

Keoland Introductory Module 1

Precious Cargo

A One-Round D&D LIVING GREYHAWK[®]

Keoland Introductory Module

Version 1.0

Round One

by Shawn Merwin

A representative of King Kimbertos Skotti of Keoland needs you to provide an armed escort for a carriage traveling from Niole Dra to Redlee Manor in the Shelspring Barony. Certainly there can't be much danger in that. A Keoland introductory module for first-level characters only.

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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.

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*.

LIVING GREYHAWK LEVELS OF PLAY

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

CR	1	2	3	4
¼ and 1/6	0	0	0	1
1/3 and ½	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 result 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 the 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 levels or more either higher or lower than the APL that the adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulated 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 the 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 must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round module set in Keoland. All in region character pay 1 Time Units to participate in the adventure. Adventurer's Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Out-of-region characters pay double the Time Units and double the Upkeep to play in this adventure.

ADVENTURE BACKGROUND

Someone within the House Lahzel closely connected to King Kimbertos Skotti of Keoland has sired an illegitimate half-elven child, Jozehli Lahzel. This child has been raised in Niole Dra under an enormous amount of secrecy. She is now 11 years old and is tired of being sheltered away from the world. The powers behind the throne have decided to let her have her wish: she is to be turned over to a newly formed bardic school in the backwater province of the Shelspring Barony. There she will be placed under the tutelage of several musically inclined clerics of the goddess Lydia. Realizing the attention she might draw if she was given a contingent of royal guards, her keepers have decided to hire ordinary mercenaries and adventurers to protect her on her journey to the Shelspring Barony's capital, Redlee Manor.

ADVENTURE SUMMARY

The players begin in Niole Dra, where work is scarce because of the influx of refugees from Ulek and Geoff. They finally get an offer to escort a carriage from Niole Dra to Redlee Manor in the Shelspring Barony. Along the way, the PCs are attacked by kobolds. Later in the trip, the girl runs away and is treed by a pack of wolves. Finally arriving at the Bardic School in Redlee Manor, the PCs drop off their charge. Kobold skeletons, however, attack the school while the PCs are getting a tour from none other than the Baroness of Shelspring herself. They are rewarded for delivering the girl and saving the Baroness.

PLAYER INTRODUCTION

Niole Dra! The seat of the Lion Throne rests in this small city, and now you are here. Certainly good fortune awaits you on such a beautiful winter morning. Many seasoned adventurers began their careers by performing simple guard duties for local merchants or royal societies in Niole Dra. The two best locations to find work, you have heard, are outside the Royal Merchant's guildhall and at the gate of the Royal Exchequer. The first is in the opulent Merchant's Quarter, and the later is adjacent to the palace itself.

Refer to Living Greyhawk Journal 1 regarding the general atmosphere of Niole Dra. In general, it is

a laconic and peaceful community, where people go about their business and leave conflict for the Royal guards to handle.

ENCOUNTER 1

At the Royal Merchant's guildhall, no bills are posted on the board. A sullen halfling (Malro) stands before the board and grumbles that the merchants are all hiring refugees from Geoff and Ulek for guard duties. He adds that since these people will work for mere silver, and since they are battle-tested in the wars of their homeland, they are often more attractive as mercenaries than most of the Keoish natives who have known peace and prosperity.

When the PCs, individually or as a group, go to the Royal Exchequer, read the following:

You arrive at the gate to the Royal Exchequer just as a short but well-built young man with long red hair begins applying resin to the back of a piece of parchment. (If the PCs are not together, they can all come upon this scene at the same time.) He stops when he sees the lot of you. "Seek you employment?" His accent is certainly of the upper class.

If anyone answers in the affirmative, continue:

"Celestian himself must guide you today, friends. I have just had a request to seek guards. If you are interested in traveling as escorts for a carriage traveling through Dorlin to the Shelspring Barony, you could save me the trouble of posting this bill. Would you speak to my master?"

The young man is Lockli Lahzel, page of the Royal Court. Lockli is, for the most part, a pompous ass. He has no idea what the mission entails other than what he has already told the PCs, although he will talk as if future of the entire Sheldomar Valley is at stake. He will talk in vague generalities, using phrases like "the will of the Lion Throne" and "for the good of all Keoland." He will insinuate that none other than the Royal Archmage Lashton ordered the mission to escort the carriage to Shelspring.

He leads the PCs onto the palace grounds, but takes them to the rear of the grounds where the stables are located. He tells the PCs to wait in a room off the rear of the stables, and he leaves to get his master, but not before talking to the stablemen. A successful Read Lips (DC 10) or

active Listen check (DC 20) will tell the PCs that he has asked the stablemen to keep an eye on the PCs and make sure they don't leave the room.

The PCs can see, from windows out of the room, some of the most beautiful warhorses and riding horses they have ever seen being trained. The stablemen will not say much, but if they are asked about the horses, they will go on and on about how the Oeridian-ruled lands in the middle portions of Keoland are famous for breeding mounts, and a Keobred mount is prized all over the Flanaess.

Lockli Lahzel returns after about 15 minutes have passed, leading an elderly gentleman. The old man introduces himself as Loracil, the Chamberlain of the Palace. He is very old but still keen of mind. His croaking voice takes a few minutes for you to understand. He coughs so hard that his eyes water.

Loracil gives the PCs the following information:

- In the morning, a carriage will be leaving Niole Dra and heading to Redlee Manor in the Shelspring Barony. Two riders will be within the closed carriage, and one man will be driving.
- The riders are connected to the King's family, House Lahzel.
- The PCs are needed to provide an escort to the carriage in case any trouble befalls it.
- Under no circumstances should the PCs attempt to look at or talk to the two people in the carriage. Doing so would be expressly disobeying a direct order from the King himself, and as so would be punishable by death if so enforced. If messages need to be given to the riders in the carriage, they should be conveyed through the carriage driver, Javin.
- Javin knows the route, so the PCs just need to follow. The trip should take 11 days of steady riding with rests at night. Javin will provide the party with water and basic rations; the PCs will be expected to hunt or capture dinners if they want anything more.
- Upon the safe arrival at Redlee Manor, the PCs will each be rewarded with 50 GPs.

Loracil will instruct the PCs to be at the palace gate at sunrise the following morning. If they do not have mounts of their own, riding mounts (horses, mules, or dogs but no war mounts) will be provided for them that they can use on the trip but not keep. Anything damage to the mounts will be taken out of their pay. They are not to talk to

anyone else about this mission. Their complete discretion in the matter is expected.

ENCOUNTER 1A (OPTIONAL)

(Note: This encounter can be played if the judge feels the PCs would like a role-playing encounter.

It can be used to give the PCs further information about Keoland if they are brand new to LG and/or Keoland.)

That night the PCs can find lodging at the Brogan's Tavern, located in one of the poorer sections of the city. The tavern is busy but not overly so. In the corner of the tavern is a sand-filled pit. It is not in use right now, but occasionally boxing and wrestling matches are held there.

Almost all of the tables are taken, but the PCs can find room at a larger bench seating a great number of people. After they get their drinks (covered by the Lifestyle costs), a very tall female human approaches. She has bright red hair and freckles. She introduces herself as Soppa and sits next to one of the PCs and attempts to strike up a conversation about various hot topics of Keoland: the marriage of the King's daughter to the leader of Geoff, the "diplomatic troubles" with the Yeomanry, the plague that ripped through Salinmoor and southeastern Keoland, the continuing trouble in the Dreadwood, a rumored village in the Hool comprised of frog-people, etc. (Use plot lines from Year 1 Keoland modules as topics of conversation.)

Soppa is really an agent in the employ of Loracil. She is making sure that the PCs aren't talking about their mission, and also she is checking to see if the PCs are honest, upstanding citizens. Nothing of importance will happen the rest of the evening. If the PCs do talk about their mission, she will report this back to Loracil. The next morning he will reprimand them severely, then tell them they will not be hired for the mission. The PCs can try to use role-playing to get back his trust. If they make any attempt at all, allow them to continue.

ENCOUNTER 2

The next morning, a carriage pulled by two horses is parked outside of the palace gates. Sitting in

the carriage's driver's seat is Javin, a short, muscular Oeridian human with close-cropped, dark hair. He will nod at the PCs when they approach but say nothing to them. The carriage is large enough to fit four people comfortably. Red curtains are drawn across the windows of the carriage.

As the PCs approach, the carriage door opens and Loracil steps out. If any of the PCs state they are looking past him into the carriage, give them a Spot check (DC 18). A successful check allows them to see two figures, one human sized and the other smaller: possibly a halfling or a human child.

Loracil will again tell the PCs of their duties and their restrictions. He will note which PCs take riding horses from the royal stables. He then moves to talk to Javin. (Anyone who makes a Read Lips check [DC 17] will know that he is simply telling Javin to be careful and report back as soon as they arrive in Redlee Manor.) He waves to the PCs and the entourage takes off.

At this point the judge should ask the PCs to decide in what formation they will travel and how they are going to set up guard duty at night.

Role-play the trip as much as you think the group would like. Javin (War3, hp 25) is a middle-aged Oeridian who spent many years fighting in the Greyhawk Wars in the north. He wears a chain shirt underneath his clothes and keeps his longsword and crossbow next to him on the carriage. He will seem standoffish at first, but if the PCs treat him with respect, he will warm up.

In the carriage is Austina Verinas (Brd4, hp 18), a Suel human High Herald of Keoland. She has been charged with the task of delivering the girl safely to the bard school at Redlee Manor.

Her charge is Jozehli Lahzel, a half-elven child (Ari2, hp 12).

Statistics and personalities for all three of these NPCs can be found in Appendix 1.

ENCOUNTER 3

The trip through the Duchy of Dorlin is quite uneventful. Javin is careful to avoid towns as much as possible. When the road reaches the edge of the Rushmoors and turns south toward the Shelspring Barony, things change quickly.

After a few hours of traveling south, twilight approaches. Javin says that he wants to push on for another hour, to a place where the road is not quite so close to the swamp. In this time, however, the entourage rides into an ambush.

APL 2 (EL 2):

12 kobolds, hp 2, Monster Manual pg. 123.

Monsters: These young kobolds belong to a very powerful union of clans that have taken up residence in the Rushmoors. Before they are allowed to join the ranks of the warriors of their respective clans, they must bring back the heads and weapons of three human or humanoid warriors. This ambush is their first attempt. While they are a far cry from the best and brightest of their clans, they are serious about completing the task.

Tactics: Two of the kobolds will stand in the middle of the road to engage the PCs or any PC who is scouting ahead. The road is 15' wide. Twenty feet off the road, five kobolds are lying in small holes covered in wet sod on each side. A Spot check of 18 is required to see the hiding kobolds peeking out. The two kobolds will demand that the PC or PCs throw down weapons and surrender. The PCs can parley with the kobolds, who will keep demanding the PCs throw down weapons or face the wrath of "the Mighty Serpentskin Clan." When the kobolds have had enough, the two on the road will order the others to attack. It is a move-equivalent action for the kobolds to stand and throw off their cover, so they can throw their javelins in the same round.

Developments: The kobolds will not attack the carriage, and the two occupants will not emerge. Javin will stay on the carriage and will not be attacked, but he will fire his crossbow at the kobolds to assist. If more than half of the PCs fall, Javin will spur the horses onward, crushing any kobolds in the way. If the PCs think of it, they can just try to outrun the kobolds, especially if the PCs are all mounted.

ENCOUNTER 4

On the next-to-last night before reaching Redlee Manor, Javin halts early because one of the horses takes ill. Javin tends to horses, telling the PCs to setup camp. While the PCs are doing this, the carriage door opens and Austina moves up to speak with Javin, to find out what is the matter. While this is happening, Jozehli drinks her potion of *invisibility* and slips out of the carriage, deciding to go exploring on her own. (The potion was given to her for an emergency.)

Austina doesn't realize this when she gets back into the carriage. Jozehli has piled some clothes under a blanket so that her guardian thinks

the girl is sleeping. Austina then falls asleep and doesn't realize until two hours later that the girl is missing.

In the meantime, the PCs hear the howling of wolves in the late afternoon air. Give them the time to prepare defenses (for they will probably assume that the wolves are going to attack). Then Austina will burst out of the tent, shouting that Jozehli is missing. She and Javin head west looking for her, and the PCs are asked to look east.

After less than an hour of following the sounds of howling, the PCs crest a small rise to see a terrible scene: Jozehli is up in a tree surrounded by 4 wolves. The beasts are leaping at her, and the branch on which she sits seems to be creaking precariously.

APL 2 (EL 4) including pit trap:
4 wolves, hp 9, see Appendix 2

Traps:

Pit Trap (20 ft. deep) CR 1; 2d6 damage; Reflex save (DC 15) avoids; Search (DC varies); Disable Device (DC 20).

Tactics: The PCs begin the encounter 120 feet from the tree. Four 5x5 pit traps are dug at 60 feet away from the tree. Resting carefully atop these traps are carcasses of deer. (Some local farmers set up these traps in an attempt to kill the wolves.) Characters running must make a Spot check of DC 22 to see the carcasses. Characters moving slower than a full run can see the carcasses with a DC 10 Spot check. Of course, they still might step on the square, ignoring the clue. If so, they must make a DC 15 Reflex save or fall into the pit.

When the wolves become aware of the party (only after they are attacked), only two disengage and attack. The other two continue to leap at Jozehli. After 8 rounds of battle (starting when the PCs are 120 feet away), the branch breaks and Jozehli falls. The next round the wolves attacked her. She will be at full defensive during those attacks. (It is important to keep track of any damage she takes for figuring XPs.)

ENCOUNTER 5

Since the PCs have seen the girl now, the rest of the trip is less secretive. The PCs will be allowed to talk to both Austina and Jozehli, although they learn nothing about Jozehli's background. If any

PC or PCs acted with particular valiance in saving Jozehli from the wolves, she gravitates toward them, calling the PC or PCs the "Valiant Defender of Jozehli." Write this on the AR if it happens, but it must be a very brave act, such as taking an attack of opportunity to offer her cover. She will confide in her protector some of her background without revealing her parents' identity.

Finally, the entourage arrives in the town of Redlee Manor. The town is still being built, although the large fortress at its center—Redlee Manor itself—is mostly complete. The manor is large enough that it could hold and protect all of the town's inhabitants in the event of an attack.

Javin drives the carriage through the town and directly into the Manor, stopping only briefly for Austina to speak to the guards. The guards wave everyone through.

The carriage pulls up to the front of the main building. Javin gets down from the carriage and opens the door for the two riders. A middle-aged woman in robes, who also wears a holy symbol, meets them as they step out. A DC 15 Knowledge: Religion check will tell a PC that the holy symbol is of Lydia (the symbol is a hand grasping a spray of rainbow colors).

The PCs are asked to wait outside for a servant who will bring them into the keep, get them a meal, and prepare lodging for the evening.

The rest of the entourage, including Javin, enters the keep. Stable hands take away the horses. As the PCs wait, a crazed human bursts around the corner of the keep (75 feet away) and runs at the PCs, screaming "Behold! I am your doom, the eater of your souls!"

APL 2 (EL 2):

Crazy Kryzzelin, hp 17, see Appendix 2.

Tactics: The man is a ranger who is a member of the Darkwatch. He lost his mind while fighting an evil denizen of the Rushmoors, and he has been undergoing care at the hands of the Lydian priests. He has escaped, grabbed two daggers, and is intent on killing everyone he sees. He will fight with insane abandon, attacking with two weapons and screaming about carrying the souls of the PCs to the lowest plane of the Abyss.

Developments: A priestess of Lydia is the only other person nearby when the attack begins. On her first initiative, she will shout, "Please don't kill him." She will not enter combat, but she will use her spells (4 Cure Minor Wounds and 3 Cure Light Wounds) to assist anyone seriously injured in the combat.

If the PCs manage to subdue or incapacitate Kryzzelin, the priestess will try to stabilize him. Darkwatch warriors will show up soon after that to return him to the infirmary. The priestess will explain that he is a member of the Darkwatch, a group dedicated to fighting the remnants of an ancient evil that resided in the Sheldomar Valley. This particular man has seen something that has driven him insane, and he must have escaped from the place where he was being treated for this malady.

After a few minutes of waiting, the woman who originally greeted the entourage will return. She is a rather plain Suel woman with kind eyes who introduces herself as Baroness Lobana Pross Redlee, wife of the Baron. She thanks the PCs for performing his duty and for dealing with the crazed man. She pays them the 50 gps each for their escort duty, then calls on a servant to give the PCs a tour of the manor before escorting them to the guest quarters.

ENCOUNTER 6

The servant (Trinii) leads the PCs throughout the keep, showing them relatively uninteresting rooms within the keep. Finally, she leads them past a set of large double doors. She points at the doors and tells the PCs that the church of Lydia uses the room to teach the children of the surrounding region. Right now the room is not in use.

Suddenly there is a loud crash. She opens the door and is charged by skeletons. The room is 40 feet by 60 feet, the hallway is 10 feet wide and quite long, and the doors are 10 feet long.

APL 2 (EL 4):

10 small skeletons, hp 3, see Appendix 2.

CONCLUSION

PCs can stay at the keep for 2 days. Javin, Austina, and Jozehli thank them before the PCs must leave to seek further adventure.

--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 Three: Defeat (or avoid) kobolds
APL 2 60 xp

Encounter Four: Defeat wolves and pit trap
APL 2 120 xp

Encounter Five: Deliver Jozehli safely and unharmed
APL 2 45 xp

Encounter Six: Subdue Kryzzelin (not kill)
APL 2 60 xp

Encounter Seven: Defeat skeletons
APL 2 120 xp

Conclusion: Bonus for saving Trinii
APL 2 45 xp

Total possible experience:
APL 2 450 xp

Treasure Summary

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

Encounter Three

Defeat kobolds and retrieve their equipment
APL 2: L: 43 gp; C: 20 gp

Encounter Five

Receive payment for escort duty
APL 2: C: 50 gp

Encounter Six

Gems possessed by skeletons
APL 2: L: 100 gp

Total Possible Treasure

APL 2: C: 213 gp

Appendix 1 - NPCs

Jozehli Lahzel: Female Half-Elf Ari2; Medium Humanoid; HD 2d8 (Aristocrat); hp 12; Init +2; Spd 30; AC 12; Atk +0 base melee, +3 base ranged; SQ: Immunity: Sleep (Ex), Low-light vision (Ex); AL CG; SV Fort +0, Ref +2, Will +2; STR 9, DEX 14, CON 11, INT 14, WIS 9, CHA 16.
Potion: Invisibility (3); Potion: Cure Light Wounds (1).
Skills: Bluff+8, Diplomacy+8, Gather Information+5, Knowledge (Nobility)+7, Listen+0, Move Silently+4, Perform+8, Search+3, Spot+0.
Feats: Run

Javin: Male Human War3; Medium Humanoid; HD 3d8+3 (Warrior); hp 25; Init +2; Spd 30; AC 16; Atk +6 base melee, +5 base ranged; +6 (1d10, MW Heavy Crossbow); +10 (1d8+3, MW Longsword); AL NG; SV Fort +4, Ref +3, Will +1; STR 16, DEX 15, CON 12, INT 8, WIS 11, CHA 10.
Weapons: MW Longsword; MW Heavy Crossbow; 50 Bolts; 5 Silvered Bolts.
Armor: MW Chain Shirt
Skills: Climb+9, Handle Animal+6, Intimidate+6, Jump+9, Listen+2, Ride+8, Spot+2.
Feats: Alertness, Power Attack, Toughness.

Austina Verinas, Female Human Brd4: Medium Humanoid; HD 4d6; hp 18; Init +2; Spd 30; AC 16 (+2 Dex, +4 Mage Armor); Atk +3 base melee (1d4, dagger), +6 ranged (1d8, masterwork composite longbow); AL N (NG); SA: Bardic Music, Bardic Knowledge; SV Fort +1, Ref +6, Will +5; STR 10, DEX 14, CON 10, INT 14, WIS 12, CHA 17.
Possessions: Dagger
Skills: Balance +4, Bluff +8, Diplomacy +13, Gather Information +7, Knowledge (Arcana) +3, Knowledge (Engineering) +3, Knowledge (Geography) +3, Knowledge (History) +3, Knowledge (Local) +3, Knowledge (Nature) +3, Knowledge (Nobility) +3, Knowledge (Religion) +3, Perform +12, Sense Motive +6, Speak Language +9, Tumble +5, Use Magic Device +4.
Feats: Point Blank Shot, Precise Shot, Spell Focus: Enchantment.
Languages: Common, Ancient Suel, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Keolandish, Orc, Sylvan.
Spells Known (Brd 3/3/1): 0 -- Daze, Detect Magic, Ghost Sound, Mage Hand, Mending, Prestidigitation; 1st -- Charm Person, Cure Light Wounds, Mage Armor; 2nd -- Glitterdust, Suggestion.

Appendix 2 – Monster Stats

12 Kobolds CR 1/6; Small Humanoid (Reptilian); HD 1/2d8 (Humanoid); hp 2; Init +1; Spd 30; AC 15; Atk –1 (**1d6-2, halfspear**) or **+2 (1d8, light crossbow)**; SQ: Darkvision (Ex), Light sensitivity (Ex); AL LE; SV Fort +0, Ref +1, Will +2; STR 6, DEX 13, CON 10, INT 10, WIS 10, CHA 10. Skills: Craft (Trapmaking)+0, Hide+5, Profession (Miner)+2, Search+2.

4 Wolves CR 1; Medium Animal; HD 2d8+4 (Animal); hp 13; Init +2; Spd 50; AC 14; Atk +3 (1d6+1, Bite); SA: Trip (Ex); SQ: Scent (Ex); AL N; SV Fort +5, Ref +5, Will +1; STR 13, DEX 15, CON 14, INT 2, WIS 12, CHA 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1

Feats: Weapon Finesse (bite).

Kryzzelin: Male Human Rgr2; Medium Humanoid; HD 2d10+2 (Ranger); hp 18; Init +6; Spd 30; AC 12; Atk +0/+0 (1d4+2, Dagger, 1d4+1, Dagger); AL N; SV Fort +4, Ref +2, Will +0; STR 14, DEX 15, CON 13, INT 12, WIS 10, CHA 12.

Possessions: Dagger, Dagger.

Skills: Heal+4, Hide+7, Move Silently+7, Spot+4, Swim+7, Wilderness Lore+4.

Feats: Ambidexterity, Track, Two-Weapon Fighting, Improved Initiative, Combat Reflexes.

10 Small Skeletons CR 1/4; Small Undead; HD 1/2d12 (Undead); hp 3; Init +5; Spd 30; AC 13; Atk +0 (1d3-1, 2 Claws); SQ: Undead, Immunity: Cold (Ex), Half damage from piercing and slashing (Ex); AL NE; SV Fort +0, Ref +1, Will +2; STR 8, DEX 12, CON --, INT --, WIS 10, CHA 11. Feats: Improved Initiative

Possessions: Bag of Diamonds (500 gps)