing and are not able to help themselves (i.e. no potions, scrolls, spells, etc.) then Medor will provide healing to those he deems worthy. Note: the majority of the dwarven resources should go to helping the injured monks.

The PCs will probably want to rest the night before leaving for Ebbernant, and they are welcome to stay. The dwarves will not be ready to bring the remaining wagons of brew to Ebbernant until after the PCs set out with the first wagon.

Ever mindful of the looming festival the dwarves ask you to bring a wagon already loaded with Barrier Brew to the Pick and Shovel. They will follow behind once they have loaded the remaining wagons.

If the PCs insist on staying to help the dwarves load the remaining wagons have Medor explain that the remaining beer must still be processed (secretly) and that there is just enough time to bring Elhadib enough Barrier Brew for the first night of Brewfest.

ENCOUNTER 7: THE ROAD HOME

The PCs are traveling along a 15-foot wide road with trees on both sides at approximately 15-foot intervals.

If daytime:

Setting off for Ebbernant you emerge from under Medig's Hill into the bright sunlight.

If nighttime:

Setting off for Ebbernant you emerge from under Medig's Hill into the well-lit night sky.

In either case:

You travel along the road trying to push the mule along though it seems to have only one speed ... slow. As you reach the site of your first encounter with goblins you see an animal rummaging through the remains of the goblins. It sniffs the air, seems to notice you – or at least your mule – and charges.

APL 2 (EL 3):

☛ **Dire Wolf:** hp 45; see *Monster Manual* page 57.

APL 4 (EL 4):

☛ **Dire Wolverine:** hp 42; see *Monster Manual* page 57.

APL 6 (EL 5):

☛ **Dire Lion:** hp 60; see *Monster Manual* page 57.

If the PCs decide to flee they can break off combat without further injury, but the beast will devour the mule and destroy the wagon and beer.

CONCLUSION THE PICK AND SHOVEL

If the PCs are unable to deliver the wagon of Barrier Brew, they will not receive a hero's welcome nor be able to participate in the judging, but Elhadib will take pity on them and let them tend their wounds while guests at his establishment.

If, for some reason, the PCs do not bring the Barrier Brew to the Pick and Shovel but keep it or sell it (Bluff check x 10 gp to determine how much they can sell it for), they will be rounded up and thrown in jail for 4 weeks (4 TU) and fined for the replacement value of the Brew (200 gp).

If the PCs were successful in returning the Staff to Medor they will get the 2 potions and the influence points from the dwarves, but not the warhammer.

If the PCs are successful in delivering the Barrier Brew:

As you prod the mule up the street toward the Pick and Shovel, an overjoyed Elhadib runs out to greet you, "Ah friends! I knew you would be successful! Are the dwarves ok?" Elhadib counts the 4 barrels in the wagon and asks, "Are the dwarves coming? Will they bring more Barrier Brew for the festival week?"

Let the PCs tell their story if they wish.

"Hah! Good for you! Bring the wagon around back. I'll have my cook and stable boy unload it. Welcome back, and just in time for Brewfest too."

The tavern is full and people sit at every table, but Elhadib clears away his best table for you and insists on paying for your stay while you are here for Brewfest. He also requests you do him the honor of judging the Bissel Stew contest.

He hands out a bronze judge's medallion to each PC who accepts. Hand out one Bronze Medallion cert to these players now.

The next day the dwarves arrive. Medor finds you and thanks each of you in turn, promising to return the favor you have done for his family. He presents you with 2 potions and the warhammer he carries. He proclaims: "I have crafted this warhammer in honor of my father Medig. It will serve

dwarvenkind well. Take it and use it. Spread Moradin's justice far and wide."

The End

EXPERIENCE POINT SUMMARY

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

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

Encounter Two

Defeating goblin ambush	75 xp
Avoiding or disarming pit trap	25 xp

Encounter Four

Defeating carrion crawler(s)	75 xp
------------------------------	-------

Encounter Five

Defeating party of goblins and worgs	100 xp
--------------------------------------	--------

Encounter Six

Returning staff to Medig clan	50 xp
-------------------------------	-------

Encounter Seven

Defeating dire animal	75 xp
-----------------------	-------

Conclusion

Delivering Brew to Elhadib	50 xp
----------------------------	-------

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	500 xp
---------------------------	--------

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept

from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter Two

Treasure

- 50 gp in assorted coins

Encounter Three

- Masterwork Silvered Sling Bullets (Cost: 80 gp; Item Size: S; Uses: 10; Tradable: Yes; Rarity: Common; Weight: 5 lb.): 10 masterwork silvered sling bullets.

Encounter Five

- 50 gp in assorted coins

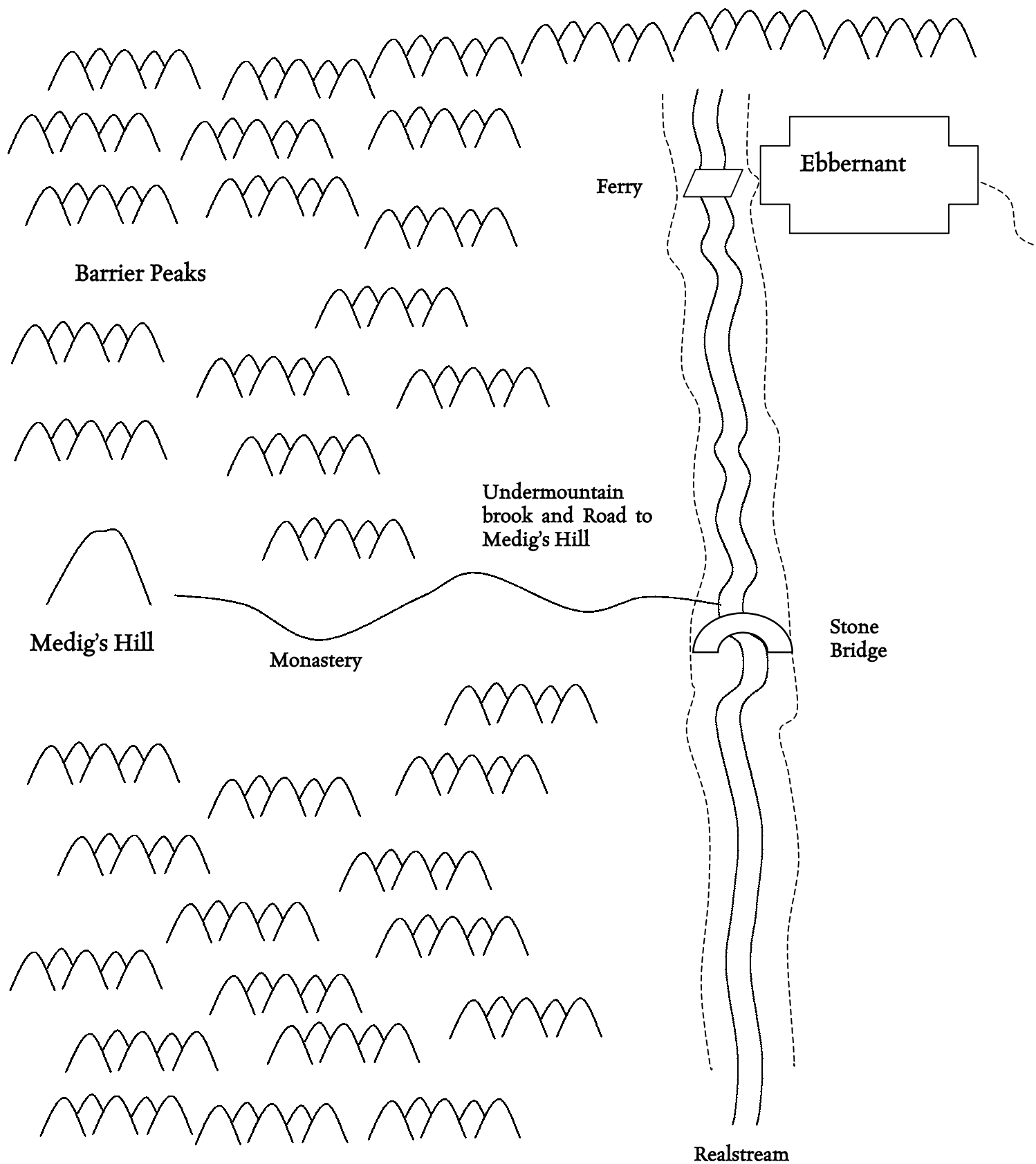
Conclusion

- *Warhammer of medig* (Cost: 624 gp, Item Size: M, Uses: unlimited, Tradable: Yes, Rarity: Rare, Weight: 8 lb.): This warhammer is attuned to its wielder and its power is proportionate to the wielder's power. If you wield the weapon, and your base attack bonus is +0, +1, or +2, the *warhammer of Medig* acts as a masterwork warhammer. Unless you are a dwarf, this is as powerful as the weapon will become. If you are a dwarf, and your base attack bonus is +3, +4 or +5 the hammer is a +1 *wahammer* in your hands. If you are a dwarf and your base attack bonus is +6, or higher this hammer functions as a +1 *throwing warhammer*.
- Two *potions of cure light wounds* (Cost: 50 gp; Item Size: 1 oz.; Uses: Once; Tradable: Yes; Rarity: Common; Weight: None): A *potion of cure light wounds* at caster level 1.

And one of each of these items for each PC:

- Bronze Medallion (Cost: None; Item Size: S, Uses: unlimited, Tradable: No, Rarity: Common, Weight: 1 lb.): A bronze medallion given as a mark of honor to judges of the Bissel Stew contest in Ebbernant in the March of Bissel. It may be of use to the owner in future trips to the town of Ebbernant.
- Influence Point (Cost: None; Item Size: None, Uses: Once; Tradable: No; Rarity: Common; Weight: None): This is an influence point with the dwarves of the Barrier Peaks in the March of Bissel which can be pooled or used individually (contact the Bissel Triad for details).

DM AID #1 – SCENARIO MAP



APPENDIX A – THE PICK AND SHOVEL

Owner: Elhadib Raminz, male human (B), 40 yrs old. Former miner and smelter. Hated the work. Saved the life of a merchant visiting the forge. Merchant, acting as a silent investor, set Elhadib up with the tavern. Elhadib has proved very resourceful and the inn has become very profitable.

Location of the Inn: Set on the outskirts of the Merchants Quarter of Ebbernant, but closer to the center of town than the edge. Near the Miners Quarter. Patrons are primarily ore merchants and local or visiting dwarves. Some miners and smelters come in, but the place is a bit rich for their tastes, though Elhadib hasn't forgotten those he used to work with and discounts their drinks and food when they do visit.

Claim to Fame: Serves Barrier Brew, special recipe of the Medig Hill dwarven clan and is host of annual Bissel Stew contest, started by Elhadib several years ago to bring in more business. Contest is held at the beginning of Brewfest with local celebrities who serve as the judges.

Layout of Inn: Three stories. Tavern, kitchen, 2 private meeting rooms, Elhadib's quarters, and servants' quarters on first floor. Stables and small fenced yard out back. Second floor has rooms along exterior wall with inner balcony looking down on tavern. On the third floor are suites for high and luxury paying guests.

Staff:

Asmerah - Elhadib's new young bride, 24 year old female human (B) Brd3 also tends bar when Elhadib is out.

Yaniff - Head chef. Male human (B), 30 years old.

Opal and Jade - Elhadib's daughters from a previous marriage. Mother was Oeridian, but died during war with Ket. Serving girls, 19 and 17.

Molly Goldhair Goodvein Mushwren Wartsbiter Luven - Head maid, female gnome.

Sully Goldhair Luckless Catsneezer Luven - Molly's son who tends the yard and stables. Allergic to cats, usually sneezing with runny nose since Elhadib owns several cats.

APPENDIX B – MEDIG’S HILL

THE MEDIG CLAN

A small dwarven community under Medig's Hill, located just south and west of the town of Ebbernant in the March of Bissel.

If you walk the road out of Ebbernant leading south along the Realstream you will eventually reach a stone bridge allowing access to the west bank of the river. On the western bank, following a narrow cart path leading up into the foot hills of the Barrier Peaks you come across a large rounded mountain known to the local folk as Medig's Hill.

Medig was an elder dwarf of a clan that lived deep in the Barrier Peaks. He was a cleric in service to Moradin as is his son Medor who now leads the Clan. For some reason Medig's family took leave of their clan and set out to found a new settlement much closer to the human habitations. Their dwarven community now trades ore with the smelters in Ebbernant for food goods and craft goods that the dwarves either have not the materials or the interest to make.

Medig passed on many years ago and since then Medor and his brother Medib have split the clan into two settlements under Medig's Hill. The reason for the split is not publicly known – not a surprise since dwarves tend to be a private lot. In fact about all the people of Ebbernant know of the two dwarven settlements is that they make the best brew in all of Bissel. Well, at least the people of Ebbernant think so. As do many others who travel to Ebbernant for Brewfest just to get a taste of the Dwarven Barrier Brew.

☚ **Medor Medigkin**: male mountain dwarf Clr7 of Moradin.

☚ **Medib Medigkin**: male mountain dwarf Clr3 of Moradin/Ftr4

UNIQUE MAGIC ITEMS OF THE MEDIG CLAN

Medig's Staff: A magical staff of the dwarven clan brought to this area by Medig, a dwarven cleric of Moradin. This item is of great personal value to both the monks near Medig's hill and the Medig Hill dwarves. If a PC(s) steals the staff, the PC(s) are automatically caught at the end of the scenario and are punished by imprisonment for 30 days (4 TUs); for this reason, the staff is not certified or valued. The device magically grows 20 mushrooms per day that, when eaten, heal 1d8 points of damage, once per person per day. The mushrooms lose their potency one hour after being harvested, but can be brewed into a potion of cure light wounds at caster level 1 with a successful alchemy check (DC 30), something of which the monks are not aware, but the dwarves are aware. If examined closely, the PCs will note the hoe is about 5 ft. long with runic markings (Dwarven for “food for life”) along the length. The head is made of stone and is attached by a silk-like fiber to the staff.

Warhammer of medig (Cost: 624 gp, Item Size: M, Uses: unlimited, Tradable: Yes, Rarity: Rare, Weight: 8 lb.): This warhammer is attuned to its wielder and its power is proportionate to the wielder's power. If you wield the weapon, and your base attack bonus is +0, +1, or +2, the *warhammer of Medig* acts as a masterwork warhammer. Unless you are a dwarf, this is as powerful as the weapon will become. If you are a dwarf, and your base attack bonus is +3, +4 or +5 the hammer is a +1 *wahammer* in your hands. If you are a dwarf and your base attack bonus is +6, or higher this hammer functions as a +1 *throwing warhammer*.

APPENDIX C – THE GENERAL STORE

This store sells most items commonly found in the PHB (NO SPECIAL OR MASTERWORK ITEMS). All light or medium armor (table 7-5 page 105) and all common and martial weapons (table 7-4 page 98) will be available. Similarly, all items from the Adventuring Gear and Clothing sub tables (7-7 page 108) and any non-rogue items from the Class Tools and Skills sub table are available. Due to the remoteness of the town and the current stress caused by heavy taxation, gear is expensive.

1. The Store: The store is basically a building of stone and wood that contains a large display room showing the available wares, and some storage area in the back. PCs will not have access to the storage area and will be watched as they go about the main floor looking at the valuables for sale.

Any PC caught stealing will have to face the authorities, and unless they have great influence or can pay a bribe (300 gp minimum), they will be punished. Make sure to warn PCs that they know these people are harsh on those that commit crimes. The penalty for theft of items 500 gp in value or less is enforced servitude for up to a year and/or a fine of three times the value of the item stolen. Theft of items over 500 gp in value is punishable by a loss of one's hand, 1 to 10 years forced servitude, and/or a fine equal to 50 to 100% of the value of the criminal's total property (judge's discretion).

☛Khalifor, the Store Owner, male human Exp5 (Merchant): Medium Humanoid/Human (6 ft. tall); HD 5d6; hp 16; Init +1 (Dex); Speed 30 ft.; AC 11 (+1 Dex); +2 melee (1d4-1 [crit 19-20/x2] dagger); AL LN; SV Fort +1, Ref +1, Will +4.

Str 10, Con 10, Dex 12, Int 13, Wis 12, Cha 10.

Skills: Appraise +8, Sense Motive +8, Profession (Merchant) +8, Search +6, Spot +8.

Feats: Alertness.

Possessions: Anything in the store, 50 gp on self but with access to over 1500 gp from business.

The Storeowner will pay close attention to people in his store. He will hover over them making sure the guard keeps any stragglers in view. While jovial and nice, he will be all business like and ask the PCs to leave if he suspects crime or feels they are insulting him by not taking the haggling seriously.

All items are initially priced at 200% the price listed in the PHB. The amount of haggling the owner will do depends partly on Diplomacy and partly on the PC's race, and of course on the role-playing.

PCs that appear to be of Suel origin (blond, blue-eyed, fair-skinned and wearing solid color vests and/or wide-legged pants) and those that appear to be of Orc origin

(tall, heavy, grayish skin, sloped forehead, prominent teeth, and coarse body hair) suffer a 5-point penalty to their Diplomacy rolls.

Starting at 200%, the owner may negotiate as low as (Make the players work for it):

Diplomacy Check	Value
DC 10 to	150%
DC 15 to	125%
DC 25 and up	100%

The guards are attentive and loyal. They will immediately apprehend anyone they see stealing or if ordered so. If they feel they can't deal with the PCs they will call the constabulary for help. In this case, the adventure is all but done as the PCs are now wanted criminals.

☛Allhrem and Ragout (Guards), male human War2: Medium Humanoid/Human (6 ft. tall); HD 2d8+4; hp 19 (each); Init +1 (Dex); Speed 30 ft.; AC 17 (+5 chain, +1 shield, +1 Dex); +4 melee (1d2+2 fists or 1d8+2 longsword [crit 19-20/x2]); AL LN; SV Fort +2, Ref +0, Will +0.

Str 15, Con 15, Dex 12, Int 8, Wis 10, Cha 10.

Skills: Ride +4, Jump +4, Search +4, Spot +4.

Feats: Improved Initiative, Alertness, Combat Reflexes.

Gear: Chainmail, shield, longsword, dagger, heavy cloak, winter boots, light crossbow with 20 bolts.

Player Handout #1 - The Clearing



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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