

ONW1-06

REMEMBER THE FARMERS

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

Version 1

by Steve Pearce

A simple mission to meet an informant for the Resistance is transformed when he utters the words, "Remember the Farmers." The terrible image of Onnwalish farmers roasted alive in Scant comes quickly to mind. The informant offers the chance to act against one of the perpetrators. This isn't about gold or glory or anything so tawdry. This is revenge! An adventure for characters level 1-6.

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

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" 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, Mialee, 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?

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

LIFESTYLE

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

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

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

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

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to 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	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

The setting is the "No-Man's land" near Scant. A few desperate individuals try and claw out a living here alongside patrols from both Scant and the Rebellion.

A priest of Zilchus named Zamiel requested the characters to attend him in Sornhill. He asked you to meet one of his informants living outside Scant. The informant is an herbalist whose usefulness has meant that neither side wishes him ill presently. Thusly, he passes snippets of information back to the Resistance.

The characters agreed to meet with the fellow, a human male of advancing years with a distinct malodour about him. His name is Master Kallarn.

This simple mission is transformed when, at the rendezvous, Master Kallarn utters the words, "Remember the Farmers." The terrible image of Onnwalish farmers roasted alive in Scant comes quickly to mind. The

informant offers the chance to act against one of the perpetrators. This isn't about gold or glory or anything so tawdry. This is revenge!

The perpetrator is Leviticus of Scant. He returns to Master Kallarn's shack at noon tomorrow. Master Kallarn urges you prepare for this. He warns that Leviticus is a Brotherhood priest of Pyremius and is likely use poison against the party, though Master Kallarn offers help with this. He suggests the party go get two ingredients for him so that he can make antitoxin for the party.

Hopefully following Master Kallarn's advice, the party goes off to collect the two ingredients. He provides a gift for the old woman who provides one of the ingredients. He cautions the party not to attack her.

The first errand involves a simple combat in dark woods where two spiders make their lair. The characters must kill them and take their heads to allow Kallarn to do his work.

The second errand takes them to see an old woman (sea hag) that lives by the coast down from the woods. Her spittle is the other ingredient. A gift of Master Kallarn's strong herbal spirits can secure it though the creature is evil and enjoys tormenting them over her spittle's uses.

She goads the party by saying, "It's all for poison. Some of you are staring into the Abyss with his one." However she does NOT start a fight.

Master Kallarn works through the night to prepare some antitoxin vials to aid the characters. He'll pack up his valuables and leave at dawn. He expects that the Scarlet Brotherhood may want to take their vengeance on him and he wants a head start. Master Kallarn does not make poison from the ingredients the characters have provided. This is because there is no time to do this. He does not volunteer this information.

With unfortunate timing though, as the characters now stake out the hut, an unrelated, 'innocent' visitor to Mr. Kallarn's establishment comes-a-calling. He is Cyruso of Hepmonaland and he wishes to buy some calming draughts to help him transport exotic cargo around lands controlled by the Scarlet Brotherhood. Some fast talk can resolve this. Cyruso can provide useful information with good treatment. Cyruso is not evil and the cargo is creatures, not humans or demi-humans. He works with the Scarlet Brotherhood from necessity and fear.

Finally the object of the character's plans arrives. He is Leviticus of Scant. He was a fighter who enthusiastically helped with the atrocity against the farmers. He found a dark religion in those human fires and is now a Priest of Pyremius. Some (likely two) warriors accompany him. If the party concocts a sensible ambush then they gain a partial action against the foes prior to initiative.

Leviticus has an evil magic item he uses against them. It is a Scabbard of Pyremius. This item calls on the power of Pyremius to provide a killing poison on a weapon drawn from the Scabbard.

Having killed or captured Leviticus, the party returns to the Resistance. If they have Leviticus alive, to whom in the Resistance should they deliver him?

Hard choices need to be made over deals with hags and those that work with poison. The manner of Leviticus' death affects the morale of the Resistance.

Celebrations occur if Leviticus was killed or captured. If the party have given up the Scabbard of Pyremius then they are gifted a longsword, the Sword of Remembrance. This is a Blessed, Silver Masterwork Longsword. It is awarded at a Ceremony of Remembrance for the Farmers. The travelling priest of Wenta ensures this is not a sad affair and the mark of Wenta, a highly decorated tankard, is inscribed upon the sword's blade.

INTRODUCTION

"I'm delighted to meet you. I've heard so much about you all. I am Zamiel and this is the House of Shining Coin. I would like your assistance in gaining information from the lands around Scant. It is an area contested by the Resistance and the Brotherhood. Are you happy to volunteer for such duty? I offer no reward except the grateful thanks of the Onnwalish people."

Assuming the characters volunteer:

"I give thanks to Zilchus for such brave hearts. Your mission is simple. You are to travel in the war-zone around Scant and meet with an informant who lives there. He is called Master Kallarn and both factions prize his skills as a herbalist and alchemist. He is a small old man distinguished mostly by a rather brutal body odour. His hair and eyes are grey."

"The meeting place and time are set as is a signal by which you will know that it is really Master Kallarn. Simply meet him and take a scroll from him. You need not look at the scroll that is for my eyes only. Please note Master Kallarn is a valuable asset for the Resistance. Treat him with respect."

"I believe you have the information you need. I do not wish to detain you any longer. We all have work to do so I must absent myself unless there are further questions."

Details of the signal are left up to you, the DM. Feel free to have fun with this aspect of the adventure. The meet point is one mile northwest of Master Kallarn's shack. Zamiel tells the PCs the location where they must meet the informant, what the informant looks like and the right greetings and responses. Zamiel confirms that Kallarn provides reliable information though he is of dubious morality. No further information is given to the party.

Zamiel is a cleric of Zilchus and weaves his own web of informants. He recognises their worth and wishes to protect them. He has given the PCs the simplest of briefs. They must meet his informant and take from him some paperwork. They are not to read it, as they do not need to know what it says.

No horses are available from the Resistance. Unless the characters have their own, they have to walk.

Note: The intention here is to get the characters to the meeting with Master Kallarn as speedily as possible. That is when the adventure really starts.

☞ **Zamiel of Zilchus:** Male human Clr5.

ENCOUNTER 1: MEET WITH MASTER KALLARN

The setting is the war-zone around Scant. Patrols from both sides move through here along with rogue monsters. Characters have been sent here by Zamiel of the Halls of the Shining Coin to meet with an informant named Kallarn. The rendezvous with the informant was made in the woods a few miles outside Scant.

It was two days ago that Zamiel of Zilchus sent you out on this mission. It is a simple meet with a reliable informant. Finally, in the woods near the north coast of Onnwal, you see the man described by Zamiel as your contact. He rocks on his heels nervously.

Here is where the PCs can roleplay out the signals you've given them that identifies them to Kallarn and vice versa. Kallarn accepts the scroll, tucking it away. Then he speaks quickly.

"Remember the Farmers, if that means anything to you then listen. You can do something about it. One of the Brotherhood who put the Farmers to the Flames will be at my shack tomorrow at noon. His name is Leviticus. Do you want a piece of him?"

☞ **Master Kallarn:** Male human Exp5; Alchemy +10, Knowledge (poison) +10, Knowledge (plant) +10, Profession (Herbalist) +10.

Master Kallarn is a nervous, smelly man who prefers to live away from others. He just wants to be left alone. Even he wants to see revenge on those involved in the Burning of the Farmers. This is part of the reason as to why he offers the party the chance to ambush Leviticus. However it is also true that Leviticus visits his shack and takes delight in bullying Master Kallarn. Master Kallarn is too cowardly to fight back, but uses the characters for his revenge.

Assuming the characters agree to help, Master Kallarn reveals the following pieces of information starting with Players Handout 1.

What Master Kallarn knows:

- Leviticus had visited the shack yesterday to order some antitoxin vials. Kallarn saw Leviticus drop a small scroll out of a bundle of papers. It details the events regarding the Burning of the Farmers. This is Player Handout 1.

- Kallarn can give an accurate description of Leviticus; main distinguishing feature is a shock of red hair. He was wearing heavy armour and a black robe.
- Leviticus has the Scabbard of Pyremius. An evil item that can empower weapons with a killing poison.
- Master Kallarn suggests the party go off to collect two ingredients. The ingredients are for antitoxin, which Kallarn makes.
- The first ingredient (spider's head) involves a trip to dark woods where spiders make their lair. The characters must kill one and take its head to allow Kallarn to do his work.
- Master Kallarn wants the party to go to see an old woman that lives by the coast down from the woods. Her spittle is the other ingredient.
- Master Kallarn provides a gift of a bottle of strong herbal spirits for the old woman. This gift should ensure her co-operation. The woman is dangerous and Master Kallarn cautions the party NOT to attack her. Master Kallarn believes her to be some kind of giant as she is unusually large, over 8 feet tall.
- Master Kallarn works through the night to prepare some antitoxin to aid the characters. He'll pack up his valuables and leave at dawn. He is abandoning his shack so doesn't care what happens to it.
- Master Kallarn goes back to Sornhill first to speak to Zamiel. Thus the party does not need to take back any information for Zamiel from Kallarn.
- Master Kallarn provides a simple sketch map of the two locations; this is the same as the map in the Appendix.
- If asked directly, Kallarn remembers to say that two guards normally accompany Leviticus otherwise he forgets this information.

Master Kallarn does not make poison from the ingredients the characters have provided. This is because there is no time to do this. He does not volunteer this information.

ENCOUNTER 2: SPIDERS

You make good time in a couple of hours of travel, heading through light scrubland. However, as the terrain gets denser, it's easier for you to hide, but just as easy for others to hide as well. The warmth of the sun has made your clothes and armour sticky, thought there is some relief as you move deeper into the shadows of the wood.

This dark, overgrown wood is where Master Kallarn sent you seem unnaturally quiet; few animals seem to be around. But, just where are the spiders?

The directions from Master Kallarn lead into woods where visibility is reduced. Two spiders are hiding here, waiting for prey. Unless the characters themselves are sneaking then Spot checks (DC 20) are needed from each character to notice the spiders before they attack. The spiders each attack one target with their webs before closing to bite.

APL 2 (CR 2)

☛ **Monstrous Spiders, Medium-size (2):** hp 11 each; see *Monster Manual* page 210.

APL 4 (CR 4)

☛ **Monstrous Spiders, Large (2):** hp 22 each; see *Monster Manual* page 210.

APL 6 (CR)

☛ **Monstrous Spiders, Large (4):** hp 22 each; see *Monster Manual* page 210.

Removing the heads of the spiders is straightforward and poses no risk to the characters. Those who try to isolate the poison sacs however must make successful Dexterity checks (DC 15) to avoid poisoning themselves.

ENCOUNTER 3: GRANNY KNOWS BEST

As the characters approach an uncommonly large woman emerges from a lean-to in front of you. She's about sixty feet away from the edge of the coast. She is wrapped in moth-eaten rags with a tartan shawl pinned with a large golden brooch and a pink headscarf. A large warty nose protrudes dominating her small face.

"Hello children. Have you a present for your old Granny? I can smell that you've been talking to old Master Kallarn, and you've got some of his nice spirits with you. I do do hope that's for me. Hmmm, what that's other smell in the air... is it fear? I think it might be. Well never worry, Granny likes you, she likes everyone."

After asking for her spittle.

"You do seem to be staring into the abyss on this little endeavour children. It's all for poison with Master Kallarn you know. You just take Granny's word for it. Your descent into the depths starts here and now. Not that I'm saying you're wrong to do it. Enjoy the trip. You aren't the first and won't be the last." Black teeth grin at you.

Granny lives in a small lean-to at the edge of the coast. The area is overgrown and the strong but not pleasant scent of flowers is in the air. The directions from Kallarn are simple to follow.

Many small creatures (rats, snakes, lizards, weasels, etc.) act as extra eyes and ears for Granny. To sneak up on her requires the characters make successful Hide and Move Silently checks (DC 25). Thus it is likely that Granny is aware of at least some, if not all of the party.

Granny is wrapped in her rotted cloak and only reveals her horrific scabby body if attacked. She verbally abuses the party but does not want to fight. Granny is unpleasant, malicious, and cowardly and favours sarcasm.

Granny, Sea Hag: hp 24; see *Monster Manual* page 115.

Possessions: gold brooch set with blue amethyst (worth 50 gp).

TACTICS: APL 2

Granny reveals her true form but does not use her death gaze. On taking any damage, she runs and jumps into the sea. She remains there.

TACTICS: APL 4 AND ABOVE

Granny reveals her true form and fights normally, using her death gaze and other abilities. When she is below 10 hit points, she attempts to flee by jumping into the sea.

ENCOUNTER 4: MASTER KALLARN TAKES HIS LEAVE

A tired and haggard Master Kallarn greets you at dawn. He holds a large flagon of sweet-smelling red liquid along with a small box holding four well-secured vials.

"Well, I'm off now. I've pulled a double shift and the result is this big flagon of my best antitoxin for you. It ain't stable. In fact, it'll be gone off in a day or two so drink deep. It'll give old Levi a bit of a surprise; him and his poison sword. Drink it just before he arrives; it only lasts for an hour."

"I've also put four other vials by to say thank you. Levi's a bad sort and no mistake. No one will miss him, least of all me. May the gods be with you, 'cos I'm away on my toes."

Master Kallarn then leads his donkey away towards the east.

Having worked through the night, Master Kallarn has produced a flagon of anti-venom for the party. He has also produced four permanent vials from this as his reward to the party. These he has begun to preserve while the rest in the flagon is available for use now but spoils by the following day.

Having provided this help to the party, Master Kallarn leaves. He has packed onto his donkey, the most valuable equipment and supplies from his shack, leaving nothing of any real value.

The flagon of anti-venom contains enough draught for all party members to drink from it and be protected by the anti-venom. The 4 vials of anti-venom are not yet stable but is in a day's time.

The flagon of anti-venom has been made specifically to counter poison of the Scabbard. It provides a +5 alchemical bonus to Fortitude saves against poison.

Master Kallarn's shack is a one-story building of poor construction. It is made entirely from wood, and the doors and walls are relatively easy to break through.

Doors: Thickness 1 in.; Hardness 5, hp 10; Break DC 15.

Walls: Thickness 1 ½ in.; Hardness 5, hp 15; Break DC 18.

There are 3 rooms including the shop at the front, bedroom to the side, and workroom to the back of the shack. The back of the shack has a small fenced garden where Kallarn cultivates some plants.

See Appendix for a map of the shack and descriptions of the three functional rooms.

TREASURE

4 Vials of Antitoxin

ENCOUNTER 5: CYRUSO OF HEPMONALAND

A swarthy, weather-beaten chap in leather armour approaches. He is short and stocky with a curly mop of black hair on top. He wears a wickedly curved sword on his belt. The blade is engraved though the detail cannot be made out. He is softly whistling an unfamiliar tune. He comes up to the door and steps in.

If no sign of any PCs can be seen then Cyruso shouts out to gain the attention of Master Kallarn. He does not however enter the workroom.

"HELLO KALLARN, where are you? I could have half your stock in my bag."

He goes to the rear of the shack to check in the garden. If he gets no response then he leaves.

"I thought you might be round the back but looks like I'm out of luck. Time and tide wait for no man. Maybe next time."

2. IF A CHARACTER IS IN PLAIN SIGHT then Cyruso asks:

"Hello, is Master Kallarn about or is he in the back? I'm surprised anyone would want to work out here with him."

"I'm here in the hope of purchasing something to calm some animals that I'm transporting. The constant howling is driving me crazy. Do you have anything?"

Depending on the set-up he encounters, Cyruso either speaks guardedly about his travels or he looks to flee; reluctantly fighting only to aid his escape. He is surely nervous if the PCs come out from behind the counter with crossbows and the like aimed at him.

"Well I'm not sure what I've got into here but I'm more than happy not to know. I don't get involved with politics. I just carry cargo around the coast. That includes the lands occupied by the Brotherhood. It doesn't mean I like them but then again I don't get much choice in that."

"I just catch and carry some animals from the Hepmonaland. The Brotherhood buy most, other merchants from the north sometimes buy as well. I've traded with Master Kallarn for years. For a while he was interested in some of the snakes and toads I found. I was always interested in the antitoxin he had. I tend to go for bigger beasts now - it's not poison I have to worry about, but more likely big sharp claws and teeth. Anyway I don't want any trouble. I think it best if I just get on my way."

Cyruso has travelled to Master Kallarn's shack in order to buy some sleeping draughts. He runs a small boat transporting creatures to the Scarlet Brotherhood. Presently he has just come from Kro Terlep having dropped off some beasts there. They were quite energetic and he wants to avoid this. The creatures range from snakes to jaguars to monkeys. Cyruso is a native Suel from Lerga.

He is not aware that the Office of Thralls uses the creatures in a breeding program often with other humanoids. He is close-mouthed about his work but answers questions if asked reasonably. His boat is a small sailing boat crewed by him and 3 others. They remain at the boat.

3. IF CYRUSO FINDS CHARACTERS LEVELING WEAPONS AT HIM AT ANY TIME then he tries to flee; reluctantly fighting only to aid his escape

"Well I'm not sure what I've got into here but I'm more than happy not to know. I don't get involved with politics. I just carry cargo around the coast. That includes the lands occupied by the Brotherhood. It doesn't mean I like them but then again I don't get much choice in that."

"Anyway I don't want any trouble. I think it best if I just get on my way."

Cyruso of Hepmonaland: Male human Ftr4; Medium-size Humanoid (5 ft. 9 in. tall); HD 4d10+12, hp 40; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +7 melee (1d6+4/18-20, scimitar), or +7 ranged (1d8/19-20, light crossbow); AL N; SV Fort +7, Ref +6, Will +0.

Str 14, Dex 16, Con 16, Int 13, Wis 9, Cha 10.

Skills and Feats: Appraise +4, Climb +5, Jump +3, Profession (sailor) +1, Ride +7, Swim -3, Wilderness Lore +2; Dodge, Expertise, Improved Initiative, Lightning Reflexes, Weapon Focus (Scimitar), Weapon Specialisation (Scimitar)

Possessions: leather armour, small wooden shield, scimitar, light crossbow, 40 bolts, pouch containing 50 gp.

TACTICS

If a fight starts then Cyruso fights back. He runs once he has less than 20 hit points.

ENCOUNTER 6: LEVITICUS OF SCANT

At noon precisely, Leviticus and his warriors come to Master Kallarn's shack. They suspect nothing. Leviticus enters first and go up to the counter while his guards follow immediately behind.

As the sun reaches its highest point, three figures approach the shack. All three are mounted. Two appear to be nondescript cannon fodder in the Brotherhood's armies. However the third, and clearly the leader by the way he chides the others, has a red shock of hair and wears a black coarse-grained scabbard. His armour clanks under his cloak. They dismount, tie up their horses in front of the shack.

Assuming the party is not to be seen:

Having dismounted, the troops enter the shack. The red-haired man enters first closely followed by the others. He speaks.

If someone is to be seen at the counter:

"Hey, I don't want to see no half-witted flunkey. Where's Kallarn? Speak up scummer, I want my stuff. Come on, let me have it!"

If no one is around:

"Hey, what's going on here? Where are you Kallarn? Are you skulking in the back, you pathetic piece of Onnwal trash? Come on scummer, I want my stuff. Come on, let me have it!"

Note: Any reasonable ambush allows characters a partial action against their foes. Characters who drink from the flagon of anti-venom have +10 alchemical bonus to their Fortitude saves against the poison of the scabbard.

APL 2 (CR 4)

Leviticus: Male human Ftr2/Clr2; CR 4; Medium-size Humanoid (5 ft. 11 in. tall); HD 2d10+2d8+8; hp 34; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atks +7 melee (1d8+3/19-20, longsword) or +3 melee (1d2+3, whip) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +8, Ref +0, Will +5

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

Skills and Feats: Climb -3, Concentration +8, Jump -3, Knowledge (religion) +2, Listen +3, Ride +5, Spot +3; Cleave, Combat Casting, Exotic Weapon Proficiency (whip), Power Attack, Weapon Focus (longsword)

Spells Prepared (4/3+1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, detect poison, purify food and drink; 1st – burning hands*, cure light wounds, obscuring mist, shield of faith.

*Domain spell. *Domains:* Destruction (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his cleric level), Fire (Turn water creatures/Rebuke fire creatures).

Possessions: splint mail, longsword, whip, shortbow, forty arrows, pouches containing 45 gp and 50 sp, potion of cure light wounds, divine scroll of magic weapon, *Scabbard of Pyremius*.

➤**Troopers:** Male human War1(2); CR ½; Medium-size Humanoid (5 ft. 8 in. tall); HD 1d8+1; hp 9; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +3 melee (1d8+1/19-20, longsword) or +3 ranged (1d6/x3 shortbow); AL NE; SV Fort +2, Ref +1, Will +0.

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

Skills and Feats: Listen +2, Ride +4, Spot +2; Weapon Focus (longsword), Weapon Focus (shortbow)

Possessions: longsword, shortbow, twenty arrows, leather armor, large wooden shield, pouch containing 4 sp and 16 cp.

APL 4 (CR 7)

➤**Leviticus:** Male human Ftr2/Clr4; CR 6; Medium-size Humanoid (5 ft. 11 in. tall); HD 2d10+4d8+18; hp 60; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atks +9 melee (1d8+3/19-20, longsword) or +5 melee (1d2+3, whip) or +5 ranged (1d6/x3, shortbow); AL NE; SV Fort +10, Ref +1, Will +6

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

Skills and Feats: Climb -3, Concentration +12, Diplomacy +2, Jump -3, Knowledge (religion) +2, Listen +3, Ride +5, Spot +3; Cleave, Combat Casting, Exotic Weapon Proficiency (whip), Great Cleave, Power Attack, Weapon Focus (longsword)

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, detect poison, light, purify food and drink; 1st – burning hands*, cure light wounds, obscuring mist, random action, shield of faith; 2nd – bull's strength, hold person, produce flame*, silence.

*Domain spell. *Domains:* Destruction (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his cleric level), Fire (Turn water creatures/Rebuke fire creatures).

Possessions: splint mail, longsword, whip, shortbow, forty arrows, pouches containing 45 gp and 50 sp, potion of cure light wounds, divine scroll of magic weapon, *Scabbard of Pyremius*.

➤**Troopers:** Male human War3(2); CR 2; Medium-size Humanoid (5 ft. 8 in. tall); HD 3d8+3; hp 24; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +5 melee (1d8+1/19-20, longsword) or +5 ranged (1d6/x3 shortbow); AL NE; SV Fort +4, Ref +2, Will +1.

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

Skills and Feats: Listen +3, Ride +6, Spot +3; Toughness, Weapon Focus (longsword), Weapon Focus (shortbow)

Possessions: longsword, shortbow, twenty arrows, leather armor, large wooden shield, pouch containing 4 sp and 16 cp.

APL 6 (CR 9)

➤**Leviticus:** Male human Ftr2/Clr6; CR 8; Medium-size Humanoid (5 ft. 11 in. tall); HD 2d10+6d8+18; hp 76; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks +10/+5 melee (1d8+3/19-20, longsword) or +6/+1 melee (1d2+3, whip) or +6/+1 ranged (1d6/x3, shortbow); AL NE; SV Fort +11, Ref +2, Will +7

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

Skills and Feats: Climb -3, Concentration +14, Diplomacy +3, Heal +5, Jump -3, Knowledge (religion) +2, Listen +3, Ride +5, Spot +3; Cleave, Combat Casting, Exotic Weapon Proficiency (whip), Great Cleave, Power Attack, Weapon Focus (longsword)

Spells Prepared (5/4+1/4+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, detect poison, light, purify food and drink; 1st – burning hands*, cure light wounds, obscuring mist, random action, shield of faith; 2nd – bull's strength, endurance, hold person, produce flame*, silence; 3rd – contagion*, cure serious wounds, dispel magic.

*Domain spell. *Domains:* Destruction (Gains the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his cleric level), Fire (Turn water creatures/Rebuke fire creatures).

Possessions: full plate armor, longsword, whip, shortbow, forty arrows, pouches containing 45 gp and 50 sp, potion of cure light wounds, divine scroll of magic weapon, *Scabbard of Pyremius*.

➤**Troopers:** Male human War3(6); CR 2; Medium-size Humanoid (5 ft. 8 in. tall); HD 3d8+3; hp 24; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +5 melee (1d8+1/19-20, longsword) or +5 ranged (1d6/x3 shortbow); AL NE; SV Fort +4, Ref +2, Will +1.

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

Skills and Feats: Listen +3, Ride +6, Spot +3; Toughness, Weapon Focus (longsword), Weapon Focus (shortbow)

Possessions: longsword, shortbow, twenty arrows, leather armor, large wooden shield, pouch containing 4 sp and 16 cp.

➤**Scabbard of Pyremius:** The scabbard magically alters to accommodate a blade from the size of a dagger to a longsword. Once per day when the owner draws the weapon and at the same time says, "Bless me Pyremius", the blade is coated with venom, as per the poison spell, which lasts for 1 strike. In the hands of any non-cleric of Pyremius, it has a 50% chance per use, of simply not working.

TACTICS

Leviticus casts burning hands then asks for the Blessing of Pyremius from his scabbard, which he uses in conjunction with his Smite ability.

TREASURE

Potion of Cure Light Wounds.
Divine scroll of Magic Weapon.
Scabbard of Pyremius

ENCOUNTER 7: REACTIONS IN THE RESISTANCE

The characters return to Sornhill. Zamiel of Zilchus praises them if they have brought Leviticus to him alive. He suggests that they should take him to either the Wreckers or Duchess Saielma Relaster. He defers to the PCs judgement on this issue. Zamiel offers no advice, as he favours neither.

If Leviticus has been killed:

Leviticus is dead. There is a grand celebration but lingering over it is the thought of an opportunity missed. Some wanted to see Leviticus tried for his crimes. Others were more vengeful and just wanted to see him suffer. It is a victory but perhaps could have been so much more.

If Leviticus was presented to the wreckers:

Leviticus was given a brutal going over by the Wreckers. Leviticus is not shown to the people until nearly a week has passed. His face is a mass of cuts and burns. He is pronounced an enemy of Onnwal and is beheaded. There are celebrations and many of the Wreckers give their thanks. They tell you that Leviticus sang like a canary. However many Onnwalers are nervous of the savagery shown; the unspoken question is, are we becoming as bad as the Brotherhood?

If Leviticus is presented to the Duchess, Saielma Relaster:

Leviticus was placed on trial and the full force of law brought against him. The result was never in any doubt but the procedures were followed scrupulously. Eventually he was sentenced to hang. Leviticus was defiant to the end. However though most of the people felt that justice had been done, a few wondered whether a few hours with the Wreckers might have unearthed some golden nuggets of information. This isn't some lawful joust; this is war!

If the prisoner Leviticus is brought to one party ahead of the other then they earn their favour. If the party arranges for Leviticus to be presented simultaneously to both then there is NO reward. Neither party in this case looks particularly favourably to the party. Having Leviticus is a propaganda coup for the Resistance but in particular it is an advantage for the ones who can interrogate him.

Saielma Relaster gains little information, but much status by putting Leviticus on trial for his crimes. The result is clear; the sentence is death.

The Wreckers are more pragmatic. They permit the torture of Leviticus to gain information, some of it very useful. However he sees no need for a trial for such a vile enemy and simply executes Leviticus for his crimes. He gains more information but less of a propaganda victory.

If the characters give up the scabbard of Pyremius:

"I am very pleased to see us rid of this evil Scabbard. It is an affront to any true Onnwaler. I will attend to its destruction. The Resistance is grateful for your efforts. The risks were real and I am able to offer this sword to you. A dwarven smith made it and he worked silver into its construction. It is to be dedicated to the memory of the farmers. You are invited to attend as guests of honour."

In return for the Scabbard of Pyremius (Assuming characters give it up), the party is gifted the Sword of Remembrance. This is a Blessed, Silver Masterwork Longsword in memory of their achievements against Leviticus.

Most of Sornhill's citizens of renown are in attendance for the Ceremony of Remembrance in the Briny Halls, the market area of Sornhill. It was the choice of Havel, a priest of Wenta, who has travelled to preside over the ceremony. He is a fresh faced, bald headed man with a straggly ginger beard. He speaks slowly pausing often.

"This should not be a sad day. Vengeance has been meted out. The Farmers, who suffered more than many of us could comprehend, should rest easier now. I encourage all to toast their health. Those that commit heinous acts against us will do well to mark this day. They can and will be punished. The fine folk that did this are here today and deserve our thanks. Today we remember the Farmers and dedicate this fine silver blade to them and to Wenta. It is our gift to them. Remember the Farmers and Freedom for Onnwal!"

TREASURE

- Sword of Remembrance is a Masterwork longsword that counts as a silver weapon. Onrulf made the sword in Sornhill the Smith Prince. Saielma Relaster donated the silver in its edge. The sword was blessed at a Ceremony of Remembrance for the Farmers. The priests of Wenta ensured this was not a sad affair and the mark of Wenta, a highly decorated tankard, is inscribed upon the sword's blade.

CONCLUSION

A small part of a great wrong has been righted but the struggle goes on. However you realise something is wrong when Zamiel comes over to you his face pale as a sheet. Whether in fear or in shock, you hear the words trip out, "Bad things never end easily. I fear that I will have need of your services again. The Farmers need your help."

To be continued...

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 2

Defeat spiders	100 xp
----------------	--------

Encounter 3

Get spittle from Granny	50 xp
-------------------------	-------

Encounter 6

Kill or capture Leviticus	150 xp
---------------------------	--------

Total experience for objectives	300 xp
---------------------------------	--------

Discretionary role-playing award	0-50 xp
----------------------------------	---------

Total possible experience	350 xp
----------------------------------	---------------

TREASURE SUMMARY

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

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

being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter 3

- Granny's gold brooch set with blue amethyst (worth 50 gp).

Encounter 4

- 4 vials of antitoxin

Encounter 5

- 50 gp

Encounter 6

- 50 gp
- Gold signet ring (50 gp, weight, gold, common): a simple gold ring with the letters S H engraved on its front.
- *Potion of cure light wounds* at 1st level, (50 gp).
- *Divine scroll of magic weapon* at 2nd level, (50 gp).
- *Scabbard of Pyremius* (500 gp, 1lb, leather, rare): The scabbard magically alters to accommodate a blade from the size of a dagger to a longsword. Once per day when the owner draws the weapon and at the same time says, "Bless me Pyremius", the blade is coated with venom, as per the poison spell, which lasts for 1 strike. If this item is in the possession of a person who does not gain divines spells granted by Pyremius, that person is cursed, as though they were the target of a *bestow curse* spell. They suffer a -4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks. This curse can be removed (and the scabbard gotten rid of) only with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Encounter 7

- A Regional Influence Point with EITHER Saelma Relaster or the Wreckers faction within the Resistance
- In return for the Scabbard of Pyremius (ASSUMING THE CHARACTERS GIVE IT UP), the party is gifted a Blessed, Silvered Masterwork Longsword in memory of their achievements against Leviticus.
- *Sword of Remembrance* is a Masterwork longsword that counts as a silver weapon (500 gp, 4lb, steel & silver, unusual). Onrulf, the Smith Prince, made this sword in Sornhill. Saelma Relaster donated the silver in its edge. The sword was blessed at a

Ceremony of Remembrance for the Farmers. The priests of Wenta ensured this was not a sad affair and the mark of Wenta, a highly decorated tankard, is inscribed upon the sword's blade.

APPENDIX: ADVENTURE SUMMARY

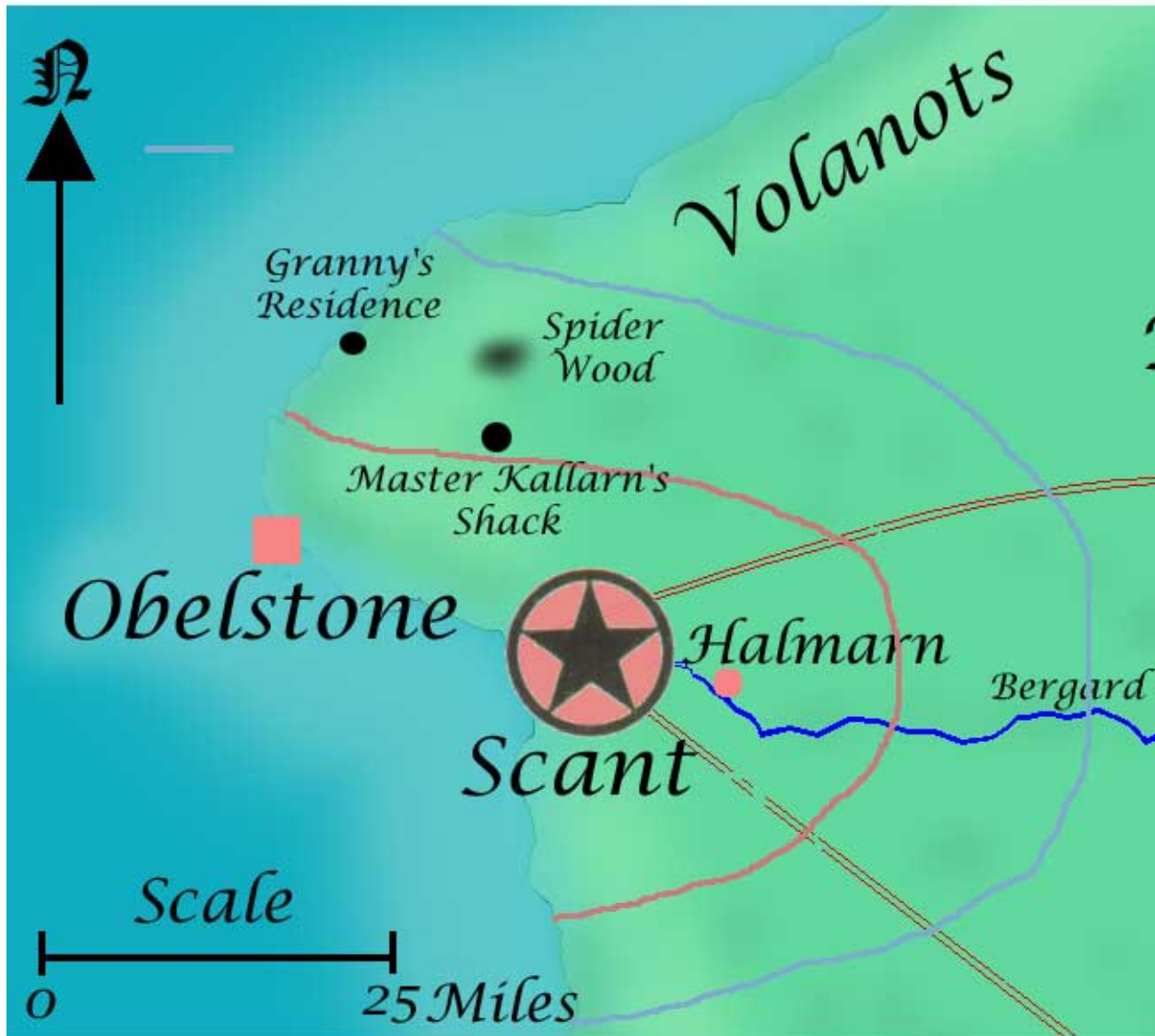
The players have made a couple of fundamental choices during this adventure. The intention is these choices affect how the fight against the Scarlet Brotherhood goes. Please could you complete this sheet and return it to a Triad member. In this way the characters can truly say their actions affect the campaign.

1. Did characters kill Leviticus of Scant? YES / NO
2. IF NO, did they capture him? YES / NO
3. If captured, to which faction did they surrender him to? Sailma Relaster / Wreckers / Other?
4. Did characters ask for poison for the fight against Leviticus? YES / NO
5. Did characters keep the Scabbard of Pyremius? YES / NO
6. Did characters attack Granny? YES / NO
7. Did characters kill Granny? YES / NO
8. Did characters talk with Cyruso of Hepmonaland? YES / NO
9. Did characters attack Cyruso of Hepmonaland? YES / NO
10. Did characters kill Cyruso of Hepmonaland? YES / NO
11. Did we have FUN? YES / NO

JUDGE NAME:

RPGA NUMBER:

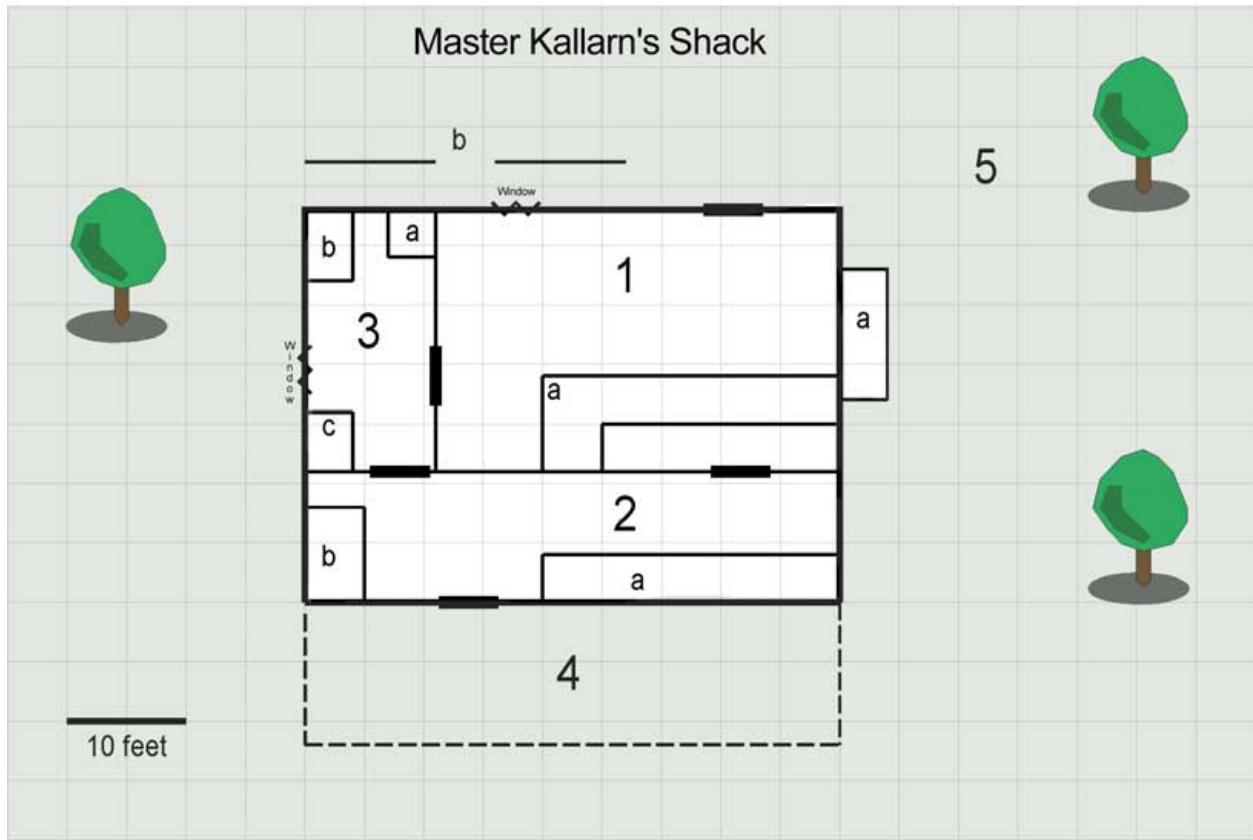
Return of the Farmers Location Map



Key

- Region of Effective Scarlet Brotherhood Control
- Region of Effective Onnwal Free Army of Rebellion Influence

MAP: MASTER KALLARN'S SHACK



The shack is made of wood. **Its standard of construction is very poor.** Doors are DC13 to break open (unless barred when it is DC18). To break through the walls is likewise DC18.

1. The main shop area. Shelves around the walls hold some bundles of herbs, ranging from the medicinal to those that repel insects to those of culinary use. 1a is the shop counter. A window at the front looks out over the hitching posts.
2. Master Kallarn's work area. Benches are against the walls. 2a is the main one where many bundles of herbs are being dried. It is also where Kallarn stores and prepares his food. His diet is simple and monotonous. 2b is where the alchemical equipment is. Here Kallarn brews his various antitoxins and other non-magical potions. This equipment is taken with him when he leaves for Sornhill.
3. Master Kallarn's bedroom. The door to the shop can be and is usually barred. The window here is usually shuttered. 3a is a chest with a simple (DC15) lock on it. It stores Kallarn's notes and workbooks on Alchemy and Herbalism. It is written in a code of his own. Nothing here is directly relevant to poisons. 3b is a scruffy unmade bed. 3c is a small wardrobe with a selection of dull work clothes apart from some very colourful floral neck scarves.
4. Garden area. This is a small fenced in miniature garden for Kallarn's various herbs. Fence is 3 feet high. Most of plants are only a couple of feet high at most. The selection is wide but none are rare.
5. The area around the shack is mostly clear. A few large trees stand out. The tree nearest the hitching posts has a small hole near it. This is Kallarn's privy. 5a is a covered wood pile. 5b is hitching posts for horses.

PLAYER HANDOUT #1: THE DEDICATION OF LEVITICUS OF SCANT

To Pyremius, my lord and master, thanks for opening my eyes! I feel I must record how your glory filled me so others of our church may bask in my reflected glory.

I was but a raw recruit in the army of the Brotherhood. I'd fought well to help take the Temple of Heironeous. My captain said he saw promise in me; particularly in the way I terrorised the citizens of Scant. However when he asked me to go help pick out some Onnwalish men, I didn't realise how momentous the day was. Others had gone out with the same orders and we found we had a few too many. Captain had wanted twenty. However he said that was fine. It had just been someone's unlucky day!

I was expecting a good old-fashioned whipping for these dogs of Onnwal but when some other troops started bringing in other citizens, some of whom were carrying firewood, I knew then that something was going to happen. I just didn't realise how spectacular it would be.

The Onnwalers looked on in disbelief. Thirty-four of them were bound to poles in the Market Square. Some shouted defiantly, some begged pitifully, some offered money, information, anything; some just were struck dumb with terror. I put the torch to them. As the flames rose higher, all their voices became screams. It was then in the flames and the screams, I heard the call to Pyremius. He spoke to me then.

I carried my scabbard and sword over to the flames as they licked around the bodies of the screaming Onnwalish men. Both it and I were in service to Pyremius from that point. Since then I have prospered in his service. Others who helped with the lesson at the market went on to work for Office of Thralls. I have hopes for that myself at one time. However the Church has greater need of me; I must keep these Onnwal scum in check.

Obadiah had looked enviously on as my Scabbard emerged from the flames. He told me later that he couldn't steel himself to place his hands into the fires. His reward though did come later. Serve Pyremius and you will be rewarded. He is a generous master.

I hope my story inspires others to join the family of Pyremius. We welcome many skills; they took in even a poor wretch like me.

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.