

VEL1-07

THE DELIVERY

A One-Round D&D LIVING GREYHAWK[®]

Veluna Regional Adventure

Version 1

by Victor Long

"A traitor has been discovered in the Veluna Guild of Messages and Missives. The security of the entire country is at risk, and you have the opportunity to catch the criminal. Can the country survive should you fail? Part One of the Traveler's Saga. An adventure for characters level 1-8.

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

PREPARATION

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core 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" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
- 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
- 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the APL 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 100 gp's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

It is 591 CY and The Guild of Messages and Missives is having trouble. Somewhere in its organization there is a traitor to the country of Veluna. The guildmaster in Veluna City needs someone to investigate the rediscovery of a message believed lost months ago.

This message was sent from Sagariz Borger in Shandalanar to Mathis Libboxon in Mitrik. This message was never delivered. Libboxon was found dead, murdered, earlier this year. The guildmaster in Mitrik declared that the message should be returned to Borger. In the event the message would be needed by the Mitrik Guardsmen, he retained a legal copy. The messenger who traveled to Shandalanar to return the message never returned. Earlier this year, the Guild officially pulled out of Shandalanar as no messages had come from the village and no messengers had returned who had delivered

there. Recently, Shandalanar has secretly been declared a Matter of State.

Heroes will find that a man has infiltrated the Guild of Messages and Missives and has stolen the copy of that letter. Working against this man is a loyal guildsman who discovered the theft and is attempting to return the letter to the guild. These two men are named Kostas and Hensal.

The guildmaster in Veluna City has evidence of Kostas's disloyalty. Kostas was once asked to carry a message from Garagost to Sarawaty in Furyondy. Somewhere in Mitrik, the message was apparently shared with agents of Iuz who prevented the plot from succeeding. As it has not yet been discovered to whom Kostas was leaking information, it was decided that Guardsmen and local guildmasters of the Guild of Messages and Missive would watch him. The national guildmaster in Devarnish has even taken notice of this man.

It is expected that the heroes will take Kostas to either the Guardsmen, who will direct them to the guild house, or to the guild house directly. Once there, the local guildmaster will ask the heroes to help him find more concrete proof on Kostas.

If the heroes travel to Mitrik they may follow up on the murder of Libboxon. Worms have eaten Libboxon. Almost two years ago, a horde of worms sprang forth from a shipment of spices from Ket, eating the merchant alive. Mitrik Guardsmen caught the murderer, one Yazell Meros, who admitted to the crime, and executed him a year ago. At the time, the letter was investigated by Guardsman Ozenbaugh who declared it to be coincidental, and not connected to the murder.

Following up on the information that Ozenbaugh can share with the heroes, they can discover his hidden notes, and even discover that some of his plans are still in motion even after his execution. With this evidence, the heroes can request that the remains of Meros be exhumed. The undead creature that the Kettite has become has been sequestered in his own grave and has not, apparently, even attempted escape. Instead, he was using a mental link with an imp familiar to continue his work unmolested.

His current work involves helping someone by the name of Adair Hirschfield. He has directed this person to travel to the village of Shandalanar. It is there, he claims, that Hirschfield will find the means to complete his grand quest and resurrect the being identified as "Leviathan."

This should lead the heroes to Shandalanar, itself. The village is found to be totally empty. There are no people, no visitors. The dust lies evenly over everything. There are no dead bodies. There is no clear reason why there are no people living and working and even thriving in this place. There are no broken windows, or signs of vandalism. There are no signs that the ruins are even used by travelers as campsites, or by orcs or goblins, or even by normal animals.

However, should the heroes stay into the night, they will find that there are roving patrols of zombies keeping

the peace in Shandalanar. These troops can be avoided by cunning heroes, or turned by divine ones.

Searching the village will eventually uncover a shallow underground complex, a mere ten feet under the ground. This complex contains the lair of Hirschfield. Here, he has more zombie guards keeping watch over a young woman encased in blue fire. She is clearly in pain, although not in immediate mortal danger. Regardless, it is expected that the heroes will free her.

She does not remember her name, or why she is here. But, she does know Hirschfield, who imprisoned her, and can lead the heroes to him.

He has very recently found and translated an old tome, buried under Shandalanar's Temple to Rao. Tonight, he is going to try to summon Leviathan. The heroes may stop him, fight Leviathan, or flee the village.

INTRODUCTION

Please ask the players to devise a reason why their chosen characters would be in Veluna City, having dinner in a local establishment. If the heroes know one another, please allow them to meet, and introduce one another. Should a player have a character who proves to be inappropriate to the adventure, allow that player to choose a different character, if he wishes.

ENCOUNTER 1

In which the heroes break up an argument or solve a murder

The heroes begin their tale in the lunchtime crowds in Tannenbaum's Chalice. The heroes may sit with one another if they wish. Their meal, at the beginning of the adventure, is covered by their Lifestyle cost, but all other costs in the adventure must be paid for separately. Please read the following to the players:

Tannenbaum's Chalice is a clean, middle class inn. You have an attentive waitress named "Yannotta" who keeps your glass full and your table clean as she makes her rounds. The meal is very enjoyable, and the atmosphere is pleasant. A bard by the name of Corte Penasquitos is regaling the crowd with tales of Prince Thrommel, heir to the throne of Furyondy. While you are enjoying your meal, a slight disturbance grows at the door.

The crowd begins to quiet, turning its collective attention to the struggle, which seems to grow louder by comparison. Corte's fingers fall away from his instrument before the first blow is struck.

What has happened, should any hero claim he was watching the door the whole time, is that both Kostas and Hensall left the dining hall at the same time. Kostas blundered into Hensall and both of them dropped their respective clutches. Both of them were carrying a sturdy leather bag with hardened sides to protect papers and folios. These are the types of bags used by messengers and couriers throughout the country.

When the two bags hit the ground, they got a little bit confused. Hensall apologized to Kostas and retrieved one of the bags. Kostas did the same and began to leave. Hensall then stopped Kostas, claiming that he had picked up the wrong bag. He pointed to a silver symbol attached to it, and claimed that it marked it as his. Kostas disagreed, saying that the symbol was the mark of his guild, and the bag was therefore his.

This is the argument that attracted attention. By the time the heroes are likely to have noticed the disturbance, the two are yelling at each other. The unmarked bag is on the ground, and they are both tugging on the marked one. Both are calling for guards and accusing the other of thievery.

Most of the patrons simply watch the spectacle. The heroes are expected, but not required, to get involved. Allow everyone a chance to notice the struggle, and decline or act before continuing.

If the heroes get involved the two offer the following arguments:

Hensall:

- The silver symbol is the mark of his mother's family. As his mother was an only child, the family line has ended, and therefore the mark is unrecognizable by most people.
- The papers inside are letters that he is delivering for a few friends of his. He is not from this city, and is here on vacation.
- He is willing to accompany Kostas and the heroes to the authorities and let them settle the disagreement.

Kostas:

- The silver symbol is the mark of his guild. The different houses of the Guild of Messages and Missives have slightly different symbols. He is not from this city.
- The papers inside are letters that it is his duty to deliver to people within this city.
- He is willing to accompany Hensall and the heroes to the local guild house and let them settle the disagreement.

If the party checks the satchel, they find that the papers are indeed sealed letters. Use of an appropriate Knowledge skill (such as Heraldry) will reveal only that the Guild of Messages and Missives does, indeed, have subtle differences in their seals depending on which guild house the courier originated. This is to better track trips and was originally begun to determine which areas of the country received the most traffic of this sort.

Kostas is not willing to go to the Guardsmen. Hensall is not willing to go to the guild. Both locations are detailed below should the heroes offer to accompany the satchel as an unbiased third party. With this option, Hensall will threaten to summon the Guardsmen should the heroes not return, or Kostas will threaten with the

power of the guild, depending on which way the heroes go.

Should the heroes not get involved, the two men will be escorted outside where their argument gets more physical. If the heroes intentionally follow the two outside, they will find that Hensall has killed Kostas and is taking the satchel. The heroes may fight Hensall and recover the property.

If the heroes show no interest at all, they will find Kostas's dead body outside. Inquiring inside, the heroes can learn Hensall's name. They may wish to take this information to the Guardsmen.

Should the heroes look through the satchel, they will find sheaves of blank parchment, and one scroll sealed with the shield of Furyondy. If opened, it is a penned message from Prince Thrommel IV to Mathis Libboxon.

ENCOUNTER 2A

In which the heroes speak with the Veluna City Guardsmen

At the Veluna City house of Guardsmen, the heroes will talk to Detective Chiorazzi. This man is in charge of preliminary investigations concerning disputes between non-residents of Veluna City. He has the first look at anything from brandishing a weapon to theft to murder, so long as all of the parties involved are non-residents.

Chiorazzi has files on frequent visitors. He has the names of both Hensall and Kostas on file, as they both come to town often. However, neither man has any record of serious disturbance. Chiorazzi can verify the identities of either man with these files. He will suggest that the heroes speak with the Guild of Messages and Missives, as both men are members of this guild and may have more information for them.

If the heroes came here because of Kostas's murder, Chiorazzi will go to conduct investigations at the inn before going to the guild. He will not accompany the heroes to the guild house. Another Guardsman will speak to the local guildmaster about the two men at a later date. However, he will not request that the heroes delay in going to the guild house.

ENCOUNTER 2B

In which the heroes go visit the Veluna City Guild of Messages and Missives

This is a very serious matter to the guild. The heroes will be able to speak to the local guildmaster, Gerontakos, a half-orc. The party should be surprised to learn that he is in charge of the guildhouse in Veluna City, given the intolerance shown to most half-orcs. It is important that the judge display not only an air of acceptance within the guildhouse, but deference to Gerontakos from the other members as well. He is a respected man within the walls of the guildhouse and tolerated everywhere that he is recognized.

Gerontakos was expecting trouble with Kostas, but didn't know exactly what sort of trouble, or when. He doesn't know all of the details, but he knows that the order came from Dalingerat, himself. Dalingerat, he will tell the heroes, is the Grand Master of the Guild, at the main office in the city of Devarnish.

He does, however, know that Hensall had been thrown out of the Guild two months ago for accepting a request to deliver a message from a gentleman in the city of Garagost to a woman in the village of Shandalanar.

"I do not recall the names of either the sender or the recipient, but it caused a lot of trouble. You see, earlier this year it was decided that the office of the Guild in Shandalanar would be closed. I don't know why, the order came from Dalingerat, the Grand Master of the Guild. He approves all new offices and guildmasters, and also declares when a guildmaster is to be relieved of duty and when an office is to be closed. His directives are never questioned.

But, I digress...the point is that even though Hensall caused trouble earlier; Kostas is a known traitor. He leaked information to an agent of Iuz two years ago. The Grand Master declared that there were extenuating circumstances, and that Kostas was to be given a second chance. I suppose the real question here is: who is the traitor, and who was trying to help?"

If asked, Gerontakos has the following information he can give to the heroes:

- Kostas took a message from Sagariz Borger in Shandalanar to Mathis Libboxon in Mitrik. The message was leaked to an Agent of Iuz. The Mitrik Guardsmen would give no further identification.
- Gerontakos can give a letter of introduction addressed to Guardsman Detective Hornquist, who worked the case two years ago.
- Gerontakos does not advise going to Shandalanar. He has no contacts in that city and will not be able to give any aid to the heroes at all if they go there.
- If possible, Gerontakos would like for the heroes to take the recovered message to the guild house in Mitrik, where it belongs. However, he cannot formally ask the heroes to do this, as it would be seen as a weakness in his house.

It is hoped that the heroes will offer to do this for him. Again, he cannot offer them anything for this, and they cannot be made official carriers of the guild, but he can allow them to take the message, as if they had never brought it to him in the first place.

ENCOUNTER 3

In which the heroes travel to Mitrik, the Capital city

It is expected that the heroes will do no more than two things in Mitrik. One: Deliver the message to the guildhouse. Two: Speak with Detective Hornquist.

Delivering the message is a simple matter. So long as the message is still sealed, there will be no real trouble. The judge may hassle the heroes if he wishes, because of

the impropriety of the guild using freelance assistants, but it is not necessary. Gerantakos has a slight reputation of bending the rules to expedite matters, and the other guild masters see no reason to take their frustrations out on innocent bystanders. (Gerantakos, himself, will have his ear bent at a later date, however.)

Visiting Detective Hornquist will be made easy by the letter of introduction. Hornquist is an elf with a long memory. He remembers the events of the last few years as if they had occurred during lunch, yesterday.

Hornquist

Guardsmen Detective Hornquist is an elf who is 5 feet 3 inches tall, and weighs a meager 100 pounds. He has bright red hair, which he keeps swept back like a plume of feathers, and violet eyes. He speaks with a voice that is used to being listened to, and a tempo which isn't used to being interrupted. He is not, however, a rude person. He just isn't used to being cross-examined.

He will be able to tell them the following:

- Kostas has no criminal record in the city of Mitrik. (Although there is a Kostas Inpercriuo under investigation.)
- Mathis Libboxon has no convictions, but was once under investigation for tariff and tax evasion.
- Libboxon died in 590 CY. The murderer was executed in 591 CY.
- Libboxon's corpse could not be questioned, as it was eaten by worms.

Hornquist will tell the tale to the heroes if they ask:

"It was horrible. When we found him, there was very little left. Hundreds and thousands of worms came bursting from spice barrels that had been shipped in from Ket. They devoured his flesh even as he resisted. There was clear evidence that he crushed many of them before he succumbed. Let me ask you gentlemen, how does a man get taken down by worms? Regardless of how many of them there are, it just doesn't make sense. In two hundred years, I've never seen anything like it, and I hope to never see it again."

Hornquist will allow the heroes access to Libboxon's belongings. They have been in storage all this time, and the Guardsmen have been unable to find next of kin to deliver them to. It is Hornquist's hope that the heroes, with their greater versatility and focus, will succeed. (Alternately, one of the heroes may have a convincing story, such as being hired by family of Libboxon, which gives them the materials.)

These belongings tell a tale of their own.

- Libboxon was a member in good standing of the Import Guild.
- He was a good friend of a man named Dalingerat who once lived in Mitrik.
- He never married.
- He acknowledges no parents or siblings.

- There is a letter, still sealed, which bears no markings telling whom it is from.
- His home, and most of his belongings, were actually owned by the Guild. Things that were actually his all value a mere 200 GP, and were held by the Guardsmen.
- A Kettite merchant named Yazell Meros, a confessed worshiper of Iuz, was found guilty and executed for the murder.

While in Mitrik, the heroes may wish to do some shopping. They may purchase anything in the PHB except for items on Table 7-9 on page 114.

ENCOUNTER 4

In which the heroes get information from a dead man

Yazell Meros was executed and buried last year. The Church of Rao buried him in a consecrated grave to prohibit his resurrection. However, the Church did not expect that he would already be both dead and animated before the consecrations were performed. Likewise, Meros did not expect that the Church would be as thorough as it was in protecting his final remains. Both factions underestimated the other.

Meros successfully animated himself as a free willed evil undead lich before his execution. He disguised his aspect with a multitude of spells including Alter Self and Feign Death, to give the impression that he was actually dead.

The Guardsmen have Meros's personal belongings. Those belongings of his, which were not found to be potentially dangerous, that is. Dangerous items have been disposed of.

One of the items which still exists is Meros's personal journal. It does not radiate magic. The Guardsmen have declared it to be ranting of a lunatic, and therefore not dangerous in their own right. No one remembers who translated the coded portion, which the players may find. This portion is to be given to the players as Handout #2.

The code can be broken with a successful Decipher Script skill check (DC 35.) If the decipherer knows Dwarven, he only has to make a DC 30, and if he knows Terran the DC is further reduced to 25. The judge is empowered to award partial success so long as the decipherer did not miss his target DC by more than 5. Alternately, the players may break the code the hard way. The translated message is produced here:

***Meros,
Position in Shandalanar secure. Send Screffon to Sugarberg to prepare. Leviathan will be summoned by the end of the year. Marduk be praised.***

Hirschfield

It is not expected that the heroes will attempt to exhume Meros. If they do, however, their action will break the

magical seals, which bind the creature in, and it will attempt to escape magically. Meros is an 11th-level sorcerer who is now a lich. He should have no trouble escaping in a dramatic fashion. If freed, he will be grateful, and will simply leave without killing anyone unless absolutely necessary.

ENCOUNTER 5

In which the heroes travel south to Shandalanar

By now, the heroes should be on the way to Shandalanar. The trip there is mostly uneventful, but they will be traveling by the full moon.

Player's Handout #3 details the village of Shandalanar. The homes and shoppes are neat and tidy, and completely abandoned. Please read the following to the players when they travel to this community:

The village of Shandalanar is a nice farming community that is experiencing growth in its marketplace. The center of town holds shops and storage yards from three of the country's wealthiest trading companies. There are signs of recent construction on many of the structures, showing that second story living space has been added to many of the businesses.

But, all is not well in Shandalanar. As you walk down the silent streets an eerie sense of dread settles over you. It is the middle of the day, and yet there are no people. The stores are not open. The Bag of Nails Inn stands silent, its door latched securely against the wind.

Within the boundaries of town, there is no sound, outside of that which the heroes make. There are no animals of any sort to be found, and animal companions with an Intelligence of 3 or less will have an instinctual fear of this place. Looking about, the heroes should notice the lack of graffiti and vandalism. All of the windows are intact. None of the businesses have been broken into.

Please give the heroes time to look around. They may break into any building. Consider all of the locks to be of either simple quality (on a home, DC 20) or average quality (on a business, DC 25). None of the buildings have been burglarized. Clothing is just as it should be. The stores are all as one would expect them to be.

It is as if the stores, or homes, were simply locked up by the owners, and left. There is every indication that the people expected to come right back, with one exception.

There is a thin layer of dust lying over everything in the town. A Spot or Search check with a DC 20 reveals that it would take a few months for this amount of dust to settle. But, no Tracking check will reveal any footprints.

The repetition of what they find should unnerve the heroes. Allow them to try searching in different places, and at different times. This situation should evoke some inter-party conversations, and speculations as to what has happened.

The judge is asked to watch the time as the heroes move about. The houses are not carbon copies of each other, but they all bear the same striking similarities. All

of them appear to have been abandoned long ago by people who clearly intended to return.

The players are the real driving force of this scene. Let them investigate anything but the Bag of Nails, and give them plenty of time to speculate on their findings.

SHANDALANAR BY NIGHT

Despite its abandoned status, the village of Shandalanar enjoys an active nightlife or unlife as the case may be. Bands of zombies patrol the village, ensuring its safety and security at the commands of Adair Hirschfield.

All of the patrols of zombies are exactly the same. Ariel reconnaissance by a flying hero, a scrying hero, or a flying familiar, will reveal that the zombies are on a series of specific paths which circle and protect The Bag of Nails Inn. There are a total of ten patrols.

Avoiding the patrols involves sneaking past them. Using Ariel assistance grants a +4 circumstance bonus to Hide and Move Silently checks on the last two patrols. The other patrols have paths, which are large enough to get around without trouble, so long as Ariel assistance is used.

ZOMBIE PATROL (EL5)

👤 **Medium Zombie** (7): hp 16 each; see *Monster Manual*, page 191

Tactics: The Zombies have been given the instructions to kill any living creature they find on their pre-determined path. They work together at this, and have done so for a number of months. Therefore, the group has an effective Spot and Listen check of 22. Anyone attempting to sneak by them without a fight, or sneak up on them, will have to beat a DC 22 on their Hide and Move Silently skill checks.

The zombies act in concert. They will attack the first living thing that they see to maximum effectiveness. This includes using a Partial Charge as their first attack, if possible. They will only flank by accident, but if they cannot strike a target (failing to connect on a single attack) they will aid one another to strike. They will never aid for defense, or otherwise fight defensively. If one of the zombies sees a creature, they all are considered to have seen it.

Special: If the party has a cleric or paladin who can turn or destroy undead, the zombies are considered to have a less than average effective Encounter Level against this particular party. Therefore, to maintain the EL 5 of the patrol encounter, increase the number of zombies encountered to 10. Nothing else changes.

The door to the Bag of Nails Inn is securely locked. Attempts to break the lock or the door with a weapon should be dealt with using the following information:

🚪 **Door, good wooden:** hardness 5, hp 15, break DC 18

🔒 **Lock, average:** hardness 15, hp 30, Open Locks DC 25

ENCOUNTER 6

In which the heroes find the secret of the Bag of Nails.

Inside the Inn, the heroes will immediately notice that the building is like every other building in town, other than the fact that zombies guard it.

Note: Should the heroes break in during the day, there will be two zombie patrols inside, one on the ground floor, and one on the second floor. The one upstairs will come downstairs if it hears a commotion, taking 1 minute to arrive.

The standard areas of the Inn are all abandoned and vacant, as the rest of the town. However, should the heroes venture into the kitchens, they may discover that one of the pantry doors is smudged with dirt (Spot check DC 17, or specifically looking there.) Opening this pantry door will reveal a ladder, which goes down beneath the town.

The ladder is along a 40-foot pit, which leads to a passageway, which leads north, toward the center of town. Heroes will need to declare a means by which they may navigate (darkvision, torches, etc) as they search the underground lair.

The passageway to the north is 80 feet long. It then turns to the northeast and is an additional 60 feet long. Beyond that, the heroes can see that there are doors along the walls. However, after traveling only 40 feet to the northeast, the heroes may find a trap set into the floor. As this is a straight passageway, dug with one purpose, and no other way to go once down in it, there is no map.

✂️**Trap:** 20 ft. deep spiked pit trap (EL 2): no attack roll necessary (2d6); +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

As mentioned, 10 ft. past the trap, a row of doors begins. There are five doors on either side of the passageway. The doors are simple wooden doors with simple locks and windows. Beyond the doors there are inanimate skeletons shackled to the walls. There are two to three skeletons to each room.

At the end of the passageway, there is another door. This door is also a simple wooden door with a simple lock.

🚪**Door:** simple wooden: hardness 5, hp 10, break DC 15.

🔒**Lock:** simple: hardness 15, hp 30, Open Locks DC 20

A successful Listen skill check (DC 8) will alert the heroes to the fact that there are people on the other side of the door. Making the check by 5 will allow the listener to understand what is being said. The speakers are orcs, speaking their own language.

"It's not fair, I tell you. We could have gone to Sugarberg with Screffon. We're just as loyal and trustworthy as he is. And, besides, there are more of us. And, we're big and strong. Well, bigger and stronger than that wizard's familiar, anyway."

There is a general murmur of consent, but no one really rallies to his cause. Another voice, in the same language and dialect, tells the speaker that he is tired of hearing the argument, because it is all he has talked about for the last two months, ever since he found out where the wizard and his familiar were.

Continued listening will let the heroes hear that there are about five different voices in the room, but there will be no more useful information forthcoming from the guards.

It is expected that the heroes will ambush the orcs. The orcs, however, may have heard the heroes. Give one orc a Listen check (DC variable) to determine if they did or not. If they did hear the heroes' approach, they will continue their conversation while setting up a counter-ambush, thereby negating the surprise round from the heroes, and already having their weapons readied.

Listen DC: (hero using Move Silently) skill check +8; (hero unarmored) 23; (hero in medium armour) 13; (hero in heavy armour) 3. Use the lowest applicable DC.

APL 2 (EL 4)

👤**Prison Guards, orcs** (6): hp 4 (x2), 5, 6 (x3), 8; see *Monster Manual*, page 146.

APL 4 (EL 6)

👤**Elite Prison Guards, mix male and female orcs, Ftr2** (4): CR 2; Medium-size humanoid (orc); HD 2d10+2; hp 19, 18, 17 (x2); Init +0, Spd 20 ft.; Atk +5 melee (1d12+3/x3, greataxe), or +2 ranged (1d6, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +0, Will -1; Str 15, Dex 10, Con 12, Int 9, Wis 8, Chr 8.

Skills and Feats: Listen +4, Spot +3; Alertness, Power Attack, Weapon Focus (greataxe).

Possessions: Scale mail, greataxe, 2 javelins.

APL 6 (EL 8)

👤**Elite Prison Guards, mix male and female orcs, Ftr2** (7): CR 2; Medium-size humanoid (orc); HD 2d10+2; hp 19, 18, 17 (x2), 15 (x3); Init +0, Spd 20 ft.; Atk +5 melee (1d12+3/x3, greataxe), or +2 ranged (1d6, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +0, Will -1; Str 15, Dex 10, Con 12, Int 9, Wis 8, Chr 8.

Skills and Feats: Listen +4, Spot +3; Alertness, Power Attack, Weapon Focus (greataxe).

Possessions: Scale mail, greataxe, 2 javelins.

APL 8 (EL 10)

👤**Champion Prison Guards, mix male and female orcs, Ftr5** (6): CR 5; Medium-size humanoid (orc); HD 5d10+5; hp 48, 40 (x2), 35, 33; Init +0, Spd 20 ft.; Atk +9 melee

(1d12+6/x3, greataxe), or +5 ranged (1d6, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +1, Will +2; Str 16, Dex 10, Con 12, Int 9, Wis 8, Chr 8.

Skills and Feats: Listen +4, Spot +3; Alertness, Iron Will, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Scale mail, greataxe, 2 javelins.

Tactics: Unless ambushed, the orcs will throw their javelins at the first person to walk through the doorway, and then ready their greataxes. Otherwise, they will fight exclusively with their greataxes. The orcs will fight to protect a column of flame in the northeast corner of the room. If not near that target, they will flank and aid another, attempting (if possible) to get three orcs on a single hero. Should a hero be using a Tower Shield to obtain cover against the orcs, they will attempt to negate this foil by attacking the shield with their axes. A Tower Shield has a hardness of 5 and 20 hit points. So long as the hero is getting cover from the shield, the orcs are, likewise, getting cover from the same shield against the hero, and so striking the shield does not provoke an attack of opportunity so long as the shield is granting 50%+ cover (PHB, page 132).

Treasure: Searching the orcs reveals the following items. All together, the orcs have miscellaneous items, gems, and coins totaling 400 gp value. In addition, one of the orcs has a stone key, and they all have medallions which appear to be holy symbols of some sort, but they are only recognized with the success of a Knowledge: Religion skill check or a Bardic Knowledge check DC 30. If recognized, they are revealed to be holy symbols of and obscure humanoid diety, Marduk.

Once the orc guards are dead, the heroes can take a good look at what it was that they were guarding. In the northeast corner of the room is a five-foot cylinder of flame. The fires are illusionary, and give off no heat at any proximity, unless touched (see below.) Heroes who declare an attempt to disbelieve the fire need to make a Will save against a DC 16. Success means that the hero can see through the flame, and notice the young woman imprisoned inside of it.

Alternately, once the woman is sure that there are no more orcs alive (she hears no orc voices for half a minute, but still hears other voices), she will stand, and peek over the flames. She is human, with red hair and green eyes. She stands 5 feet, 1 inch tall and barely weighs 101 lbs. She is dressed in red and green traveling clothes. She will not speak while inside, but she may gesture to the heroes.

She will not pass the flames. No amount of coaxing will bring her through them, and she will resist all attempts to pull her through. Getting rid of the flames, however, is a simple matter. The easiest way is to touch them physically.

☞ **Trap:** Glyph of Warding: CR 5, no attack roll necessary (5d8, fire) Reflex save for half (DC 16); Search (DC 30); Disable Device (DC 30); dispel (DC 22). If the rogue in

question has successfully disbelieved the fire illusion, she gets a +2 circumstance bonus to the Search and Disable Device checks.

The prisoner knows that the trap is there, but does not know how to convey that information to the heroes. Whoever triggers the trap is engulfed in flames (regardless of save result), and the following should be read to the players:

You see your companion's body arch in pain and agony. The fires follow his body from the point where they flared up, and engulf him as he falls to the ground. His mouth opens, and the howl that comes forth is more like that of the viscous Howler than that of your friend. As he rolls on the ground, the flames twist and turn, following his body. The fires change color before your eyes, turning from red to yellow to green and finally to blue. As they change, they shrink and twist, seeming to dig deep within his body. The last of them slithers like a snake along his right arm, leaving behind a clear mark burned just above the back of his wrist.

The mark is two inches in diameter, and does not depict any symbol recognizable to the heroes, regardless of Knowledge or check result. Later, they may question a bard about it.

If the key has been found, the prisoner will indicate the door in the west wall. Again, she will not speak while inside.

ENCOUNTER 7

In which the heroes find the man in charge, and discover what he is doing

Past the door, there is a tunnel, which goes directly upwards. There is a ladder, which can be climbed.

Once on the surface, the heroes find themselves on one of the corn farms lying to the northeast of Shandalanar. Once outside, the prisoner is willing to speak:

"I'm sorry. I couldn't speak while still inside. Hirschfield had a spell in place, which reacted whenever I spoke, so that he could prevent me from casting magic. Please, tell me to whom I owe my freedom?"

Allow the heroes to introduce themselves. She, however, cannot introduce herself. She will try, but be unable to speak her name. She will try no more than three times before giving up and deciding to deal with that particular problem at a later date. The following information she will tell the party. Please give them a chance to reveal to her what they know as well.

- I thank you for saving me. Especially you (looking to the branded hero). You risked more than your life to get me out of there. I hope that the cost isn't too dear when you have to pay for it.
- We must hurry, however. Hirschfield has nearly completed his ritualistic castings. I don't know how much you know of his plans?

- Hirschfield plans to summon a Leviathan. I don't know exactly what this creature is, or why he is calling it by that name, but I do believe it to be a thing of evil.
- I don't know what else about my voice Hirschfield may have affected. Perhaps I can simply not speak my own name; perhaps there are other blocks as well. As such, I would likely be a hindrance in battle rather than a benefit.
- I will wait for you on the road. If I don't see you by morning, I will try to return with some Knights.

It is hoped that the heroes will offer to try and stop Hirschfield. The prisoner will not think poorly of them if they do not attempt this, however.

It is hoped that the heroes will offer to try and stop Hirschfield. The prisoner will not think poorly of them if they do not attempt this, however. Should they offer to go, she will offer them what aid she can. She will first ask of them what their own abilities and talents are, so that she may attempt to compliment them.

She can cast spells of the following levels as a 12th-level sorcerer (6/7/7/7/6/5/3; base DC = 13 + spell level): 0—arcane mark, daze, detect magic, disrupt undead, light, mage hand, ray of frost, read magic, resistance; 1st—endure elements, mage armor, magic weapon, shocking grasp, sleep; 2nd—blur, bull's strength, cat's grace, endurance, invisibility; 3rd—dispel magic, haste, hold person, keen edge; 4th—improved invisibility, Leomund's secure shelter, shadow conjuration; 5th—dismissal, Rary's telepathic bond; 6th—summon monster VI

She can cast spells in accordance with the APL of the party.

APL 2

All spells

APL 4 & 6

Levels 0 to 4th

APL 8

Levels 0 - 2

Traveling through the high corn rows of the farmland, the heroes need only travel a few feet before they hear the voice of Adair Hirschfield. He is chanting in a loud, strong voice, summoning his Leviathan. Please read the following and give the players a moment to consider their options:

Standing at a small altar in the middle of the corn field is a man dressed in chain mail armor and a dark brown cape. He completes his casting, and raises his hands to the sky. "Marduk be praised!" he calls to the swift wind and the clouds up above. The stars are silent in their answer, but he continues regardless, "The country will be ours! Revenge will be ours! Death to all who would serve the Canon of Veluna!" The earth begins to tremble, and the wind begins to howl as the clouds themselves flee the area.

The heroes will get surprise on Hirschfield. He is confident in his triumph, and is willing to begin his celebrations a bit prematurely. Not very premature, however, are these moments. No longer than one minute will it take for his Leviathan to arrive (one minute, or ten rounds minus the APL of the table.) The ground is already rumbling, announcing the imminent arrival.

ALL APLS (EL 11)

➤ **Adair Hirschfield, Fanatic of Marduk, male human**
Adp12: CR 11; Medium-size human, HD 12d6+12, hp 69; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15); Atks +6/+1 melee (1d8, heavy mace); SA spells; AL CE; SV Fort +5, Ref +4, Will +12; Str 10, Dex 11, Con 12, Int 16, Wis 18, Cha 12; (5 ft., 8 in. tall).

Skills and Feats: 4 Concentration +16, Craft (calligraphy) +10, Diplomacy +3, Heal +13, Knowledge (arcane) +13, Knowledge (nature) +10, Listen +6, Scry +10, Spellcraft +18, Spot +6; Alertness, Combat Casting, Dodge, Expertise, Scribe Scroll, Spell Focus (summoning)

Possessions: chainmail, holy symbol of Marduk, heavy mace

Spells Prepared (3/4/4/3/1; base DC = 14 + spell level): 0—detect magic, ghost sound, read magic; 1st—burning hands, cause fear, command, protection from good; 2nd—bull's strength, cat's grace, mirror image, web; 3rd—bestow curse, lightning bolt (x2); 4th—stoneskin.

Tactics: Hirschfield does not expect to be attacked. He will respond with his spells, preferring to save his most powerful spells such as *lightning bolt*, and *bestow curse* for the eventuality that the summoned Leviathan is not under his control. However, if he is faced with the possibility of a swift death, he will utilize all the spells at his disposal.

ALL APL (EL 12):

➤ **Purple Worm:** hp 200; see *Monster Manual*, page 152.

Tactics: It is not expected that the heroes even fight the Leviathan. The Leviathan will not actually attack anyone, preferring to wait for instructions from Hirschfield (even if he is dead.) However, if the Leviathan is attacked, and harmed, it will strike back, and attempt to eat whomever it was who hurt it.

ENCOUNTER 8

In which the heroes rejoin with the prisoner, and travel back to Veluna City

Having either defeated or fled from the Leviathan, the heroes will meet the woman they freed on the road, as planned. She will be interested in their tale, but she has no healing abilities to share with them (being a sorcerer.)

However, the trip from Shandalanar to Veluna City is an uneventful one.

At this point, the heroes will probably want to tell somebody about their adventures. Please get them to describe what they tell to people, and to whom they tell it. Any and all meta-organizations, as well as other organizations such as the Knights of Veluna, the Bardic College, and any Churchs and Guilds will be highly interested. All told, these people will pay the heroes 500 gp for their tale.

This is very much a “clean up” scene. A dénouement, if you will, and so exactly what occurs depends entirely on the actions of the players.

The prisoner, who still cannot speak her name, will thank the heroes. She will accept whatever temporary name they wish to give her, and will promise to remember them, and what they did for her, should their paths ever meet again.

Also, one of the heroes seems to attract quite a bit of attention from the general populace. There is no clear reason why, but he finds, for a few days, at least, that there is always someone willing to buy him drinks or meals to hear any tales he is willing to share. This person will eventually discover that the reason for this temporary attention is the Mark of the Legendary Hero, which he wears on his right arm.

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

Preventing the death of either guildsman 25 xp

Encounter 2

Offering to help the guild 25 xp

Encounter 3

Getting the information which leads to Shandalanar 25 xp

Encounter 5

Searching Shandalanar 50 xp
Avoiding/defeating zombie patrols 50 xp

Encounter 6

Defeating orc guards 75 xp
Freeing The Traveler 100 xp

Encounter 7

Surviving against Hirschfield and The Leviathan 100 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 certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items, which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Encounter Six

- Miscellaneous treasure valuing 400 gp

Encounter Eight

- 500 gp

Recognition of The Traveler: This young woman has been rescued by the hero named above, and his companions.

She will recognize him in a positive fashion in future events.

Influence with The Guild of Messages and Missives: The hero named above has been of great assistance to the Guild of Messages and Missives. At any point in the future, the hero may request sanctuary, or free transport of information. Also, the influence may be “spent” to supply political aid to the hero, but, depending on the extent of the aid, the hero may owe the Guild afterward.

One person will also receive:

Mark of the Legendary Hero: The hero named above has been marked as one of the current generation’s Legendary Heroes. Bards will sing of the hero’s exploits for centuries after his death. Certain supernatural creatures, and knowledgeable mortals (Knowledge: Arcane or Bardic Lore DC 45) will also recognize the Mark’s significance if it is shown to them.

PLAYER HANDOUT #1: LIBBOXON'S BELONGINGS

- Libboxon was a member in good standing of the Import Guild.
- He was a good friend of a man named Dalingerat who once lived in Mitrik.
- He never married.
- He acknowledges no parents or siblings.
- There is a letter, still sealed, which bears no markings telling whom it is from.
- His home, and most of his belongings, were actually owned by the Guild. Things that were actually his all value a mere 200 GP, and were held by the Guardsmen.
- A Kettite merchant named Yazell Meros, a confessed worshiper of Iuz, was found guilty and executed for the murder.

PLAYER HANDOUT #2: CODED MESSAGE

Iikfc,

Xfcdpdfq dq Clhqjhwhqhk ctnykt.

Ctqj Cnktbbfq pf Cyrhkstkr pf xktzhkt.

Wtmdhplhq zkww st cyiifqtj so plt tqj fb plt othk.

Ihkjya st xkhdctj.

Ldkcnlbdtwj

JUDGE HANDOUT: CRITICAL EVENT SUMMARY

Did the heroes free Meros?	Yes	No		
Did the heroes free The Traveler?	Yes	No		
Did the heroes kill Hirschfield?	Yes	No		
Did the heroes kill Leviathan?	Yes	No		
Did the heroes tell anyone about Hirschfield and Leviathan?	Yes	No		
If so, whom did they tell?				

Did any hero die, and be unrecovered, in the village of Shandalanar?	Yes	No
If so, who?		

Did anything else happen which the judge feels the Triad should know? Detail below.

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.