

SHL1-11

THE INVISIBLE HAND

A One-Round D&D LIVING GREYHAWK®
Shield Lands Regional Adventure
Version 1

by Brandon Kaya

The time has come to free Gensal from the grip of Iuz. The Pathfinders must strike before the keep is strong once again.
An adventure for characters level 1-8.

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, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

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	17 sp	-2
Poor	5 gp	-1
Common	15 gp	0
High	300 gp	+1
Luxury	600 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

Gensal has always been a well-fortified area in the occupied lands. As one of the closest settlements to Critwall, it is one of Iuz's first lines of defense against the forces of good.

However, a majority of the troops were sent on an unknown mission a couple of months ago. Vayne left the keep basically empty, apparently assuming that the Shield Landers would continue to assume that it was strongly defended.

That would have probably been the case if Waqounis hadn't interfered. His agents informed him of the troop movements and to his pleasure, it fit neatly with his current scheme to discredit Vayne. Waqounis made sure that some captured Pathfinders were made aware of this situation ("The Bleak Shores of Axeport") and allowed them to 'escape'. Waqounis was assuming that a major fortress left undefended would serve as a suitable distraction for the forces of Critwall while he worked on his own plan.

What he didn't know was that the troops returned before the Shield Landers had a chance to act on this information. Instead another group of Pathfinders discovered that there was a strong force outside of the keep ("The Fallen"). The Pathfinders were not able to get close enough to find out that the keep was no longer really manned against an attack. This further delayed any action against Gensal until after the retaking of Torkeep ("Lord Torkeep's Request").

Shortly after the troops returned to Gensal, some unexpected visitors arrived. They were a pair of Iuzian clerics that had recently left another settlement under the control of Iuz. This settlement had encountered some difficulties and these two had fled the trouble.

Because they were priests of Iuz, no one questioned their arrival. To the priests currently stationed at Gensal, they were simply additional competition. To the troops, they were simply more bosses to worry about.

A few days after the priests' arrival, a horrible disease struck the keep. It started with the new arrivals and spread to everyone in the keep in less than an hour. Nothing survived its touch and the keep was a morgue by nightfall.

The troops outside of the keep never even noticed. To them it appeared as though their bosses were too busy to notice them, which was exactly how they liked it. They stay in the village eating, drinking and brawling.

The only interruption to the routine has been the arrival and eventual departure of the Free Reavers. The Free Reavers have been searching several of the settlements in the occupied lands looking for something. Their work has been slowed because the priests of Iuz don't like either Shairn Vel Valunar or Ehldern Bloodspitter, the leaders of the Free Reavers.

When the Free Reavers most recently arrived at Gensal, they discovered the fate of the keep. Rather than raise an alarm about it, they used the deaths as an

opportunity to continue their search uninterrupted. Shairn used the powers of her sword to create illusions to discourage anyone from entering the keep. Ehldern created a large number of undead using Shairn's illusions to make them appear as mundane troops. Other spellcasters in the Reavers aided these two in their efforts.

The Free Reavers were still in the keep when the Pathfinders initially arrived ("The Fallen"), but they made no effort to help the troops outside of the keep. A few weeks after the Pathfinders left, Shairn led the Free Reavers west into the Horned Lands.

Things have stayed pretty much the same since their departure. Those outside ignore those inside. The occasional undead leaves the keep and consumes one of the troops outside of the keep, but no one really notices.

The adventure begins when all available Pathfinders are gathered for a mission. Lady Katarina, encouraged by the victories at Torkeep, announces that they are going to retake Gensal from Iuz. The Pathfinders are split into two different groups, a screening group that protects the second group and fights the troops outside of Gensal Keep. The second group is responsible for securing the keep itself. The characters are all assigned to the second group.

After a safe and uneventful journey, the characters must enter the keep somehow. There are several options each with challenges. Then they must explore the keep and secure it. There are numerous foes that they must deal with inside the keep and two primary areas.

Under the keep is the dungeon area. This is where the Free Reavers have spent their time digging. There the characters can find some notes written by a slave and a strange fight that seems frozen in time.

On the top floor of the keep are the two priests that caused the decimation of the keep. They have been raised as liches and believe that they must make a certain number of sacrifices to Iuz before they are set free.

GENERAL SHIELD LANDS INFORMATION

Because of the desperate conditions in the Shield Lands, all that enter the lands must contribute to the welfare of the Shield Lands in some way.

Those with the rather specialized abilities of the player characters are placed in what is basically a reserve unit of the Shield Lands army called the Pathfinders. The Pathfinders are used when the regular army is not equipped to deal with the problem or whenever the army needs help. Even foreigners are drafted into the Pathfinders.

Half-orcs are disliked immensely in the Shield Lands. Many businesses won't serve them and many people won't talk to them.

INTRODUCTION

For weeks there have been rumors of another push to free another settlement in the occupied lands. The recovery of Torkeep has given rumormongers plenty of reason to think Lady

Katarina will continue her push into enemy territory. It appears the rumors are correct.

You have been summoned early this morning to the keep in Critwall along with what appears to be every Pathfinder in the Shield Lands. The great hall is overflowing with well-armed individuals. Scattered here and there are Knights of the Holy Shielding and members of the Order of the Northern Guard. Members of those two orders rarely cross paths, but today they stand shoulder to shoulder as comrades.

The banners of the noble families of the Shield Lands ripple slightly in the drafts caused by the roaring fires in the fireplaces. On the far end of the hall is the raised platform where the Earl Lyndon Bohdon and his noble guests usually eat. The hall appears to have finally reached the bursting point, when Lady Katarina steps onto the platform. She is wearing gleaming full plate with an axe at her side. Most of the crowd attempts to kneel at her appearance, but it isn't really possible with the number of people in the hall.

"May the Archpaladin bless you Pathfinders. You have been gathered for a very important mission. So important that I am sending all available Pathfinders to accomplish this mission."

"As you may have heard, the ancestral seat of the Gensal family has been left undermanned. This is an opportunity that we cannot ignore. With the recent recapture of Torkeep, the retaking of Gensal is crucial to prevent the encirclement of Torkeep by the forces of Iuz."

"You Pathfinders are going to be split into two groups. The first group shall be the vanguard and is responsible for deflecting attacks from the second group. The vanguard must attack those troops that are still outside of the keep. They must not be allowed to interfere with the second group."

"The second group is responsible for the taking of the keep. Their responsibility is to defeat anyone inside the keep. The gate must be kept locked so that Iuz's troops outside cannot reach the safety of the keep. Only when you have secured the keep should the gates be unlocked."

"You will each be assigned to a group."

"May the Axe grow great!"

With that, Lady Katarina leaves the hall.

The hall immediately erupts with everyone speaking at once. Sergeant Duc approaches the PCs, either individually or as a group, and tells them that they are going to be part of the group that is to secure the keep. He groups them together and tells them that this is their team. He hands one member a map of the keep as it was before the occupation. They are going to be leaving very soon and have no time to go and retrieve or buy anything.

The PCs soon find themselves marching out of Critwall with their breath frosting in the cold morning air.

ENCOUNTER 1: REACHING GENSAL

The group charged with keeping you safe has done its job well. You have not been attacked once on the journey to Gensal, although you have heard that the group in the lead is suffering

casualties. Shortly after your quick lunch, you arrived at a hill overlooking your goal: Gensal.

The keep is surrounded by the ruined village that it used to protect. The remnants of a few towers are all that remain of the village's wall.

The vanguard continues and immediately comes into conflict with the troops outside of the keep. You see orcs, ogres and giants swarming the ruins.

The signal is given; your part of the mission has begun.

The goal of the PCs at this point is to get inside of the keep. They start 150 feet outside the remains of the village surrounding the keep. This area is barren flat ground. The village itself is a ring 150 feet around the keep. The first obstacle to this is the fighting going on between the Pathfinders and the forces of Iuz. The initial 150 feet does not pose a problem because the vanguard has forced itself straight into the ruined village. After that point, the characters can encounter enemy forces.

Ask the players to describe what their characters are doing, if it seems like they are taking reasonable precautions to avoid conflict with the outside forces, allow them to get past the fighting. If they are not cautious, then they are attacked by some of the troops outside.

There is fighting going on all around the party. The constant ebb and flow of the battle brings both friend and foe near them. As mentioned above, they aren't bothered by these battles unless they are incautious or choose to involve themselves in the battle. You may have to remind them that their mission is to secure the keep.

GETTING INSIDE

Getting inside the keep is the first step to securing it. Several of the most likely methods are listed below but it is likely that other methods will be attempted. Use the examples as a guide for the difficulty in getting into the keep.

If a character studies the keep looking for movement, they see what looks like someone pointing a bow out of the arrow slits if they beat DC25. They automatically notice figures moving furtively between the battlements if they watch for a minute or more. These are both illusions so they don't actually do anything if successfully shot.

There are other groups trying to get inside at the same time. Their efforts should be mentioned occasionally to the PCs, especially when they succeed in one of the examples. They eventually try all of the options listed below, but the characters have first shot at the second and third option.

Keep the action moving, describing the actions of the Pathfinders that are all around the PCs. However, the PCs are the first group to actually reach inside the main keep unless they spend a great deal of time before going over.

The NPC Pathfinders do not go onto the 3rd floor and only give the dungeon a cursory examination. Basically the PCs have the chance to discover information in the

keep unless they give up or spend a great deal of time doing other things.

Over the Wall

The most obvious way of getting into the keep is over the wall. The walls consist of large stone blocks fitted tightly together to a height of 20 feet. Climbing the wall without a rope is DC 25. If the characters throw a rope up to climb (AC 12 to hook the rope on the crenellations), they can make it up the wall with a climb roll DC 5 or DC 0 (knotted rope). Remember the check penalty for wearing heavy armor or encumbrance.

Once on the battlements, the characters may be attacked by the undead on the wall depending on their tier. See Encounter 2: Inside the Keep for more information.

Through the Main Gate

The main gate is a large, wooden double door reinforced with iron bands. They have been barred from the inside and are several inches thick. In the center of the left door is a sally port. The sally port is rather haphazardly barred and much easier to open than the double doors.

❖ **Iron Banded Wooden Double Doors:** 4 in. thick; hardness 5; hp 40; AC 5; Break DC 26.

❖ **Sally Port Door:** 4 in. thick; hardness 5; hp 40; AC 5; Break DC 13.

Through the Creek Entrance

The keep has a small creek the wells up from a spring with in the keep's courtyard. From there it flows out of the back of the keep's curtain wall. The exit for the creek is four feet in diameter with half of that being under water. It has vertical iron bars with both ends imbedded in stone, but lack of maintenance has left the bars rusty and weak. As a quick fix, a cleric of Iuz placed a *glyph of warding* on the bars that triggers if anyone touches them. See the traps section for details on the glyph.

❖ **Creek Entrance Rusty Bars:** 1 in. thick; hardness 8; hp 20; AC 6; Break DC 23.

Trap: The *glyph of warding* is triggered when someone touches the bars that guard the creek's exit from the keep.

APL 2 (EL 4)

⚡ **Sonic Glyph:** CR 4; 2d8 sonic damage to all within 5 feet of the bars; Reflex save for half damage (DC 14); Search (DC 28); Disable Device (DC 28).

APL 4 (EL 5)

⚡ **Sonic Glyph:** CR 4; 3d8 sonic damage to all within 5 feet of the bars; Reflex save for half damage (DC 14); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 6)

⚡ **Sonic Glyph:** CR 4; 4d8 sonic damage to all within 5 feet of the bars; Reflex save for half damage (DC 15); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 7)

⚡ **Sonic Glyph:** CR 4; 5d8 sonic damage to all within 5 feet of the bars; Reflex save for half damage (DC 15); Search (DC 28); Disable Device (DC 28).

AUGMENTED APL (EL 7)

⚡ **Sonic Glyph:** CR 4; 5d8 sonic damage to all within 5 feet of the bars; Reflex save for half damage (DC 17); Search (DC 28); Disable Device (DC 28).

Creatures: These are the creatures that attack the PCs if they are noticed by the forces outside. They all wear the symbol or Iuz somewhere on their armor.

APL 2 (EL 4)

🐉 **Orcs** (6): hp 8, 7, 7, 6, 6, 3; see *Monster Manual* page 146.

APL 4 (EL 6)

🐉 **Orcs** (8): hp 8, 7, 7, 6, 5, 4, 4, 2; see *Monster Manual* page 146.

🐉 **Ogres** (2): hp 28, 23; see *Monster Manual* page 144.

APL 6 (EL 8)

🐉 **Orcs** (4): hp 5, 4, 4, 3; see *Monster Manual* page 146.

🐉 **Ogres** (2): hp 28, 25; see *Monster Manual* page 144.

🐉 **Hill Giant** (1): hp 103; see *Monster Manual* page 98.

APL 8 (EL 10)

🐉 **Orcs** (4): hp 5, 4, 4, 3; see *Monster Manual* page 146.

🐉 **Ogres** (8): hp 34, 32, 31, 26, 25, 23, 21, 19; see *Monster Manual* page 144.

🐉 **Hill Giant** (1): hp 109; see *Monster Manual* page 98.

AUGMENTED APL (EL 12)

🐉 **Orcs** (4): hp 8, 8, 7, 6; see *Monster Manual* page 146.

🐉 **Ogres** (8): hp 31, 29, 28, 27, 25, 24, 23, 19; see *Monster Manual* page 144.

🐉 **Hill Giant** (4): hp 105, 103, 102, 101; see *Monster Manual* page 98.

Tactics: Although the troops outside haven't had much to do since the last time Pathfinders came investigating they are reasonably well trained. They take advantage of the ruins for cover and gang up on a weak member of the

party. If they lose more than half of the group, before reinforcements appear, they flee into the wilderness.

If the party takes more than ten rounds to defeat their attackers or if they still don't attempt to use some amount of caution they are attacked again by another group.

ENCOUNTER 2: INSIDE THE CURTAIN WALL

The curtain wall is 20 feet high with four circular towers on the corners each 30 feet high. There are two square towers flanking the gate that are also 30 feet high. Inside the curtain wall are four buildings. A stable, animal pen and smithy lay against the back wall. The main keep stands in the middle of the area.

Once past the curtain wall, there are several groups of humanoids that may be encountered. They fall into three groups; illusions, undead disguised by illusions and hidden undead. Party tier determines the proportion of each that they meet.

Remember that the party is not the only group that is going to be wandering inside the keep. Descriptions of groups fighting and exploring should be interspersed into descriptions as the area is explored. However, the player characters should be the ones making the major discoveries unless they take too long to reach them.

The hidden undead are primarily there to slow down the NPC Pathfinders. They are not here to fight the PCs unless they start detecting the pattern of the hidden undead not attacking them. In this case, throw in a couple of undead to keep them on their toes.

CI THE COURTYARD

Beyond the curtain wall is a barren area of packed dirt. There are various footprints and other markings imprinted into the dirt from the last time it rained. The south and southwest area appears to be almost completely filled with a large mound of dirt and stone. The pile rises more than 15 feet in the air and looks very unstable. There are several groups of humanoids moving and talking in the area.

If the ground is checked carefully, old bloodstains are scattered around the courtyard. It is impossible to determine the age of the stains other than they have been here long enough to dry and fade a little bit.

One the east side of the courtyard is a spring that has a small creek leaving it and winding its way out through the eastern curtain wall.

The mound of dirt and stone is quite unstable. Anyone attempting to climb it needs to make a climb roll DC 20 to move half of their speed as a full round action. Just standing on the mound requires a climb roll DC 15 to prevent the shifting mound from collapsing. Anyone who does cause a collapse takes an additional 1d6 points of damage from the rocks and debris that come down as well. If someone does make it to the top of the mound, they can see the two large holes in the side of the keep.

There are several groups of 'humanoids' that the characters have to deal with. If there are NPC groups that have made it first have them fighting or dealing with additional groups.

There are numerous zombies hidden in the great mound of dirt and in hidden pits underneath the ground. The zombies rise up and start attacking when the first one is able to reach out and attack a Pathfinder. Remember that these zombies are here primarily to slow down the NPC Pathfinders. There are as many zombies as needed to keep it interesting.

APL 2 (EL 0 or 4)

- 1 ghoul, 1 large skeleton, 3 medium skeletons that look like 4 orcs and an ogre. They are not speaking.
- Illusion of 4 hobgoblins talking to each other. The conversation is in goblin and repeats every minute.
- Illusion of a human dressed in a breastplate speaking with 4 orcs. The conversation is in orcish and repeats every minute.

APL 4 (EL 0 or 5)

- 3 ghouls, 2 large skeletons that look like 3 orcs and 2 ogres. They are not speaking.
- Illusion of 4 hobgoblins talking to each other. The conversation is in goblin and repeats every minute.
- Illusion of a human dressed in a breastplate speaking with 4 orcs. The conversation is in orcish and repeats every minute.

APL 6 (EL 5 or 8)

- 5 ghosts that look like 5 orcs. They are not speaking.
- 4 ghouls (3 HD) that look like 4 hobgoblins talking to each other. They are not speaking.
- 3 ghouls (3 HD), 2 large skeletons that look like 3 orcs and 2 ogres. They are not speaking.

APL 8 (EL 7 or 8)

- 5 armored ghosts (6 HD) that look like 5 orcs. They are not speaking.
- 4 ghosts (5 HD) that look like 4 hobgoblins talking to each other. They are not speaking.
- 4 ghosts (5 HD), 1 large skeletons that look like 4 orcs and 1 ogres. They are not speaking.

Augmented APL (EL 7 or 8)

- 5 armored ghosts (6 HD) that look like 5 orcs. They are not speaking.
- 4 armored ghosts (6 HD) that look like 4 hobgoblins talking to each other. They are not speaking.
- 5 armored ghosts (6 HD) that look like 5 orcs. They are not speaking.

C2 TOWER ENTRANCES

There is the low grumbling of a large creature speaking in orcish. Other voices answer in the same language.

Inside the room you see a very large humanoid creature dressed in leather armor with a huge greatsword by its side sitting at a table with six orcs wearing scalemail and greataxes.

All of the creatures in the bottom of the towers are illusions. Shairn was bored with the whole procedure of setting up the illusions by this time and didn't spend a great deal of time on these. The hands the creatures get are always the same and the hill giant always wins.

C3 THE STABLES

The stables smell as if they haven't been cleaned for a while. There is an underlying smell of decay under the stronger smells. Eight horses have left their stalls and are approaching the doors.

The horses are of course undead. They attack when the stable doors are open.

If a Spot check DC 12 is made, the character making the roll notices many dead insects scattered around the pen.

APL 2 (EL 4)

3 large skeletons and 5 illusions all approach the stable doors.

APL 4 (EL 5)

4 large skeletons and 4 illusions all approach the stable doors.

APL 6 (EL 7)

8 large skeletons approach the stable doors.

APL 8 (EL 7)

8 large skeletons in studded leather barding. The armor is hidden under the illusion.

Augmented APL (EL 7 or 8)

8 large skeletons in chainmail barding. The armor is hidden under the illusion.

C4 THE ANIMAL PENS

A smell of rotting meat pours out of the doors when they are opened. There appear to be the remains of perhaps two-dozen rotting pig corpses inside this building. The corpses are covered in pustules that once oozed some blackish substance.

Shairn thought that animating a bunch of pigs was a little stupid so she just left them to rot.

If a Spot check DC 12 is made, the character making the roll notices many dead insects scattered around the pen.

The animal pens are entered on round 28 by NPCs.

C5 THE SMITH

This was obviously once the smithy of the keep. It has a great forge and bellows in the center of the room with the wall lined by rusted tools and workplaces.

A middle-aged man stands before an anvil and appears to be hammering on a piece of metal. He wears simple clothing and a leather apron. His back is towards you but you can see him hammering on an anvil. He is transparent!

The creature is the ghost of the keep's smith, Glaine. He was killed by the forces of Iuz and his most treasured possession, a hammer, was stolen from his body. He came back as a ghost and started working on the forge once again. He attacks anyone wearing the symbol of Iuz or any goblins, hobgoblins, orcs, ogres or hill giants that enter the smithy. He considers half-orcs to be orcs. When he attacks he screams about the defiling, stealing creatures of the Old One and how he will destroy all of them.

Those who do not qualify for instant attacking are able to speak with Glaine. He only speaks of his missing hammer and the treachery of the forces of Iuz. If anyone attacks him he fights back until the attacker is dead, he is temporarily dead or the attacker leaves the smithy.

If the hammer is returned and placed in the forge, the forge ignites and consumes the hammer. Glaine smiles at those returning the hammer, points to a spot on the floor and vanishes.

Under a hidden flagstone where he pointed 55 gp, a mighty composite shortbow (+2) and a masterwork large steel shield are hidden. Finding this hidden stash requires a Search DC 25 to find. If it is disturbed before the hammer is returned, Glaine attacks.

C6 UPPER TOWER LEVEL

The dusty tower contains several creatures that move towards the open door.

Shairn worked quickly because she was bored and stocked the towers with the same creatures.

NPCs reach the upper tower level starting on round 12. They reach the southern towers first and work their way north.

APL 2 (EL 3)

4 medium skeletons that look like orcs.

APL 4 (EL 5)

4 medium skeletons and 2 large skeletons that look like orcs and ogres.

APL 6 (EL 7)

4 ghosts that look like orcs.

APL (EL 9)

8 ghosts (5 HD) that look like orcs.

AUGMENTED TIER (EL 9)

8 armored ghosts that look like orcs.

C7 THE TOP OF THE WALL

The top of the wall has battlements that give cover from attacks outside of the keep. There are both illusions and

undead walking back and forth like they are patrolling the tops of the wall.

There are two sets of illusions and one undead on the short walls, four and two on the medium walls and six and three on the long wall. Unless the PCs try to clear the entire wall, they only encounter one of the undead sets.

There are zombies lying on the wall, out of site from the outside, waiting to attack anyone who comes near them. Once again these zombies are primarily to slow down the NPC Pathfinders.

APL 2 (EL 3)

Each set of illusions look like four orcs.

Each set of undead consists of 4 medium skeletons that look like orcs.

APL 4 (EL 5)

Each set of illusions look like 4 orcs and 2 ogres.

Each set of undead consists of 4 medium skeletons and 2 large skeletons that look like orcs and ogres.

APL 6 (EL 7)

Each set of illusions look like 4 orcs.

Each set of undead consists of 4 ghastrs that look like orcs.

APL 8 (EL 9)

Each set of illusions look like 8 orcs.

Each set of undead consists of 8 ghastrs (5 HD) that look like orcs.

AUGMENTED APL (EL 9)

Each set of illusions look like 8 orcs.

Each set of undead consists of 8 armored ghastrs that look like orcs.

C8 TOWER TOPS

The tops of the towers contain only illusions of 10 orcs watching the area outside of the keep.

Creatures: The undead are all cloaked by a *disguise undead* spell. This spell does not end when they attack so it looks like the PCs are being attacked by the appropriate creatures. The only undead not cloaked by the spell are the zombies which are hidden by more mundane means.

The intelligent undead attack when they think it would benefit them the most or when they think they have been discovered.

The unintelligent undead attack when the characters get within 10 feet of them. The skeletal horses are an exception in that they attack when the stable doors are open.

☛ **Ghastrs** (varies): hp 26 each; see *Monster Manual* page 97.

☛ **Ghastrs, armored** (varies): HD 6d12; hp 40 each; Spd 20; AC 21 (+5 breastplate); +1 to Fortitude, Reflex and Will saves; +2 to Listen skill; +2 to Spot skill; see *Monster Manual* page 97.

Equipment: Rusty breastplate not in good shape and worth nothing.

☛ **Glaine, Ghost** (1): CR 8; Medium-size undead (incorporeal); HD 7d12; hp 45; Init +0; Spd 30 ft., fly 30 ft. (perfect); AC 10 (touch 10, flat-footed 10); Atk +5 melee (1d4, corrupting touch); SA corrupting touch, corrupting gaze, manifestation, telekinesis; SQ incorporeal, rejuvenation, +4 turn resistance, undead; AL LG; SV Fort +2, Ref +2, Will +5; Str 16, Dex 10, Con –, Int 10, Wis 11, Cha 14. Height 5 ft. 8 in.

Skills and Feats: Appraise +10, Craft (blacksmithing) +12, Craft (armorsmithing) +12, Craft (weaponsmithing) +12, Handle Animal +9, Hide +8, Knowledge (Gensal) +7, Listen +8, Search +8, Spot +8, Use Rope +6; Endurance, Skill Focus (Craft (blacksmithing)), Skill Focus (Craft (armorsmithing)), Skill Focus (Craft (weaponsmithing))

Corrupting Touch (Su): Glaine does 1d4 points of damage with its incorporeal attack. Against ethereal opponents, he adds +3 to attack and damage.

Corrupting Gaze (Su): Glaine can blast living beings with a glance up to 30 feet. Creatures that meet Glaine's gaze must succeed at a Fortitude save DC 15 or suffer 2d10 points of damage and 1d4 points of permanent Constitution drain.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Manifestation (Su): As an ethereal creature, Glaine cannot affect or be affected by anything in the material world. When he manifests he remains incorporeal.

Rejuvenation (Su): Glaine returns in 2d4 days if he successfully makes a level check DC 16.

Telekinesis (Su): Glaine can use *telekinesis* once per round as a free action as cast by a 12th-level sorcerer.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

☛ **Ghastrs 5HD** (varies): HD 5d12; hp 33 each; +2 to Spot skill; see *Monster Manual* page 97.

☛ **Ghouls** (varies): hp 13 each; see *Monster Manual* page 97.

☛ **Ghouls 3HD** (varies): HD 3d12; hp 20 each; +1 to Reflex Saves; +2 to Spot skill; see *Monster Manual* page 97.

☛ **Skeletons, Medium** (varies): hp 7 each; see *Monster Manual* page 165.

☛ **Skeletons, Large** (varies): hp 13 each; see *Monster Manual* page 165. The horse skeletons have a face/reach of 5 ft. by 10 ft./5 ft. Studded leather barding adds 3 to the skeletons' armor class. Chainmail barding adds 5 to

the skeletons' armor class and lowers their speed to 30 feet.

Equipment: Rusty studded leather or chainmail barding not in good shape and worth nothing.

🦋 **Medium Zombie:** hp 15; see *Monster Manual* page 191.

ENCOUNTER 3: FIRST FLOOR OF THE KEEP

The Free Reavers assumed that the illusions and undead outside of the keep would be enough to keep any intruders out. Shairn avoided putting any inside the actual keep because it would interfere with the Reaver's work.

Originally the Reavers were using the first floor as a depository for the rock and dirt that they brought up from the dungeon. This quickly filled most of the rooms and they were forced to knock out the walls nearest the digging and move the dirt outside.

Unless otherwise noted, the ceilings are nine feet above the floor with the ceilings actually being one foot of stone. The interior walls are four inches of stone with the outer walls being five feet of stone.

Additionally, there are faded bloodstains from the Greyhawk wars in every room. Most of the time they are pretty hard to see, but are found if a character spends time looking.

All of the doors are of the same make unless mentioned otherwise.

🪵 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

K1 THE ENTRY HALL

This room looks like it has been used as part of a stable. Stacks of hay line eastern wall with the exception of a wooden doorway on the south east side. There is a layer of dirty hay covering the entire floor of the room. The north and south walls each have a set of closed double doors in them. On the west side of the room a stone staircase rises to the next floor. To the north of the staircase is another door.

This is the entry hall for the keep. The Blood Reavers used it to store the feed for their horses, which they kept in K2. None of the doors are locked.

The door on the eastern wall is almost completely covered in dry crusty blood. It has flaked off in places, but mostly presents a solid covering of blood. It leads to room K3.

The western door leads to what used to be the servants' quarters, K4. However, the hallway beyond the door is full of tons of rock and dirt. It cannot be opened, but it can be destroyed. If it is destroyed, dirt and rock start pouring into the room. The dirt and rock form a pile that fills the five-foot area in front of the door.

The double doors lead outside and into room K2 respectively. They are of the same make as the doors in the curtain wall.

The stairway leads up to K21. It is open to the room.

🪵 **Iron Banded Wooden Double Doors:** 4 in. thick; hardness 5; hp 40; AC 5; Break DC 26.

K2 THE GREAT HALL

The smell of horses is strong in this room. Crude stalls made out of fragments of furniture line both sides of the walls.

The southern end ten feet of the room is raised a foot above the rest of the floor. Manure has been piled haphazardly on one side of the platform. A hole has been broken through the western most side of the south wall.

On the western wall, there is a closed wooden door. On the northern wall are large iron bound wooden doors.

The great hall of the keep was turned into the stables for the Free Reavers. They had slaves move the manure out of the stalls and onto what used to be the location of the lord's table in the great hall. When they filled up the hallway behind the door on the western wall, they broke a new hole through the south wall so that they didn't have to go outside to reach their mounts and the stairs up from the entrance to the dungeon.

The door on the western wall is blocked from behind by dirt and stone. See K1 for a description.

The double doors open to room K1. The hole in the wall leads to K5.

K3 THE TEMPLE

This room smells of blood and decay. The walls and floor are covered in dried blood. Various hooks have been driven into the walls and ceiling, also covered in the old blood.

In the southeast corner of the room has a pile of rotting corpses.

The northern end of the room has a defaced altar, behind which a bright drop of blood several feet high has been painted on the wall.

There are two doors leading into this room. They are both in the southwest corner of the room.

This is a temple to Erythnul. It has been a temple to several different gods over the years, but it currently acts as a temple to Erythnul.

Ehldern Bloodspitter used the temple as a torture chamber; defacing, torturing and finally sacrificing slaves that had grown too weak to work in the dungeon. If the bodies in the corner are examined, they are all emaciated with disfiguring wounds covering their bodies. It looks as though wounds over major arteries caused the death of each individual.

The altar was originally dedicated to Heironeous, then Iuz and finally Erythnul. Each time it served a new god, the carvings on it were defaced and changed to look like the symbols of the current god. What has actually happened is the altar looks like a complete mess. If a character makes a Search DC 15, they find the remains of

the symbols of Iuz. If they make a DC 20 they find the remains of symbols of both Iuz and Heironeous.

Anyone approaching within five feet of the altar without saying "Blood for the Many" triggers a *glyph of warding*. The effects vary as described in the traps section.

The symbol on the wall is one of the symbols for Erythnul.

One of the doors leads to room K2, the other is sealed shut by dirt and rock behind it. See K1 for a description.

K4 FILLED IN ROOMS

These parts of the keep have been completely filled in with dirt and rock. It would take days with the proper tools to make any headway into these areas. If the dirt and rock is removed, nothing is found except a few naked corpses and some destroyed furniture.

K5 THE KITCHEN

This area is open to the elements through two huge holes in the south and west walls of the keep. A great wooden ramp leads down from this room. There is dirt and stone everywhere and there are great piles right outside the holes in the wall.

There is another hole in the northern wall.

The northern and western ends of the room have parts that are piled to the roof with dirt and rock.

Three abused looking two-wheeled carts lay abandoned next to the ramp.

In the southwest corner, in between the two holes, lies a pile of dead rats.

This was where the Reavers brought the dirt and rock from their diggings out of the dungeon. At first they filled the areas labeled K4 with the debris, but they soon filled those areas up. After that they broke through the walls so that they could easily pile it up outside.

The carts are the method they used to move the debris from the dungeon. They were left here when the Reavers left. They are so worn that they really aren't worth anything except perhaps firewood.

The rats in the corner are all of the rats the Reavers were able to find in the keep. The rats are also the victims of Iuz's plague, in fact, there are no living rats anywhere in the keep. They are harmless rotting corpses now.

The ramp is quite solidly built and leads down to U1.

The dirt and rock are the ends of K4.

The hole in the northern wall leads to K2.

The holes in the walls lead outside to the great piles of dirt and rock in C1.

Trap: The glyphs were placed by Ehldern on the altar to deter non-believers from trying to desecrate it.

TIER 1 (EL 4)

🔥 **Fire Glyph:** CR 4; 2d8 fire damage to all within 5 feet of the altar; Reflex save for half damage (DC 16); Search (DC 28); Disable Device (DC 28).

TIER 2 (EL 5)

🔥 **Fire Glyph:** CR 4; 3d8 fire damage to all within 5 feet of the altar; Reflex save for half damage (DC 16); Search (DC 28); Disable Device (DC 28).

TIER 3 (EL 6)

🔥 **Fire Glyph:** CR 4; 4d8 fire damage to all within 5 feet of the altar; Reflex save for half damage (DC 16); Search (DC 28); Disable Device (DC 28).

TIER 4 AND AUGMENTED TIER (EL 7)

🔥 **Greater Harm Glyph:** CR 7; *harm* spell on the first person to approach within 5 feet of the altar; Search (DC 31); Disable Device (DC 31).

ENCOUNTER 4: SECOND FLOOR OF THE KEEP

The second floor of the keep was originally for important aids to lord, guest chambers and the library and study for the lord. During the occupation by the Free Reavers, they were converted into the main sleeping quarters. This is where the entire contingent slept.

Unless otherwise noted, the ceilings are nine feet above the floor with the ceilings actually being one foot of stone. The interior walls are four inches of stone with the outer walls being five feet of stone.

Additionally, there are faded bloodstains from the Greyhawk wars in every room. Most of the time they are pretty hard to see, but are found if a character spends time looking.

All of the doors are of the same make unless mentioned otherwise.

🔨 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

K21 ENTRYWAY

It appears this used to be some sort of kitchen. There are old pans and a cauldron placed as well as a large charred area surrounded by stones. Various bones and other refuse are thrown into the northwest corner of the room. Doors are in the north and east walls. A hallway leads south. A set of stairs leads down. Down the hallway to the south there is a staircase going up. It appears to have some sort of door at its top.

This is where the Free Reavers prepared their food since they destroyed the kitchen downstairs in order to break open the walls. Any leftovers were then brought down to the dungeon for the slaves to eat. There generally wasn't much in the way of leftovers however. The door on the north wall was open whenever the cooked allowing the smoke to escape.

If the refuse is searched, a simple smith's hammer is found. This is Glaine's hammer.

The stairway leading up has been deliberately blocked. Even a cursory examination of the 'door' at its top reveals it to be a slab of wood that has been jammed

to roof beams to prevent passage up or down. It would take several minutes of prying to remove all of the nails holding the slab in place. If the characters remove the slab the stairs lead to K31.

The hallway continues past the stairs up and has several doors on either side and ends in a doorway. The doors on the side all lead to different K22 rooms. The southern and northern doors lead out to K23.

There is nothing useful or valuable in this area.

K22 SLEEPING QUARTERS

This room is empty.

Each of these rooms used to be sleeping quarters for the Free Reavers. They are empty now that they have left. The two larger rooms were where Shairn and her lieutenants lived.

K23 OUTSIDE BATTLEMENT

This area has a battlements lining the outside allowing those standing behind them a clear view of the curtain wall and beyond. On the southern and northern ends of this area are doors leading into the keep.

There is nothing usual about this area. The battlements would give nine-tenths cover to anyone hiding behind them from those firing at them.

ENCOUNTER 5: THIRD FLOOR OF THE KEEP

This is the location of the two priests who doomed the keep. They have been brought back to life as undead and believe that if they sacrifice enough creatures to Iuz they will be freed from imprisonment on the top floor. The Free Reavers were unaware that these two could not leave their room when they boarded them up.

Unless otherwise noted, the ceilings are nine feet above the floor with the ceilings actually being one foot of stone. The interior walls are four inches of stone with the outer walls being five feet of stone.

Additionally, there are faded bloodstains from the Greyhawk wars in every room. Most of the time they are pretty hard to see, but are found if a characters spends time looking.

All of the doors are of the same make unless mentioned otherwise.

☛ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

K31 TOP OF THE STAIRS

The stairs lead up to an area that has a musty unused smell. North of the stairs an ornate doorway stands closed. A hallway heads south and appears to have several doors leading off of it. A spiral staircase leads up from a corner of the area. They end in a trap door in the ceiling.

This is the entry to the lord's level of the keep.

The ornate doorway opens into area K32, it is not locked, but an unnatural chill goes through anyone who touches the doorknob.

The hallway leads to the rooms K33 and K34.

The stairs lead down to area K21. The spiral staircase leads up to the roof of the keep. If the characters explore the roof, they find it flat with battlements all around and stone cisterns for collecting water.

K32 THE LORD'S BEDROOM

This room was once ornately furnished. Now the tapestries are in tatters and the once fine furniture ruined. A smell of decaying flesh wafts out of the room when the door is open.

At the foot of the bed, a wooden table sits, draped with a cloth with the grinning skull of Iuz learing towards the doorway.

This was once Lord Gensal's private quarters. These were taken by the priest who was assigned to rule Gensal for the Old One, but most recently they became the prison for the priests who fled from a disaster in another part of Iuz's lands. As punishment for their treachery, Iuz gave them the disease that wiped out the keep and then brought them back as undead. They think that he has promised them their freedom if they sacrifice enough people to him on their makeshift altar. Thus they try to disable foes instead of kill them.

Part of their punishment is that they cannot leave this room. If the characters try to fight them from outside of the room, they simply close the door or retreat out of sight.

Hidden in the southwest corner of the room is a zombie servant that the liches have created to fetch things out of the rooms they cannot reach.

See the creature section below for Griona, Firene and the zombie's stats.

K33 THE CHILDREN'S' BEDROOMS

The door to this room has the word scrawled onto it. What it was written in is brown and rather unidentifiable. The handwriting itself is exceedingly poor.

The northernmost door has Griona written on it, the other Firene. The door is unlocked. When the characters open the door:

The room stinks of rot. The room itself appears to once have been a bedroom. The bed is messy and unmade with a small child sized desk thrown haphazardly into the southwest corner of the room.

Several decaying bodies have been thrown rather indiscriminately into the room.

This is the description for both of the children's bedrooms. They were used as quarters for those who were favored by the priest in charge of the keep, but have since become the corpse counting rooms for Griona and Firene. The southernmost room is Firene's the other

Griona's. The two of them have the zombie move each body they sacrifice to the room of the one who captured the sacrifice. There are three orc corpses in Firene's room. There are two human and three orc corpses in Griona's room.

If the bodies are examined, the corpses have had their eyes poked out and if a Heal check DC10 is made, it is obvious that the brains have been sucked out of the eye sockets.

Guardians have been appointed by some unknown agency to watch over these two rooms. They attack anyone that attempts to enter the room other than the zombie servant. There are identical creatures in each room. They do not summon others.

The bodies in Griona's room have 5 flasks of alchemist's fire and 2 tanglefoot bags mixed amongst the corpses.

The bodies in Firene's room have 5 smokesticks and 5 thunderstones mixed amongst the corpses.

APL 2 (EL 4)

☛ **Dretch** (2): hp 9; see *Monster Manual* page 41.

APL 4 (EL 6)

☛ **Dretch** (4): hp 9; see *Monster Manual* page 41.

APL 6 (EL 8)

☛ **Dretch** (8): hp 9; see *Monster Manual* page 41.

APL 8 (EL 10)

☛ **Retriever**: hp 55; see *Monster Manual* page 41.

AUGMENTED TIER (EL 11)

☛ **Retriever**: hp 55; see *Monster Manual* page 41.

☛ **Dretch** (8): hp 9; see *Monster Manual* page 41.

K34 THE OUTSIDE BATTLEMENT

This area has a battlements lining the outside allowing those standing behind them a clear view of the curtain wall and beyond. The southernmost part of the western wall has a door leading into the keep.

There is nothing usual about this area. The battlements would give nine-tenths cover to anyone hiding behind them from those firing at them.

Creatures: The two liches Griona and Firene attempt to capture anyone they fight. They need to sacrifice the creature on their makeshift altar in an attempt to make right their misdeeds against their lord Iuz. Neither of them realize that they are liches or else they would not have their phylacteries hanging from their necks.

The zombie does not fight unless attacked. It is simply used by the liches to fetch things outside of the room where they cannot go.

APL 2 - 6 (EL 8)

☛ **Griona, lich**: CR 6; Medium-size undead; HD 4d12; hp 26; Init +0; Spd 20 ft.; AC 23 (touch 10, flat-footed 23) [+8 full plate, +5 natural]; Atk +4 melee (1d8+1, morningstar) or +4 touch (1d8+5, negative energy attack, Will save DC 15 for half damage); SA *fear aura*, *paralyzing touch*, rebuke undead; SQ Damage reduction 5/+1, immunities, Turn Resistance +4; AL CE; SV Fort +4, Ref +1, Will +8; Str 13, Dex 10, Con -, Int 12, Wis 18, Cha 16. Height 5 ft. 4 in.

Skills and Feats: Concentration +6, Hide +2, Listen +12, Move Silently +2, Search +9, Sense Motive +12, Spellcraft +5, Spot +12; Combat Casting, Extra Turning, Spell Focus (enchantment).

Equipment: Rusted full plate (rusts away when lich is killed) morning star, a wooden holy symbol of Iuz (her phylactery).

Fear Aura (Su): Creatures of less than 5 HD in a 60 ft. radius that look at the lich must succeed at a Will save DC 15 or be affected as though by a *fear* as cast by a 4th level sorcerer.

Paralyzing Touch (Su): Any creature the lich touches must succeed at a Fortitude save DC 15 or be permanently paralyzed. *Remove Paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. The power works in conjunction with a lich's damaging touch.

Immunities (Ex): Liches are immune to cold, electricity, polymorph and mind-affecting attacks.

Spells Prepared (5/5/4; base DC = 14 + spell level): 0—*detect magic* (2), *light*, *read magic* (2); 1st—*bane*, *command*, *divine favor*, *endure elements*, *protection from good**; 2nd—*desecrate**, *enthrall*, *hold person* (2).

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

Griona is a rather plump looking lich. She was the leader of the pair. She is the one who realized that they must make a certain number of sacrifices to Iuz before they are freed from this room.

☛ **Firene, lich**: CR 6; Medium-size undead; HD 4d12; hp 27; Init +0; Spd 20 ft.; AC 23 (touch 10, flat-footed 23) [+8 full plate, +5 natural]; Atk +5 melee (2d6+2 [19-20/x2], greatsword) or +5 touch (1d8+5, negative energy attack, Will save DC 14 for half damage); SA *fear aura*, *paralyzing touch*, rebuke undead; SQ Damage reduction 5/+1, immunities, Turn Resistance +4; AL CE; SV Fort +4, Ref +1, Will +8; Str 15, Dex 10, Con -, Int 12, Wis 18, Cha 14. Height 5 ft 9 in.

Skills and Feats: Concentration +6, Hide +2, Listen +12, Move Silently +2, Search +9, Sense Motive +12, Spellcraft +5, Spot +12; Improved Initiative, Martial

Weapon Proficiency (greatsword), Spell Focus (necromancy).

Equipment: Rusted Full Plate (rusts away when lich is killed), greatsword, a wooden holy symbol of Iuz (his phylactery).

Fear Aura (Su): Creatures of less than 5 HD in a 60 ft. radius that look at the lich must succeed at a Will save DC 14 or be affected as though by a *fear* as cast by a 4th level sorcerer.

Paralyzing Touch (Su): Any creature the lich touches must succeed at a Fortitude save DC 14 or be permanently paralyzed. *Remove Paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. The power works in conjunction with a lich's damaging touch.

Immunities (Ex): Liches are immune to cold, electricity, polymorph and mind-affecting attacks.

Spells Prepared (5/5/4; base DC = 14 + spell level): o—*detect magic* (2), *light*, *read magic* (2); 1st—*cause fear*, *divine favor*, *magic weapon*, *protection from evil**, *obscuring mist*; 2nd—*death knell*, *desecrate**, *shatter*, *sound burst*.

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

Firene is the follower of the group. He is a very physical individual and loved killing his foes with his greatsword. It has been very difficult getting used to the idea that he can't just kill his foes. Capturing and sacrificing is a very difficult thing for him to do.

TIER 4 (EL 10)

➤ **Griana, lich:** CR 8; Medium-size undead; HD 6d12; hp 38; Init +0; Spd 20 ft.; AC 23 (touch 10, flat-footed 23) [+8 full plate, +5 natural]; Atk +5 melee (1d8+1, morningstar) or +5 touch (1d8+5, negative energy attack, Will save DC 16 for half damage); SA *fear aura*, *paralyzing touch*, rebuke undead; SQ Damage reduction 5/+1, immunities, Turn Resistance +4; AL CE; SV Fort +5, Ref +4, Will +9; Str 13, Dex 10, Con –, Int 12, Wis 18, Cha 16. Height 5 ft. 4 in.

Skills and Feats: Concentration +8, Hide +2, Listen +12, Move Silently +2, Search +9, Sense Motive +12, Spellcraft +7, Spot +12; Combat Casting, Extra Turning, Lightning Reflexes, Spell Focus (enchantment).

Equipment: Rusted full plate (rusts away when lich is killed) morning star, a wooden holy symbol of Iuz (her phylactery).

Fear Aura (Su): Creatures of less than 5 HD in a 60 ft. radius that look at the lich must succeed at a Will save DC 16 or be affected as though by a *fear* as cast by a 4th level sorcerer.

Paralyzing Touch (Su): Any creature the lich touches must succeed at a Fortitude save DC 16 or be permanently paralyzed. *Remove Paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a successful Spot check (DC 20) or Heal check

(DC 15) reveals that the victim is still alive. The power works in conjunction with a lich's damaging touch.

Immunities (Ex): Liches are immune to cold, electricity, polymorph and mind-affecting attacks.

Spells Prepared (5/5/5/4; base DC = 14 + spell level): o—*detect magic* (2), *light*, *read magic* (2); 1st—*bane*, *command*, *divine favor*, *endure elements*, *protection from good**; 2nd—*desecrate**, *enthrall*, *hold person* (3); 3rd—*bestow curse*, *blindness/deafness*, *invisibility purge*, *magic circle against good**.

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

Griana is a rather plump looking lich. She was the leader of the pair. She is the one who realized that they must make a certain number of sacrifices to Iuz before they are freed from this room.

➤ **Firene, lich:** CR 8; Medium-size undead; HD 6d12+3; hp 57; Init +0; Spd 20 ft.; AC 23 (touch 10, flat-footed 23) [+8 full plate, +5 natural]; Atk +6 melee (2d6+2 [19-20/x2], greatsword) or +6 touch (1d8+5, negative energy attack, Will save DC 15 for half damage); SA *fear aura*, *paralyzing touch*, rebuke undead; SQ Damage reduction 5/+1, immunities, Turn Resistance +4; AL CE; SV Fort +5, Ref +2, Will +9; Str 15, Dex 10, Con –, Int 12, Wis 18, Cha 14. Height 5 ft 9 in.

Skills and Feats: Concentration +8, Hide +2, Listen +12, Move Silently +2, Search +9, Sense Motive +12, Spellcraft +7, Spot +12; Improved Initiative, Martial Weapon Proficiency (greatsword), Spell Focus (necromancy), Toughness.

Equipment: Rusted Full Plate (rusts away when lich is killed), greatsword, a wooden holy symbol of Iuz (his phylactery).

Fear Aura (Su): Creatures of less than 5 HD in a 60 ft. radius that look at the lich must succeed at a Will save DC 15 or be affected as though by a *fear* as cast by a 4th level sorcerer.

Paralyzing Touch (Su): Any creature the lich touches must succeed at a Fortitude save DC 15 or be permanently paralyzed. *Remove Paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. The power works in conjunction with a lich's damaging touch.

Immunities (Ex): Liches are immune to cold, electricity, polymorph and mind-affecting attacks.

Spells Prepared (5/5/5/4; base DC = 14 + spell level): o—*detect magic* (2), *light*, *read magic* (2); 1st—*cause fear*, *divine favor*, *magic weapon*, *protection from evil**, *obscuring mist*; 2nd—*death knell*, *desecrate**, *shatter* (2), *sound burst*; 3rd—*animate dead*, *bestow curse*, *magic circle of protection against good**, *prayer*.

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

Firene is the follower of the group. He is a very physical individual and loved killing his foes with his greatsword. It has been very difficult getting used to the

idea that he can't just kill his foes. Capturing and sacrificing is a very difficult thing for him to do.

AUGMENTED TIER (EL 12)

➤ **Griona, lich:** CR 10; Medium-size undead; HD 8d12; hp 50; Init +0; Spd 20 ft.; AC 23 (touch 10, flat-footed 23) [+8 full plate, +5 natural]; Atk +8/+3 melee (1d8+2, morningstar) or +8/+3 touch (1d8+5, negative energy attack, Will save DC 17 for half damage); SA *fear aura*, *paralyzing touch*, rebuke undead; SQ Damage reduction 5/+1, immunities, Turn Resistance +4; AL CE; SV Fort +6, Ref +4, Will +10; Str 14, Dex 10, Con –, Int 12, Wis 18, Cha 16. Height 5 ft. 4 in.

Skills and Feats: Concentration +10, Hide +2, Listen +12, Move Silently +2, Search +9, Sense Motive +12, Spellcraft +9, Spot +12; Combat Casting, Extra Turning, Lightning Reflexes, Spell Focus (enchantment).

Equipment: Rusted full plate (rusts away when lich is killed) morning star, a wooden holy symbol of Iuz (her phylactery).

Fear Aura (Su): Creatures of less than 5 HD in a 60 ft. radius that look at the lich must succeed at a Will save DC 17 or be affected as though by a *fear* as cast by a 4th level sorcerer.

Paralyzing Touch (Su): Any creature the lich touches must succeed at a Fortitude save DC 17 or be permanently paralyzed. *Remove Paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. The power works in conjunction with a lich's damaging touch.

Immunities (Ex): Liches are immune to cold, electricity, polymorph and mind-affecting attacks.

Spells Prepared (6/6/5/5/4; base DC = 14 + spell level): 0—*detect magic* (3), *light*, *read magic* (2); 1st—*bane*, *command* (2), *divine favor*, *endure elements*, *protection from good**; 2nd—*desecrate**, *enthrall*, *hold person* (3); 3rd—*bestow curse* (2), *blindness/deafness*, *invisibility purge*, *magic circle against good**; 4th—*confusion**, *divine power*, *freedom of movement*, *spell immunity*.

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

Griona is a rather plump looking lich. She was the leader of the pair. She is the one who realized that they must make a certain number of sacrifices to Iuz before they are freed from this room.

Firene, lich: CR 10; Medium-size undead; HD 8d12+3; hp 73; Init +0; Spd 20 ft.; AC 23 (touch 10, flat-footed 23) [+8 full plate, +5 natural]; Atk +9/+4 melee (2d6+3 [19-20/x2], greatsword) or +9/+4 touch (1d8+5, negative energy attack, Will save DC 16 for half damage); SA *fear aura*, *paralyzing touch*, rebuke undead; SQ Damage reduction 5/+1, immunities, Turn Resistance +4; AL CE; SV Fort +6, Ref +2, Will +10; Str 16, Dex 10, Con –, Int 12, Wis 18, Cha 14. Height 5 ft 9 in.

Skills and Feats: Concentration +10, Hide +2, Listen +12, Move Silently +2, Search +9, Sense Motive +12, Spellcraft +9, Spot +12; Improved Initiative, Martial Weapon Proficiency (greatsword), Spell Focus (necromancy), Toughness.

Equipment: Rusted Full Plate (rusts away when lich is killed), greatsword, a wooden holy symbol of Iuz (his phylactery).

Fear Aura (Su): Creatures of less than 5 HD in a 60 ft. radius that look at the lich must succeed at a Will save DC 16 or be affected as though by a *fear* as cast by a 4th level sorcerer.

Paralyzing Touch (Su): Any creature the lich touches must succeed at a Fortitude save DC 16 or be permanently paralyzed. *Remove Paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. The power works in conjunction with a lich's damaging touch.

Immunities (Ex): Liches are immune to cold, electricity, polymorph and mind-affecting attacks.

Spells Prepared (6/6/5/5/4; base DC = 14 + spell level): 0—*detect magic* (3), *light*, *read magic* (2); 1st—*cause fear* (2), *divine favor*, *magic weapon*, *protection from evil**, *obscuring mist*; 2nd—*death knell*, *desecrate**, *shatter* (2), *sound burst*; 3rd—*animate dead*, *bestow curse*, *circle of protection against good**, *prayer* (2); 4th—*divine power*, *giant vermin*, *spell turning*, *unholy blight**.

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

Firene is the follower of the group. He is a very physical individual and loved killing his foes with his greatsword. It has been very difficult getting used to the idea that he can't just kill his foes. Capturing and sacrificing is a very difficult thing for him to do.

APL 2-8 (EL 1/2)

➤ **Medium Zombie:** hp 15; see *Monster Manual* page 191.

Tactics: The two liches try to lure anyone not affected by their appearance into the room. They then try to trap those individuals in the room so that they can disable them and sacrifice them on the altar.

Remember that characters of lower than 5 levels must make a saving throw when they see the liches. Most Tier 1 and 2 tables should run from these creatures immediately.

Development: The characters can and possibly should get help to defeat these creatures. If they seek help a higher-level party thanks them for the information and dispatches the undead.

ENCOUNTER 6: THE DUNGEON

The Free Reavers spent a great deal of time digging down here. What they were looking for only Shairn knows.

They used mostly spells, but gathered some slaves to help move the earth and stone up from the dungeons to the piles in and around the first floor.

Unless otherwise noted, the ceilings are nine feet above the floor with the ceilings actually being one foot of stone. The interior walls are four inches of stone with the outer walls being five feet of stone.

Additionally, there are faded bloodstains from the Greyhawk wars in every room. Most of the time they are pretty hard to see, but are found if a character spends time looking.

All of the doors are of the same make unless mentioned otherwise.

➤ **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

U1 DUNGEON ENTRANCE

The bottom of the ramp leads to a square room with an earth and stone wall to the north and stone walls elsewhere.

A well lies in the southwest corner of the room, while the south wall has a closed wooden door.

The west wall has a hole broken in it that leads to the next room. Dirt and stone are scattered on the floor of this room.

This area is the entrance to the dungeon level. The northern wall is actually where they filled in the prison cells as they dug their tunnels.

The well was the primary source of water in the event of a siege. It is clear fresh water.

The wooden door leads to U5.

The opening leads to U3.

U2 OLD PRISON CELLS

This area used to be the prison cells for Lord Gensal. However, they are now completely filled up with the debris from the Reaver's digging. If the characters should manage to remove all of the dirt and stone all they find are old cells with the doors removed.

U3 THE DIG

What this room used to be is completely unidentifiable. Almost the entire north and west walls of the room have been removed and now there is a roughly hewn extension that leads off into the darkness.

About 50 feet away from the entrance there appears to be statues of some knights fighting some fiends. There is another person on the ground between the fiends and the knights. The statues look as though they would have been beyond the original dimensions of the room. However it looks like where they are standing has the same stone floor as the rest of the dungeon.

On the southern wall is a closed wooden door.

This is where the Free Reavers were digging. They removed the walls they wanted to dig behind and began an extensive excavation.

The figures are actually in an area that cannot be entered. It is like they are frozen in clear amber. It can be seen that the three knights are Knights of the Holy Shielding, but full helmets cover their faces. The figure on the ground is in robes, with the hood pulled over its

face. Finally, there are three fiends fighting the Knights. The fiends are not of an identifiable type. Nothing the characters do can penetrate the barrier that separates the figures from them. A Knowledge (Shield Lands) DC25 or Bardic Knowledge DC 20 identifies the armor as the style from about 150 years ago.

Beyond the figures the digging of the Free Reavers extends in all directions. There is nothing to be found in the tunnels, but the characters can spend as much time as they want looking.

The door to the south opens into U4.

U4 SLAVE QUARTERS

This room is littered with bodies. They are all emaciated and dressed in rags. Around the bodies are piles of rags were used as beds. The whole room smells of excrement and decay.

There is a closed door in the north and east walls.

This is where the Free Reavers kept their slaves. They would be locked in here every night and let out to move debris in the morning. Otherwise they were left in the dark in this room.

After they were done here, Shairn killed all of the prisoners so she wouldn't have to drag them to her next stop.

Anyone who makes a Search check DC 10 finds that one of the prisoners had stashed some contraband in his bed. They find flint and steel, the remains of a candle and some notes.

The notes are mostly ramblings about the dreary work of moving earth and stone up the ramp and into the piles day after day. However, there is one section that has some useful information:

"I thought we had been left for dead when we were done digging, but the Free Reavers came back and took us from where we had been digging before and moved us southeast. Or at least I think it was southeast. We were all quite weak at this point and I think that I was seeing things sometimes.

I heard the leader of the Free Reavers, Shairn Vel Valunar, mention to Ehldern Bloodspitter that he couldn't sacrifice the slaves because they were needed at the new dig site. The plague had struck again and there were no workers to help in the digging.

She said she was going to use her sword again to help create illusions to keep people away from the keep while they were digging. She expected him and the other spellcasters to do their part however.

After many days of walking we entered another keep. They started us working immediately."

The north and east doors lead to U3 and U5 respectively.

U5 SUPPLY ROOM

This room is almost empty. There are a few broken picks and shovels scattered around the floor.

There is a closed door in the north and west walls.

This is where the tools for the digging were kept. When the Free Reavers left, they took everything of value.

CONCLUSION

Gensal has been retaken! The Pathfinders have successfully defeated both the troops outside and the dangers inside the keep. With the battle done, there were several days of waiting for the regular troops to arrive. They took over the garrisoning of the keep and the Pathfinders were sent home.

The successful Pathfinders were given a parade through the center of Critwall and Lady Katarina gave a rousing thanks to all.

The occupied lands continue to shrink. Soon the Shield Lands shall be free of the grip of Iuz forever!

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

Reaching the Keep without a fight	50 xp
Successfully Entering the Keep	50 xp

Encounter Two

Fighting the undead	50 xp
Recovering Glaine's Hammer	50 xp

Encounter Three

Destroying the temple of Erythnul	25 xp
-----------------------------------	-------

Encounter Five

Defeating the liches	150 xp
Defeating the guardians of the childrens' rooms	75 xp
Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

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

TREASURE SUMMARY

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
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 2 – C5 the Smith

- Mighty composite shortbow (+2) (225 gp, 2 lb., wood, common): This finely made shortbow has numerous tiny carvings of halflings shooting bows.
- Masterwork large steel shield (170 gp, 15 lbs, steel, common): This shield has the lightning bolt symbol of Heironeous engraved on it. The outer rim of the shield is decorated with alternating swords and axes.
- 55 gp.

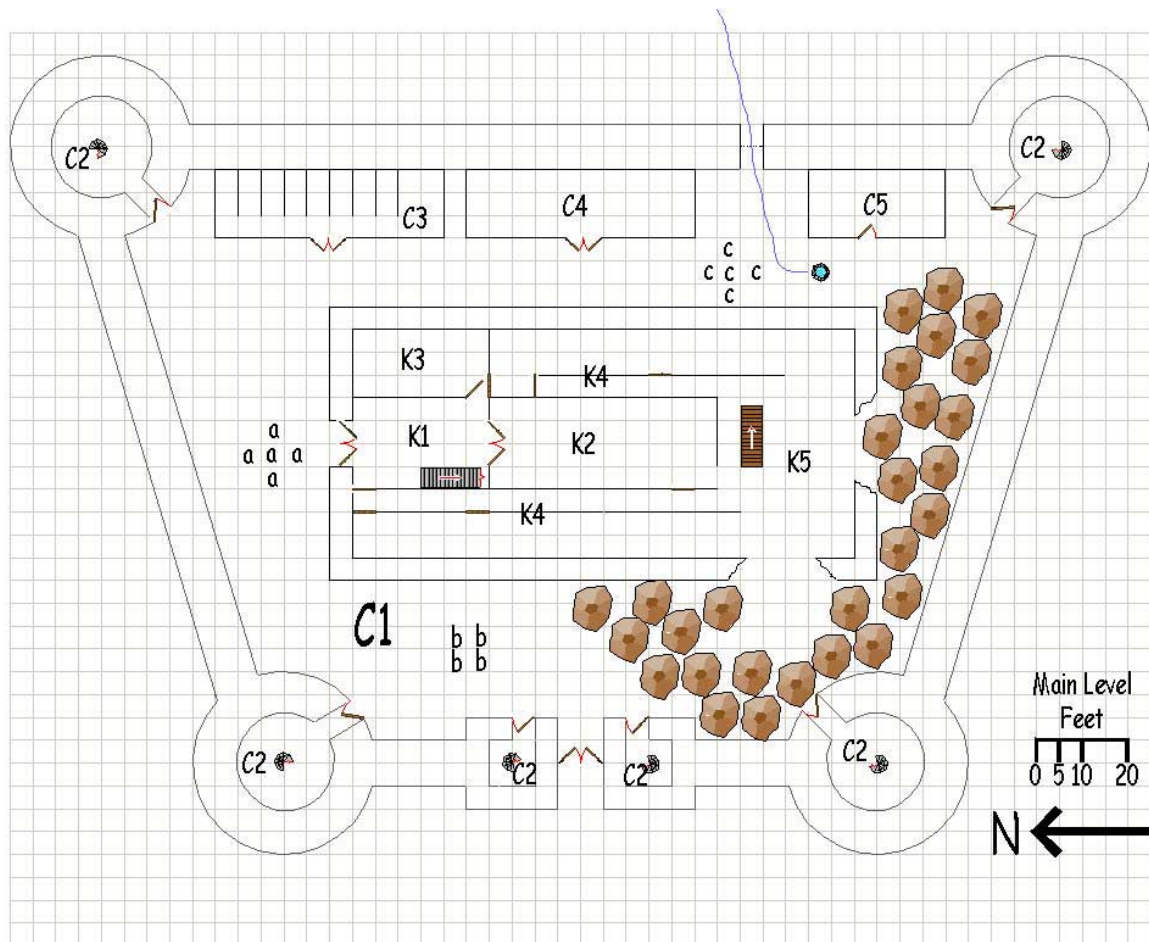
Encounter 5 – K33 The Children's Room, Griona

- Flask of alchemists fire (20 gp, glass, common): A flask of alchemist's fire.
- Flask of alchemists fire (20 gp, glass, common): A flask of alchemist's fire.
- Flask of alchemists fire (20 gp, glass, common): A flask of alchemist's fire.
- Flask of alchemists fire (20 gp, glass, common): A flask of alchemist's fire.
- Flask of alchemists fire (20 gp, glass, common): A flask of alchemist's fire.
- Flask of alchemists fire (20 gp, glass, common): A flask of alchemist's fire.
- Tanglefoot bag (50 gp, leather, common): A tanglefoot bag.
- Tanglefoot bag (50 gp, leather, common): A tanglefoot bag.
-

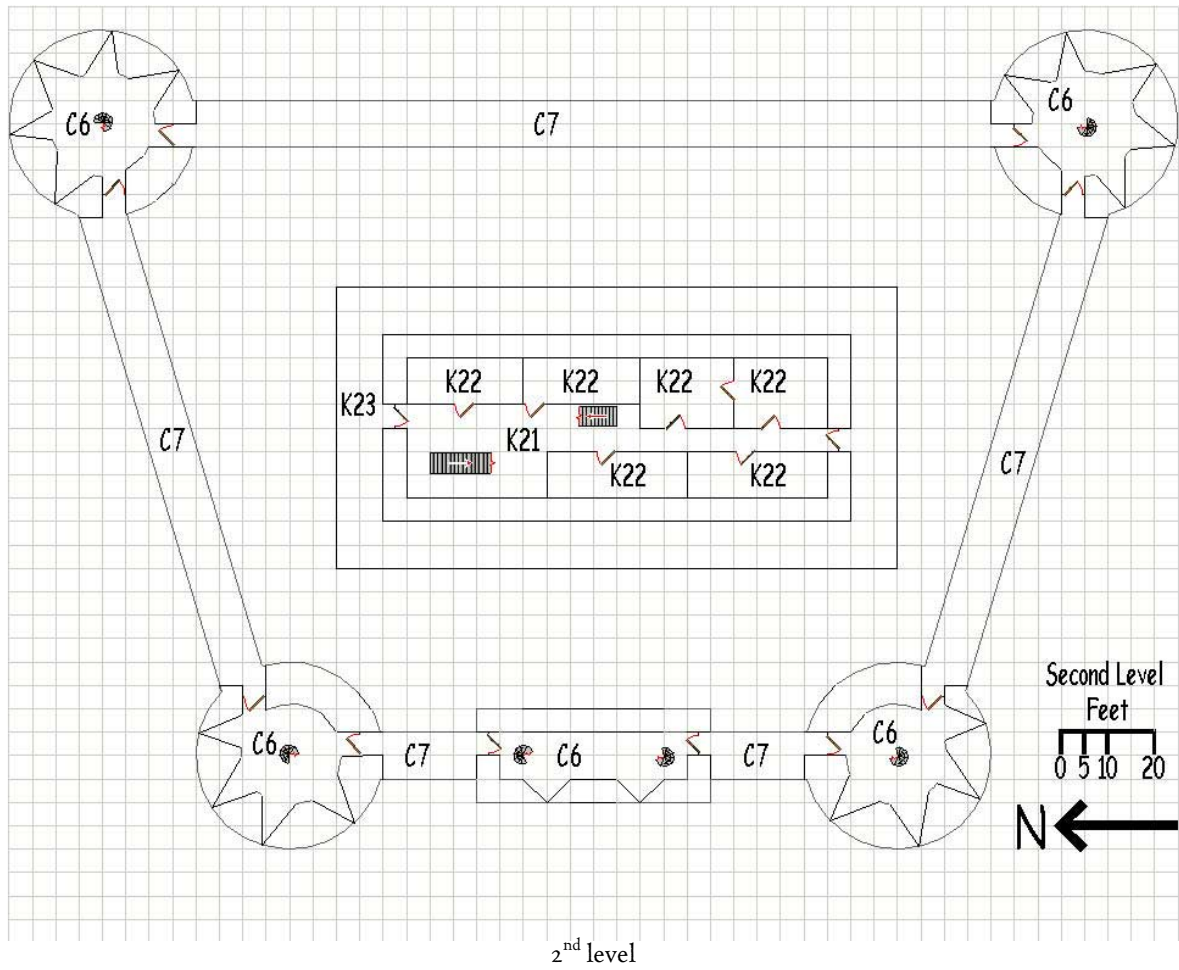
Encounter 5 – K33 The Children's Room, Firene

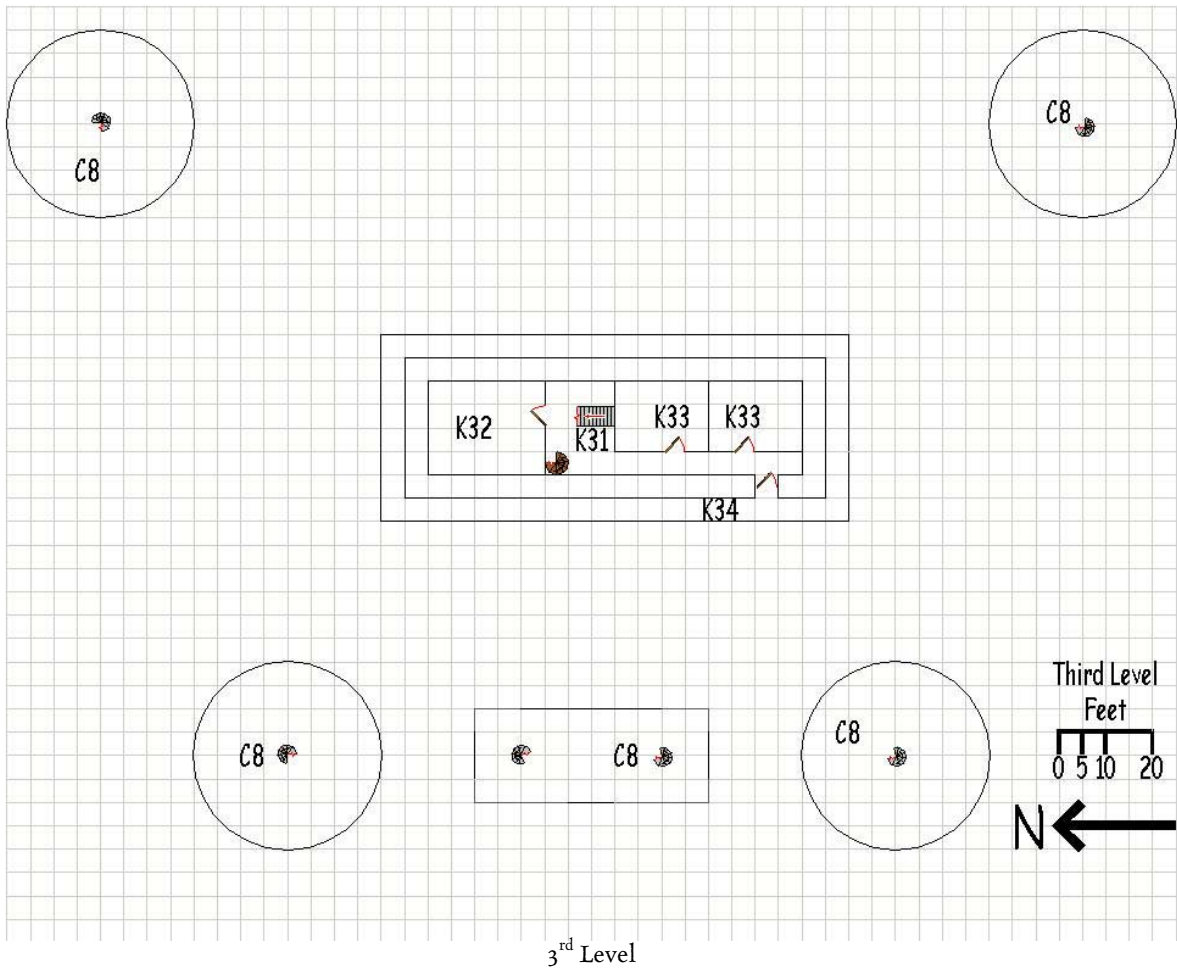
- Smokestick (20 gp, wood, common): A single smokestick.
- Smokestick (20 gp, wood, common): A single smokestick.
- Smokestick (20 gp, wood, common): A single smokestick.
- Smokestick (20 gp, wood, common): A single smokestick.
- Smokestick (20 gp, wood, common): A single smokestick.
- Thunderstone (30 gp, stone, common): A thunderstone. The deafness lasts for one minute on a failed save.
- Thunderstone (30 gp, stone, common): A thunderstone. The deafness lasts for one minute on a failed save.

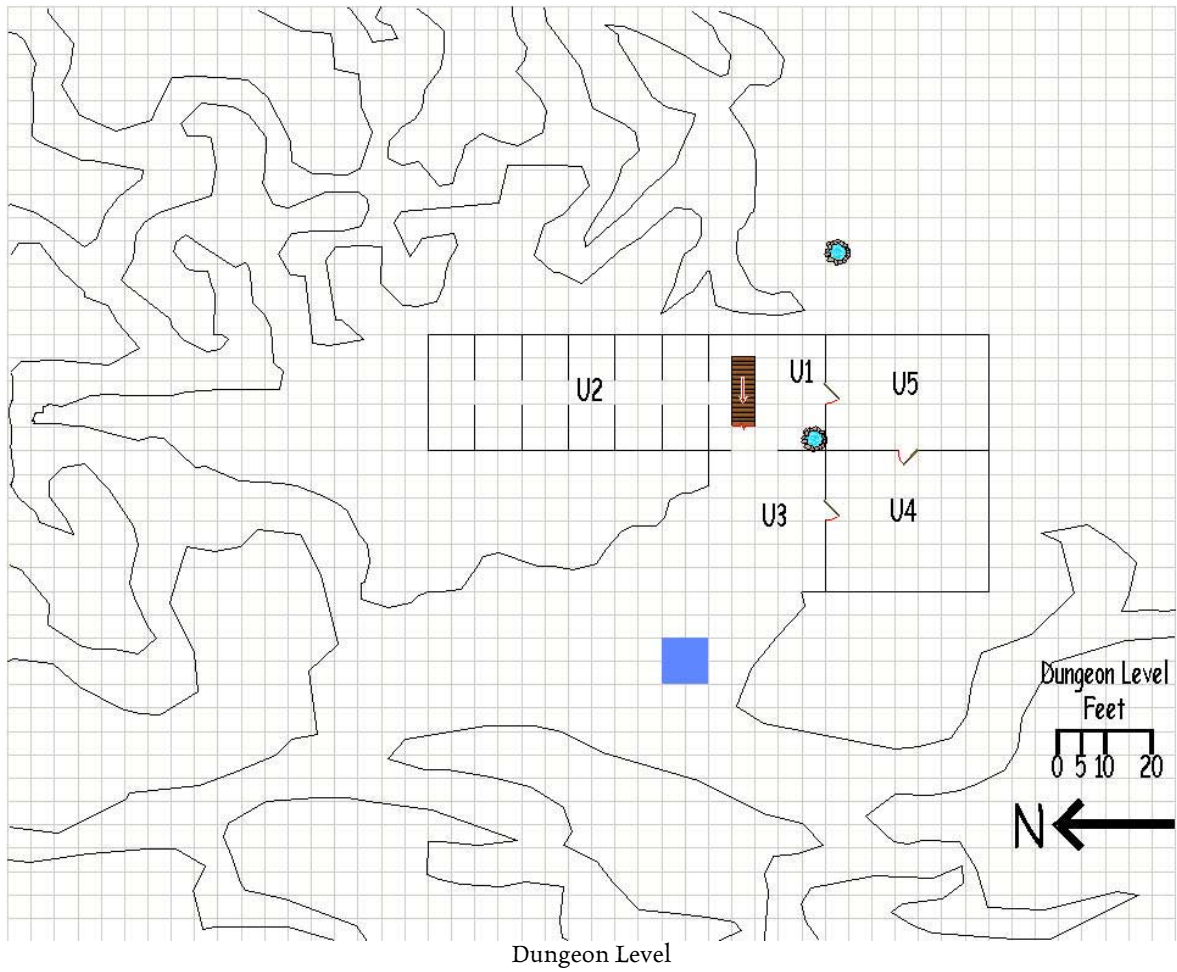
DM MAPS



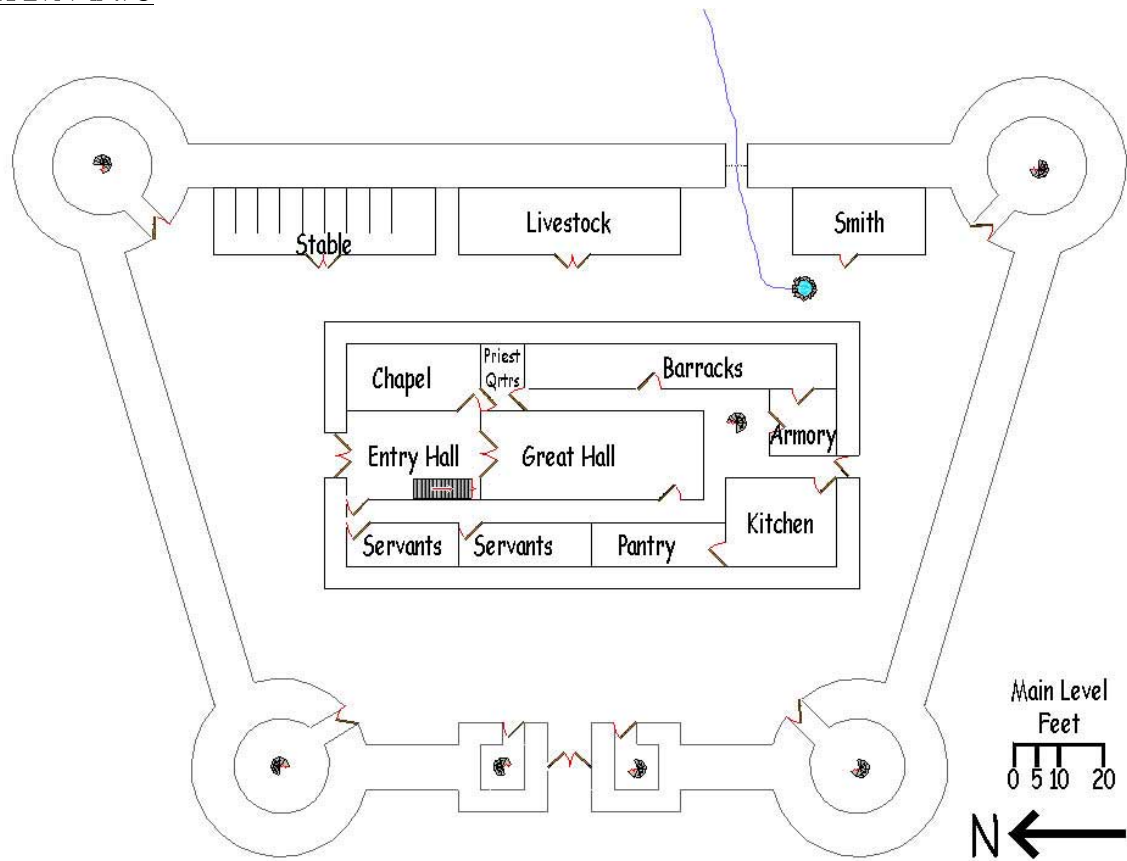
1st Level

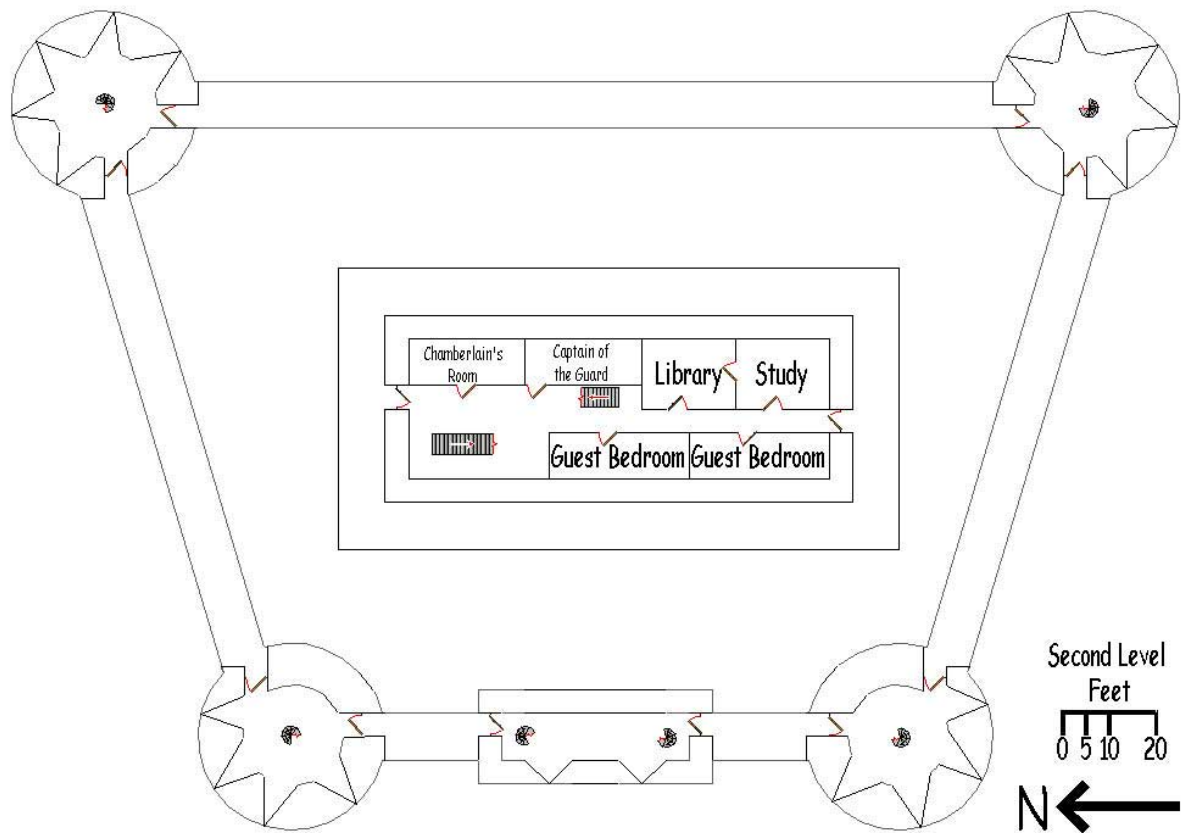


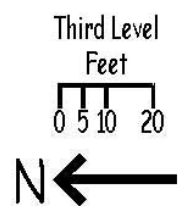
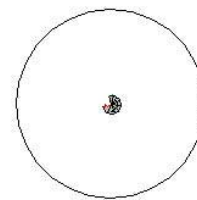
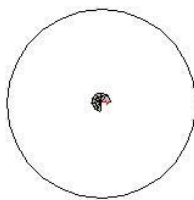
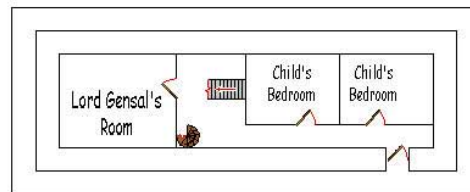
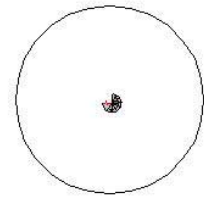
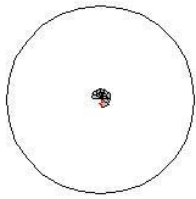


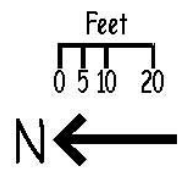
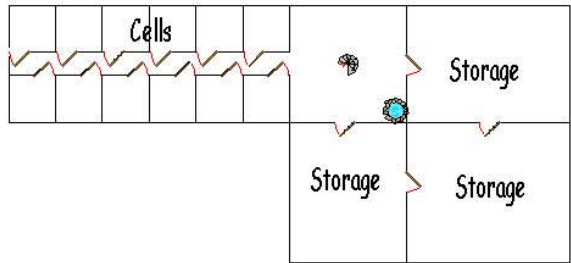


PLAYER MAPS









PLAYER HANDOUT #1 – THE SLAVES NOTE

“I thought we had been left for dead when we were done digging, but the Free Reavers came back and took us from where we had been digging before and moved us southeast. Or at least I think it was southeast. We were all quite weak at this point and I think that I was seeing things sometimes.

I heard the leader of the Free Reavers, Shairn Vel Valunar, mention to Ehldern Bloodspitter that he couldn't sacrifice the slaves because they were needed at the new dig site. The plague had struck again and there were no workers to help in the digging.

She said she was going to use her sword again to help create illusions to keep people away from the keep while they were digging. She expected him and the other spellcasters to do their part however.

After many days of walking we entered another keep. They started us working immediately.”

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.