

PAL1-08

COLD COMFORT

A One-Round D&D[®] LIVING GREYHAWK[®]
Theocracy of the Pale Regional Adventure

Version 1

by Gareth Hughes

Disaster has struck a small town high in the Raker Mountains. Will your relief reach them in time? Part 1 of The Song of Winter. An adventure for characters level 1-8.

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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.

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 rulebooks 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 characters participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each character participating in the adventure.
 - 2) If characters bring animals that have been trained for combat (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 character may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six characters, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the characters 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is 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?

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 character 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 character with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A character with a high lifestyle should have a penalty when dealing with a group of street thugs, where a character 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

High in the Raker Mountains, about 60 miles north of Landrigard, there lies a small mining town called Copper Gorge. It was destroyed by a humanoid invasion over 100 years ago, and has only been resettled over the last two years. When the first group of settlers arrived, they chased out a small band of goblins that had been living in the ruins. They thought that that was the end of the problem, but the small group was only a part of a larger tribe, which mostly lived in a system of caves heated by steam vents about a half-day's journey from the town.

Since that time, the goblin tribe has been biding its time, waiting for a chance to retake the town, which is useful to them both as an outpost, and for its mines,

which they work with the slaves they have captured. However, they do not want to attack when they know that a military force could be sent from the Theocracy within days. In order to gain their opportunity for revenge, the leader of the goblins, Targh Bloodtooth, has made a deal with a mysterious figure to seal the passes, in the hopes that this will allow them to destroy Copper Gorge at their leisure, without possibility of repercussions from the rest of the Pale.

Introduction:

The adventure begins when the characters are asked to help take supplies to a small mining town which has been snowed in.

Encounter 1:

The characters begin their journey into the frozen mountains, and learn to cope with the dangers that lie therein.

Encounter 2:

After the first day of travel, the characters are attacked by the goblin scouts, who use their knowledge of the land and guerilla tactics in a series of hit-and-run attacks.

Encounter 3:

Arriving in town, the characters find an angry mob of devout but superstitious townsfolk wrongfully blaming a pagan for the weather. After dealing with the situation, they deliver the supplies, and find out that the town is under threat from goblins. At this point they can either stay in town to protect it or try to attack the goblins in their lair.

Encounter 4:

Staying in town, the characters have about a day to prepare the defenses before facing the goblin attackers.

Conclusion:

The rest of the caravan finally arrives in town, delivering the food needed to survive the winter.

INTRODUCTION

Although the Pale is one of the best-policed states in the Flanaess, travel remains dangerous and better done with companions. Therefore, it was a stroke of luck for you to be able to join the caravan of noted merchant Korvan Zanar when you decided to make your way from Ogburg to Rakervale. (The reasons for this journey are left to the players to decide for their characters)

The caravan is composed of a dozen wagons carrying large quantities of necessities such as foodstuffs and furs, and a smaller amount of luxury items. It has been traveling along the Northern trade route, and has made good time, despite the worries of the teamsters and guards over the weather, which has been unusually harsh for so early in the year. As the snow on

the foothills seems to creep lower with every passing day, they speak longingly of the coming trip back south into Nyron.

You have traveled for three days since leaving the town of Landrigard, and though the traders have briefly stopped in several farming villages along the way, for the most part you have been traveling through a near-wilderness. Today started out just like any other. However, you have only been on the road for an hour when you hear shouts coming from the forward wagons, and the caravan grinds to a halt.

Those characters that move forward to investigate find a group of guards and drivers huddled around an unconscious man in front of the wagons. He is wearing typical winter clothing of the region. If any characters push their way through the crowd to examine the body, a successful Heal check (DC 12) reveals that he is nearly dead of exposure. Magical healing improves his condition, but he remains unconscious.

In any case, after about 20 seconds, the caravan master arrives.

You look up from the prostrate form to see Korvan Zanar himself making his way through the crowd, another man at his side. Taking in the situation, he quickly orders two guards to take the man into his wagon for treatment.

If any of the characters want to help with the treatment, they will be politely refused. Durall, the man who approached with Zanar, is a priest of Fharlanghn, though he does not advertise this fact when in the Pale.

After about a half-hour, a guard approaches and asks you to follow him. You are ushered inside the lead wagon, where the victim lies in a corner, being tended by the man you saw with Zanar. Zanar himself is seated, and he motions for you to do the same. Never jovial at the best of times, he is positively grim now. You see several others arriving at the same time. "Thank you for coming. I hate to call upon guests in my caravan, but I cannot spare any guards, and the other passengers are all clerks and the like. I hope . . . well, please just listen."

At this, the man begins to sit up and is gently pushed back by his attendant. He seems to be examining you, although he appears to still be quite groggy. "Thank you. I am Kotos."

Kotos is in fairly bad shape, and speaks haltingly, but is focused on his mission. He relates the following over the course of the conversation.

- He is from the small mining town of Copper Gorge.
- Four days ago, the town's granary burned to the ground, along with nearly all of the food supplies for the winter.
- Only a few hours afterward, the first snowstorm of the winter hit.
- After scraping together all of what was left, he believes that they have food for only another four days.

- Kotos was sent by the village for help. He traveled for about 3 days. However, as he was leaving the mountains, he was caught in an avalanche, and was battered and soaked. Weakened badly, he managed to stagger to the road. There, he decided to sit down and rest for a moment, and woke up again in the wagon.
- If specifically asked for more information about Copper Gorge, he thinks it is irrelevant, but if pressed, relates that it is a small mining town of about 50 people. It was destroyed many years ago, though he doesn't know by what. Two years ago, the current group of villagers went back to the site, drove off the goblins that were living in the ruins, and reopened the copper mines. The town's only livelihood is the mine, so they have to trade for all food, and other supplies.

When the characters are done talking to Kotos, Zanar wants to talk to them again.

- He plans to reroute the caravan into the mountains to resupply Copper Gorge, but to get the wagons through the snow-clogged passes takes at least a week, which is more time than they can spare.
- He wants the characters to travel ahead of the caravan, bringing enough supplies to last until the caravan can arrive. Travel time is only about two days for people on foot. The amount of food necessary to ensure the survival of Copper Gorge works out to about 150 pounds of food at a minimum, but increase the amount as a cushion depending on party size and composition. It should be enough to cause a fair amount of inconvenience, causing some characters to be heavily encumbered and/or make tough decisions about what to leave behind.
- Being a merchant, he would prefer that the characters did it out of the goodness of their hearts, but if it seems like some of the members will refuse, he offers 20 gold each as a reward.
- He also provides winter clothing, and if asked for other help, gives the characters five tindertwigs.

ENCOUNTER 1: MAN VS. NATURE

Once the characters have divided the food, have them describe what precautions they are taking against the environment. A character making a Wilderness Lore check (DC 10) will know that it is a very good idea to bring firewood, as it may be difficult to find dry wood while on the trail. If Zanar is asked, he provides firewood. Winter clothing is practically a necessity, and is also provided by the caravan if necessary. Most mounts and

other animals cannot handle the terrain, and should be left with the caravan. The wagons move at a speed of 10, so even the slowest characters on foot outdistance them. This module assumes that the slowest character moves at a speed of 15 or 20, and that the group travels for about 12 hours per day, so if there are unusual circumstances, you need to alter the travel times. Also, note that the weather is being magically altered to be much harsher than normal. This can be revealed by appropriate magic, and a character making a successful Wilderness Lore check (DC 12) knows that this weather is worse than anything he has even heard of for this time of year (fairly early in Autumn).

Turning off the main trade route onto the Northeastern road, you quickly leave the trundling wagons behind. You have gone no more than a couple of miles into the foothills before you begin to see the first patches of snow on the ground. As you continue into the mountains, flurries of snow begin to fly all around you, and the wind howling through the peaks to hurl showers of ice into your faces sounds almost like a musical keening.

Cold Dangers: Throughout the rest of this module, the cold is a primary threat. In addition, the wind varies between about 15-30 mph, and it is often snowing. Play up the cold in your descriptions, the players should feel threatened by the elements.

Each character must make a successful Fortitude saving throw (DC 15, +1 per previous check) each hour of travel or sustain 1d6 points of subdual damage. A character who has the Wilderness Lore skill can receive a bonus to this saving throw and may be able to apply this bonus to other characters as well (see the skill description on page 76 in the *Player's Handbook*).

This means that it may well become necessary to stop during travel to recuperate. A successful Wilderness Lore check (DC 15) enables a character to find an area that is sheltered from the wind. A really good check (DC 20) means the area found is also sheltered from snow. Searching in this way takes 10 minutes. Any number of characters may do this, although it may be somewhat dangerous to go off alone to search.

Once shelter is found, a fire is necessary. Starting one requires a Wilderness Lore check (DC 5) with a tindertwig; (DC 10) with shelter from the wind and snow; (DC 15) with shelter from the wind; (DC 25) out in the open.

ENCOUNTER 2: YOU'RE NOT WELCOME HERE

Several scouts of the goblin tribe have been stationed in the area to prevent help from reaching Copper Gorge. Starting with the first night, they attack the characters, doing their best to stop them. They use traps, their superior knowledge of the terrain, and guerilla tactics to wear away at the characters. The last thing they want is a straight-up fight. Each goblin carries one *potion of cure*

light wounds, which is used as needed. See DM Aid 2 for a map showing the areas that they use for their attacks. However, these may vary depending upon the characters' actions.

The goblins have no special protection from the elements beyond the pelts they wear. However, because of their familiarity with the area, skill in Wilderness Lore, and superior movement rate, you can assume that they deal with the problems "off camera" unless the characters do something unusual.

APL 2 (EL 4)

➤ **Goblin Scouts (2):** Male goblin Rgr1/Bbn1; CR: 2; Small humanoid; HD 1d10+1d12+2; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (touch 13, flat-footed 14); Atks +1 melee (1d6/19-20, short sword) and +1 melee (1d4/19-20, dagger) or +5 ranged (1d6/x3, shortbow) SA Rage; SQ Darkvision 60 ft., fast movement, favored enemy (humans); AL NE; SV Fort +5, Ref +2, Will -1; Str 11, Dex 15, Con 12, Int 13, Wis 9, Cha 7

Skills and Feats: Animal Empathy +0, Climb +4, Hide +6, Listen +2, Move Silently +6, Spot +2, Wilderness Lore +4; Improved Initiative, Track

Possessions: studded leather armor, short sword, dagger, shortbow, 20 arrows, cold weather outfit, *potion of cure light wounds*

APL 4 (EL 6)

➤ **Goblin Scouts (4):** Male goblin Rgr1/Bbn1; CR: 2; Small humanoid; HD 1d10+1d12+2; hp 19; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (touch 13, flat-footed 14); Atks +1 melee (1d6/19-20, short sword) and +1 melee (1d4/19-20, dagger) or +5 ranged (1d6/x3, shortbow) SA Rage; SQ Darkvision 60 ft., fast movement, favored enemy (humans); AL NE; SV Fort +5, Ref +2, Will -1; Str 11, Dex 15, Con 12, Int 13, Wis 9, Cha 7

Skills and Feats: Animal Empathy +0, Climb +4, Hide +6, Listen +2, Move Silently +6, Spot +2, Wilderness Lore +4; Improved Initiative, Track

Possessions: studded leather armor, short sword, dagger, shortbow, 20 arrows, cold weather outfit, *potion of cure light wounds*

APL 6 (EL 8)

➤ **Goblin Scouts (2):** Male goblin Rgr1/Bbn1/Rog2; CR: 4; Small humanoid; HD 1d10+1d12+2d6+4; hp 30; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 17 (touch 14, flat-footed 14); Atks +3 melee (1d6/19-20, short sword) and +2 melee (1d4/19-20, dagger) or +7 ranged (1d6/x3, shortbow) SA Rage, sneak attack; SQ Darkvision 60 ft., fast movement, favored enemy (humans), evasion; AL NE; SV Fort +5, Ref +6, Will -1; Str 11, Dex 16, Con 12, Int 13, Wis 9, Cha 7

Skills and Feats: Animal Empathy +2, Climb +6, Hide +9, Listen +4, Move Silently +9, Spot +4, Wilderness Lore +6; Improved Initiative, Point Blank Shot, Track

Possessions: studded leather armor, masterwork short sword, dagger, shortbow, 20 arrows, cold weather outfit, *potion of cure light wounds*

Note: All of these describe the goblin's plans. If the characters take special precautions, or are in an unusual position, modify them as necessary.

Attack A

Since the characters' weapons have likely been exposed to the elements for a while now, there is a possibility that they may have frozen to the scabbard. Unless the characters have taken precautions, or have had their weapons out for oiling or the like, any weapon normally carried in a scabbard (swords, daggers, etc.) have a layer of frost when the character attempts to draw it. This means that drawing the weapon takes a move-equivalent action as normal, but requires a Strength check (DC 10), and cannot be done as part of movement. After this point in the module, it can be assumed that the characters are aware of this danger, and keep their blades loose in their sheaths.

Shortly after midnight of the first night, the goblins make their first attack. One of the goblins try to sneak up to within about 60 feet of the camp. Have whichever characters are on watch make a Listen check against the goblin's Move Silently, although it will be at -6 due to the distance. Characters with darkvision or low-light vision may also make Spot checks. The goblin fires one arrow at whoever is on watch when it arrives within 60 feet, then retreats 20 feet. It is trying to lure some of the party away, so it makes sure the character sees it.

Seventy feet back from the camp the goblins have laid their trap. They have strung a tripwire between two trees, with a number of spikes driven into the ground in front of the wire. The other goblins are waiting hidden in the trees. They hope to draw off one or two characters and kill them. If the whole party comes after them together, they fire one parting volley, then run away.

✦ **Tripwire Trap:** CR 1; no attack roll necessary (2d4 from spikes and fall prone); Search (DC 15); Disable Device (DC 10); Spot (DC 20); Reflex save (DC 22 if running or charging, 18 if moving normally, or 12 if moving cautiously).

Since the retreating goblin knows about the trap, he steps over it without trouble. However, any characters pursuing the goblin, unless they specifically take a roundabout way, are likely to be caught. Also, note that this trap is outside of the field of view of most characters from the camp. If one character runs ahead and is caught, the others may well not be aware of the trap. If the character has a light source (or darkvision), they may make a Spot check (DC 20) as they approach to notice the wire. The DC is lowered to 15 if they state that they are moving cautiously (may only move at half speed). A character that does not notice the tripwire hits it. They must make a Reflex save (DC 22 if running or charging,

18 if moving normally, or 12 if moving cautiously), or take 2d4 damage from the spikes, and fall prone.

Once a character has either bypassed the trap or been caught by it, the goblins attack; they wait with readied actions. They hope to do as much damage as possible, but do not stay to fight if the rest of the party arrives. However, if only one character pursues, they might try to stay ahead of him using their high movement rates and shoot with their bows at every opportunity, or even turn and fight in melee if they believe they can defeat him on his own.

Attack B

This attack occurs after about two hours of travel on the second day.

After passing an uncomfortable night shivering from the wind that threatened to rip your blankets from you and looking over your shoulder for more danger, you get back on the road. For a short time, there seems to be a respite from the weather, but after you have traveled for a short time, the wind begins to howl once again, driving blasts of snow into your faces.

Throughout your first day of travel, as well as the beginning of today, it has been easy to discern the course of the road to Copper Gorge, even though it is covered by snow. You have simply followed the course of the valley to the Northeast. However, after three hours of travel, the canyon you are traveling through seems to branch, one side leading roughly to the north, and the other to the east. Squinting as you peer through the swirling snow, you try to discern which is the correct path.

If the characters begin looking around, have them all make Spot checks (DC 10). Those that succeed notice a piece of wood barely above the snow line, nailed to a tree. Examining it, they find that it is a crude, hand-lettered sign. It is labeled simply "Copper Gorge" with an arrow pointing to the right (the eastern valley).

In reality, this sign has been recently placed by the goblins in order to mislead the characters. There are several clues that the characters can use to discern that not all is as it appears.

- Digging away the snow to reveal the presence or absence of the road. Digging to the ground enough to find the road takes one hour if the character uses a shovel of some sort, or two if tools have to be improvised.
- Characters with any carpentry related skill see that the sign has not been treated to withstand the elements for a long period of time with a skill check.
- Characters who are especially nature-oriented examining the tree to which the sign has been nailed may determine with a successful Wilderness Lore check (DC 15), that the nail has not been in long enough for the tree to grow around.
- One of the goblins is on top of the ridgeline, watching the characters and preparing the

attack. If a character chooses to watch the ridgeline, they may make a Spot check opposed by the goblin's Hide (though the goblin receives a +5 bonus due to distance and snow.)

If at any time someone wants to climb the slope, it is 40 feet high, and is relatively steep. The Climb DC is 12 (7 base, +5 for slippery surface).

Once the characters begin moving along the correct course, the goblins, seeing that the game is up, come to the edge of the ridge, and open fire with their bows. However, they are still only trying to harass the characters, and do not press the attack if they feel threatened. However, for example, if only one character climbs up the slope, the goblins try to eliminate him unless he seems extremely formidable.

The eastern valley that the goblins are attempting to redirect the characters into is actually a box canyon. Once any number of characters travel into the eastern valley, the goblins at the top of the ridge trigger an avalanche. Once the characters have gone down the canyon for about five minutes, the twists and turns will take them out of sight of the mouth. Once this happens, the landslide will be triggered, blocking the easy way back to the road. Characters that make a successful Listen check (DC 15) hear the rumbling of the landslide over the wind. If any characters waited at the mouth of the canyon, check below for consequences of being caught in the avalanche. If the characters continue, they reach a dead end after about ten more minutes of travel.

Once the mouth is blocked, the goblins switch tactics, using their bows, as well as triggering more avalanches to do as much damage to the characters as possible. However, they are essentially cowardly, and retreat and hide if seriously threatened.

Avalanche

The goblins have set up three places on top of the ridge where they can easily trigger an avalanche by pushing down a pile of rocks and other debris, which starts a cascade of snow and ice. The places where they have placed the materials for this are at the mouth of the canyon, which they use to seal off the mouth; partway along, which they plan to drop on the characters as they return to the mouth; and at the dead end, which they hope to activate if the characters begin climbing up to the ridge there.

Starting the avalanche requires a full-round action, and a Strength check (DC 10). All of the goblins in the area assist each other to do this.

When an avalanche is triggered on the characters, they may make a Listen check (DC 5) to hear the first rumblings. They have approximately three seconds before the wave hits. Characters that hear the sound immediately, and run may escape the area with little difficulty. Those with lesser movement rates who run immediately, as well as those with at least 30 who look for the cause and then run are on the edge of the effect, and take only half damage (Reflex save DC 15 for no damage). Those who remain in the path of the avalanche need to

make a successful Reflex save (DC 15) or take full damage. Damage is per APL as follows:

APL 2

1d6 + 1d6 subdual

APL 4

2d6 + 2d6 subdual

APL 6

4d6 + 4d6 subdual

Attack C

When the characters begin looking for a place to camp on the second night, they find that there is a cave that appears to have been used by people coming along this road several times in the past. A winding passage leads about thirty feet into the mountainside, then opens up into a cavern of about 20 ft. radius. This means that the cave mouth is not visible from the cavern. In addition, it is far enough from the cavern that if the characters camp there, the campfire does not warm characters on watch at the cave mouth unless they have another at the mouth. However, the cavern is not well ventilated, so only a fairly small campfire can be made without danger of filling the cave with smoke.

If the characters search the cavern, they may make Search checks (DC 15) to find a secret compartment in the back of the cave. This is really nothing more than a closet. It has been used in the past for hiding both people and illicit goods from various entities, and has no direct connection with the goblins or the events of this module. However, inside, the characters find the skeleton of a halfling, who is clutching a rusted dagger in one hand, and a plain gold ring in the other. The ring detects as magical (of the school of illusion), but has no apparent effect when worn.

The goblins attack during the night, but their tactics vary, depending on the characters' actions. Some possible examples:

- If the characters camp in the cave and do not set guards outside or at the cave mouth, the goblins set a fire made primarily of pine needles and other materials which produce large quantities of smoke in the mouth which are blown into the cave by the wind (see the rules for smoke inhalation on the DUNGEON MASTER'S GUIDE page 89). The goblins fire arrows at characters as they come stumbling out of the smoke filled cave, attempting to kill single characters, and fleeing if more than two come out at once.
- If the characters set a guard at the mouth of the cave, the goblins use food to lure a bear toward the camp. The bear is not particularly hostile, and conflict can be avoided with any reasonable effort, but it may disturb the characters, and fights back if attacked.

APL 2 (EL 2)

➤ **Black bear:** hp 19; see *Monster Manual* page 193.

APL 4 (EL 4)

➤ **Brown bear:** hp 51; see *Monster Manual* page 193.

APL 6 (EL 6)

➤ **Polar Bear, advanced:** CR 6; Large animal; HD 12d8+48; hp 106; Init +1 (Dex); Spd 40 ft., swim 30 ft.; AC 15 (touch 10, flat-footed 14); Atks +17 melee (2d8+4, 2 claws) and +12 melee (1d8+8, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab; SQ Scent; SV Fort +12, Ref +9, Will +5; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Hide +2*, Listen +4, Spot +7.

Attack D

Setting out once again on the third day, you feel that you should be getting close to having covered the thirty miles that this trip is supposed to last. You have walked for several hours, and you would guess that the sun is near its zenith behind its thick screen of clouds, when you step out of a copse of trees to find an area in front of you that appears to have been swept clean of snow by the wind. It appears to be a stream which has been frozen over.

This stream is about thirty feet across. Normally, there is a bridge across it, but that has been destroyed by the goblins. If the characters poke around in the snow, they find timbers from the bridge.

The characters may examine the ice to their hearts' content. It seems to be fairly solid, and if a character tries to break through it, it is close to a foot thick, and the water depth beneath it at the bank is about one foot (at the middle, it is four feet deep).

Here, once again, the goblins are lying in wait for the characters. They are about twenty feet downstream, on the other side of the river, hidden in a snowdrift (they have taken 20 on their Hide checks while waiting for the characters). Each goblin has rigged up a swing with rope and strips of canvas that will carry a small boulder over the ice and drop it, breaking the ice underneath the characters. They choose the time of attack to try to cause the most damage, so for example, if a light character goes across first, they wait for the more heavily armored characters. Once they have thrown their stones, they switch to bows. They do not throw their lives away if they are badly outmatched. However, they know that this is their last chance to stop the characters, so they are more willing to stick it out than they have been in the past. This means that the characters should have a fair chance of being able to defeat them here.

If a character falls into the water, he takes 1d6 points damage per round until he can get out. Half of this is real damage, while the rest is subdual.

ENCOUNTER 3: "A WITCH! BURN HER!"

Wearied from constant battles both with the elements and the unfriendly denizens of the area, you sigh with relief as you crest a pass and look down upon a snow-covered village. There look to be about twenty buildings, as well as an area filled with charred timbers. Hearing angry shouts, you are surprised to see about forty villagers clustered around one of the houses on the edge of the village.

The situation here is that the villagers, who are devout Pholtans, have blamed two of the townsfolk, Jerrod and Alina, who are worshippers of Pelor, for their troubles. They hope that by exiling the heretics, or, if they won't cooperate, killing them, they may regain the favor of Pholtus. None of the townsfolk is individually evil, but they are superstitious people in a bad situation, and are caught up in the mob mentality. The main leaders of the mob are Tal, the blacksmith, who lost his daughter, Amanita in the sudden blizzard, and wants revenge, and Rellin, who is a lay priest, and tends to the townsfolk's spiritual needs. Rellin feels guilty about this, and can be easily dissuaded, but Tal is much harder to calm, and will stalk off if the mob seems to be dispersing. Explaining that they have brought food initially produces a belief that their actions against the heretic have caused Pholtus to smile upon them, but if the characters continue to press, the townsfolk can be dissuaded.

If the characters try to stop the townsfolk from doing this, roleplay out the interaction, and then have them make a Diplomacy check. They may receive modifiers to their result depending upon their approach. "Reminder" refers to any conversation path, which brings the idea into the subject's mind, regardless of whether it was intended, or not. In addition, feel free to apply other modifiers if the situation warrants it.

To dissuade Rellin:

Base DC 12

Per priest or paladin of Pholtus in the party (+2)

Per human w/ symbol of other god

(doubled if Pelor) (-2)

Reminder that the church dislikes such things (+4)

Reminder that the town owes the characters for bringing food (+2)

Reminder that Jerrod and Alina have lived there peacefully for two years (+2)

To dissuade Tal:

Base DC 18

Per character with a symbol of Pelor (-6)

Promising to help find Amanita (+4)

Offering to try to find whoever was really responsible (+4)

Amanita, the daughter of the blacksmith, was playing in the forest outside the village when the blizzard hit, and froze to death. If the characters spend a significant

amount of time searching for her, they find her body in a snowdrift and are able to bring it back for burial. If they do this, Tal is grateful, and offers each character two gold (his entire savings).

ENCOUNTER 4: GRAND FINALE

One and a half days after the characters arrive, the goblin tribe attacks the town. At midnight on the second night after arrival, an ominous drumming awakens everyone in town. Because of the echoes off the canyon walls, pinpointing the location is impossible. If the party wants to go out into the mountains to look for the source, the townsfolk discourage them strongly, asking them to stay and help defend, but if they insist, feel free to have them attacked by the whole goblin tribe (about 50 goblins, plus the below encounter). If anyone scouts, staying well hidden, the goblins are also hidden, but adjudicate extraordinary efforts as necessary.

Let the characters make whatever plans they wish for the defense of the town, but unless they come up with something truly extraordinary, assume that the townsfolk fight most of the goblin tribe, while the characters are up against the listed encounter. The goblins wait until dawn to attack so that the sun is in the eyes of the defenders.

The ominous drumming continues throughout the night, filling the defenders of Copper Gorge with a sense of foreboding. As the sky lightens with the beginnings of the false dawn, the tempo of the drumbeats picks up. Finally, as the sun pushes its way over the hills, forcing you to squint to see anything, the hillside to the east seems to come alive with movement, as goblins step from hiding places all over it. The pace of the drumming quickens even more, and with a ululating war cry, the mass of goblins streams down the hillside.

The distance of engagement at the beginning of the encounter is sixty feet.

The characters have a -1 circumstance penalty on their first round attack rolls because they are facing into the sun.

APL 2 (EL 5)

➤ **Targh Bloodtooth:** Male goblin Bbn2; CR 2; Small humanoid; HD 2d12+4; hp 20; Init +2 (Dex); Spd 40 ft.; AC 17 (touch 13, flat-footed 15) Atks +6 melee (1d8+2/x3, masterwork battleaxe) or +5 ranged (1d6/x3, shortbow); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +4, Ref +2, Will -1; Str 14, Dex 15, Con 15, Int 11, Wis 9, Cha 12

Skills and Feats: Climb +7, Jump +7, Swim +3, Wilderness Lore +4, Speak Common, Read/Write; Power Attack

Possessions: chain shirt, masterwork battleaxe, shortbow, 20 arrows, cold weather outfit, letter (see Player's Handout 1)

➤ **Grod the Wailer:** Male goblin Brd2; CR 2; Small humanoid; HD 2d6; hp 10; Init +7 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 14, flat-footed 11); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d6/x3, shortbow) SQ Darkvision 60 ft., bardic music, bardic knowledge; AL NE; SV Fort +0, Ref +6, Will +4

Str 10, Dex 16, Con 11, Int 11, Wis 13, Cha 14

Skills and Feats: Concentration +5, Escape Artist +8, Perform +7, Spellcraft +5; Improved Initiative.

Spells Known (3/1; base DC = 12 + spell level): o – daze, detect magic, flare, mage hand, resistance; 1st – cause fear, summon monster I.

Possessions: goblin war drums of despair (see Treasure Summary for details), short sword, shortbow, 20 arrows, cold weather outfit

➤ **Goblins (8):** hp 4 each; see *Monster Manual* page 107.

APL 4 (EL 7)

➤ **Targh Bloodtooth:** Male goblin Bbn4; CR 4; Small humanoid; HD 4d12+12; hp 42; Init +2 (Dex); Spd 40 ft.; AC 17 (touch 13, flat-footed 15) Atks +8 melee (1d8+2/x3, masterwork battleaxe) or +7 ranged (1d6/x3, shortbow); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +3, Will +0; Str 14, Dex 15, Con 16, Int 11, Wis 9, Cha 12

Skills and Feats: Climb +9, Jump +9, Swim +5, Wilderness Lore +6, Speak Common, Read/Write; Power Attack, Cleave

Possessions: chain shirt, masterwork battleaxe, shortbow, 20 arrows, cold weather outfit, letter (see Player's Handout 1)

➤ **Grod the Wailer:** Male goblin Brd4; CR 4; Small humanoid; HD 4d6; hp 18; Init +7 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 14, flat-footed 11); Atks +6 melee (1d6/19-20, short sword) or +6 ranged (1d6/x3, shortbow) SQ Darkvision 60 ft., bardic music, bardic knowledge; AL NE; SV Fort +1, Ref +7, Will +6; Str 10, Dex 16, Con 11, Int 11, Wis 14, Cha 14

Skills and Feats: Concentration +7, Escape Artist +10, Perform +9, Spellcraft +7; Improved Initiative, Weapon Finesse (short sword).

Spells Known (3/3/1; base DC = 12 + spell level): o – daze, detect magic, flare, mage hand, prestidigitation, resistance; 1st – cause fear, sleep, summon monster I; 2nd – bull's strength, sound burst.

Possessions: goblin war drums of despair (see Treasure Summary for details), short sword, shortbow, 20 arrows, cold weather outfit

➤ **Goblin Scouts (4):** Male goblin Bbn1; CR: 1; Small humanoid; HD 1d12+1; hp 13; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (touch 13, flat-footed 14); Atks +2 melee (1d8+1/x3, battleaxe) SA Rage; SQ Darkvision 60 ft., fast movement; AL NE; SV Fort +3, Ref +2, Will -1; Str 13, Dex 15, Con 12, Int 11, Wis 9, Cha 7

Skills and Feats: Climb +4, Jump +4, Listen +3, Wilderness Lore +4; Improved Initiative

Possessions: studded leather armor, battleaxe, cold weather outfit

APL 6 (EL 9)

➤ **Targh Bloodtooth:** Male goblin Bbn 6; CR 6; Small humanoid; HD 6d12+18; hp 62; Init +2 (Dex); Spd 40 ft.; AC 17 (touch 13, flat-footed 15) Atks +10/+5 melee (1d8+2/x3, masterwork battleaxe) or +9/+4 ranged (1d6/x3, shortbow); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +6, Ref +4, Will +1.

Str 14, Dex 15, Con 16, Int 11, Wis 9, Cha 12

Skills and Feats: Climb +11, Jump +11, Swim +6, Wilderness Lore +8, Speak Common, Read/Write; Power Attack, Cleave, Combat Reflexes

Possessions: chain shirt, masterwork battleaxe, shortbow, 20 arrows, cold weather outfit, letter (see Player's Handout 1)

➤ **Grod the Wailer:** Male goblin Brd6; CR 6; Small humanoid; HD 6d6; hp 28; Init +7 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (touch 14, flat-footed 11); Atks +7 melee (1d6/19-20, short sword) or +7 ranged (1d6/x3, shortbow) SQ Darkvision 60 ft., bardic music, bardic knowledge; AL NE; SV Fort +2, Ref +8, Will +7; Str 10, Dex 16, Con 11, Int 11, Wis 14, Cha 14

Skills and Feats: Concentration +9, Escape Artist +12, Perform +11, Spellcraft +9; Combat Casting, Improved Initiative, Weapon Finesse (short sword).

Spells Known (3/4/3; base DC = 12 + spell level): 0 – daze, detect magic, flare, mage hand, prestidigitation, resistance; 1st – cause fear, expeditious retreat, sleep, summon monster I; 2nd – bull's strength, hold person, sound burst.

Possessions: goblin war drums of despair (see Treasure Summary for details), short sword, shortbow, 20 arrows, cold weather outfit

➤ **Goblin Scouts (9):** Male goblin Bbn1; CR: 1; Small humanoid; HD 1d12+1; hp 13; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft.; AC 16 (touch 13, flat-footed 14); Atks +2 melee (1d8+1/x3, battleaxe) SA Rage; SQ Darkvision 60 ft., fast movement; AL NE; SV Fort +3, Ref +2, Will –1; Str 13, Dex 15, Con 12, Int 11, Wis 9, Cha 7

Skills and Feats: Climb +4, Jump +4, Listen +3, Wilderness Lore +4; Improved Initiative

Possessions: studded leather armor, battleaxe, cold weather outfit

Once the battle is successfully concluded, the citizens of Copper Gorge offer the characters a set of gems with a value totaling 100 gp as a reward for their actions. The casualties are heavy, with close to a third of the men of Copper Gorge dead, and another third wounded, but enough are left that the town survives.

If any goblins are captured and interrogated, they are initially uncooperative, but talk if pressed enough

(however, that most only speak goblin). The rank-and-file goblins know only that their tribe was kicked out of Copper Gorge two years ago, and that Targh, their chief, has often spoken of reclaiming it. Over the last few months, they have been visited several times by a figure that they guess to be human, wearing heavy white and blue robes. Several days ago, the figure came again, and shortly after, Targh ordered them to begin making ready for war.

If Targh or Grod are interrogated, they are harder to get information out of than the others, but do not have very much more knowledge. They have never seen the face of the figure either, and could not tell much from its voice because they are accustomed to harsh goblin voices. It approached them and said that it was a representative of a powerful person who wanted to make a deal with the goblins. The deal that was eventually made was for the unknown to prevent reinforcements from the rest of the Pale, and in return, the goblins would give up half of the spoils after looting the town, and would help once in battle when called upon in the future.

CONCLUSION

With the supplies delivered, and the goblin threat ended, at least for now, you have nothing to do but wait for the caravan to arrive. Five more days pass, and everyone is beginning to get nervous, but eventually, the first wagons crest the hill.

Laid in state upon one of the wagons are three of the guards, reminders that you were not the only ones to suffer from the depredations of the goblins.

Although the losses have been heavy, Copper Gorge will survive, thanks to your help both in bringing supplies and defeating the goblins. However, several unanswered questions nag at the back of your mind. Why is the weather behaving strangely? Why did the goblins decide to attack now? And most importantly, who is Z?

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 1: Man Vs. Nature

Surviving the elements 75 xp

Encounter 2: You're Not Welcome Here

Defeating the goblins 150 xp

Encounter 3: "A Witch Burn Her!"

Diffuse the situation without violence 25 xp

Encounter 3: Grand Finale

Defeat the Goblins 150 xp

Total experience for objectives 400 xp

Discretionary role-playing award 0-50 xp

Total possible experience 450 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 character 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 character 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.

Note: Even though this is technically a 591 CY adventure. Treasure is still to be split up as per the new 592 CY system.

TREASURE KEY:

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

Encounter 2: You're Not Welcome Here

Find the dead halfling. Defeat the goblins.

APL 2: L: 15 gp; C: 0 gp; M: Mysterious ring (Value 8 gp per character)

APL 4: L: 30 gp; C: 0 gp; M: Mysterious ring (Value 8 gp per character)

APL 6: L: 42 gp; C: 0 gp; M: Mysterious ring (Value 8 gp per character)

Encounter 4: Grand Finale

Defeat the goblins

APL 2: L: 144 gp; C: 20 gp; M: Goblin War Drums of Despair (Value: 30 gp per character)

APL 4: L: 66 gp; C: 20 gp; M: Goblin War Drums of Despair (Value: 30 gp per character)

APL 6: L: 148 gp; C: 20 gp; M: Goblin War Drums of Despair (Value: 30 gp per character)

Total Possible Treasure

APL 2: 217 gp

APL 4: 154 gp

APL 6: 248 gp

Encounter Two

- Mysterious Ring: This plain gold ring radiates magic (illusion school), but has no apparent effect when worn. In addition, divinations performed on it do not produce any information.

Value: 40 gp; Rarity: Unusual, Weight: 0

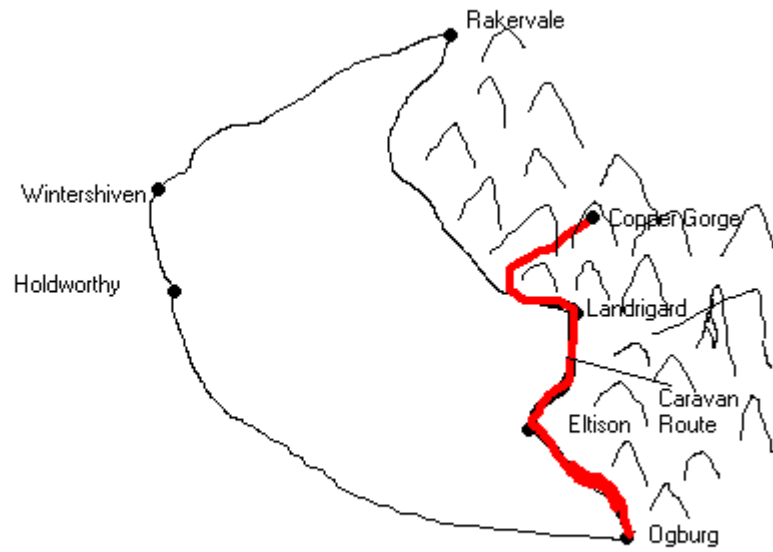
Encounter Four

- Goblin War Drums of Despair: This set of drums is mounted on a belt (and uses the belt slot for magic items), and is made of the skulls of several different types of creatures, with some sort of skin stretched over them. When beaten, the sound produced is both very ominous, and much louder than you would expect from drums of its size. When used by a character with the Bardic Music special ability and the Perform (drums) skill, they can be used to their full potential. By rhythmically beating the drum (this requires one free hand), the character may use one of his Bardic Music slots for the day to demoralize enemies. A foe of the bard who hears the drums for at least three rounds must make a Will save (DC 11 + bard's Cha modifier) or be affected by the Doom spell (-2 morale penalty to attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws). This effect ends when the bard stops playing.

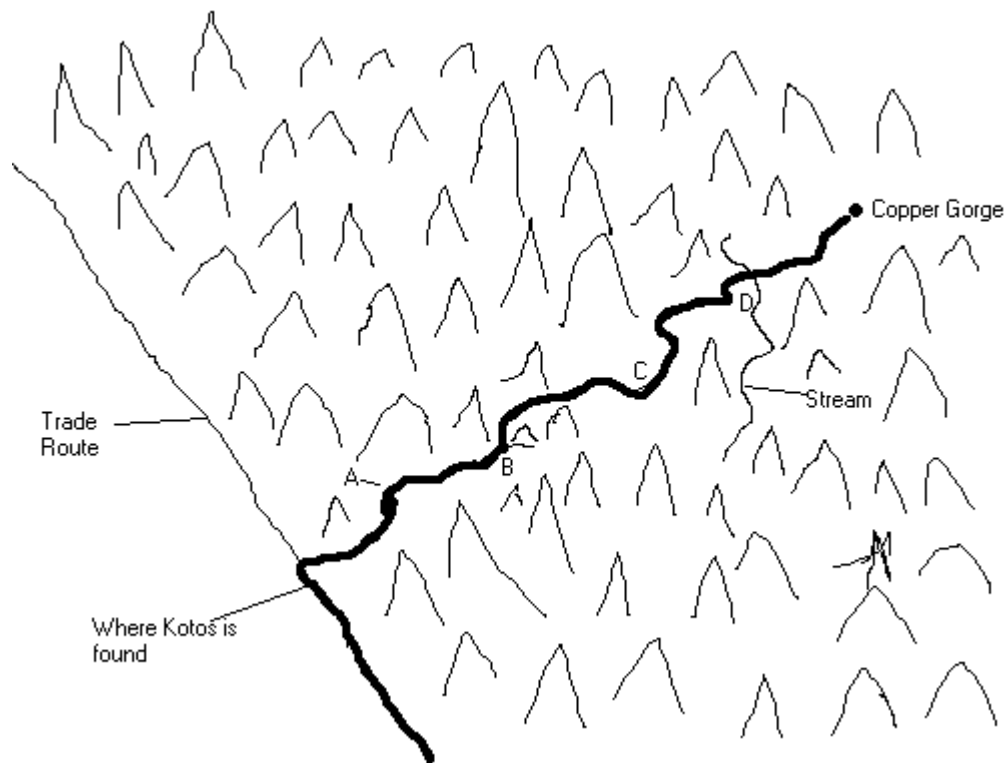
Value: 300 gp; Rarity: Unusual; Weight 5

APPENDIX OR DM AID

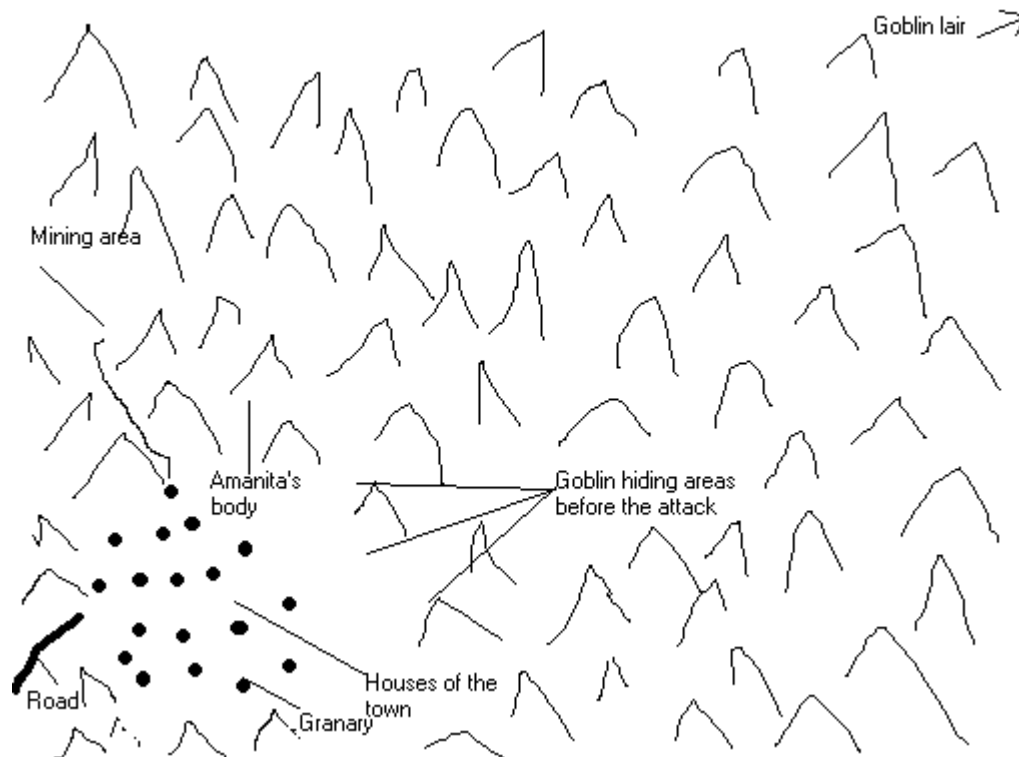
Map 1: Caravan Route to Copper Gorge



MAP 2: ROUTE THROUGH MOUNTAINS TO COPPER GORGE



MAP 3: AREA OF COPPER GORGE



PLAYER HANDOUT 1

Targh,

Your offer is acceptable. The passes will be sealed. Be sure you hold up your end of the bargain, or you will not like the repercussions.

Z

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.