

VER1-08

ABBAY OF INTRIGUE

A One-Round D&D LIVING GREYHAWK®

Verbobonc Regional Adventure

Version1

by Sean Esterline

An ancient battle between brothers and goblinoid raids in Larneystoe. Unravel the mystery and save the Abbot from demise. This is the first event in the Religious series. An adventure for character levels 16.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

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

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

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

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	125 gp	+1
Luxury	250 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

The body of Sir Gregor the Just, a human paladin of Heironeous, has been lost for half a decade. Following his death his coffin and body were laid in rest for all to view in the main Chapel of the Abbey of the Valorous Knight. Shortly after the first week of his being laid to rest, some say that he was taken by Heironeous as a champion of valor, some say by vile grave robbers, but no one knew for sure why he disappeared ... until now. A monk of Heironeous has discovered that Sir Gregor's remains are the corner piece of a vile plot by minions of Hextor.

Minions of Hextor have used the earthly remains of the holy warrior to aid in infiltrating the Abbey of the Valorous Knight in an attempt to destroy the Abbey and the Abbot Rodolfus, a powerful Abbot in the Church of Heironeous. The Abbot is leading the cause good to form the Council of Abbots to act as a governing body of religious dedication within the Viscounty.

Goblinoid raids have besieged the Hamlet of Larneystoe and the surrounding area. The Abbot has not been able to stop them no matter how diligently he has the Brothers of the Abbey patrol the countryside. Brother Sidanus, a Hextor imposter, has been with the Abbey of the Valorous Knight for the last seven years working to destroy credibility of the Abbot. He has positioned himself to replace Father Rodolfus sighting the Abbot's inability to control the outbreak of evil and the loss of Holy Champion Sir Gregor.

The adventure begins one week after the new moon.

Introduction

After traveling to the besieged hamlet of Larneystoe located in the western reaches of the Viscounty of Verbobonc nearly 2 days travel south by east of Rhynehurst, the party settles in for a quiet night of rest. The party is eating dinner when a monk of Heironeous will enter on his dying breath. Brother Orden dies in the arms of the Inn Keepers wife moments after entering by the kitchen door. The brother is a disciple of Heironeous living at the Abbey of the Valorous Knight. His last breath delivers a message to *'papers ... only to the abbot'*. Brother Orden pushes forward two blooded pages into Arielle's hands. These pages appear to be part of a journal and provide insight to a plot against the Abbey.

Encounter 1: In and Out

If the party either speaks with dead, Brother Orden knows where Brother Marcus was fighting the goblins but not where rests the remains of the Champion Sir Gregor. Brother Orden doesn't know of Brother Sidanus' involvement as a priest of Hextor but has been ordered to deliver the pages to only the Abbot. Attempting to raise dead will reveal that Brother Orden is with Heironeous and will not return to his earthly existence.

As the party reflects on the last few moments, Brother Sidanus enters the inn asking after Brother Orden and the details about his mysterious death. If the party gives the journal pages to Brother Sidanus, Sidanus will alert his goblinoid troops and they will wait in ambush for the PCs at cottage house and in the cavern. Giving the journal pages to the Abbot alone gains the PCs the advantage of surprise over the goblinoids.

Encounter 2: Abbey Road

Arriving at the Abbey the party is met by Brother Didimus and lead to the Abbot. With the discovery of the journal pages, the Abbot will confirm the troubles with goblinoid raiding parties in the area. He suggests that the party can better handle the situation being an unknown and asks each party member to agree to this solemn duty.

Abbot Rodolfus will answer most questions of the PCs and offer the aid of Divine spells if needed.

Encounter 3: Cottage Bugs

The party retraces the final flight of Brother Orden leading them to the path of Brother Marcus. The trail leads southeast of the hamlet and into the woods. Continuing to travel into the woods the party comes to a cottage house that is the guardhouse for the goblinoid underground camp. If the party has alerted Brother Sidanus, the guards wait in ambush either in the brush or the cottage house. If not, the party can attempt to sneak up on the guards and take them quietly. Brother Marcus' headless body is found inside the cottage. A hidden door behind the wardrobe leads into the caverns camp beneath the hillock.

Encounter 4: Rocky Road

The party winds back and forth on the tediously slippery path covered with fungus and slime. If the goblinoids have not been alerted, the party arrives at the open cavern just in time to confront the goblinoids setting out for a raid. If the goblinoids have been alerted, they will be waiting in ambush.

Encounter 5: Monster Mash

This encounter is a massive melee. Ware the young party.

Encounter 6: Roads Less Traveled

Clean up after combat and search the area. The party finds a constructed passageway leading to the secret temple to Hextor. During the trek to the temple the party will encounter a combat with Darkmantles. The find the main entrance to a temple dedicated to Hextor. This temple is directly below the Abbey.

Encounter 7: Cryptic Puzzle

The party approaches the doors to the temple and set off a symbol of pain. The activation of the symbol alerts Sidanus that the PCs are nearing the crypt with Sir Gregor's remains and sounds a audible gong that signals carrion crawlers that lunch, the PCs, is served. The symbol is activated by anyone passing through the hall not holding an unholy symbol of Hextor and having intelligence of less than 8.

Encounter 8: Door Jam

The party needs to overcome the trapped Iron Door to gain entrance into the temple complex.

Encounter 9: Crypt Keepers

The party finds the coffin of Sir Gregor the Just on a dais with his remains wrapped in a dirty black robe within. A malevolent cloud of darkness surrounds Sir Gregor's body as it has been subjected to an Unholy Aura spell. There is a secret door that leads up to the Abbey's crypts from this room. It is from this door that a group of Brothers from the Abbey lead by an outraged Brother Didimus burst with long swords in hand. The party must convince Brother Didimus that they are not desecrating the remains of Sir Gregor. The Brothers will take PCs into custody or escort them to Abbot Rodolfus. The Brothers inform the PCs that Brother Sidanus ordered them apprehended as foul grave robbing invaders of the Abbey. The party may either entrust the body of Sir Gregor to the Brothers or transport it personally to the Abbot.

Encounter 10: Sir Gregor's Return

The party returns the body of Sir Gregor to the Abbey. Abbot Rodolfus cleanses the remains, if the party has not already done so, and prepares for a celebration service. Sidanus is marked a minion of evil and stricken from the Book of the Valorous Knight. Sidanus has escaped justice. In Sidanus' room, Brother Didimus discovers a

letter (Player Handout #3) and a wand that are both given to the PCs. A ceremony is held to announce the return of the Holy Knight's remains. Each of the party members is inscribed in the book of the Valorous Knight and are proclaimed friend of the Abbey.

NOTE ABOUT AUGMENTED TIER –

Much effort is placed in each module to challenge a party in combat. The composition of a party or the resources of the party can sometimes create a situation where their tier isn't a challenge. By increasing the challenge of the combat the judge must to be careful not to over challenge them. Feel free to increase a combat tier by one, making a Tier 1 party fight Tier 2 combat, or add the 'Augmented Tier' to a Tier 3 party if you feel they it is appropriate to enhance the PCs' challenge. If you feel the party is up to the challenge then add them. Please note that you can ONLY add Augmented Tier monsters to Tier Three.

Introduction

Goblinoid raiding parties around the Hamlet of Larneystoe has the Abbey of the Valorous Knight struggling in the battle against evil.

This is what has drawn you and your fellows to the Pleasant Pheasant Inn in the Hamlet of Larneystoe.

There are a few locals in the Inn for dinner. Nearer the hearth fireplace, sits a minstrel with his lute reciting a story of lost love to a young couple. The Inn Keeper is behind the bar tending your drink order as you sit around a table with your friends.

The Hamlet of Larneystoe, population of approximately 150 – 200, has only a single Inn to cater to those traveling this far south of Rhynehurst Town. The 'Pleasant Pheasant' boast great country dinning and comfortable rooms. The great room is about 30 ft. by 40 ft with a large hearth fireplace on the north wall opposite the entrance. There are a dozen or so tables throughout the room with a stairway leading to the second level on the west wall. The bar and kitchen entrance are on the east wall. The aroma of fresh baked bread and hearty hunter's stew is ever present. The ale is frothy and wine is cool. There are 2 common rooms (2 spires a night) 15 ft. by 30 ft. and 2 private rooms 10 ft. by 15 ft. with 1 bed, dresser and chest (8 spires a night) upstairs for rent.

After the party has a chance to introduce themselves to one another and order a meal or drinks, a commotion in the kitchen sends Arden Rithkin flying from behind the bar into the kitchen. Screams of terror can be heard from a young woman in the kitchen. Moments later a young woman, Arielle Rithkin, runs from the kitchen to the bar. Her hands and arms are covered in blood and the front of her apron is stained heavily with wet stick blood. She is muttering something about her brother.

Arden emerges from the kitchen half carrying and half dragging the limp form of a man in white robes. The robes are covered in blood and Arden has a blood soaked

rag placed over a wound on the dead man's shoulder near the neck.

ENCOUNTER 1: “INN AND OUT”

Arden will tend to Arielle, his wife, and comfort her. If questioned Arielle sobs as she relates what happened:

“B-B-B-Brother Orden came to the door as I was turning with a bowl of stew in my hands. He was all bloody and collapsed in my arms. He was ranting about Brother Marcus finding someone and to only tell the Abbot.”

Arden asks one of the patrons bent on leaving to fetch the Brothers from the Abbey of the Valorous Knight.

Arden and the others in the room can be heard calling for Pelor to preserve them and Heironeous to protect them. The young couple quickly leaves as does any remaining patrons except for the minstrel. If approached, Dorin Llanior the Minstrel of Larneystoe will introduce himself and offer the benefit of his knowledge on the area. Otherwise, he remains in his seat near the hearth and quietly tunes his lute.

Clutched in Brother Orden's hand are 2 pieces of heavy blood soaked paper. (Player Handout #1.)

If the party has a cleric who can somehow speak to or raise Brother Orden, they will find out that Orden met Marcus on the road southeast of the village. Marcus was showing Orden the pages from the diary when they were attacked by a group of goblins. Marcus shoved Orden towards the Abbey and took on the goblins as Orden ran to warn the others. Orden receive several javelin and spear wounds with the most severe being to the neck. Orden does not know the actual resting place of Sir Gregor the Just, or the whereabouts of Marcus.

It takes five minutes to run to the Abbey. A group of Brothers from the Abbey will arrive approximately 15 minutes after Brother Orden dies. Arden is deeply concerned with the attack on Brother Orden and Marcus, especially since this is just the latest in a series of raids from marauding goblinoid bandits who kill even the poor and downtrodden. If none of the PCs attempts to read the pages, Dorin Llanior or Arden Rithkin reads the pages aloud.

The pages, written in Common, are from a diary of a priest of Hextor who has infiltrated the ranks of the Order of Heironeous in order to destroy the sanctity of their monastery. If Arden reads the pages or the party reads them aloud, Arden, Arielle and the Bard Dorin seem to be shaken. Arden will proclaim:

“That must be whom Brother Orden meant. Sir Gregor! Brother Marcus has found Sir Gregor the Just!” Arden shakes his head, “Arielle, he’s been missing for five years, and now do you think he’s found again? That would be a miracle! More likely poor Orden and Marcus came upon some thieves on the

road. We need to return his body to the Abbey and let them deal with their own.”

About 20 minutes after the last patron left the Inn, the door to the Inn opens and a group of clerics enter. They wear the same white robes as Brother Orden with the Holy Symbol of Heironeous on a simple leather string about their necks. The cleric leading the group is Brother Sidanus. Brother Sidanus is nearly 6 ft. tall weighing 190 lbs and has boils and a rash on his arms, neck and face. His hair is thinning and stringy with a touch of gray.

“Brother Sidanus,” Arden mutters to one of the monks, “are you feeling well? Here is the body of Brother Orden. He stumbled in by the kitchen door and died in our arms. He just died, without a word to what happened. Do you think it was those brigands?”

“My thanks Arden, we will offer prayers for the soul of Brother Orden and for your family as well,” says Sidanus in a scratchy voice with a soft smile as he ushers the others towards the door.

“May Heironeous defend you Brother,” Arden concludes. Sidanus nods grimly and silently watches over Brother Orden's body as it passes him towards the door. Looking around the room, Brother Sidanus asks, “has anyone information on what happened to our Brother this night?”

If questioned about the actions the Order will take, Sidanus simply points out that this is a private affair of the Order and not to worry about such matters. Neither Arden nor Arielle mention the pages from the diary. If the party returns the pages to Sidanus in this encounter, then he alerts the goblinoids that the party will be visiting.

If the pages are not given to Sidanus, Arielle waits until Sidanus to leave then encourages the party to take the pages to Abbot Rodolfus “this very night.” Arielle is convinced that it is of dire importance to the Order and to the Abbot especially, although Arden does not share her convictions. Arden is convinced that Marcus and Orden fell afoul of the roving bands of brigands that are in the nearby countryside. “Hobgoblins, Bugbears, Bandit Raiders, rumors of every kind are warning us to stay in town.”

If no one goes to see the Abbot, in the morning the Abbot sends for the party to question the PCs about Orden's death. If the party visits the Abbot, move to Encounter Two.

If the party tracks Orden's flight, Tracking (DC15), to find the location of the ambush. Move to Encounter Three.

☛ **Arden Rithkin**, male human, Com1

☛ **Arielle Rithkin**, female human, Com1

☛ **Dorin Llanior**, male human, Brd4

☛ **Priest of Heironeous (5)**, male human, Clr1

☛ **Brother Sidanus**, male human, Clr8

Encounter 2:

“Abbey Road”

The Abbey of the Valerous Knight is a strong looking building, surrounded by high walls with white flags flying atop the ramparts. The (pale moonlight / bright sunlight) seems to glow off the stones and the sense of strength and purity is almost overwhelming. As you approach the main gate, a solitary priest dressed in shining armor and a white surcoat approaches you. “Greetings. I am Brother Didimus. What is your business at our Abbey?”

The firm but friendly Brother Didimus is happy to escort the party into the Monastery to see Abbot Rodolfus. The news of Brother Orden's death has shaken all the members of the Order, and Rodolfus is very busy at the moment, but “all good warriors are welcome at the Abbey of Heironeous,” especially those who might be of aid to the aging Abbot.

Brother Didimus leads you through the monastery. The monastery's structure is very similar to that of a military complex. Finally coming upon a solid oak door inlaid with a silver lightning bolt striking through a crossed axe and longsword the Brother slams his hand 3 times on the doorframe and awaits an answer to enter.

A muffled “Yes? Come in Brother,” sounds from the other side, and Didimus opens the door to the Abbot's study. Abbot Rodolfus is seated behind a large desk with a handful of papers in front of him. “Ahh, these are the warriors who found poor Orden, eh? What can you tell me of this event?”

Abbot Rodolfus is currently struggling to keep his seat on the Abbot's Council. The recent rise in brigand activity has caused the council to question Rodolfus' ability to command the Abbey and protect the nearby townspeople. Marcus' disappearance and Brother Orden's death are a crippling threat to Rodolfus' position as Abbot. It was Rodolfus who sent Orden and Marcus out to investigate the “bandit activities” in the woods to the southeast of the town.

If told about the pages from the diary, Rodolfus is ecstatic and worried at the same time. Finding Sir Gregor's body would be an incredible morale boost to the surrounding area, yet knowing that there might be a secret society of Hextor within the Abbey walls could ruin everything unless the society is brought to justice quickly. The Abbot's position hangs delicately in the balance, and Sidanus is only too happy to bring Rodolfus' “failures” to light.

(DM Note: Sidanus is trying to stop the formation of the council. Rodolfus is unaware that Sidanus is evil thanks to Sidanus' ring of undetectable alignment.)

Rodolfus cannot undertake this quest himself—any change in his routine would alert the servants of Hextor, but a party of trustworthy unknowns would be almost invisible in the busy Abbey.

Rodolfus will ask each party member individually to agree to this solemn quest. When all have agreed, Rodolfus invokes Heironeous and charges the party to

secretly uncover the evil society and to find Sir Gregor's remains:

Abbot Rodolfus rises from behind his desk and raises his hands heavenward as he proclaims, “In the name of all that is holy and just, by the great god Heironeous himself, I charge you find the remains of our Glorious Sir Gregor and to uncover this evil force within these hallowed halls. With this deed done in secret, bring both into the light and let Holy Heironeous judge them by what is revealed, for evil cannot abide the light. Sir Gregor will be returned, order restored, and evil vanquished by the righteous strength of Heironeous. As I have spoken, so let it be. Heironeous be with you my children.” Rodolfus lowers his hands and sits back down, pulling a cord near his desk to summon one of his attendants.

The Abbot pauses for a moment as the holy reverie leaves his face. Looking up to you with a smile on his face for the first time since you have met him he asks, “Before you go are there any questions that I can answer for you?”

Some of the standard questions that the PCs may ask and the answers are outlined below:

- ◆ Where was the body of Sir Gregor stolen from?
The main temple. He was lying in state for a week before his body was discovered missing.
- ◆ Who is your second in command?
Brother Sidanus. He has served the Abbey loyally for a little over seven years.
- ◆ Has someone casts speak with dead on Brother Orden?
If so what was said?
We have not done that yet.
(DMs note: If the PCs have a speak with dead and wish to use it at this time the information is available in Encounter One.)
- ◆ We noted that poor Brother Sidanus has a horrible affliction. Can anything be done to help him?
Though his condition does look grim, Brother Sidanus is in good health and is not in sever pain. The affliction is not contagious as far as we know and Brother Sidanus has stated to not concern ourselves until more pressing matters upon us are resolved.
- ◆ Can you offer any help during our investigation?
Yes. You are welcome to stay here at the Abbey during your mission. If you come to the Abbey we will offer whatever healing we have available. Spells will be cast for you if they are required. I am sorry but we currently do not have any scrolls or potions to give you. We have been using them to help those who have been affected by the raids.
(DMs note: The clergy of the abbey will NOT cast enhancement spells. Only healing and restorative spells. Spells above 3rd level are available to them the Brothers of the Abbey at this time for an unknown reason.)
- ◆ How much are we going to be paid for this?
There is no payment for a mission such as this. The glory and honor of helping to make the Abbey of Heironeous a heroic place for worship should be reward enough. I do not see a problem with you taking spoils from the battlefield if you come across them. Otherwise if you seek payment for your services you may wish to consult with the craftsmen in

the village. I am sure that they may be able to offer you part time employment while the more noble in your party help others in need.

The door opens and a monk in white robes stands awaiting instructions.

"Brother Clophas, please escort these people back to the front gate and add their names to the list of accepted visitors. They are free to come and go as they please during their stay here."

"As you wish my Lord Abbot," Clophas agrees. "This way please," he says as he smiles leading silently back out to the front gate and ask Didimus to add your names to the list of visitors. The brothers bid you all Godspeed and return to their duties.

If the party wishes to investigate the Abbey itself, they find a monastery devoted to the war and the purities of cleansing evil from the land. If, at any time during the scenario, the party needs healing of any kind, Abbot Rodolfus will be happy to assist, all the party has to do is ask. The donation is left up to the gallant warrior to decide the value of health on the battlefield.

☛ **Abbot Rodolfus**, human male Clr11

☛ **Brother Didimus**, human male Clr5

☛ **Brother Clophas**, human male Clr8

ENCOUNTER THREE: COTTAGE BUGS

During daylight the party can easily track Orden's flight, Tracking (DC10) or Spot (DC18), to the ambush site. Under starlight, it is more difficult so add +4 to the above DCs for poor visibility.

Following a path of blood back along the road, you retrace Brother Orden's steps to a point about a mile southeast of the village. The trail of blood enters into the woods to the west side of the road and becomes slightly more difficult to track as it ends and mixes with another set of bloody prints--probably Brother Marcus's.

Entering the forest makes following the tracks more difficult, Track (DC13) or Spot (DC21) in daylight and Track (DC16) or Spot (DC23) starlight, allows the party to continue.

As you enter the forest, there is very little sound except the soft thudding of your feet and the whisper of your breathing. No animals seem to be anywhere around and the unnatural silence is a little distracting. The trail continues on for another half-mile to a small clearing with a run-down, cottage that sits snugly with its back against a hillock. From the edge of the tree line looking through the window you see that the room is dark inside. You also notice that the cottage door is slightly ajar, one of its hinges broken or rusted apart. Even at this distance, the smell of must and mold coming from the dilapidated structure is strong. Marcus's trail leads directly to the door of the dark, dank cottage. The unnatural silence is only broken by the soft whisper of the wind through the treetops.

If the party did NOT give the papers to Sidanus, the party can hear soft shuffling inside the cottage on a Listen check (DC20) and two vague shapes can be seen, Spot check (DC20), moving through the windows of the cottage, otherwise nothing seems amiss. The monsters are using the cottage as a guardhouse. If they hear or see the party, the monsters hide until the party is within 30 ft. The monsters attack first with their ranged weapons, and follow with melee attacks.

If the party gave the pages to Sidanus, the guards are altered and are waiting for the party. When on alert, the guards have a +5 circumstance bonus to Hide, Listen and Spot.

☛ **Dranock, male, bugbear Ftr3**; CR 5; Medium Goblinoid (7 ft. tall); HD 3d8+3 + 3d10+9; hp 47; Init +1 (Dex); Spd 30 ft.; AC19 (+1 Dex, +3 natural, +5 chain shirt, +1 small shield); Atks +7 melee (1d8+3 (19-20/x2), longsword); +6 ranged (1d6+3 (x2), javelin); Face/Reach 5ft. x 5ft. SQ Darkvision 60ft.; AL CE; SV Fort +6, Ref +2, Will +1.

Str 16, Dex 12, Con 16, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Alertness, Iron Will, Power Attack, and Weapon Focus (Longsword).

APL 2 (EL 4)

☛ **Bugbears (2)**: 16 hp each; see *Monster Manual* page 27.

☛ **Dranock, male bugbear, Ftr3**; 17 hp (has not recovered from the previous battle with the monk Brother Marcus); see above.

APL 4 (EL6)

☛ **Bugbears (4)**: 16 hp each; see *Monster Manual* page 27.

☛ **Dranock, male bugbear, Ftr3**; 35 hp (has not recovered from the previous battle with the monk Brother Marcus); see above.

APL 6 (EL8)

☛ **Bugbears (7)**: 16 hp each; see *Monster Manual* page 27.

☛ **Dranock, male bugbear, Ftr3**; 47 hp; see above.

AUGMENTED TIER

☛ **Bord, male, bugbear Clr3**; CR5; Medium-size Goblinoid (7 ft. tall); HD 3d8+3 + 3d8+6; hp 37; Init +1 (Dex); Spd 30ft.; AC19 (+1 Dex, +3 natural, +4 chain shirt, +1 small shield); Atks +7 melee (1d8+3, (19-20/x2), morningstar); Face/Reach 5 ft. x 5 ft.; SA Spells, SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +5, Will +6; Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 10

Skills and Feats: Climb +2, Concentration +2, Hide +3, Listen +3, Knowledge (Religion) +3; Move Silently +6,

Speak Language (Common); Spellcraft +3, Spc +3; Alertness, Brew Potion, and Spell Focus (Enchantment).

Spells (4/3/2): 0 – Inflict Minor Wound, Read Magic, Resistance, Virtue; 1st – Magic Weapon (Domain); Doom (DC15), Entropic Shield, Cause Fear; 2nd – Spiritual Weapon (Domain); Hold Person (DC16), Summon Monster II.

Special Abilities – (Domain: Chaos & War). *Possessions*: Morningstar, Chain Shirt, 24 gp.

The cottage is a simple 40 ft. x 40 ft. square with one door at the front and a window on each side. The back of the cottage is flush with the hillside.

The inside of this cottage is no better than the outside. The scent of mold and decay is very strong; moss and mildew can be seen growing on the walls and the ceiling. The monsters have ransacked everything in sight and there appears to be nothing of any great value in the room. The room contains a small fireplace, a set of empty cabinets next to the door, a large wooden table with six seats in the center, and an empty wardrobe along the back wall. There is a headless body lying in the bed next to the wardrobe.

The headless body is Brother Marcus. There is nothing obviously of interest in the room. There is a secret door that can be found, Search check (DC15), behind a wardrobe on the back (North) wall of the cottage.

Finding the hidden catch behind the wardrobe swinging it out to reveal what appears to be a natural passage carved into the hillock. Moss covered stones make a slippery path that descends into the earth in front of you. A warm current of air flows across your face and surrounds you with the stench of mold and decay, even stronger than the cottage around you.

The passage is 10 ft. high and 4 ft. wide prohibiting anything but single-file marching order.

Encounter 4: Rocky Road

Due to the condition of the moss and slim covered rocks the party needs to negotiate their way safely down the passage, Balance check (DC 13). If failed, the PC slips down the rocks and suffers 1d3 damage from falling and twisting a knee or ankle. Reduce speed by half for one hour.

Based upon the positions of the party, one person falling may cause a person in front of him to fall as well. Use your best judgement in regards to this. Another thing to consider would be PCs that look at the slimy path and tell you that they are being extra careful to avoid slipping. Provide PCs that are being careful a +4 circumstance bonus to the Balance check.

The mossy rocks at the beginning of this path are extremely treacherous and great care must be taken in descending them. Eventually the path levels out to a damp floor of dirt and hard clay. The passage continues onward in a generally straight line for about a quarter mile. As the party travels, the temperature slowly drops

and the humidity increases. The damp surroundings encourage the growth of mold and moss on every surface.

Finally, the passage widens and the party sees the entrance to a much larger cavern up ahead. The band of goblins living in this 100 ft. x 100 ft. cave has just finished preparing for another raid on unwary travelers. Fortunately they are heading out by the same path the party is coming in. If the party did NOT give Sidanus the pages, the party has only moments to decide what to do before the goblins are upon them.

In the gloom, you think you hear footfalls and angry voices from up ahead. They're quickly coming your way.

If the party gave Sidanus the pages, the goblins are waiting in ambush. If the monsters surprise the party, opposed listen checks goblins have a hide and move silent circumstance bonus of +10. If the goblins gain the surprise round, they wait for the majority party to clear the entrance to the cavern then attack from flanking positions inside the main cavern.

The cavern ahead is quiet except for a drip drop of some underground source of water. As you peer around the corner you note the area is dimly lit from phosphorescent moss.

DMs Note – Curing the damage applied during this encounter will allow full movement in the next one.

ENCOUNTER 5: MONSTER MASH

DMs Note – based upon what happened in Encounter Four, some PCs may be at HALF MOVEMENT for this combat. Be sure to remind them as they will “forget” during the rush of combat.

The band of goblinoids charge, their bloodthirsty warcries ring loudly off the cavern walls.

The goblinoids are well disciplined and fear Sidanus more than they do the party: therefore they will fight to the death. Norduk is their leader and he is wielding Sir Gregor's Longsword.

Norduk, male, bugbear Ftr4: CR6; Medium Goblinoid (7 ft. tall); HD 3d8+3 + 4d10+12; hp 66; Init +1 (Dex); Spd 30 ft.; AC 20 (+1 Dex, +3 natural, +5 breastplate, +1 small shield); Atks +10 melee (1d8+5, (19-20/x2), masterwork silvered longsword); Face/Reach 5 ft. x 5 ft. SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +7, Will +4

Str 16, Dex 12, Con 16, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3; Alertness, Iron Will, Lightning Reflexes, Specialization (Longsword), and Weapon Focus (Longsword).

Equipment: Sir Gregor's Longsword, breastplate, 28 gp, 14 sp and a gold necklace worth 250 gp.

APL 2 (EL 4)

➤ **Hobgoblins** (4): 5 hp each; see *Monster Manual* page 119.

➤ **Norduk, male, bugbear Ftr4**: 33 hp (from injuries in fight last night), see above.

APL 4 (EL 6)

➤ **Hobgoblins** (6): 5 hp each; see *Monster Manual* page 119.

➤ **Bugbear** (2): 16 hp each; see *Monster Manual* page 27.

➤ **Norduk, male, bugbear Ftr4**: 48 hp (from injuries in fight last night), see above.

APL 6 (EL 8)

➤ **Hobgoblins** (8): 5 hp each; see *Monster Manual* page 119.

➤ **Bugbear** (2): 16 hp each; see *Monster Manual* page 27.

➤ **Norduk, male, bugbear Ftr4**: 66 hp; see above.

AUGMENTED TIER

➤ **Granak, male, bugbear, Wiz4**: CR6; Medium Goblinoid (7 ft. tall); HD 3d8+3 + 4d4+4; hp 33; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +3 natural); Atks +3 melee (1d6+1 (x2) staff); Face/Reach 5 ft. x 5 ft.; SA Spells; SQ Darkvision 60 ft.; AL CE; SV Fort +3, Ref +5, Will +5

Str 12, Dex 12/16 (*cat's grace*), Con 13, Int 16, Wis 10, Cha 10.

Skills and Feats: Climb +2, Concentration +6, Spellcraft +3, Hide +3, Listen +3, Move Silently +6, Spot +3; Alertness, Improved Initiative, Spell Focus (Necromancy)

Spells (4/4/3): 0 – daze, detect magic, flare, read magic; 1st – cause fear (DC16), ray of enfeeblement (DC16), magic missile (x2); 2nd – *cat's grace*, *bull's strength* (on Norduk, giving a +4 to his STR), Melf's acid arrow.

The camp is dank and musty. One corner of the cavern is filled with rotten food and the remains of at least a dozen unfortunate souls who were robbed, kidnapped, and murdered by this band of goblins. Oddly enough, there is one medium-sized tent set up, probably for the leader of this gang.

Upon entering the tent you find a bedroll, and four (4) amethysts (50 gp each). Searching the tent, Search (DC15), the party finds that the table is actually a wooden shield (Darkwood).

(Optional Encounter) Encounter 6: The Road Less Traveled

DMs Note – If time permits, you may run this encounter. If you are short on time then it is suggested that you move on to Encounter Seven.

On the opposite cavern wall from the entrance is a section of the cave has a constructed passage leading further on into the earth. Searching the area reveals that the goblinoids have not used this passage recently if ever.

After a quarter-mile you come to yet another cavern, this one smaller than the previous one by half. The soft dripping of water from the ceiling can be heard echoing in the darkness ahead. The air is warmer and smells very musky here, due to the humidity and the presence of so much mold and mildew on the walls and floor. The passage continues on across the cavern.

As the party crosses the cavern, Darkmantles on the ceiling drop down to attack random PC's.

APL 2 (EL 3)

➤ **Darkmantles** (3): 6 hp each; see *Monster manual* page 39.

APL 4 (EL 5)

➤ **Darkmantles** (5): 8 hp each; see *Monster manual* page 39.

APL 6 (EL 6)

➤ **Darkmantles** (6): 11 hp each; see *Monster manual* page 39.

The Darkmantles's Blindsight is linked directly to their Listen skill. Like a bat, they emit an ultrasonic noise to pinpoint their prey. If a Silence spell or some other means of eliminating noise can be found, then they lose their Blindsight as well.

ENCOUNTER 7: A CRYPTIC PUZZLE

The party notices the air is becoming fresher; the stench of the mold and mildew is gradually receding.

The limestone passage continues on the far side of the cavern, and now it is obvious that this stone has been carved and decorated by skilled hands. The passage begins to widen at this point until it is almost 20 feet wide and still 10 feet tall. Every ten feet, on both sides of the passage you see carvings on the wall of a gauntleted hand holding six arrows.

A Knowledge (Religion) DC 10 shows this carving to be a symbol of Hextor, the half-brother and archenemy of Heironeous. An Intuit Direction (DC 15) reveals that the party is almost directly underneath the Abbey by this point. Those with darkvision or if sufficient light source in use can see the following:

Up ahead, near a large hole at the top of the wall to your left, you see that the passage makes a hard right turn. Around the corner

you see that the passage continues for another 40 feet and then stops at two large ornate iron doors. There are four piles of bones halfway down this hallway lying in heaps against both walls. Also of note is a mangled body of what appears to be a hobgoblin lying amidst the bone piles. Every ten feet there is an empty scone on each side of the wall just above the carvings of the gauntleted hand.

The large hole (five foot wide) is simply a tunnel that the Carrion Crawlers use to enter this section of the caves. It is steep and slimy (Climb DC 20) and extends about 80 feet into the darkness. The tunnel opens into a small 20 by 20 chamber that is the home of the carrion crawlers. Bones, scraps and debris litter the small chamber however there is nothing of value to be found.

The bones in the hallway are the remains of hobgoblins and adventurers who could not figure out the trap in this area.

The mangled hobgoblin body was a messenger from Sidanus. He lost his pass (holy symbol) and was captured by the trap (see below). Half eaten, the only thing of value is a small note crumpled beneath his body (Player Handout Two), and a rather large, unadorned iron key. This key will open the lock to the doors beyond the trap in this room.

About 20 feet from the iron doors, the PCs can make out some kind of writing on the left wall under the symbol of Hextor, Spot (DC 18), but it is too small to be read from this distance. Moving within 5 ft. allows a PC to read the words written in common.

"If you can read this, it's too late. The crest of Hextor seals your fate."

Inscribed on the opposite wall from the writing (see map) is a Symbol of Pain. The triggering of this trap alerts Sidanus, warning him that intruders are about. Below are the specifics for this very dangerous trap. Please read this fully before springing it on your PCs.

- ◆ The Symbol triggering excludes those who are carrying a holy symbol of Hextor or any being with an intelligence of eight or less (allowing the Carrion crawlers to get to their prey).
- ◆ Anyone not meeting the above exclusions will trigger the symbol when they pass it. (IE, literally move past the point on the map where the symbol is)
- ◆ The symbol inflicts blinding pain that causes a reduction in DEX of -2, imposes a -4 penalty to attack rolls, skill checks and ability checks.
- ◆ Fortitude Save of DC 22 negates
- ◆ Both effects last for 2d10x10 minutes.
- ◆ The symbol effect extends for 60 feet, completely enveloping the hallway.
- ◆ A gong sounds, alerting the carrion crawlers that it is dinnertime.
- ◆ Rogues have a chance to disarm a symbol if they find it (Anyone can spot the symbol on a successful Spot of DC 15). Finding it is the easy part. Disarming it

however could be a problem. Disarming it can be done in two ways:

- 1 – Dispel Magic with a DC of 26
- 2 – A rogue using Disable Device can disarm this symbol on a DC 33.

- ◆ No matter if the symbol is activated OR disarmed, Sidanus WILL be alerted that the PCs are in the tunnels below the Abbey.

While the party is figuring this out, Carrion Crawlers exit the large hole at the bend in the corridor and attack the penned-in party.

APL 2

☛ **Carrion Crawlers** (1): 12 hp; tentacles have been lost in combat with the hobgoblin. Reduce the number of tentacle attacks to three per round (vs the normal eight). Otherwise all stats are the same from the Monster Manual page 29.

APL 4

☛ **Carrion Crawlers** (2): 19 hp each; see Monster Manual page 29.

APL 6

☛ **Carrion Crawlers** (3): 19 hp each; see Monster Manual page 29.

Encounter 8: Door Jam

The ancient iron doors before you are ornately carved and locked shut. They depict the god Hextor standing triumphantly over a bloody battlefield filled with fallen warriors, many of whom are wearing the crest of Heironeous. Protruding out from under Hextor's foot is a gauntleted hand holding a thunderbolt. You have a strange feeling of unease as you study this picture; such ancient hatred between the gods is not easily dismissed.

☛ **Iron Door:** 2 inches thick, 10 Hardness, 60 hp, Break DC28. (A Lockpicking DC25 will open the iron doors, as will a combined total of 60 points of damage. These doors are hardness 10 (the first 10 points of every "attack" are nullified) and have a glyph of warding – Electrical Blast, set on them.

In case you were wondering, the iron key from the hobgoblin in the previous room will open this door.

☛ **Glyph of warding:** Electrical Blast (1d8+2); Reflex save for half damage (DC15); Search (DC25); Disable Device (DC28). The electrical blast flashes out in a fan covering a 10 ft by 10ft. area in front of the door. Any nonHextor worshiper touching the door triggers the trap.

Encounter 9: Crypt Keepers

As you pass through the doors, you feel a slight chill as a whisper of cool air flows around your face and down your back. This chamber is small, perhaps twenty foot square, and directly in its center is a small raised dais with a large stone coffin resting atop it. A very soft breeze stirs the air now that the doors are open, but otherwise the room is as still as the grave it appears to be.

The coffin of Sir Gregor the Just (5 ft x 10 ft. and 250 lbs.) lies on the dais, only his remains wrapped in a dirty black robe are within. If the PCs open his coffin, the party immediately sees that a malevolent cloud of darkness surrounds Sir Gregor's body. (A permanent level 15 Unholy Aura has been cast on Sir Gregor, in preparation for additional evil rights. Dispel DC26. This was obtained via a scroll.) Searching the room reveals a secret door (DC20) on the far side of the tomb. The secret door opens to a 30-foot passage that ends in what appears to be another door. This door is a secret entrance into the unused crypts beneath the Abbey.

Sidanus was alerted once the symbol trap (Encounter Eight) was activated. To cover his escape he notified Brother Didimus of an intrusion in the lower levels of the Abbey. He explained that the intruders were secretly allied with the "bandits" and they were planning an invasion of the Abbey through a long-forgotten secret entrance. Brother Didimus gathered a group of priests and, following orders, broke into the lower levels in search of the intruders.

Unfortunately for the PCs they are the intruders.

The group of priests arrives from the Abbey via the secret entrance in the Crypts beneath the Abbey. The priests don't know about Abbot Rodolfus' quest given the party; they honestly believe that the party intends the Abbey harm. Finding them "desecrating" Sir Gregor the Just will be the icing on the cake. They will arrest, or happily escort the party, depending on how this dilemma role-plays out.

Suddenly a scraping of stone on stone comes from behind you, beyond the dais on which Sir Gregor's coffin lies. A well-hidden secret door opens in the wall.

From the secret passage a large group of angry priests led by Brother Didimus bursts into the room with weapons drawn demanding that you surrender. "Halt your actions and lay down your weapons!" Brother Didimus calls. "If you Desecrate Glorious Sir Gregor's remains any further you will join him in his eternal repose!"

Alter text below to make Didimus the main person that they interact with.

If the party can explain their presence and convince Didimus and the priests that Rodolfus has asked them for their assistance, then all is well. Showing the priests the half-burned letter found in Encounter Eight, for example, will clear things up immediately.

This is a prime role-playing opportunity that should not be ignored unless you are pressed for time. Didimus is in a fury regarding the desecration of Sir Gregor's remains. He will remain in that fury until the PCs can calm him down and show him proof that they are not there as "bandits" as was explained by Sidanus.

Surrendering to the priest until Rodolfus is notified is also an acceptable solution that will be proposed by the priests.

If the party fights the priests, 8 priests will arrive every third round until the party is killed or surrenders. Determine if it was one or all of the party that fought and killed any of the priests and sentence them accordingly. If this happens, Rodolfus will sentence the PCs involved to one-year imprisonment at hard labor in the Abbey for each priest killed. "The quest for Sir Gregor will NOT be soiled by such dishonorable acts! I am ashamed to have enlisted your aid in this matter! I was obviously mistaken about your character! Brothers, take them away!" Represent the imprisonment by marking an additional 52 time units per dead priest on their character logs.

All APLs

☛ **Brother Didimus** (see Appendix A: NPCs)

☛ **Cleric of Heironeous, male human Clr3:** (8): Medium Humanoid; HD 3d8+3; 24 hp; Init +1 (Dex); Spd 30 ft.; AC 14 (+3 chain shirt, +1 Dex); Atks +4 melee (1d8+1 (19-20/x2); longsword); SA turn undead, spontaneous casting (cure spells); AL LG; SV Fort +5, Ref +4, Will +5.

Str 14, Dex 12, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Concentration +2, Heal +2, Knowledge (Arcana) +1, Knowledge (Religion) +1, Sense Motive +5, Spellcraft +4; Combat Casting, Lightning Reflexes; Spell Focus (Enchantment); Weapon Focus (longsword)*.

Spells (4/3/2): 0 – detect magic, detect poison, light, resistance; 1st – magic weapon (domain), divine favor, bless, protection from evil, shield of faith; 2nd – calm emotions (domain), consecrate, hold person (DC16).

Special Abilities: Law spells at +1 caster level, weapon focus (longsword)* Clerical Domains: Law, War

ENCOUNTER 10: SIR GREGOR'S RETURN

If the PCs use the secret passage, they come out in the crypts under the monastery.

Exiting the other end of the passage and travel the stonework floors you are approached by a man wearing the robes of a Brother of the Valorous Knight. Brother Clophas approaches, "Hello friends. Heironeous be with you this day." Clophas has a slightly confused look on his face as he tries to understand how you came to be in this part of the Abbey, "may I be of assistance?"

Approaching from the forest road, the party finds the Abbey of the Valorous Knight.

As you enter the Abbey proper, a familiar face greets you; Brother Clophas approaches you from a narrow side corridor. "Hello friends. Heironeous be with you this day. May I be of assistance?"

Clophas is on his way to one of the religious services, but is willing to take a few minutes to speak with the party. If asked, he will show the party to Abbot Rodolfus who is in the Abbey Sanctuary leading a short prayer service for the soul of Brother Marcus. If the party presents the Abbey with the coffin of Sir Gregor the Just, then the body will be taken away for purification and cleansing before too many people can see the spiteful spell that was cast on Sir Gregor's remains. If the party presents the Abbot with the letter from Encounter 6, then a search will reveal that Sidanus disappeared during the night. They'll have to wait until later to track him down and dispose of his evil doings. Abbot Rodolfus is ecstatic about this recent turn of events and orders a special service of celebration for the party.

As the service begins, Abbot Rodolfus walks to the altar and grandly removes a sheet covering a large stone coffin. As gasps of astonishment rise from the congregation, Rodolfus proclaims, "My Brothers, what once was lost has been found. Sir Gregor the Just is back in his proper resting place once more!" Cheers and joyful shouts rise up to the rafters.

Once the cheers subside, the Abbot continues. "This miracle was accomplished by the diligence and strength of this group of stalwart heroes," the Abbot gestures for you to come forward as shouts of acclamation surround you. "Let it be known that these heroes will have their names added to the book of our ranks as friends of the Abbey of the Valorous Knight."

Slipping a heavy necklace of iron from beneath his robes he smiles and speaks to the assembly. "With these amulets, let no member of our Order forbid you aid or hospitality." One by one, each hero is called up and Brother Didimus who has been standing to the side gratefully places an amulet around their neck. When this is completed Brother Didimus nods to the Abbot and he continues.

"With our most grateful thanks accept this token of the grandest victory over evil," A Brother brings forth a black wand and gives it to the party. "Let us give thanks for their efforts and aid against the tyranny of evil." As the choir begins to chant, the sun shines down through a stained-glass window, and the coffin containing the body of Sir Gregor the Just seems to fairly glow in its proper resting place. Order has been restored, Justice given, and Valor has conquered evil once again.

The ebony shaft is a wand of *cure light wounds* with 25 charges remaining. On the thicker end of the wand, six arrows are engraved pointing to the smaller end. There is a single rune on the flat end encircled by the arrows. The rune is a symbol of pain. Abbot Rodolfus will explain to the party that the item was a possession of the traitor Sidanus and seems to have been transformed from a device of pain and suffering to that of healing and restoration. The abbot also gives a letter found in Sidanus' cell Player Handout #4.

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 One

Avoid Alerting Brother Sidanus	25 xp
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Encounter Two

Give the Abbot the Journal Pages	25 xp
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Encounter Three

Defeat Cottage Guards	75 xp
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Encounter Five

Defeat the Raiding Party	125 xp
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Encounter Six

Defeat or drive off the Darkmantles	25 xp
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Encounter Seven

Defeat or Avoid the Carrion Crawlers	75 xp
Negotiate the Glyph Box	50 xp

Encounter Eight

Disarm the Trapped Door without setting it off	25 xp
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Encounter Seven

Return Sir Gregor's Remains and expose Brother Sidanus	25 xp
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Total experience for objectives	450 xp
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Discretionary roleplaying award	0-50 xp
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Total possible experience	500 xp
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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 that 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 that it later finds unreasonable but which were allowed at the time.

Encounter Five

- Masterwork Silvered Longsword (375gp, 4 lbs, silver and steel, unusual) – The blade of this longsword is etched with a lightning bolt from the cross traveling nearly the length of the blade. There is a single word 'Valor' etched on the cross.
- Darkwood Shield (257gp, 5 lbs, wood bark, unusual) – The face of this shield has an engraved image of the Tree of Life. The leather arm strap shows signs of age but holds firm.
- Gold Necklace, 250 gp
- 28 gold coins, 14 silver coins
- Amethysts (4) 50 gp each

Conclusion

- Wand of cure light wounds (350 gp, 1 lb, wood, common) – 1st-level caster, 25 charges remain on this wand. On the thicker end of the wand, six arrows are engraved pointing to the smaller end. There is a single rune on the flat end encircled by the arrows. The rune is a symbol of pain.
- Favor of the Council of Abbots (- gp, - lb, -, unusual, non-tradable) – the Council of Abbots of Verbobonc recognizes the efforts of the heroes for maintaining the diligence over evil forces that seek to rend the Viscounty.

- Amulet of the Valorous Knight (- gp, .5 lb, Iron, unusual, non-tradable) – The Abbey of the Valorous Knight extends thanks and trust in the deeds of the above named hero. Let no member of the Church of Heironeous turn away this friend and ally in the battle against evil. The hero is gifted with an iron amulet bearing the symbol of Heironeous, her name and Abbot Rodolfus' name. This is an influence point in the Church of Heironeous.
- The Abbey of the Valorous Knight will train a follower of Heironeous in a single 1st-, 2nd- or 3rd-level divine spell for the cleric list that a cleric of Heironeous could take from the *Defender of the Faith: A Guidebook to Clerics and Paladins*. The caster must have met the requirements for casting the spell. This will cost the hero 1 Time Unit for the proper training. If you take one of these feats you must bring a copy of the spell when you play an event so that the DM can reference its rules. Keep this certificate as documentation allowing you to take the spell you choose, and when you take the spell record that you did so, and which feat you took, on campaign documentation at the first possible opportunity.
- The Abbey of the Valorous Knight will train any good aligned warrior or cleric in one of the following feats from the *Defender of the Faith: A Guidebook to Clerics and Paladins* and *Sword and Fist: A Guidebook to Fighters and Monks*: Circle Kick, Divine Might, Eagle Claw Attack, Extra Smiting, Extra Stunning Attack, Fists of Iron, Improved Shield Bash, Lighting Fists, Sacred Spell and Shield Expert. You must have met the requirements for the feat selected. This is not a bonus feat, it only grants your character the right to take one of the feats listed above when you gain a new feat normally. This will cost you 1 Time Unit for the proper training. If you take one of these feats you must bring a copy of the feat when you play an event so that the DM can reference its rules. Keep this certificate as documentation allowing you to take one of those feats, and when you take the feat record that you did so, and which feat you took, on campaign documentation at the first possible opportunity.

APPENDIX A – NPC DESCRIPTIONS

Appendix

➤ **Brother Sidanus** male human, Clr10: Medium Humanoid (5 ft. 9 in. tall); HD 10d8+10; 72 hp; Init +1 (Dex); Spd 30 ft.; AC 16 (+5 from breastplate, +1 Dex); Atks +9/+4 melee (1d10+1 (crit 1920/x2); heavy flail), or +8/+3 ranged (1d8 (19-20/x2), light crossbow); SA rebuke undead, spontaneous casting (*inflict* spells); AL LE/N (has *ring of undetectable alignment*); SV Fort +8, Ref +4, Will +12.

Str 10, Dex 12, Con 12, Int 12, Wis 20(16), Cha 14 (10– cursed).

Skills and Feats: Appraise +1, Balance +1, Bluff +7, Concentration +11, Craft +1, Diplomacy +2, Disguise +2, Escape Artist +1, Forgery +1, Gather Information +2, Heal +7, Hide +3, Intimidate +2, Knowledge (Arcana) +4, Knowledge (religion) +6, Listen +5, Move Silently +1, Perform +2, Ride +1, Scry +1, Search +1, Sense Motive +3, Spellcraft +9, Spot +5, Use Rope +1 and Wilderness Lore +5; Craft Wand, Empower Spell, Maximize Spell, Reach Spell, Spell Focus (Necromancy) and Weapon Focus (heavy flail).

Special Ability: *smite* (once per day, one declared melee attack at +4 with +10 damage).

Spells Prepared (6/6/6/5/5/4; base DC = 15 + spell level (**+2 Necromancy– including all *inflict* wound spells): 0– *detect magic, detect poison, guidance, light, read magic, resistance*; 1st – (*inflict light wounds**, *bane, cause fear**, *divine favor, doom**, *protection from good*); 2nd – (*shatter**, *bull's strength, death knell**, *hold person* (x2), *silence*); 3rd – (*magic vestment**, *bestow curse, dispel magic, meld into stone, summon monster III*); 4th*** – (*divine power**, *freedom of movement, poison, spell immunity*); 5th*** – (*flame strike**, *circle of doom, slay living, true seeing*).

*Domain spell. Domains: (Destruction (*smite*); War (Free Weapon Focus (*Flail*)).

Equipment: breastplate, +1 unholy heavy flail, broach of shielding (82), periapt of wisdom (+4), Pain Bringer – Wand of *Inflict Light Wounds* (DC18, empowered, maximized and ranged – 21 pts damage per charge), ring of undetectable alignment, a pouch with 12 pp, 49 gp, 12 sp, 3 small rubies (value 50 gp each).

Sidanus (Si-dan-us) is a devoted cleric of Hextor that has been given the task of bringing down the Abbey of the Valorous Knight. He infiltrated the church of Heironeous nearly 7 years ago and has made the Abbey of the Valorous Knight his base of operations figuring that no better way to destroy something so veil than from the inside. He worked to gain the trust of Abbot Rodolfus early and has risen to a high standing in the Abbey. He manages to always miss services for one reason or another. Sidanus created a temple to Hextor directly beneath the Abbey during his first 2 years.

In the beginning of his third year at the abbey the glorious Sir Gregor, Paladin of Heironeous, fell in battle fighting Iuz's minions and was brought home to be at eternal peace. Taking the opportunity, Sidanus remove the coffin containing the body of the holy warrior and placed him in the center of the Temple of Hextor nearly 100 ft below the main chapel of Heironeous. All the divinations to locate Sir Gregor gave misleading information because he was still in the area of the temple just below.

As the years past, Sidanus was becoming frustrated with many minor failings in his attempts to bring the Abbey down. Happily, six months ago he was able to travel to his home Temple of Hextor and secured several scrolls of great power to subvert the remains of Sir Gregor. While returning to the Abbey, Sidanus was attacked by a band of goblinoids that were quickly rallied to his banner once Sidanus slew the bugbear leader with a single spell.

The goblinoid band of brigands has been under his control attacking and causing great fear over the local countryside around the area of the Abbey. Abbot Rodolfus has been working with the regions Guardianship St Cuthbert to form the Council of Abbots. The formation of the council is deeply troubling Sidanus' leadership and it is their desire that the council never starts. As months wore on, Abbot Rodolfus has lost prestige within the region do to the goblinoid raids. The Abbey has been ineffective because Sidanus' ability to subvert the efforts of the Brothers by commanding both the goblinoids and the Brothers.

Recently the goblinoids attacked a group of cloaked humans carrying a sealed box. Torture later revealed that the box held a prize beyond dreams. Sidanus planed to keep the treasure to himself until he was afflicted with a curse that has caused boils, open sores and a rash that has spread over most of his body. ***Additionally, Sidanus is unable to cast any spell over 3rd level at the present and his most prized possession, a *Wand of Inflict Moderate Wounds* (Maximized, Empowered and Ranged Save DC17) has been reduced to a *Wand of Curing*.

➤ **Brother Clophas** male human, Clr8: Medium Humanoid (6 ft. 1 in. tall); HD 8d8+8; 51 hp; Init +1 (Dex); Spd 30 ft.; AC 15 (+4 chain shirt, +1 Dex); Atks +10/+5 melee (1d8+2 (crit** 1720/x2); masterwork longsword), or +7/+2 ranged (1d8 (19-20/x2), light crossbow); SA turn undead, spontaneous casting (*cure* spells); AL LG; Fort +6, Ref +5, Will +8.

Str 14, Dex 12, Con 12, Int 12, Wis 15, Cha 13.

Skills and Feats: Appraise +1, Balance +1, Bluff +2, Concentration +9, Craft +1, Diplomacy +7, Disguise +2, Escape Artist +1, Forgery +1, Gather Information +2, Heal +3, Hide +1, Intimidate +2, Knowledge (Arcana) +4, Knowledge (religion) +6, Listen +3, Move Silently +1, Perform +2, Ride +1, Scry +9, Search +1, Sense Motive +3, Spellcraft+9, Spot +3,

Use Rope +1, Wilderness Lore +3; Combat Casting, Lightning Reflexes, Reach Spell, Spell Focus (Enchantment) and Weapon Focus (longsword).

Spells Prepared (6/6/5/5/4; base DC = 13 + spell level (**+2 Enchantment): 0- *detect magic, detect poison, guidance, light, read magic, resistance*; 1st - (*magic weapon**, *bless, cause fear, death watch, divine favor, doom*); 2nd - (*spiritual weapon**, *bull's strength, calm emotions, hold person*** (x2), *silence*); 3rd - (*magic vestment**, *dispel magic, prayer, speak with dead, summon monster III*); 4th - (*divine power**, *freedom of movement, restoration, spell immunity*).

*Domain spell. Domains: (Law (Law spells cast 1 level higher); War (Free Weapon Focus (longsword)).

Equipment: chain shirt, masterwork longsword, boots of springing and striding, gauntlets of ogre power, pearl of power (2nd level), scabbard of keen edges**.

Brother Clophas has been at the Abbey for the last two years. His service in the name of Heironeous has taken him to many battlefields in the fight against evil. His assignment to the Abbey of the Valorous Knight has been uneventful allowing him to focus attentions to his studies of war. The recent activities of the goblinoid raids have him extremely on edge. His patrolling and knowledge of battle tells him that the bandts have an informant. Studying all of the junior priest and laymen at the Abbey has turned up nothing to indicate a traitor. He has been focusing on the possibility of scrying being the way that they are so well informed but has also not been able to determine anything.

He has begun to examine the history of the Abbey, the region and those senior priests to gain insight. ***The loss of spells over 3rd level has further to frustrate his efforts.

Brother Didimus male human, Clr5: Medium Humanoid (6 ft. 1 in. tall); HD 5d8+5; 38 hp; Init +1 (Dex); Spd 30 ft.; AC 15 (+4 chain shirt, +1 Dex); Atks +5 melee (1d8+2 (crit 19-20/x2); masterwork longsword), or +4 ranged (1d8 (19-20/x2), light crossbow); SA turn undead, spontaneous casting (cure spells); AL LG; Fort+5, Ref +2, Will +6.

Str 14, Dex 12, Con 12, Int 12, Wis 14, Cha 13.

Skills and Feats: Appraise +1, Balance +1, Bluff +2, Concentration +8, Craft +1, Diplomacy +7, Disguise +2, Escape Artist +1, Forgery +1, Gather Information +2, Heal +2, Hide +1, Intimidate +2, Knowledge (Arcana) +4, Knowledge (religion) +6, Listen +2, Move Silently +1, Perform +2, Ride +1, Scry +7, Search +1, Sense Motive +2, Spellcraft +7, Spot +2, Use Rope +1 and Wilderness Lore +2; Combat Casting, Reach Spell, Spell Focus (Enchantment) and Weapon Focus (longsword).

Spells Prepared (5/5/4/2; base DC = 13 + spell level (**+2 Enchantment): 0- (*detect magic, guidance, light, read magic, resistance*); 1st - (*magic weapon**, *bless, cause fear, divine favor, doom*); 2nd - (*spiritual weapon**, *bull's strength, hold person***, *silence*); 3rd - (*magic vestment**, *prayer*).

*Domain spell. Domains: (Law (Law spells cast 1 level higher); War (Free Weapon Focus (longsword)).

Equipment: chain shirt, masterwork longsword, glove of storing (masterwork longsword), and a pearl of power (2nd level).

Brother Didimus is a devout warrior priest of Heironeous that always strives to be the shining example for the Brothers under his command. As the senior priest in charge of the Abbey's Security and a patrol leader Didimus takes the raiding of the countryside as a personal challenge. His inability to stop the raiding has been causing him great concern. His weapon prowess and tactical abilities have served him well in his duties at the Abbey of the Valorous Knight Didimus has been stationed at the Abbey for 15 months and wants to cleanse the goblinoid menace from the region so that he can be transferred to another post where he will have a more direct involvement with soldiers and combat.

➤ **Abbot Rodolfus** male human, Clr11: Medium Humanoid (6 ft. tall); HD 11d8+8; 51 hp; Init +1 (Dex); Spd 30 ft.; AC 15 (+9 +1 sacred full plate, +1 Dex); Atks +10/+5 melee (1d8+2 (crit** 17-20/x2); masterwork longsword), or +7/+2 ranged (1d8 (19-20/x2), light crossbow); SA turn undead, spontaneous casting (cure spells); AL LG; Fort +6, Ref +5, Will +8.

Str 14, Dex 12, Con 12, Int 12, Wis 16, Cha 13.

Skills and Feats: Appraise +1, Balance +1, Bluff +2, Concentration +9, Craft +1, Diplomacy +7, Disguise +2, Escape Artist +1, Forgery +1, Gather Information +2, Heal +3, Hide +1, Intimidate +2, Knowledge (Arcana) +4, Knowledge (religion) +6, Listen +3, Move Silently +1, Perform +2, Ride +1, Scry +9, Search +1, Sense Motive +3, Spellcraft +9, Spot +3, Use Rope +1, Wilderness Lore +3;

Combat Casting, Craft Wondrous Item, Lightning Reflexes, Reach Spell, Improved Critical, and Weapon Focus (longsword).

Spells Prepared (6/6/5/5/4; base DC = 13 + spell level): 0- (*detect magic, detect poison, guidance, light, read magic, resistance*); 1st - (*magic weapon**, *bless, cause fear, death watch, divine favor, doom*); 2nd - (*spiritual weapon**, *bull's strength, calm emotions, hold person*** (x2), *silence*); 3rd - (*magic vestment**, *dispel magic, prayer, speak with dead, summon monster III*); 4th - (*divine power**, *freedom of movement, restoration, spell immunity*).

*Domain spell. Domains: (Law (Law spells cast 1 level higher); War (Free Weapon Focus (longsword)).

Equipment: chain shirt, masterwork longsword, boots of springing and striding, gauntlets of ogre power, pearl of power (2nd level), scabbard of keen edges**.

PLAYER HANDOUT #1

(1st page)

5-14

It is so easy to lie to these self-righteous morons. Each deception comes easier than the last. They are so very trusting, which will doom them in the end. Hextor has given me a wonderful opportunity to crush this Abbey once and for all! But for now, I must wait. Preparations are yet to be made, and they must be perfect.

6-27

The plans are finished. Tonight I will steal away with their precious Gregor, and hide him under their very noses to spite them, that he might NEVER be found! This will be the beginning of their downfall!!! When news of this desecration arrives on the ears of the Abbot's Council then this Abbey is forfeit!

6-28

SUCCESS! All our plans and preparations were flawless! My master's magic was easily enough to hide our escape into the caves and to create the perfect trap for anyone who might stumble upon hated Gregor's resting place. These idiots will never know just how far away Gregor really is! I can't wait to see their faces in the morning when they realize he's missing from the chapel!! We have WON!!

(2nd page)

7-7

IDIOTS!!! Gregor is gone and yet the Abbey remains! What must I do to destroy this haven for the simpering curs of the enemy!?! Their determination to forgive every fault sickens me, makes me nauseous! Now I must devise another means to discredit this worthless Order of imbeciles.

7-13

A fleeting thought dances in my mind. Perhaps I can use another weapon to dig away at the base of this hated Abbey. The new Abbot is still working on solidifying his position. If I can think of a way to discredit him or his abilities, then perhaps I can make sure that someone more worthy, more open to our cause, will be admitted to the Abbot's Council. I must think on this.

8-1

Hextor leads me on to greatness! Last night, He gave me a vision of the power of fear. If anger and despair cannot move the council to disband this group of misfits, then perhaps fear will persuade the Abbots to close these doors once and forever!

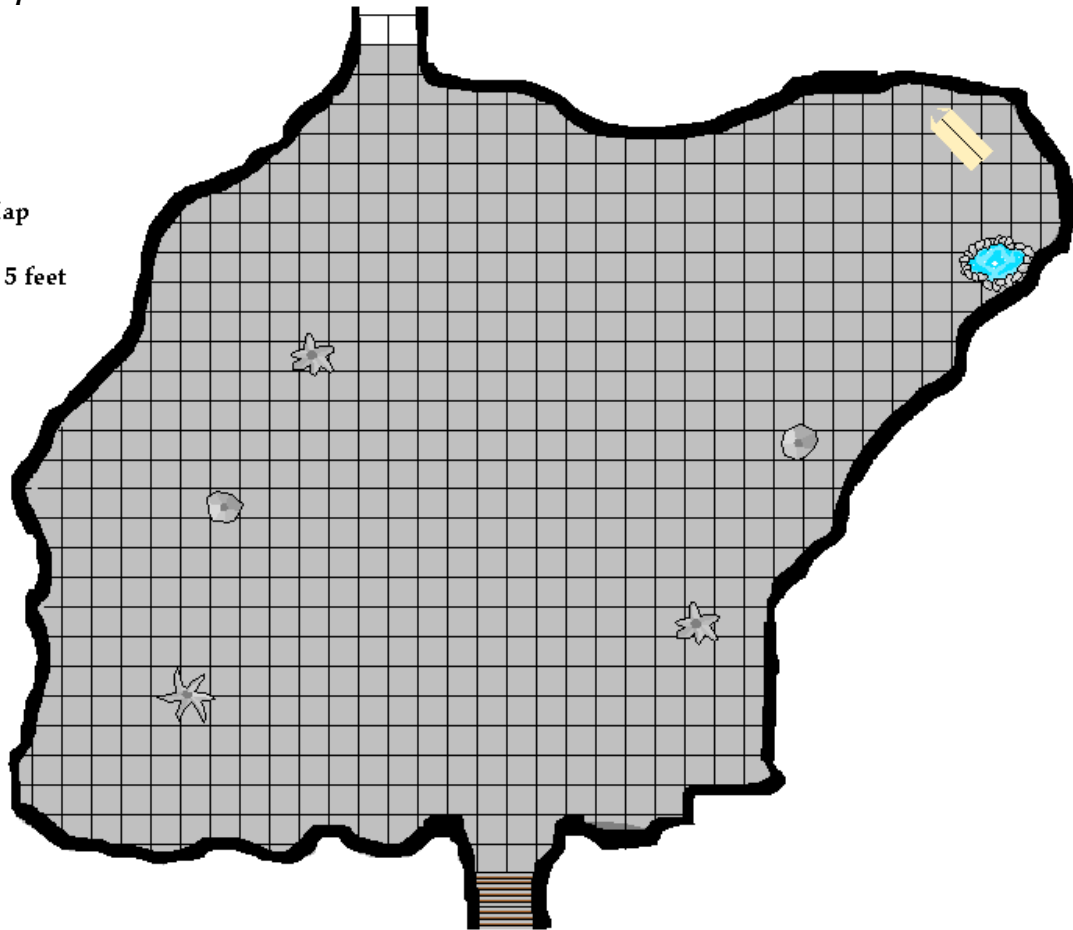
PLAYER HANDOUT # 2

Norduk, take your band and raid as many travelers as you can over these next 4 days. Make sure at least one person escapes each raid, so they can seek refuge at the Abbey and spread the word of your terror. The Abbot's council meets at the week's end. Rodolfus' seat will be mine by then. Then you will reap the rewards of our alliance, the Abbey will be yours to plunder – Sidanus

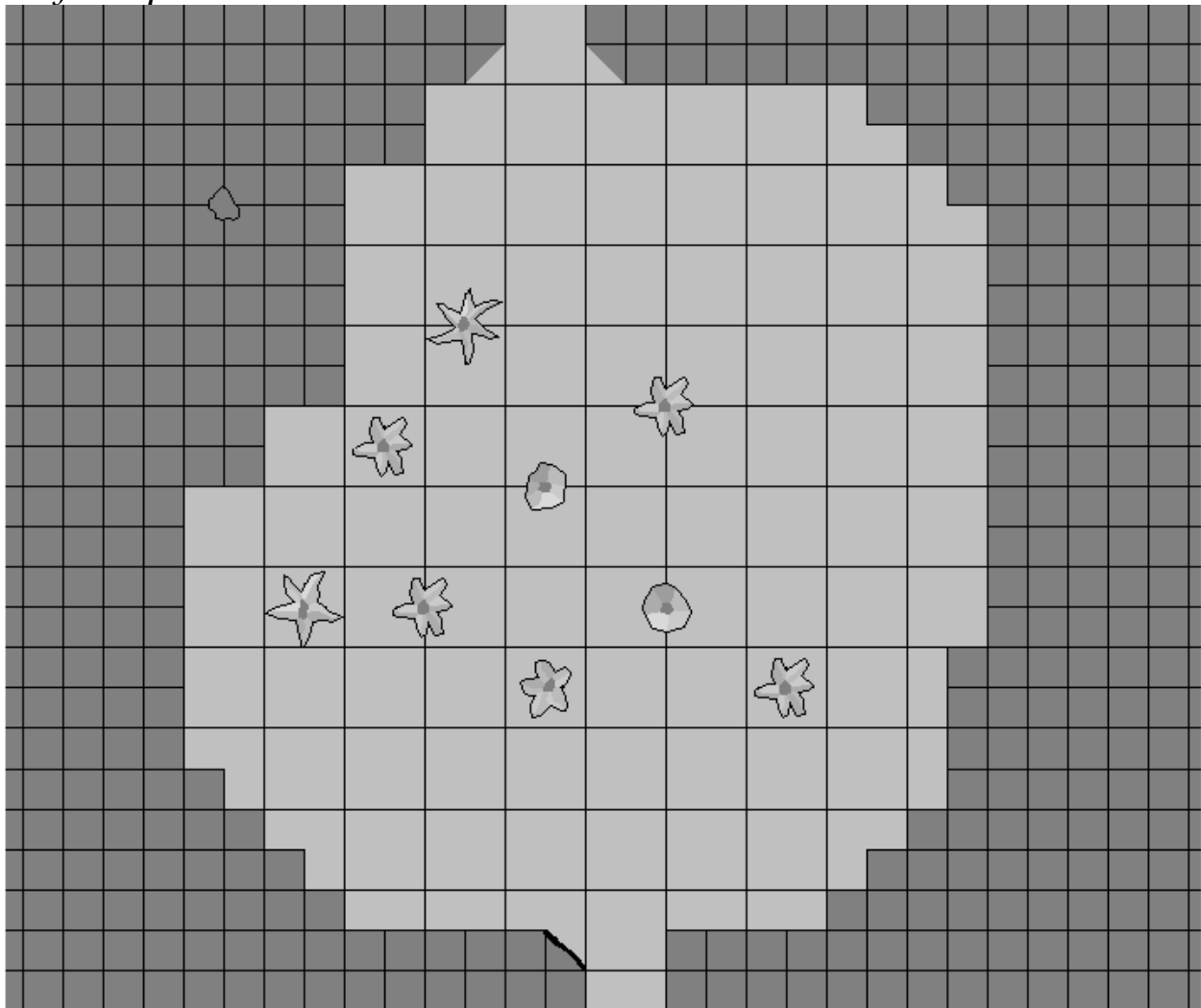
Players Map Cavern

Player's Map

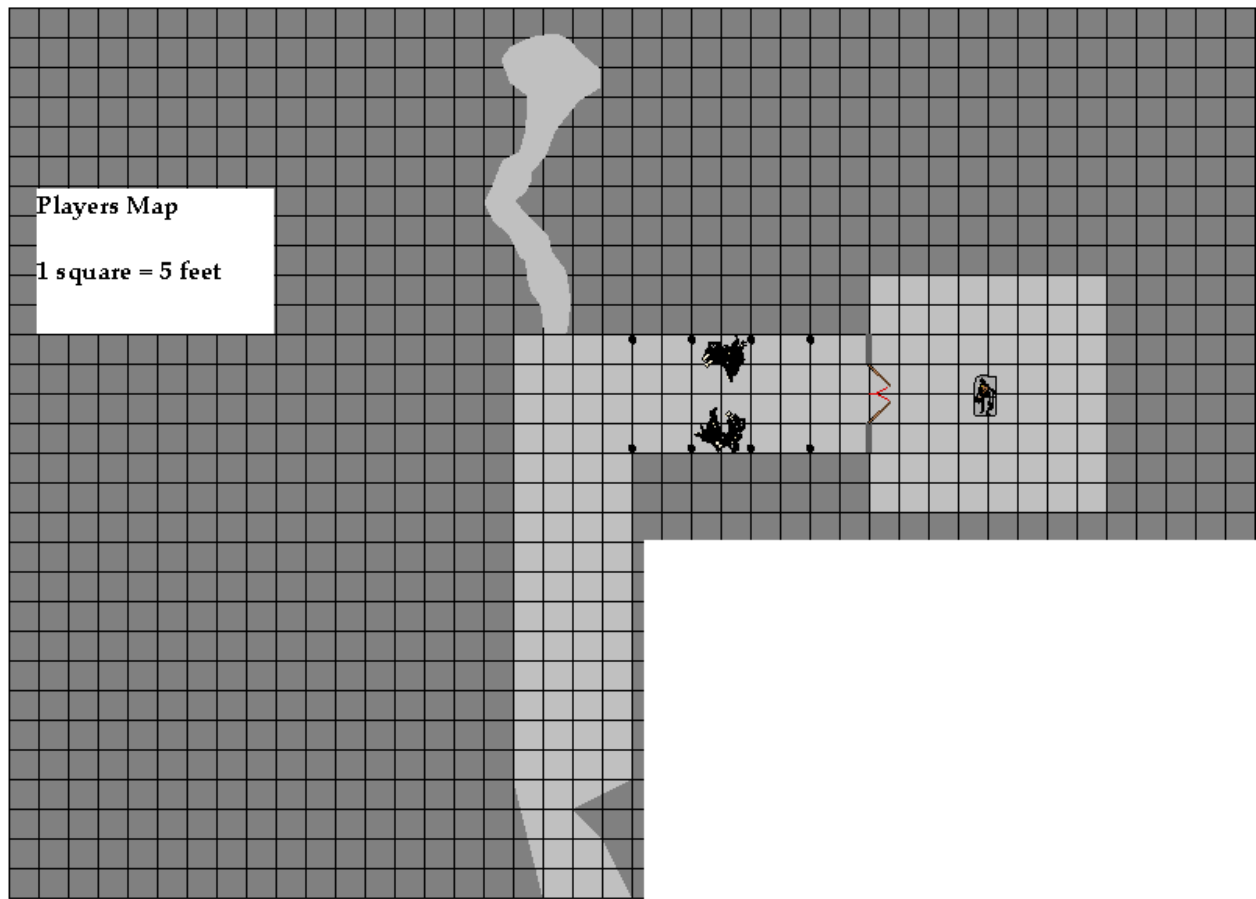
1 square = 5 feet



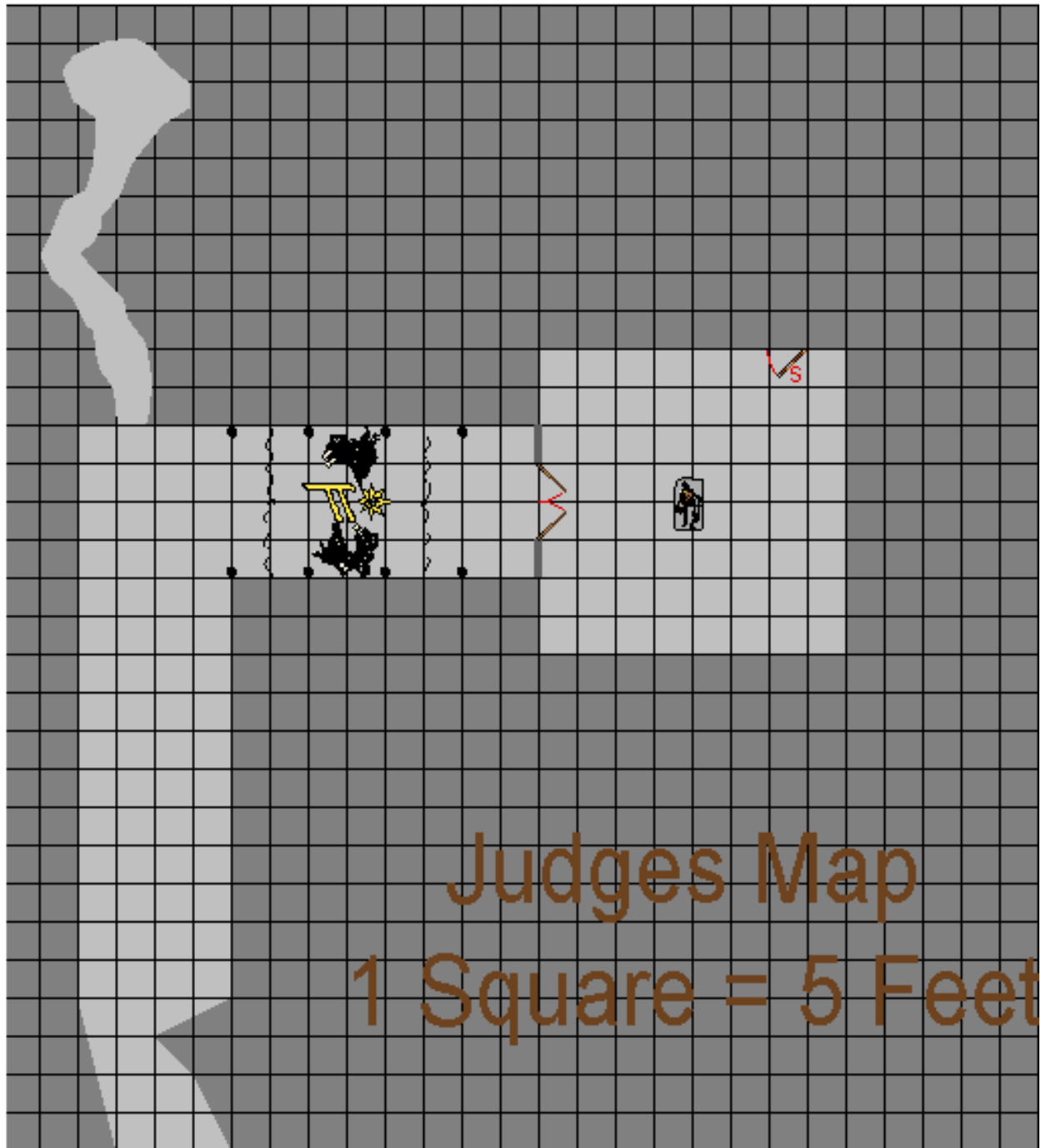
Player Map Cavern II



Player's Map - Passageway



DM's Map - Passage



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.