

URC-05



OPERATION IXWORTH

A One-Round D&D[®] LIVING GREYHAWK[®]
County of Urnst Regional Adventure

Version 1

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A covert military mission deep into the Empire of Iuz to restore the balance of power and avoid a collapse of the Pact of Greyhawk. An adventure for characters levels 3-10.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 described in the introduction.

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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 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, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's 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 have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three 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 usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the County of Urnst. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This adventure is the final part of the County of Urnst plot *Plundered* and also the beginning of a new plotline *Lordmaker*. It is the sequel to *Deserted Dominion* by Sumit Sarkar and Jay Hafner, and *Mean and Devious* by Jay Hafner. It is not a prerequisite to have played those adventures.

Briefly reviewed, in the adventure *Mean and Devious*, the characters saved a knight from the clutches of a bounty hunter sent from Iuz, and uncovered a link to a slaver in Dominion.

Deserted Dominion brought the characters to the under-defended castle of Dominion, where they uncovered not only a slavery ring, but also a smuggling operation headed up by a minion of the forces of Iuz,

supposedly in league with our old enemy, Prince Zeech of the Bandit Kingdoms. The capture of the minion of Iuz uncovers a much larger plot in this adventure, *Operation Ixworth*.

Operation Ixworth begins with the characters in a trial and inquisition of the minion of Iuz. During Encounter 1, an assassin makes an attempt on the life of the minion in an attempt to shut him up and the characters are given the opportunity to stop the act. When the inquisition is resumed, the minion reveals that his superior, a renegade Boneheart wizard, is apparently seeking an amulet that could lead to the destruction of the Pact of Greyhawk that protects the County from the Empire of Iuz.

Boneheart wizards are the regional and lesser governors for Iuz, and this wizard wants to ascend the ranks by completing such a great and vile plot.

In Encounter 2, the characters are invited to work secretly for the County to travel to the town of Ixworth in Iuz, to meet with a contact to set up operations to kidnap or eliminate the renegade wizard.

Encounter 3 has the characters traveling to the town of Ixworth either by teleport spell or by rapid air travel to meet with their contact.

During Encounter 5, the characters find the cult of Kord, where they are forced to fight with their contact.

In Encounter 6, the characters interact with their contact that is disguised as a Fist of Hextor. The contact sets up their secret operations into the manor house of the wizard Grakon. He gives them one invitation to a party that is being held, poison to incapacitate the wizard, as well as detailed plans on how to get into the manor house. He notes that there is a contact on the inside that will leave the upstairs window open.

In Encounter 7, the characters gain entry to the manor house by climbing up the walls of the manor and into the window left open by the contact on the inside.

Encounter 8 describes the dinner party. While a character is at the party, he needs to avoid being discovered, while attempting to get near enough to the wizard to incapacitate him and extract him. The character may discover the contact on the inside, which is the current girlfriend of the wizard.

Encounter 9 describes the manor. The guard station, empty guest rooms, water closet and Wizards' bedroom is described. The characters must gain access to the wizard's bedroom to search it. A beholder guards the bedroom.

Encounter 10 covers the process likely when the characters attempt to kidnap the wizard, whether by poison, or by a dangerous combat.

Encounter 11 covers the characters escape out the front of the manor and over the dangerous crevice surrounding the manor, or by throwing the wizard into a portable hole supplied earlier and then drinking teleport potions to arrive back in Dominion.

The Special Encounter discusses what can happen if the characters are captured. Since characters that completed *Deserted Dominion* were given "Infamy" certificates for the Boneheart of Iuz, there is a chance that they may be discovered and captured.

INTRODUCTION

It seems like just yesterday when your group disrupted the midnight rendezvous between "The Man in Dominion" and the lesser Boneheart wizard Vox Saldir on the banks of the Artonsamay. Now the trial of Saldir is at hand and the courtroom in the castle of Dominion is crowded with townspeople, guards, and the local officials, among them Captain Tarn Lightfleck and Mayor Lord Weir Gellor.

The constant humming chatter of the crowd ceases almost immediately to be replaced by the rattle of metal when the accused is brought out in shackles. Except for a select few, most of the people in the room have never seen a subordinate of Iuz, much less a powerful wizard. They stare in silence as he is seated in the witness box. The wizard sneers out at the people, looking each one in the eyes. The two guards recede to one side and the trial of Vox Saldir begins.

No weapons or magical devices are allowed in the courtroom. The courthouse is one story. The entire courtroom seats perhaps one hundred people, and it is nearly full. The characters are seated with the general public in the observation gallery. After the characters have had adequate time to discuss their surroundings continue to Encounter 1.

If the characters have placed security outside, they should be reminded that they are unaware of the activities inside and cannot see the *dimension door* spell being cast for the assassin.

ENCOUNTER 1: TRIAL OF SALDIR

The opening statements by the inquisitor state that Vox Saldir is charged with murder, slavery, kidnapping, robbery, theft, etcetera, etcetera, and etcetera. After the initial charges have been read, an elderly diviner by the name of Savant Leija prepares to begin questioning under the effects of truth spells. Out of nowhere a bluish-green rectangle the approximate size of a doorway, forms behind the witness box and a dark, humanoid figure leaps out, holding a star-shaped, metal gadget on the wizard's chest. The wizard begins screaming in panic, as the dark figure turns toward him.

The DM and players should roll initiative now that the surprise round has ended. The guards in the courtroom do not interfere with the characters, and resume the trial immediately afterwards, whether Vox is dead or alive. Using a *dimension door* spell cast by a cohort outside the courthouse, a Boneheart Assassin has been sent to dispatch Saldir. On his first initiative, he jams the clamping poison needle trap into Saldir, and then attempts to flee the scene.

✦ **Clamping Poison Needle Trap:** CR 1; +10 melee touch (1 plus poison/x3). **Poison** (wyvern poison): Injury (DC 17); Initial/Secondary Damage (2d6 Con/2d6 Con); Disable Device (DC 20) to disable the injection device;

Disable Device (DC 15) to remove it from his chest, otherwise 2d6 damage is caused by ripping it out of his flesh and off of his ribs.

The device is attached to the flesh by mechanical claws and contains a large dose of poison, connected to an injection needle. The device is useless once disabled and cannot be repaired.

The gadget has a loud, ticking, internal clock like a time bomb. It is set to trigger in five rounds. At the end of the fifth round, the device injects the deadly poison into Vox Saldir, killing him.

If the trap kills Vox Saldir he whispers the following before expiring:

So...not only were you fools lucky enough to capture me, now your incompetence leads to my death. You're doomed and Lucius Grakon will rule over your very souls with the amulet."

The expired wizard immediately has a *Speak with Dead* spell cast upon him and the trial continues. The guards are bolstered. In the meantime, the local officials thank the characters.

If Vox Saldir is saved, he spits at the characters that saved him and attempts to kick them from his chair restraints. The trial continues with increased security, and a very nervous defendant.

The DM should read the following as the trial continues. If the wizard is dead, and a *Speak with Dead* spell is being used, the courtroom is abandoned by most of its courtroom observers.

"The wizard Lucius Grakon sent me not only to collect all of you for your ultimate duty as slaves, but also for a far more important reason. Lucius is aware of the presence of an item through which he can control the people of these lands. I do not know the specific item; he only told me that it was an amulet that would make him ruler of these pathetic manure-smelling lands. Through the use of this amulet he plots to ascend the ranks of the Boneheart and gain favor with the Demon Lord Iuz himself."

APL 4 (EL 4)

✚ **Lesser Boneshadow Assassin:** Male human Ftr2/Rog2; hp 28; see Appendix I.

APL 6 (EL 6)

✚ **Lesser Boneshadow Assassin:** Male Human Rog5/Asn1; hp 32; see Appendix I.

APL 8 (EL 8)

✚ **Lesser Boneshadow Assassin:** Male Human Rog5/Asn3; hp 42; see Appendix I.

APL 10 (EL 10)

✚ **Lesser Boneshadow Assassin:** Male Human Rog5/Asn5; hp 52; see Appendix I.

If questioned by the players, the assassin reveals nothing, even under duress. Not until he is brought back to the courthouse that the diviner can force the truth out of him. He is a member of the Boneshadow, Iuz's assassins and spies. He was sent to kill the wizard for his incompetent capture. The Boneshadow assassin knows nothing further, as confirmed by the Diviner. The wizard that cast the spell for the assassin was a gray dwarf wizard from Riftcanyon, named Pendiull. The gray dwarf wizard cannot be found during this adventure.

ENCOUNTER 2: ADVENTURERS ASSEMBLY

Later that day, your group is summoned to meet privately with Captain Lightfleck and Mayor Weir Gellor.

Hand out Player's Handout 1: Urgent Notice.

"Please meet Captain and Lord Mayor at this address." After reading the note, all of the script, except the address disappears."

If the players do not accept the invitation, the adventure is over. Otherwise continue with the adventure.

The old diviner, Savant Leija, appears at the door of a rich-looking, but small house and ushers you into an ornately decorated hallway. He greets you all with a shaky old hand. You can see a dining hall on your left and a library on the right. Ahead appears to be a sitting room.

Once the front door closes, the DM should explain that the illusory likeness of the characters and the diviner are seen and heard in the dining room to the left.

"Oh, pay them no mind. They're just a cover." You are led into a small library with no windows. It is somewhat crowded in here. The book titles are in small print and hard to read.

Once all of the characters are inside, the diviner closes the library door and shuffles between the characters, asking for pardon.

He tilts a green and white book titled, "History of Transmutation" from the shelves and the wall gives way to set of stairs leading downwards. The old man begins down the stairs and invitingly glances back at you.

The DM should describe the stone stairs as looking well worn and turning. The stairs open into a large, lit, noisy room where many people dressed in green and white uniforms are busily going about studying maps and looking into crystal balls. A large, crystal map of the County and it's environs makes up a central wall, and the characters can see the Captain and Mayor glancing at it and marking it with greasy black quills. The diviner, Savant Leija has moved over to stand with them. There is

a table with chairs behind them. Maps and papers are scattered about the table.

Captain Lightfleck speaks, "Please be seated. There is no time for introductions and we all know each other. We have called you here under the direst of circumstances. Based on information provided by our sources in Iuz and what little the Boneheart Wizard said at the trial, we have a crisis situation on our hands."

"Vox Saldir is an evil man, though he is but part of some larger plan. A member of the Boneheart named Lucius Grakon is attempting to find an amulet that will allow him to have some kind of unspeakable power over our lands. We can neither confirm nor dismiss this threat."

"What we really need is to learn about his activities and end them if possible. He has already crossed into a gray area of the Pact of Greyhawk, which protects our lands from all-out war with the monsters of Iuz. The Countess doesn't want to send in troops. She hopes that with the isolation of this renegade that he can be captured or killed before this escalates by a small, relatively small group."

"We've examined the possibility of involvement by Prince Zeech, however he appears to simply be an opportunist continuing to nag us. We've got 'top' men working on finding out more information about this 'amulet.'"

"Your mission is to travel to the city of Ixworth in the Empire of Iuz, find this Grakon, capture him and bring him back here for interrogation. If capturing him is not possible, your group is to eliminate him. He is thought to be acting alone, which makes Grakon unpredictably dangerous, but also allows us to take him out."

"In the event that any member of your group is captured, we will disavow all knowledge of your existence and you are to lie through your teeth to prevent discovery. You need to prevent capture of any fallen comrade, as the Priests of Iuz can speak with dead and later likely turn them into mindless undead. We suggest you destroy the bodies so they cannot be recovered. It is a matter of utmost national security."

We also have a contact in Ixworth who can direct you upon arrival. He will assist you to the best of his ability. The man, Klegdus Deathtouch has been frequenting an upstart brawler's cult. He has webbed fingers on both hands and should be easy to identify once you infiltrate the cult. The pass-phrase to establish contact with him is "The swan only flies in the moonlight."

The characters should exchange the secret passwords with Klegdus to confirm their identities.

"You work for the honor and safety of the County of Urnst. Do you accept this mission?"

Give the party a moment to make up their minds if necessary. If the characters refuse this mission, then the adventure is over.

- If there are characters from outside the County of Urnst, they should be told that they will be rewarded upon recovery or confirmed elimination of the Boneheart Wizard and are allowed to keep any items found in during the journey.

- If some party members refuse the mission, they should be asked to quietly leave and not repeat anything, else they may be charged with treason. The adventure is over for these characters.

"Great! I knew we could depend on you. Please prepare for the journey immediately. Savant Leija will be going over your equipment, which is yours to keep."

Savant Leija provides the characters with equipment assistance and briefs them on transportation into and out of the area.

Hand out Player's Handout 2: Equipment List and Player's Handout 3: Map to Ixworth

The DM needs to ask how many players hold Influence Points from *Deserted Dominion* or *Mean and Devious*. Those influence points, if spent, determine methods available for travel to Ixworth. The DM should also check on which characters have the Bounty or Infamy certificate from *Deserted Dominion* at this point. The DM should make note of which characters possess these specific items in case they are captured later.

Influence Points

- If none or less than half of the party hold Influence Points from *Deserted Dominion* or *Mean and Devious*, continue to Encounter 3a.
- If at least half of the party holds Influence Points from these adventures, continue to Encounter 3b.

Parties that qualify for Encounter 3b may still choose Encounter 3a.

ENCOUNTER 3: INSERTION

Prior to continuing, the DM needs to determine how many characters have Bounty and Infamy certificates from *Deserted Dominion*. These are important when the characters enter the city, especially if they are undisguised or use their real character names in the presence of others. Both approaches arrive 1 mile east of the town of Ixworth.

The party now has a carrier pigeon with a prewritten message that they are ready to be picked up, tied in a very small canister around the bird's leg, and a scroll of whispering wind.

There is a full moon (Luna) and a waning lesser moon (Celene). It is a nearly cloudless night.

ENCOUNTER 3A: BY AIR

"We realize your departure is sudden, but you can make further preparations and get rest during your journey. We have a pair of flying carpets, each with an operator, prepared to fly you directly into Ixworth under cover of night. The journey will take one day."

"The flying carpets and their operators will loiter in the area for three days or until you give the signal to be picked up, whichever comes first. Then they will bring you back to Dominion. We are giving you a carrier pigeon and scroll of whispering wind to signal the carpets. If they are not signaled within three days, we will assume the worst and proceed accordingly," Lightfleck says without emotion.

The characters should be allowed to make any final preparations and Captain Lightfleck answers any questions while they are doing so. They may board the flying carpets, which are laid out in an open courtyard within the castle, anytime after they are ready.

The carpets ascend above cloud level and steadily fly at that altitude. This may be the first aerial experience that many characters have had, so DM's can enhance it by describing clouds, thin air, and the twin moons of Oerth. The journey passes without further incident and the carpets begin to descend after midnight. They hover near the outskirts of Ixworth and are hidden by fog cloud illusion spells.

The characters are dropped off 1 mile east of the city of Ixworth. The drop is accomplished by using *potions of featherfall* and jumping off of the carpets from a height of two thousand feet. This means characters must judge the approximate distance to the ground while falling and drink the potion once they are within 300 ft. Characters with cohorts are also supplied with the potions but non-flying animal companions, mounts, etc. should be left behind for this mission. Characters are able to see the entire town of Ixworth looming beneath them.

ENCOUNTER 3B: INSTANT TRAVEL

"Due to your prior assistance, many citizens are in your debt. To express our gratitude, the County's archmage Jacobis Underly will be aiding you with your travel and magical item supply. The cost of the 1000 gp amber dust for the teleport will be taken out of your reward money."

The DM should pause to see if there is any reaction from the players about the cost and then continue without breaking a smile.

"That was a joke."

The captain continues, "The one slight obstacle to your safe arrival by teleportation is that the Archmage has never been to Ixworth. We cannot guarantee exactly where in the city you will arrive. Teleportation, like all magic, has an inherent degree of risk, but is faster than other methods of travel. If this method does not suit you, travel by magic carpet is also available."

"To return, we are giving you a carrier pigeon and scroll of whispering wind to signal the flying carpets, that will be loitering in the area. If they are not signaled within three days, we will assume the worst and proceed accordingly," Lightfleck says without emotion.

If the characters select teleportation to Ixworth, continue to the next section.

The County's Archmage, Jacobis Underly, casts the spells to move you through space. The entire room fades from view, as the light grows brighter, almost burning your eyes. You close them for only a split second, but when they are open again, the room is replaced by unfamiliar surroundings. You are at the edge of a forest. There is a glow of city lights to the west.

A successful Intuit Direction check (DC 12) reveals that the characters are about 1 mile east of Ixworth, just outside the Fellreev Forest.

ENCOUNTER 4: CONTACT SEARCH

The party's goal is to find the cleric of Kord in the small town of Ixworth (population 3000). The upstart the general public does not know started a "Brawling Cult." The characters may investigate locations in any order.

Ixworth is a town of 3000 inhabitants. It is a lawful evil town that was part of the Horned Society prior to being conquered by Iuz. Its makeup is approximately 78% human and 22% humanoid/other. It is governed by a Boneheart ruler of Iuz, but Grakon is here as a lesser adviser, and is secretly performing activities behind the Boneheart's back to gain his own power. Symbols of any god besides Iuz are forbidden. Armor and weapons are allowed. Priests of Iuz, blackguards, and humanoid patrols lurk throughout the city. Characters with Infamy certificates are not recognized in Ixworth, except possibly by a clerical patrol or by Lucius Grakon himself.

You should allow the party to make Gather Information checks while the party is exploring the city. If any investigating character has a catastrophic failure (DC 6 or less) than someone in the city recognizes and follows them around the city and attempts to apprehend them or notify the authorities.

A successful Gather Information check (DC 10) reveals that there are other clerics of Kord in the city, but worship of Kord is otherwise nonexistent in the city, as is the case with most other gods. Worship of fiends was prominent before the coming of Iuz, and that essence still permeates throughout the town's architecture and statuary. A successful Knowledge (religion) check (DC 15) allows characters to remember that followers of Kord enjoy brawling and combats. A successful Gather Information check (DC 20) turns up rumors of fights for fun.

Inquiries turn up a man with a broken nose and bloody knuckles. He reveals that he's part of a cult of Kord that gathers for fights on the rooftops near the western edge of the town. You're told to listen for the sounds of cracking bones.

Note this information is revealed to the party in the above order for each successful roll made and if the party asks relevant questions (DM's discretion). Possible locations where the characters could inquire are inns, weapon

shops, guard stations, blacksmiths, armorers, and fletchers just to name a few. DM's are encouraged to invent other locations, but do not waste too much time on this encounter. Rolls are allowed at different locations with no two rolls taking place in the same location and a failed roll means that the characters must travel to a new location before further information is revealed.

The characters should go to the western outskirts of the town and listen for the sounds of a fight. A successful Listen check (DC 15) or a successful Spot check (DC 15), allows the characters to find the building several blocks away. If the characters fail to find the cult, they can try again the next night.

ENCOUNTER 5: FIGHT NIGHT

The back stairs lead up to the rooftop. At the rooftop, lit by several lanterns, are various men, dwarves, and humanoids standing in a circle with their backs turned watching two people fight inside the circle. The remainder of the rooftop is completely empty. Within moments the fighting ceases abruptly. Then one bloodied figure, sprawled unconscious on the ground, is dragged away while the other stands before him in the circle watching reverently.

The cult consists of a wide variety of character classes and races. There is a big flan man with a shaved head and missing teeth that speaks with a lisp. There is even a skinny elf with two black eyes and part of an ear missing, looking on. If the party scans the group of combatants, they do not see anyone with webbed hands. Most have wrapped their hands in brawling bandages, so this makes contact even harder.

Klegdus Deathtouch is their contact. He frequents the fights disguised as a Fist of Hextor (he has a large black and red tattoo of six arrows facing downward in a fan on his chest). Both of his hands are wrapped tightly in tattered fighting bandages, like most of the participants. He immediately harasses and picks a fight with a random member of the party, stating that they have to fight, because it's their first night. The rules are stated that no magic or weapons may be used in the battle. If there is a follower of Hieroneous or anyone with visible symbols of the god, he focuses all of his attention on them.

The crowd jeers them on chanting praises to Kord and giving boo's to the Fist of Hextor. Run the combat as per normal unarmed combat rules. When one combatant submits or misses an attack for three consecutive rounds, the fight is over. This means that the winner does not need to knock out his opponent. Proceed to Encounter 6.

APL 4 (EL 4)

➤ **Klegdus Deathtouch:** Male human Clr1/Mnk3 (Kord); hp 23; see Appendix I.

APL 6 (EL 6)

➤ **Klegdus Deathtouch:** Male human Clr2/Mnk4 (Kord); hp 33; see Appendix I.

APL 8 (EL 8)

➤ **Klegdus Deathtouch:** Male human Clr3/Mnk5 (Kord); hp 43; see Appendix I.

APL 10 (EL 10)

➤ **Klegdus Deathtouch:** Male human Clr3/Mnk7 (Kord); hp 53; see Appendix I.

Tactics: He is a monk and enjoys mixing it up. He should be able to batter most characters.

- The DM must have Klegdus feign being knocked unconscious if reduced to 7 or fewer hit points.
- The DM needs to review the rules for unarmed combat and subdual damage.
- If the character is knocked out or submits, the fight is over.

ENCOUNTER 6: THE MEETING

After the fight, Klegdus approaches the leader of the party and speaks the secret password with a gruff, throaty voice. Characters should respond, "The swan flies only in the moonlight." Anything else makes him suspicious.

"I'm surprised you made it here alive. The situation is dire. Grakon is throwing a party tomorrow night. It must be important since only dignitaries and nobles are on the guest list, obviously not people like you. I could only manage to get one invitation, which has Grakon's arcane mark on it. Using it is probably our only chance to get into the party and find out what he's scheming. He is also making an important announcement. Find out what he says at the party... that is if you're not discovered through some fault of your own and hung by your guts from the second story window.

For the rest of the group, I have a contact inside Grakon's manor that will leave a window open and unbarred on the backside of the manor so you can gain access. Search his home and especially his bedroom for any information we can use... and try not to set off too many traps in his house! I prepared a rough map of his manor and grounds so you can get to his bedroom in good time and hopefully making enough noise not to alert his guards. By the looks of you, I doubt you'll make it and we're probably all doomed.

Hand out Player's Handout 4: Grakon's Manor House

They have the rest of this night and part of the day tomorrow to prepare before the party tomorrow night. Klegdus encourages the party to elect their smoothest talker to go to the party. He gives this person an invitation with an Arcane Mark of a tentacle with an eye on top of it and three small vials of poison as an additional method of subduing the Boneheart wizard, detailed in Encounter 10 and Player's Handout 5.

Klegdus is a pessimistic jerk that loves to act out his cover too much. He and Deilah, the contact inside Grakon's manor are both working for the Underly Network, a secret intelligence organization for the

County. The Underly Network is led by the man that teleported the characters to Ixworth, if they chose that method, and is to be expanded upon in later County of Urnst Regional adventures. Characters who are already members of this group gain no special privileges at this time.

If the characters attempt to forge new invitations, secretly make and record the check and do not reveal it to the characters. Then make an opposed Forgery check by the guards at the gate.

Klegdus does not accompany the party. He excuses himself to continue to gather information in the city. If no character accepts the invitation, skip Encounter 8 and 10. Proceed to Encounter 7.

ENCOUNTER 7: COVERT ENTRY

The grand manor house of Lucius Grakon sits on a bluff thirty feet above the surrounding land. A narrow road spirals and rises in front of the bluff leading to a drawbridge. The house is large with a thatched roof.

The bugbear guards at the front gate do not let anyone in who does not have an invitation. If the characters have forged invitations, the bugbear guard's Forgery check has a circumstance modifier of +4 due to their familiarity with the real thing. This gives them a total of +6 to their Forgery check. Shazri, the contact on the inside, has left the second story window open on the south side of the manor. Scaling the bluff to the base of the manor house requires a successful Climb check (DC 15) per half-movement due to the rough surface of the bluff wall.

Scaling the manor wall to the second story open window requires a successful Climb check (DC 25) because it is a rough brick wall.

Rope and grappling hook help this endeavor, lowering the difficulty to DC 5 for each half-movement if there are knots in the rope. Armor penalties apply to these checks. The grappling hook needs to be attached on the rooftop about 35 feet from the base of the manor house.

DM's may add suspense by describing a group of pigeons or other birds that are startled by the climbing characters taking flight. This alerts a bugbear guard at the next window over, who peers outside. The bugbear guard scans the air, then closes the window and goes back inside.

There are 13 bugbear guards total in the manor house. The ones that aren't killed quietly can be used to pursue the characters, if necessary, for the final encounter, or can be called upon if the characters are incredibly inept at subterfuge.

ENCOUNTER 8: THE PARTY

Since the events of *Deserted Dominion*, Lucius Grakon has been secretly spying on the characters and knows what they look like. If the character attending the dinner party

is not disguised or did not take some other precaution, he may be recognized by Grakon with a successful Spot skill check (DC 10) opposed by the Disguise skill. If this occurs, this character is surrounded by four bugbear guards in the room and told to surrender. Grakon is prepared to make the combat short and the outcome certain if the character resists. Shazri is posing as Grakon's current girlfriend, however she does not blow her cover to assist a captured character.

Following the last of the guests, you take the lone path up the butte that Lucius Grakon's house rests on. Waiting in line behind other guests at the drawbridge, you see the bugbear guards are holding up each invitation and peering through a gem at it, presumably looking for the Arcane Mark. After verifying the authenticity of each invitation, the bugbear guards allow entrance into the grounds. All servants and bodyguards are left waiting outside the gates. Attendants usher you to the large dining room for cocktails and hors d'oeuvres.

The host, a middle-aged man with dark slick black hair, steely black eyes and a very fine moustache that ends in points, appears to greet all the guests individually. He wears opulent black satin robes with the symbol of Iuz and the Boneheart on the lapels. After further careful examination he is also wearing a pin of an eye on a tentacle.

After a few moments a gorgeous blonde human female in an equally stunning maroon long evening gown approaches you and introduces herself as Shazri. She knows all the other guests, so is able to easily identify the character attending the party. At the first opportunity she takes the character aside, saying, "I'm relieved you made it. We don't have much time! You must find out about Lucius' plans. I'm currently his mistress. He tells me nothing. Learn the information then leave immediately. I have a surprise that will delay or stop pursuit when you do." Then Shazri nonchalantly blends back to the party, greeting other guests.

A character with Innuendo is able to further communicate with Shazri throughout the party (DC 15). It is up to the DM's discretion what she reveals, but remember her primary objective is to assist the character while maintaining her cover. A successful Gather Information check (DC 15) reveals that the other guests all know only one fact: Grakon is announcing something important tonight. After a few moments, the guests are seated and the servants serve dinner.

After dinner is complete, a most unusual dessert is brought out on a small cart. All the guests get out of their seats and approach the cart to be served. An iced tart, in the shape of the County of Urnst sits before you. Green and white with a cherry sauce bleeding out where Radigast City has been pierced by a sugared Dagger. Lucius Grakon stands by the dessert and announces, "While you have all been squabbling about petty issues, I have discovered the existence of an item that allows the wielder to effectively control many minds and more importantly for extended time periods. Once my agents have removed key nobles in the County of Urnst, they will be replaced. I've brought you here to select one lucky former prince to rule the County for me!"

A loud gasp escapes from the audience in unison. The nobles attending the party are all from lands that Iuz has subjugated including the Horned Society, Bandit Kingdoms, and Tenh. Before dessert is served, Grakon encourages the nobles to speak with each other and select a leader and representative from their ranks as he observes and listens. If they are unable, he selects the puppet himself.

A Knowledge (nobility and royalty) check reveals the following information:

- (DC 15) All of the nobles appear to be lesser or displaced nobles from areas conquered by Iuz. Prince Zeech Redhand is not in attendance, and there is no emissary from his group.
- (DC 20) As above, plus a displaced Flannish noble from Tenh is here in disguise. Jarok Jaseemi is known to frequent the court in the County.
- (DC 28+) As above, plus there is a noble named Arlis Falquay from the County of Urnst here in disguise. He is a distant cousin of the Lord of the East, who was tasked with defending part of the Charn castles while they were built. He was rumored to have deliberately set two of the castles on unsteady ground and that's why they have decayed so quickly.

Once Grakon steps away from the table, this is the attending character's chance to slip the poison in his drink using sleight of hand. A successful Pick Pockets check (DC 15) or a Dexterity check (DC 18) allows the character to perform this task of legerdemain. A failed skill check means that someone noticed the poison attempt. Grakon is told immediately, and attempts to capture the one who dares to attempt to poison him. After all he is quite used to assassination attempts. The remainder of this encounter is resolved in *Encounter 10*, but occurs chronologically after *Encounter 9*. Proceed to the next section.

ENCOUNTER 9A: THE ENTRY ROOM

The room beyond the open window looks like a general storage room. There are miscellaneous small items including tools, boxes, extra bulk food like flour and rice, and spare suits of armor. There are the sounds of footsteps approaching outside the door.

If the party is not careful to avoid bumping into these items, the resulting sounds may alert the bugbear guards down the hall. If successful, they open the door to this room and investigate.

A guard jiggles the door handle. If the characters do not make a successful Move Silently skill check, the guard enters the room. The characters' skill check receives at +4 circumstance bonus due to the thickness of the door, and the noise from the party on the other side of it.

ENCOUNTER 9B: GUEST ROOMS

These rooms are guest bedrooms. There is a bed a nightstand and a wardrobe closet. Anything of value is large and bulky.

The DM should waste no time here. Area 'D' on DM Map 2 is the dining room and is detailed in Encounters 8 and 10.

ENCOUNTER 9C: WATER CLOSET

Not only is the existence of this small water closet rare, it's also fully functional!

ENCOUNTER 9E: THE SOUND OF SILENCE

There is a bugbear guard(s) at this station. There is a small gong next to them. If alerted to the party's presence, the guard(s) immediately sound the gong. All other guards in the complex, except the two drawbridge guards, arrive at the rate of four per round. The beholder arrives the subsequent round and Grakon two rounds after the gong is sounded.

APL 4 (EL 3)

🐾 **Bugbear Guard:** Male bugbear Ftr1; hp 32; see Appendix I.

APL 6 (EL 5)

🐾 **Bugbear Guards (2):** Male bugbear Ftr1; hp 32, 32; see Appendix I.

APL 8 (EL 7)

🐾 **Bugbear Guards (4):** Male bugbear Ftr1; hp 32, 32, 32, 32; see Appendix I.

APL 10 (EL 9)

🐾 **Bugbear Guards (4):** Male bugbear Ftr3; hp 48; see Appendix I.

ENCOUNTER 9F: GRAKON'S BEDROOM

This bedroom is richly appointed with high vaulted ceilings over fifteen feet tall. There are ornate tapestries on the walls. A large four-poster bed with a canopy obscures part of your view of the room. Also in the room are two nightstands, one on each side of

the bed. A bookshelf lines the wall opposite the door. A desk and chair are positioned across from the bed.

If the characters attempt to come through the barred and shuttered windows, they must make a successful Open Locks check (DC 20) on the window and a successful Open Locks check (DC 30) on the bars.

Grakon's cohort, a small four-foot wide beholder, is the sentinel of the room. The beholder is currently sleeping ten feet above the door facing toward the room. If the party enters the room, the beholder uses *telekinesis* to close the door after all party members are inside the room, trapping the party in the room. The party guests below cannot hear sounds of battle in this room.

APL 4 (EL 7)

🔦 **Beholder:** hp, 60; see *Monster Manual*.

This version has been crippled, and is without its *charm monster*, *disintegrate*, *finger of death*, and *flesh to stone* eyestalks.

APL 6 (EL 9)

🔦 **Beholder:** hp, 60; see *Monster Manual*.

This version has been crippled, and is without its *disintegrate* and *finger of death* eyestalks.

APL 8 (EL 11)

🔦 **Beholder:** hp, 60; see *Monster Manual*.

This version has been crippled, and is without its *disintegrate* eyestalk.

APL 10 (EL 13)

🔦 **Beholder:** hp, 60; see *Monster Manual*.

Tactics: The beholder attempts to stay out of the reach of the characters. This reduces him to only one ray per arc (three attacks per round), but keeps him out of reach of normal melee weapons. Under no circumstances should the creature fly low enough to be hit by melee weapons.

Searching the master bedroom reveals nothing unusual until characters reach the desk. The desk has a secret compartment that is found after five rounds of searching, or with a successful Search check (DC 20) and contains a chest with *Player's Handout 5*, Grakon's spellbook, and 600 gp.

ENCOUNTER 9G: SITTING ROOM

ENCOUNTER 9H: KITCHEN

The standard kitchen and sitting room are here. There is nothing notable. The DM should waste no time here.

ENCOUNTER 10: THE KIDNAPPING

The character who is going to the party is given poison by Klegdus and explained their effects as one method of capturing the Boneheart wizard. The effects are listed in *Player's Handout 3* and below for DM convenience.

- Poison 1: Oil of taggit: Ingested (DC 15); Initial/Secondary damage (0/unconsciousness).
- Poison 2: Dragon bile: Contact (DC 26); Initial/Secondary damage (3d6 Str/0).
- Poison 3: Purple Worm Poison: Injury (DC 24); Initial/Secondary damage (1d6 Str/1d6 Str).

APL 4 (EL 7)

🔦 **Boneheart Wizard Lucius Grakon:** Male human Wiz7; hp 29; see Appendix I.

APL 6 (EL 9)

🔦 **Boneheart Wizard Lucius Grakon:** Male human Wiz9; hp 37; see Appendix I.

APL 8 (EL 11)

🔦 **Boneheart Wizard Lucius Grakon:** Male human Wiz11; hp 45; see Appendix I.

APL 10 (EL 13)

🔦 **Boneheart Wizard Lucius Grakon:** Male human Wiz13; hp 53; see Appendix I.

If a battle starts at the party, all of the nobles flee for their lives, but all of his guards begin to arrive at a rate of 2 per round. Statistics are as the bugbear guard from the hallway. There are 13 bugbear guards in total.

There are 15 guests at the party. There are 4 bugbear guards in the party room. The wizard calls for the guards if he feels exceptionally threatened and has the character thrown out. If the character or characters resist, the beholder is called downstairs (it arrives in two rounds) and the entire force of the guards arrive in 4 rounds from the shouting of the guards, the wizard, and the guests. The characters are then asked to leave. There won't be a battle, unless the characters are really stupid and start one. If the wizard is reduced to 10 or fewer hit points, he heads for the upstairs to get to his room for the protection of his beholder. If he isn't feeling well (from the poison), he sits down at the head table, not wanting to appear weak.

ENCOUNTER 11: THE ESCAPE

The drawbridge connecting the path from Ixworth up to the butte upon which Grakon's manor house sits is operated by a simple chain wheel mechanism that lowers or raises the

drawbridge by turning the wheel. Luckily the drawbridge is down.

Shazri races out of the manor with the party toward the only exit. The two bugbear guards are momentarily surprised before she fires an arrow straight through each of their heads. "Keep going, I'll be right behind you as soon as I take care of these two," Shazri says.

If the characters get out of the manor house with the wizard, they still need to escape back to Urnst. You should create illusion that pursuit is hot on their heels by any means necessary.

- It is 2 miles if they go through the city to the extraction point.
- It is 3 miles from manor house traveling around Ixworth to the extraction point if they are planning on leaving by air.

You hurry to the extraction point and find... nothing there! Just as the pursuit closes to bowshot range, the flying carpets burst out of the clouds. In the next instant, a large bag labeled "potions of levitation" floats down. Reaching inside the bag, you pull out potions and drink them. Within seconds you all rise right up to the carpets hovering nearer the ground.

Within moments you rise above the clouds, bathed in the moonlight with the Empire of Iuz fading in the distance.

If the characters do not kill or capture the Boneheart wizard and are captured themselves, continue to the next section.

IF THE CHARACTERS ARE CAPTURED

When the characters are captured, they are turned into Prince Zeech Redhand's chancellor, who sends the characters directly to the Clerics of Iuz at Balmund, in chains. There, they are tortured and nearly fed to ghouls. The characters may escape after 6 TU's, or sooner if they are rescued during the Mini-Adventure that is available.

If the characters are successful in capturing and returning the wizard to the County, a major disaster has been avoided. The officials of the County cannot publicly thank the characters, as this would be a breach of security and very likely add more bounties on their heads. They do however gain a secret Influence point with the Archmage Underly, and be able to sell all items they recovered.

If the characters are unsuccessful in capturing and returning the wizard to the County, grave events are spelled out for the County in future adventures, with the likelihood that a puppet of Iuz is, in fact, installed in the County upon recovery of the final items necessary to prove rulership.

Note: All judges should inform the County of Urnst Triad whether the party at their table was able to successfully capture and bring the Boneheart wizard back after judging this adventure.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 1: Trial of Saldir

Defeat or capture the Boneshadow assassin

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 4: Contact Search

Good information gathering and roleplay.

APL 4	30 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Encounter 9e: The Sound of Silence

Defeat the bugbear guards.

APL 4	30 XP
APL 6	90 XP
APL 8	180 XP
APL 10	270 XP

Encounter 9f: Grakon's Bedroom

Defeat the beholder.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Encounter 10: The Kidnapping

Defeat or capture Lucius Grakon.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 1: Trial of Saldir

Defeat the assassin and strip him of his gear.

APL 4: L: 25 gp; C: 0 gp; M: 0

APL 6: L: 65 gp; C: 0 gp; M: 0

APL 8: L: 35 gp; C: 0 gp; M: +1 dagger (Value 345 gp per character).

APL 10: L: 35 gp; C: 0 gp; M: +1 dagger (Value 345 gp per character).

Encounter 9e: The Sound of Silence

Defeat the bugbear guards and strip them of their gear.

APL 4: L: 3 gp; C: 0 gp; M: 0

APL 6: L: 5 gp; C: 0 gp; M: 0

APL 8: L: 11 gp; C: 0 gp; M: 0

APL 10: L: 11 gp; C: 0 gp; M: 0

Encounter 9f: Grakon's Bedroom

Defeat the beholder, find the chest and take the gold.

APL 4: L: 0 gp; C: 120 gp; M: 0

APL 6: L: 0 gp; C: 120 gp; M: 0

APL 8: L: 0 gp; C: 120 gp; M: 0

APL 10: L: 0 gp; C: 120 gp; M: 0

Encounter 10: The Kidnapping

Defeat Lucius Grakon and strip him of his gear.

APL 4: L: 30 gp; C: 0 gp; M: 0

APL 6: L: 30 gp; C: 0 gp; M: 0

APL 8: L: 30 gp; C: 0 gp; M: *ring of protection* +1 (Value 300 gp per character); *amulet of natural armor* +1 (Value 300 gp per character).

APL 10: L: 30 gp; C: 0 gp; M: *ring of protection* +1 (Value 300 gp per character); *amulet of natural armor* +1 (Value 300 gp per character).

Total Possible Treasure

APL 4: 178 gp

APL 6: 220 gp

APL 8: 1141 gp

APL 10: 1141 gp

Influence Point with the Underly Network, headed by Archmage Jacobis Underly.

Characters have the opportunity to join the Underly Network, an intelligence organization that works on behalf of the County. If a character is a member of the Underly Intelligence Network (secret organization), they may gain Rank-2 in that organization, by trading in their certificate.

Membership in the Underly Intelligence Network is not automatic. Those who wish to join must petition the Triad for more details.

There are qualifications similar to those of the Knights of the Swan. Characters must have already qualified for one of the class metaorganizations.

APPENDIX I: NPCS

ENCOUNTER 1: TRIAL OF SALDIR

APL 4 (EL 4)

✚ **Lesser Boneshadow Assassin:** Male human Ftr2/Rog2; CR 4; Medium-size humanoid (human); HD 2d10+2d6+4; hp 28; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +5 melee (1d4+2/19-20, dagger); SA Sneak attack +1d6; SQ Evasion; AL NE; SV Fort +4, Ref +7, Will +1; Str 14, Dex 18, Con 12, Int 10, Wis 13, Cha 12.

Skills and Feats: Climb +8, Disguise +3, Handle Animal +3, Hide +8, Jump +6, Move Silently +8, Ride +8, Swim +0; Blind-Fight, Dodge, Mobility, Improved Initiative, Run

Possessions: masterwork chain shirt, dagger.

APL 6 (EL 6)

✚ **Lesser Boneshadow Assassin:** Male Human Rog5/Asn1; CR 6; Medium-size humanoid (human); HD 6d6+6; hp 32; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +6 melee (1d4+2, dagger); SA Sneak attack +4d6, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +12, Will +2; Str 14, Dex 18, Con 12, Int 11, Wis 13, Cha 12.

Skills and Feats: Balance +7, Bluff +5, Climb +6, Disguise +5, Hide +12, Jump +5, Listen +5, Move Silently +12, Ride +8, Search +4, Sense Motive +5, Spot +10, Swim +1, Tumble +12; Blind-Fight, Dodge, Lightning Reflexes, Run

Possessions: masterwork chain shirt, masterwork dagger (poisoned), 2 tanglefoot bags.

Poison (giant wasp poison): Injury (DC 18); Initial/Secondary Damage (1d6 Dex/1d6 Dex).

APL 8 (EL 8)

✚ **Lesser Boneshadow Assassin:** Male Human Rog5/Asn3; CR 8; Medium-size humanoid (human); HD 8d6+8; hp 42; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +8 melee (1d4+3, dagger); SA Sneak attack +5d6, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC), +1 save vs. poison; AL NE; SV Fort +3, Ref +13, Will +3; Str 14, Dex 19, Con 12, Int 11, Wis 13, Cha 12.

Skills and Feats: Balance +7, Bluff +5, Climb +6, Disguise +7, Hide +14, Jump +5, Listen +5, Move Silently +14, Ride +8, Search +4, Sense Motive +5, Spot +10, Swim +3, Tumble +14; Blind-Fight, Dodge, Lightning Reflexes, Run

Possessions: masterwork chain shirt, +1 dagger (poisoned), 2 tanglefoot bags.

Poison (giant wasp poison): Injury (DC 18); Initial/Secondary Damage (1d6 Dex/1d6 Dex).

APL 10 (EL 10)

✚ **Lesser Boneshadow Assassin:** Male Human Rog5/Asn5; CR 10; Medium-size humanoid (human); HD 10d6+10; hp 52; Init +4; Spd 30 ft.; AC 18 (touch 14,

flat-footed 14); Atk +9/+4 melee (1d4+3, dagger); SA Sneak attack +6d6, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), +2 save vs. poison; AL NE; SV Fort +3, Ref +14, Will +3; Str 14, Dex 19, Con 12, Int 11, Wis 13, Cha 12.

Skills and Feats: Balance +7, Bluff +5, Climb +6, Disguise +9, Hide +16, Jump +5, Listen +5, Move Silently +16, Ride +8, Search +4, Sense Motive +5, Spot +10, Swim +5, Tumble +16; Blind-Fight, Dodge, Lightning Reflexes, Quicker Than the Eye*, Run

Possessions: masterwork chain shirt, +1 dagger (poisoned), 2 tanglefoot bags.

Poison (giant wasp poison): Injury (DC 18); Initial/Secondary Damage (1d6 Dex/1d6 Dex).

*See Appendix 2: New Rules for additional information.

ENCOUNTER 5: FIGHT NIGHT

APL 4 (EL 4)

✚ **Klegdus Deathtouch:** Male human Clr1/Mnk3 (Kord); CR 4; Medium-size humanoid (human); HD 4d8; hp 23; Init +1; Spd 40 ft.; AC 12 (touch 12, flat-footed 11); Atk +5 melee (1d6+3, unarmed strike); SA Spells, turn undead, unarmed strike, stunning attack; SQ Evasion, fast movement, still mind; AL LN; SV Fort +5, Ref +6, Will +6; Str 16, Dex 13, Con 10, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +4, Concentration +4, Diplomacy +5, Escape Artist +4, Jump +6, Knowledge (religion) +4, Swim +6, Tumble +4; Deflect Arrows, Dodge, Lightning Reflexes.

Possessions: traveler's outfit

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – create water, detect poison, purify food and drink; 1st – divine favor, endure elements*, shield of faith.

*Domain spell. *Domains:* Good (You cast good spells at +1 caster level); Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day).

APL 6 (EL 6)

✚ **Klegdus Deathtouch:** Male human Clr2/Mnk4 (Kord); CR 6; Medium-size humanoid (human); HD 6d8; hp 33; Init +1; Spd 40 ft.; AC 12 (touch 12, flat-footed 11); Atk +7 melee (1d8+3, unarmed strike); SA Spells, turn undead, unarmed strike, stunning attack; SQ Evasion, fast movement, still mind, slow fall (20 ft.); AL LN; SV Fort +7, Ref +7, Will +8; Str 16, Dex 13, Con 10, Int 10, Wis 13, Cha 12.

Skills and Feats: Balance +5, Concentration +5, Diplomacy +6, Escape Artist +5, Jump +7, Knowledge (religion) +5, Swim +7, Tumble +5; Blind-Fight, Deflect Arrows, Dodge, Lightning Reflexes.

Possessions: traveler's outfit

Spells Prepared (4/3+1; base DC = 11 + spell level): o – create water, detect poison, purify food and drink, resistance; 1st – divine favor, endure elements*, protection from evil, shield of faith.

*Domain spell. Domains: Good (You cast good spells at +1 caster level); Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day).

APL 8 (EL 8)

➤ **Klegdus Deathtouch:** Male human Clr3/Mnk5 (Kord); CR 8; Medium-size humanoid (human); HD 8d8; hp 43; Init +1; Spd 40 ft.; AC 14 (touch 14, flat-footed 13); Atk +8 melee (1d8+3, unarmed strike); SA Spells, turn undead, unarmed strike, stunning attack; SQ Evasion, fast movement, still mind, slow fall (20 ft.), purity of body; AL LN; SV Fort +7, Ref +8, Will +8; Str 16, Dex 13, Con 10, Int 10, Wis 14, Cha 12.

Skills and Feats: Balance +6, Concentration +6, Diplomacy +7, Escape Artist +6, Jump +8, Knowledge (religion) +6, Swim +8, Tumble +6; Blind-Fight, Deflect Arrows, Dodge, Lightning Reflexes.

Possessions: traveler's outfit

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): o – create water, detect poison, purify food and drink, resistance; 1st – divine favor, endure elements*, protection from evil, shield of faith; 2nd – bull's strength*, endurance, lesser restoration.

*Domain spell. Domains: Good (You cast good spells at +1 caster level); Strength (You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day).

APL 10 (EL 10)

➤ **Klegdus Deathtouch:** Male human Clr3/Mnk7 (Kord); CR 10; Medium-size humanoid (human); HD 10d8; hp 53; Init +5; Spd 50 ft.; AC 14 (touch 14, flat-footed 13); Atk +10/+5 melee (1d8+3, unarmed strike); SA Spells, turn undead, unarmed strike, stunning attack; SQ Evasion, fast movement, still mind, slow fall (30 ft.), purity of body, wholeness of body, leap of the clouds; AL LN; SV Fort +7, Ref +8, Will +8; Str 16, Dex 13, Con 10, Int 10, Wis 14, Cha 12.

Skills and Feats: Balance +8, Concentration +6, Diplomacy +7, Escape Artist +8, Jump +10, Knowledge (religion) +6, Swim +10, Tumble +8; Blind-Fight, Deflect Arrows, Dodge, Improved Trip, Lightning Reflexes.

Possessions: traveler's outfit

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): o – create water, detect poison, purify food and drink, resistance; 1st – divine favor, endure elements*, protection from evil, shield of faith; 2nd – bull's strength*, endurance, lesser restoration.

*Domain spell. Domains: Good (You cast good spells at +1 caster level); Strength (You can perform a feat of

strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day).

ENCOUNTER 9E: THE SOUND OF SILENCE

APL 4 (EL 3)

➤ **Bugbear Guard:** Male bugbear Ftr1; CR 3; Medium-size humanoid (goblinoid); HD 3d8+1d10+8; hp 32; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d8+3, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +3, Listen +3, Move Silently +6, Spot +4; Alertness, Power Attack, Weapon Focus (morningstar).

Possessions: leather armor, small steel shield, morningstar.

APL 6 (EL 5)

➤ **Bugbear Guards (2):** Male bugbear Ftr1; CR 3; Medium-size humanoid (goblinoid); HD 3d8+1d10+8; hp 32; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d8+3, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +3, Listen +3, Move Silently +6, Spot +4; Alertness, Power Attack, Weapon Focus (morningstar).

Possessions: leather armor, small steel shield, morningstar.

APL 8 (EL 7)

➤ **Bugbear Guards (4):** Male bugbear Ftr1; CR 3; Medium-size humanoid (goblinoid); HD 3d8+1d10+8; hp 32; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +7 melee (1d8+3, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +3, Listen +3, Move Silently +6, Spot +4; Alertness, Power Attack, Weapon Focus (morningstar).

Possessions: leather armor, small steel shield, morningstar.

APL 10 (EL 9)

➤ **Bugbear Guards (4):** Male bugbear Ftr3; CR 5; Medium-size humanoid (goblinoid); HD 3d8+3d10+12; hp 48; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +9 melee (1d8+3, morningstar); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +5, Will +2; Str 16, Dex 12, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +7, Hide +4, Listen +4, Move Silently +7, Spot +5; Alertness, Cleave, Power Attack, Sunder, Weapon Focus (morningstar).

Possessions: leather armor, small steel shield, morningstar.

ENCOUNTER 10: THE KIDNAPPING

APL 4 (EL 7)

☛ **Boneheart Wizard Lucius Grakon:** Male human Wiz7; CR 7; Medium-size humanoid (human); HD 7d4+7; hp 29; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d6, club); SA Spells; AL NE; SV Fort +5, Ref +3, Will +5; Str 10, Dex 13, Con 13, Int 19, Wis 10, Cha 10.

Skills and Feats: Alchemy +11, Concentration +11, Diplomacy +5, Knowledge (arcana) +13, Knowledge (religion) +5, Knowledge (nobility and royalty) +8, Listen +2, Scry +5, Search +6, Sense Motive +2, Spellcraft +14, Spot +4; Combat Casting, Dodge, Empower Spell, Great Fortitude, Mobility, Scribe Scroll.

Possessions: noble's outfit, masterwork club.

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level): 0 – detect magic, detect poison (2), prestidigitation; 1st – charm person, expeditious retreat, magic missile (2), shield; 2nd – darkness, darkvision, invisibility, see invisible; 3rd – fireball, fly, magic circle against good; 4th – Evard's black tentacles, improved invisibility.

APL 6 (EL 9)

☛ **Boneheart Wizard Lucius Grakon:** Male human Wiz9; CR 9; Medium-size humanoid (human); HD 9d4+9; hp 37; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +5 melee (1d6, club); SA Spells; AL NE; SV Fort +6, Ref +4, Will +6; Str 10, Dex 13, Con 13, Int 20, Wis 10, Cha 10.

Skills and Feats: Alchemy +12, Concentration +13, Diplomacy +6, Knowledge (arcana) +15, Knowledge (religion) +6, Knowledge (nobility and royalty) +9, Listen +3, Scry +6, Search +6, Sense Motive +3, Spellcraft +16, Spot +4; Combat Casting, Craft Rod, Dodge, Empower Spell, Great Fortitude, Mobility, Scribe Scroll.

Possessions: noble's outfit, masterwork club.

Spells Prepared (4/6/5/4/3/2; base DC = 15 + spell level): 0 – detect magic, detect poison (2), prestidigitation; 1st – charm person, expeditious retreat, magic missile (2), shield, unseen servant; 2nd – darkness, darkvision, invisibility, see invisible; 3rd – fireball (2), fly, magic circle against good; 4th – Evard's black tentacles, improved invisibility, stoneskin; 5th – Bigby's interposing hand, dominate person.

APL 8 (EL 11)

☛ **Boneheart Wizard Lucius Grakon:** Male human Wiz11; CR 11; Medium-size humanoid (human); HD 11d4+11; hp 45; Init +1; Spd 30 ft.; AC 13 (touch 12, flat-footed 12); Atk +6 melee (1d6, club); SA Spells; AL NE; SV Fort +6, Ref +4, Will +7; Str 10, Dex 13, Con 13, Int 20, Wis 10, Cha 10.

Skills and Feats: Alchemy +13, Concentration +15, Diplomacy +7, Knowledge (arcana) +17, Knowledge (religion) +7, Knowledge (nobility and royalty) +10, Listen +4, Scry +7, Search +6, Sense Motive +4, Spellcraft +18, Spot +4; Combat Casting, Craft Rod,

Dodge, Empower Spell, Great Fortitude, Maximize Spell, Mobility, Scribe Scroll.

Possessions: noble's outfit, masterwork club, ring of protection +1, amulet of natural armor +1.

Spells Prepared (4/6/5/5/4/3/1; base DC = 15 + spell level): 0 – detect magic, detect poison (2), prestidigitation; 1st – charm person, expeditious retreat, magic missile (2), shield, unseen servant; 2nd – darkness, darkvision, invisibility, see invisible, whispering wind; 3rd – fireball (3), fly, magic circle against good; 4th – Evard's black tentacles, improved invisibility, minor globe of invulnerability, stoneskin; 5th – Bigby's interposing hand, dominate person (2); 6th – chain lightning.

APL 10 (EL 13)

☛ **Boneheart Wizard Lucius Grakon:** Male human Wiz13; CR 13; Medium-size humanoid (human); HD 13d4+13; hp 53; Init +6; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk +7/+2 melee (1d6, club); SA Spells; AL NE; SV Fort +7, Ref +6, Will +8; Str 10, Dex 14, Con 13, Int 20, Wis 10, Cha 10.

Skills and Feats: Alchemy +14, Concentration +17, Diplomacy +8, Knowledge (arcana) +19, Knowledge (religion) +8, Knowledge (nobility and royalty) +10, Listen +4, Scry +9, Search +6, Sense Motive +6, Spellcraft +20, Spot +4; Combat Casting, Craft Rod, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Maximize Spell, Mobility, Scribe Scroll.

Possessions: noble's outfit, masterwork club, ring of protection +1, amulet of natural armor +1.

Spells Prepared (4/6/5/5/5/4/2/1; base DC = 15 + spell level): 0 – detect magic, detect poison (2), prestidigitation; 1st – charm person, expeditious retreat, magic missile (2), shield, unseen servant; 2nd – darkness, darkvision, invisibility, see invisible, whispering wind; 3rd – fireball (3), fly, magic circle against good; 4th – enervation, Evard's black tentacles, improved invisibility, minor globe of invulnerability, stoneskin; 5th – Bigby's interposing hand, dominate person (2), magic jar; 6th – chain lightning, circle of death; 7th – prismatic spray.

LUCIUS GRAKON'S SPELLBOOK

0 – arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance

1st – charm person, color spray, expeditious retreat, magic missile, protection from good, ray of enfeeblement, shield, true strike, unseen servant

2nd – arcane lock, darkness, darkvision, invisibility, protection from arrows, see invisibility, shatter, whispering wind

3rd – fireball, fly, magic circle against good, secret page, slow

4th – enervation, Evard's black tentacles, improved invisibility, minor globe of invulnerability, stoneskin

At APL 6 and up he has the following additional spells in his spellbook:

5th – Bigby's interposing hand, cloudkill, dismissal, dominate person, magic jar

At APL 8 and up he has the following additional spells in his spellbook:

6th – chain lightning, circle of death, replulsion, summon monster VI

At APL 10 he has the following additional spells in his spellbook:

7th – banishment, Bigby's grasping hand, finger of death, prismatic spray

APPENDIX 2: NEW RULES

QUICKER THAN THE EYE [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

Your hands can move so quickly that observers don't see what you've done.

Prerequisite: Dexterity 19+

Benefit: While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot checks of any observers. If you succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial action is an attack against someone who failed the opposed check, that opponent is denied a Dexterity bonus to AC.

DM'S APPENDIX

PRE-GAME CHECKLIST:

Determine how many characters have the following certificates from the adventure *Deserted Dominion*:

Players may also use Influence Points from the adventure *Mean and Devious*. The text of the certificate is included here for reference:

- **Influence Point will be gained with Captain Tarn Lightfleck and the Lord Mayor Wier Gellor** (one per character, not tradeable): This point will be useful in future adventures in and around the Dominion area. They remember what your character did and are willing to do you a favor in the future. This kind of activity is beneath the notice of the Countess, however.
- **INFAMY!!!** (one per character, not tradeable): Word gets out that the characters have killed or captured a lesser Boneheart mage and have recovered Ros Erlis. This news reaches Zeech and Cranzer and counts as INFAMY in the Bandit Kingdoms. Anytime a holder of the certificate plays a Bandit Kingdom scenario, they are treated as though they did not purchase the Adventurer's Standard upkeep. Additionally, this infamy can affect your future adventures in other ways, as well.

PLAYER'S HANDOUT 1: URGENT NOTICE

"Please meet the Captain and Lord Mayor at this address."

Game Note: After reading the note, all of the script disappears.

PLAYER'S HANDOUT 2: EQUIPMENT LIST

Savant Leija hands out the following standard equipment to the party

Note: This equipment is on loan only, and may not be kept under any circumstances.

Each character

- Masterwork Reversible Black Operation Clothes (black silk on one side, peasant brown on the other)
- Masterwork Disguise Kit
- Masterwork Grappling Hook Crossbow (Song and Silence)

This device helps adventures scale unclimbable walls, bridge chasms, escape down sheer cliffs, and the like. A grapple-firing crossbow is a metal bolt attached to 100 feet of thin, light rope.

A successful shot at an appropriate target (see the Attack an Object section in Chapter 8 of the Player's Handbook) indicates that the grapple has hooked onto something, anchoring the rope firmly enough for a character to ascend it with a successful Climb check (DC 15). Failure brings one of three results: that the grapple simply failed to snag anything, that it has lodged but is not secure enough to support a character's weight, or that there's simply nothing up there for it to catch. In the first case, the user can simply recoil the rope and try again. In the second case, a successful Use Rope check (DC 15) made before anyone tries to climb reveals the instability. The user cannot free that grapple but may try to fire another. (Should anyone try to climb the unstable rope, the grapple gives way after the climber has progressed 1d10 feet. Determine damage normally for the resulting fall.) In the third case, retries automatically fail.

A character can easily anchor a grapple-bolt by hand in a niche or use pitons to secure it on a smooth stone. This provides the same aid for descent without the need to fire the weapon.

Crossbow, grapple-firing

Simple ranged weapon, cost 70gp, damage 1d3, range 120 ft., weight 12 lb., type piercing, hardness 10, hp 10

- Masterwork 100 ft. silk rope
- Masterwork thieves tools
- Masterwork Manacles, Hood and Gag
- Masterwork net
- Masterwork small steel mirror
- Portable Hole

PLAYER'S HANDOUT 3: MAP TO IXWORTH



Items given by Klegdus

Dagger to coat with poison (see below)

Party invitation with visible Arcane Mark of an eye on a tentacle.

Noble's Outfit

Fake Jewelry

Poisons

- Oil of Taggit
- Dragon Bile
- Purple Worm Poison

PLAYER'S HANDOUT 5

My Lord,

The search for the Amulet of the Ninth Order continues. Initially the bucolic locals were rather unwilling to share their familiarity of these lands. However, once my agents sent several of their neighbors away as slaves and fed others to our pets, they were much more cooperative. We have narrowed the Amulet's whereabouts to the following locations within the County of Urnst:

Bampton

~~Charn Castles~~

Franz-keeps

Crystal Springs

~~Hardwyn~~

~~Dominion~~

Fennelmoor

~~Ventnor~~

Blue Mounds

With your permission I would like to ask the Boneheart at Balmund to allow more hobgoblins to roam into the County serving as a further diversion. Hopefully this will finally instigate dissolution of the Pact of Greyhawk in that area once and for all.

Your loyal servant,

V. S.

Rooftop Encounter

1 square = 5 feet



Enlarge by 200% for 1" scale play map.



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.