

VERI-09

KNIGHTS AND DAYS

A One-Round D&D LIVING GREYHAWK®

Verbobonc Regional Adventure

Version 1

ROUND 1

by John Brudenell,
Eric Geiger and Mark Geiger

A Knight of the Faithful Defender is marked of treason. Broken Oaths of Honor and Deceit of Treason are portals to Evil. Is the Knight guilty or is this a plot to undermine the young Viscount. Event three in the Viscount Series. An adventure for characters level 3-8.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

If you are using a 591 CY adventure (campaign year 1) that uses the old APLs, 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 courtiers

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

This third installment of the Nobles series has the PCs investigating an incident that has ramifications affecting the Viscount of Verbobonc and other nobles. In the Plot Background is the motivation that started the events, a description of apparent treason and then a description of what really happened. How the PCs interact and are hooked into the plot is listed in the encounters section.

A Knight of the Faithful Defender, a man named Drinsal, stands accused of treason! A petty (but very wealthy) minor noble in court has felt that the Viscount publicly snubbed him at a banquet two months ago. During the feast, Viscount Langard praised the valor and integrity of a few select people, particularly Drinsal. Unfortunately, Langard neither mentioned nor thanked the petty noble for his contributions. It was Janaar who enlisted the support of the major merchant houses of the city behind the Viscount. The offended noble has decided that the young Viscount needs to learn a lesson. To this end, Janaar wants to ruin the knight's reputation in an attempt to make the Viscount look bad. The noble simply seeks revenge. Janaar had one of his agents take care of all aspects of the plan.

The agent is Conner Bridgeforth, a slimy, clever, cowardly operator who thrives off of the political maneuverings in Verbobonc. And, has become one of the primary contacts for the Scarlet Brotherhood in Verbobonc City. One of his "crew" created an illusion that

cast suspicion on Drinsal. Conner later planted false evidence within Drinsal's possessions as final evidence in a very simple and inexpensive plot to discredit the knight.

The perceived treasonous act involved several people witnessing the knight meeting with a hill giant at sunset near the village of Anshan. The village is about two day's travel from Verbobonc City. Drinsal, who sports a distinctively trimmed red beard, apparently spoke with the giant for several minutes and then handed over a scroll case. In return, the knight received a large sheepskin bag from the giant. The two spoke for another moment or two, then Drinsal rode back toward town while the giant headed off into the woods. There were two different groups of witnesses, two town guards and two youths from Anshan. The guardsmen were out on a standard patrol, heading back into the city when they saw the meeting. The youths were out fishing in a nearby creek, dodging chores.

The youths, both local boys, reluctantly told their father about what they saw. The father took them to the town's priest, a cleric of St. Cuthbert, who is also the elder of the village of Anshan. The cleric, a peaceful man named Rudopah, used magic to verify that the boys told the truth about what they had seen. The cleric then went to the captain of the guard and reported what was told to him, and found out that the captain just heard that two local guardsmen saw the same rendezvous!

The captain and his guardsmen confronted the knight the following day. Drinsal would not say where he was the night before. He claims that he "can not say where he was that night", but that he never met up with any giant. The sheepskin bag that was supposedly given to him by the giant was found well hidden inside his saddlebags. It contained at least 200 gold pieces. Drinsal swore he never saw the bag before and did not know how it could have gotten inside his saddlebags. However, he offered no resistance when arrested by the guard captain.

Since the village is not the proper place to judge a Knight of the Faithful Defender, the captain sent one of the two guardsmen, Brath, with some other guards and the evidence (including Drinsal) to Verbobonc City. The other guardsman who witnessed the knight's alleged treason, Vonden, stayed behind in the village.

A hearing must first take place in Verbobonc City, where the evidence will be presented. This is Drinsal's right as a Knight of the Faithful Defender. If there is enough evidence against the knight, Drinsal will be stripped of his title, his honors, and his possessions, then he can be turned over to the lord of the region for trial as a common criminal. In this case, he would be tried in the halls of Lord Milinous, the overseer of the land that contains Anshan.

This is where the PCs enter into the adventure. They will have a chance to investigate the crime, but will be under a tight time constraint. The hearing is just six days away.

Drinsal is not treasonous, just in love. The night in question, he left village and diverted off the road to meet Sherina just before sunset. Sherina is from a poor woodcarver's family, but she and Drinsal are in love.

Drinsal passed near where the illusionary “meeting” took place a bit later. He went to the woodcarver's home to tell Sherina that they would have to wait to be together for some time, as the borders of the Viscounty are not safe and he has a duty to defend them. She was saddened, but understood, and told him she would wait for him.

The goodly knight made her a promise to keep their love a secret until he can be in a position to marry her. Even if he did not promise that, he would never tell anyone of the secret meetings. If he were to do that then Sherina's reputation would be ruined. She is currently unaware of the charges against her love. When she finds out, she will insist on going to Verbobonc City to clear his name.

Vonden and Brath were patrolling through the woods and on their way home. Vonden is in the “employment” of Conner Bridgeforth. Vonden makes sure that Brath is able to witness the illusion of the knight receiving a sheepskin bag and handing over a scroll. The youths from Anshan who also witnessed the crime were unintended, but beneficial witnesses for the villain's plot. Men from Conner's crew placed the sheepskin bag of gold that Vonden helped the captain of the guard “find”.

As the PCs investigate, Conner and his crew will try to follow their progress. They attempt to stop the PCs if they get too close to figuring out the truth. A sergeant of Lord Milinous will also be gathering his own information, as he is curious to see what is happening. Janaar does not care a bit if the knight is eventually found guilty or innocent. To him this is a lesson for the young and inexperienced Viscount, nothing more.

It is 1 day before the Full Moon Phase.

NOTE ABOUT AUGMENTED APL –

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 be careful not to over challenge them. Feel free to increase a combat tier by one, making a APL 2 party fight APL 4 combat, or add the ‘Augmented APL’ to a APL 6 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 APL monsters to APL 6.

PLAYERS INTRODUCTION

With many strange and dangerous things happening in the surrounding lands, the players have assembled (randomly, or as a group) in Verbobonc City with the intent of gathering rumors and other gossip, to have some fun, and to possibly even seek adventure. After a busy morning of personal errands (give the players time to purchase supplies from the *Player's Handbook* if they so wish), the PCs have gathered in the Molten Spigot Tavern

for lunch. The owner and proprietor is a large dwarf named Narg Ironmug. While an excellent brewer and cook, Narg is not a very smart dwarf. This causes him to be rather gregarious; Narg's always ready to drink a beer with a customer, repeating every bit of gossip he's heard without the slightest regard to its validity.

Entering the Molten Spigot Tavern, you find a few off duty guardsmen, craftsman, and several others like yourself filling the bar and nearly all the tables enjoying their midday meal. This tavern's food is said to be excellent and inexpensive. You quickly spy a table emptying, and a barmaid quickly trying to clear it off in preparation for the next customers. You rush over and find yourself joined by several others doing the same thing.

This is now the time for the party to introduce themselves and describe their characters.

ENCOUNTER 1: THE MOLTEN SPIGOT

The tavern is practically empty. Most patrons have finished their lunch and returned to their afternoon duties. Narg notices the PCs in the now nearly empty great room and walks over and sits down at their table. Always looking for an audience, he readily relates the following tidbits of information to the PCs:

- *Evil is moving this way, sure enough. Only a matter of time before some giant sticks his stinking head in here trying to get a tankard of ale. It will be a shame when I show him some of my lesser-used talents. Har, har!*
- *What!?! You haven't heard? Well as I hear it, a Knight of the Faithful Defender sold out half the territory to enemies of Verbobonc. Seems Lord Milinous captured him during a border skirmish with some giants. They'll get the truth out of that one, you can be sure.*

As Narg is speaking, a strikingly handsome man in gleaming chain armor comes up behind him. The stranger interrupts by placing his hand on Narg's shoulder and says:

Another round of ale for these noble adventurers, Narg. Then take your wagging, ignorant tongue back to the kitchen. I need to speak with these folks regarding serious business.

Narg will stumble in shock and awe back to the bar, pour another round of ale for the table, deliver it, and quietly retreat to the kitchen. The handsome stranger is Lord Delevue. If any PCs have encountered him before they will have no trouble in recognizing him. He remains standing throughout this encounter, and will not socialize with the PCs (e.g. have a drink, exchange rumors, etc.)

Lord Delevue addresses the party in a quiet, but serious voice:

I am Lord Delevue, Commander of the Mounted Borders. All information I share with you now must be kept in strictest confidence. Do I make myself clear?

I have come here seeking adventurers such as yourselves. Unfortunately, it seems that there is a short supply of them here... most uncommon for the Molten Spigot. Oh well, you appear to be capable enough.

A young knight named Drinsal has been accused of treason. I can't take the time to investigate this at the moment, but I know that there is something amiss. Drinsal might keep to himself, but he is no traitor. I have known many warriors, and seen their actions on the field of battle. This Drinsal is an honest man; in fact he has been awarded with the title of Knight of the Faithful Defender. I doubt I need say that such a title is not given out lightly.

I beseech you, good people, to investigate these charges against him. The supposed treason seems to have something to do giants, but I wouldn't believe anything Narg has to say. I am most concerned that there are people who are attempting to frame the Knight and will take steps to prevent a fair hearing. He is a loyal member of the knighthood, and I would hate to see his reputation destroyed.

Could you offer you time to untangle this unfortunate mystery?

Should the PCs press Delevue for payment or reward, he shall respond: "If payment is all you seek, then guard caravans for pay. If honor and truth really matter then, those are your true rewards."

Lord Delevue will tell the PCs that Drinsal is being held at the Borders Headquarters. It is not far, just up the street and to the right. Drinsal is allowed to take visitors, though under the circumstances he warns that a warm reception for such visitors is not likely. As a result, he suggests you ask for Sergeant Cryllus for access to Drinsal's room.

Lord Delevue thanks you for your service, (if offered, if not there is no reason to continue with the event), and bids farewell as he must take his leave. Duty calls, as he must be on his way for a hurried inspection of his land's borders. Orders have been issued to all of the local nobles to ensure that all the Viscounty's borders are secured. Delevue wants to oversee this himself.

Encounter 2:

DRINSAL

The next couple of encounters take place near the Borders HQ, a military installation near Castle Greyfist in Verbobonc City. The people the PCs are dealing with are the sergeant, Drinsal, and other guardsmen. Anyone who has paid for less than "Common" character upkeep will have a difficult time gathering information from these NPCs, as they appear - at first glance - to be dirty vagrants. Not only should you enforce the Charisma penalties associated with them, but also look for individual NPC reactions below.

Sergeant Cryllus happens to be at the front guard post from dawn until dusk for the next two weeks.

If the PCs come at any other time, they will be turned away by tired, crabby guards who don't hold kindly to anyone who would want to visit a traitor! Of course, they don't make the orders they just follow them. They will even summon an officer to discuss the matter with the PCs, should the players hassle the guards at all. It should go without saying that any attempt to fight their way in or sneak in by stealth is very foolish and results in the PCs in question being arrested and jailed (a cost of 1 TU light labor). If the PCs attempt to bribe anyone, they will let them in. They will be lead into the main building and escorted to what appears to be a waiting/muster room, then asked to wait a moment. After a minute passes, a large number of armed guards will crowd into the room and a very sleepy sergeant will interrogate the PCs. His first priority will be to find out what they were attempting to do. If they admit they were just trying to gain access to help Drinsal out, they will be fined twice the amount of the attempted bribe and ejected from the compound. They will be granted visitation if they return when Sergeant Cryllus is on duty, but with close supervision.

During the day the Sergeant Cryllus will be on duty inside the gates. Outside the open gates are two guardsmen. If they are asked about Sergeant Cryllus, one of them will show you to the guardroom just inside. Cryllus sits in the small guardroom; the door is wide open and he is methodically filling out reports. The guard will announce the PCs and return to his post. If the players tell their tale, he will be happy to show them to Drinsal.

There are rules that the PCs will have to follow. They are allowed to bring no weapons or armor beyond this point. All confiscated equipment will be kept behind the sergeant's desk, under guard. Also, the PCs are not permitted to cast any magic while they are inside. If the PCs agree immediately, all is good. If they grumble and complain, they will only be allowed one representative. If they protest and refuse to give up their weapons, they will not be permitted inside at all.

If any character has paid upkeep at the "Destitute" level, then someone will need to plead on their behalf to allow the Destitute individual access to Drinsal. This will require a successful Diplomacy check (DC15). Otherwise, the "filthy vagrant" will have to stay outside, where at least one guard will keep an eye on them.

Drinsal is a large, young man with a well-trimmed red beard. He is dressed in plain, well-made clothing, and paces back and forth in his sparsely furnished "holding room".

The PCs will have to gain the trust of Drinsal; it will be easy to do so if the PCs are open and honest with him. He will be glad for their help. He states that he road out of town before nightfall and that he did not meet with a giant. He does not reveal what he was doing because he has sworn not to disclose whom he was meeting with. He tells the PCs about the oath, but not who or what it was about. He asks for their help and swears an oath that he has committed no treason. He also tells them about being confronted the day after the supposed treason and his

subsequent arrest. Finally, he reveals all of the supposed evidence against him: about the two guardsmen and two local boys witnessing the supposed exchange between himself and the hill giant on the edge of the woods, and the discovery of the sheepskin bag of gold in his saddlebags.

Drinsal shares the fact that Brath, one of the witnesses, is still in the city. The Anshan guardsman is staying at Packard's Trough until the hearing. Drinsal will seem torn between warring emotions when he asks if they would be willing to go to Anshan to collect new evidence.

Again, a cheap upkeep will hurt the players' chances with Drinsal. Any character with a Poor upkeep will receive only cursory, one-word answers from Drinsal, unless they specifically state that they want to use Diplomacy. The check is a (DC120, and if successful, the knight will look past the character's appearance and give his full attention. Any character with a 'Destitute' upkeep will be ignored completely if they ask Drinsal a question. If the Destitute character asks a second question to the knight, he will say;

Filthy creature, you expect to help me? How could I expect you to find evidence to clear my name, when you are not even able to locate a bar of soap for your own use?

As the PCs leave the HQ, a short, stocky human enters. The sergeant, standing nearby, will hail Brath.

ENCOUNTER 3: BRATH

Brath is a short and stocky man. He is not happy to be away from Anshan and his family when there is the prospect of an attack. He has been wandering the town during the day and then spending the evenings in the main room of Packard's Trough, the favored hangout for off duty soldiers and guardsmen Brath was sent to Verbobonc City as Drinsal's escort, and to testify. He is a decent man who believes what he saw. He is also scared that the Viscounty might be attacked by giants and hurt by the betrayal of the knight.

The tavern is filling with various off duty soldiers and guardsmen. If asked, the barkeep can point out Brath, sitting alone at a hard to notice back table. Brath tends to have that higher level of open trust that rural people have and city people don't. However, he appears very pre-occupied with concern and worry. The whole series of events has him convinced that a giant raid on his village could happen at any time now. And, here he is cooling his heels until the hearing before he can return to help defend his village. On the other hand, he sees Drinsal as an enigma, a once good knight, now a tragic figure. When he first witnessed the exchange he was angry with Drinsal, now, he just feels sorry for him.

When the PCs approach, he does not mind if they join him. When asked about the course of events he responds:

Heck, yeah, I saw it all. I'm sittin' there, right? I'm mindin' my own business, right? Then Vonden, he and I usually pair up on patrol, starts tugging on my sleeve. Tuggin' my arm off, almost. He points far off in the distance, where he's been peering into the fadin' light for a while. I follow to where he's pointin' right? Well, there it is, a huge figger, standing over a little figger, on top a little hill near some trees. We crept over there real quiet like to check it out, and I got a closer look. It was a giant, alright. I seen one of them before, on a huntin' trip. Ran like a little lass that time. This time, I was so miffed that I was ready to charge them! Especially when I saw Drinsal's red beard below his helmet, right? But no, Vonden, that smart little fella, he says we should go tell the captain. Wouldn't do the town any good if we went and got ourselves killed, right?

ENCOUNTER 4: UPON LEAVING PACKARD'S TROUGH

Players might decide to gather information at any number of locations. Regardless of where they go, or what they do, or how they roll, they will encounter obviously false rumors from gossip townsfolk - on par with Narg's scuttle. Here are two examples to use in a pinch:

- ***My girlfriend Bonny told me that Drinsal is a half-giant! Seems that the nobles gave him a chance to prove his worthiness, and he's really showing his true colors. I heard he ate two little boys from Anshan!***
- ***I saw him; he's got a big, red beard and always carries a red rose. He's the nicest guy in the land, and my dad told me that he's Langard's very own son! What's that? He's been accused of treason? Uh, excuse me, I have to go...***

The only substantial encounter to take place is a quick run-in with Lord Milinous' men. A group of mounted, armored soldiers can clearly be seen a few hundred feet away from the Borders' HQ. They are mounted on light warhorses and appear to be watching the PCs. They will easily have been able to watch the PCs enter Packard's Trough. In fact, among them is Bleckbee, ordered by Lord Milinous to attend the hearing and keep tabs on anything else related to Drinsal's treason. Not long after the PCs left the Borders HQ, Bleckbee and his men arrived. He too questioned Drinsal. The younger knight had little more to say to Bleckbee, but he did mention that others had been in to talk with him just a short time before. This has peaked Bleckbee's interest. He is not sure what to make of this yet.

If the PCs approach and try to talk to the men, they will receive indifferent treatment. Milinous' men will tend to belittle any of the PCs who speak to them. Effectively, they will tell the PCs to be on their way. Bleckbee may ask the PCs to explain what they are up to if they mention Drinsal's case. He will offer no information whatsoever, nor will he reveal his role in the case. None of the other men-at-arms will mention

anything to do with Drinsal's case. If the PCs bring it up, they may comment that siding with traitors is not a good idea.

If the PCs do not approach the mounted men-at-arms, they will all watch the PCs go by without comment.

If at any time the situation appears to degrade into a fight; either loud verbal, physical, or deadly, a Borderer Patrol will appear if near the barracks or a Gentleman's Watch Patrol if not and break it up before any conflict can become deadly. There will be a cleric in the patrol that will act quickly to stabilize any injured combatants. Milinous' men-at-arms will not start a fight but are most capable of finishing one. Try not to allow any death of PC or NPC but such is the mortality rate of a stupid or rash character.

☛ **Sergeant Bleckbee, House Milinous** Ftr7; hp 60; see Appendix A.

☛ **Lord Milinous Men-at-Arms** Ftr6 (6); 52hp each; see Appendix A.

☛ **Gentleman's Watch Patrol** War3 (6); 24 hp each; see Appendix A.

☛ **Borderer Patrol** Ftr4 (6); 40 hp each; see Appendix A.

ON TO ANSHAN VILLAGE

The PCs have done just about all they can here in Verbobonc City. They should come to the obvious conclusion of traveling to Anshan village and check on things there. Anshan is approximately two days ride by horse southeast from Verbobonc city. The PCs without mounts will need to obtain some since their time is short. There is only one stable close by this part of the city, Timmons Stables. The sign out front lists: Horses Boarded, Horses to Let, Horses for Sale. If the PCs enter, the first man inside looks up and tells them he's been expecting them. Seems some Lord or other came in describing the party and paid for just the right number of riding horses that they would need, for rent of course. The horses are already saddled and ready.

The ride to Anshan passes through rolling countryside dotted with small thorps, planted fields, pastures, open lands, small woods, and a few streams. The trip will be uneventful. As the PCs approach the village, they note its tallest structure is a temple in its center. A stream flows through the village from which is a small miller's pond with wheel and house. There is some type of construction or digging on the far side of the village. This is the beginning of a hasty earth and log wall for defense. As they enter the village they can see many other modest homes crowd around its central market along with a stout stone structure, which must be the local guardhouse due to its heavy door, which is currently propped open, and several defensive features. The temple at one end of the market square is devoted to St. Cuthbert. Its stone workmanship is very well maintained and is of superior materials to any other structure in the village.

The PCs are free to do the next two encounters in any order.

ENCOUNTER 5: THE CLERIC OF ST. CUTHBERT

The main cleric is a human male named Rudolphos. When the PCs enter, he will appear from a door at the side of the main prayer hall and move to greet them. As with the church, Rudolphos is impressive to behold. His modest clothes do not hide this powerful build. Numerous scars and a slight limp hint to his past as an adventurer. If asked, he will tell the PCs that he adventured for many years and fought in some of the great battles of the Flannes during his life. When he grew tired of traveling, he asked the Church of St. Cuthbert to allow him to build this temple and lead the people of Anshan in the way. With the Church's blessing, he intends to do that to his end.

A successful Spot (DC15) will reveal that there is a suit of plate armor in the far corner of the temple. Although it is obviously cared for, the armor shows the signs of many years of service. If asked, Rudolphos will explain that this is his armor. He displays it in the main prayer hall, as a sign to the villagers that he will defend them against any intruders, be they man or giant.

If the PC asks about Drinsal, Rudolphos will appear to become a mixture of agitation and sadness as he says:

Giants. He was meeting with giants? What times are these when a knight meets with giants? None of this makes sense. Drinsal was a kind man. He loved this city. In just the last half year, I've seen him ride through here with great frequency, always a smile on his face. Always a helping hand for the villagers. Who would have thought that he would secretly betray us to giants? I wouldn't have dared to believe such a tale until one of my congregation brought in his two boys with their confession.

Yet, I still find this whole affair troubling! I'll tell you, in my years of travel, I've learned to trust my gut; my gut is telling me that something isn't right. In the time that I've known Drinsal, I've learned to trust and respect him. When the boys' father brought them to me, and I heard their story, I insisted on casting magic to reveal if they were telling the truth. At first I suspected that they were up to no good, playing some cruel prank. But my spells showed the opposite. These boys did indeed see Drinsal with a hill giant, and their exchange of goods. Even then, I still wanted to disbelieve it, but when I reported it to the Captain of the Guard, he informed me that Vonden and Brath had seen the same thing!

If asked, Rudopah will state that Vonden and Brath are town guards. Brath was sent to Verbobonc City with Drinsal, but Vonden remains here. The PCs can see him during the day at the main guardhouse. Rudolphos refuses to reveal the names of the boys. His magic guarantees that they were telling the truth, and he tells the PCs that he promised the boys' father that their identities would be protected by the righteousness of St. Cuthbert. A successful Knowledge (religion) check (DC15) clearly shows Rudolphos to be a powerful and

legitimate authority of St. Cuthbert. If the PCs ask for any additional information, Rudolphos will state:

There was one odd thing. The boys said they were no more than 20 feet from Drinsal and the Giant and saw their mouth move, but could not recall hearing them actually talk. Certainly they were close enough. The boys recall hearing the babbling of the stream and the call of birds, and even a horse galloping in the distance. I cannot make any sense of it.

With this, Rudolphos will take his leave of the PCs.

☙ **Father Rudolphos:** Clr8 of St Cuthbert

ENCOUNTER 6: THE ANSHAN GUARD

The Anshan Guard House is a many-roomed stone structure on the other side of the market from the church. At full capacity, it could house up to 20 men, but currently, a few of them are in Verbobonc City. The PCs will be stopped at the door if they attempt to enter by the guardsman on duty. He asks their business. Whether they ask to see the captain, inquire about Vonden or mention Drinsal; the guardsman asks them to wait here while he checks with the Captain. He leaves, the PCs hear a knock on a door, some muffled words, and he returns. The guardsman informs the PCs the Captain will see them and escorts them in to meet the Captain of the Guard, Frenric.

Frenric is a very serious human male, with a constant look of worry on his face. As the PCs approach, he is sitting down at a table covered with maps of the surrounding terrain:

So, you've come about that traitor? I don't need a small group of inquisitors. What I need is a small army. It would be almost impossible to defend this town against a giant attack, and now they might have details of all our defenses! Even with one hundred more men, how could I stop them? Vonden was warning me about this sort of thing for the last month. I should have listened! With our proximity to the giant outbreaks over in Sheernob, Ashbury manor, and the Gnarly, I guess it was just a matter of time before they started marching on Verbobonc City. It's just our luck that we're on the best line of march!

Of course, not being able to trust the Knights of the Faithful Defender will make this all the more difficult. If Drinsal could be working for the Giants, what says that more can't? I'm glad Vonden managed to discover this now. Good show on his part, good show.

If the PCs ask for any additional information about what Vonden saw or found, Frenric will send another guard to fetch him from a back room. As Vonden enters, he will pause for a moment upon seeing the PCs and then continue to approach. He will come as far as Frenric and then stand at attention. The PCs may learn the following by observing Vonden may Sense Motive (DC 10), Vonden

seems extremely tense as he looks over the PCs and that he is wearing clothing of a quality noticeably better than the rest of the guard with an Appraisal (DC 15). When asked what he witnessed, Vonden will state:

Well, like I told the Captain, I couldn't believe my eyes. Brath and I were doing our patrol when all of a sudden I notice something in the distance. After I pointed it out, we snuck over there to investigate and to my surprise there's Drinsal talking to a filthy hill giant. Well, they talk for a couple minutes and suddenly Drinsal gives him some sort of rolled up paper. The giant hands him a bag of gold! It almost made me sick; I could hear it jingling, I could. So, Brath and I hurried back and reported it to the captain as soon as possible.

If asked further questions about his story, Vonden will reply, politely at first and then more boldly, with questions for the PCs. Why are they investigating this? Who are they working for? How do they know Drinsal? If the PCs continue to press Vonden about any point in his story, he will become obviously nervous. At that point Frenric asserts his authority:

He's answered all your questions about Drinsal. My guards are all honest men and I won't stand here and have you imply any wrongdoing. It wasn't Vonden who was seen talking to a hill giant. It wasn't Vonden who was caught red handed with a bag of gold. He was doing his job protecting this town and lucky enough to catch that traitor Drinsal.

Frenric quickly dismisses Vonden, who quickly turns and walks out the door. At this, Frenric will stand up and place his hand on the hilt of his sword and order the PCs to leave:

Leave my guardhouse! I have more to worry about than people refusing to see the truth. That traitor will get what he deserves. I have no more time for you today.

Frenric is not normally unreasonable, but he is obviously under a great deal of pressure. Every round the PCs do not leave the guardhouse; they must make a Diplomacy check (DC15) or be forcibly removed by Frenric who will shout orders for the guards to assist. This may result in the PCs being escorted out of the building by the guards or if necessary dealing subdual damage as they push the PCs out the door. If PCs attempt to deal subdual damage to the guards, it may progress for a few rounds. At this point, a passing Cleric of Rao will enter the building. She will attempt to stop the fight with words as Frenric quickly stops the assault and calls off his guards. Also, Bleckbee, who has been listening the whole time behind the rear door of the Captain's office, enters to assist.

If any PC attempts to fight back with their weapon doing normal damage, the guards will also begin using their weapons. The Cleric of Rao then enters after 1d3 rounds later and attempts to stop the fight with words. If the PCs won't stop, she uses Hold Person on the strongest party member first.

If any of the PCs fought with subdual damage, they will be fined 20gp each. If any PC used a weapon for normal damage; he or she will be fined 100gp and placed in the lock up (1 TU additional cost for confinement).

☛ **Frenric:** Ftr4; hp 40; see Appendix A.

☛ **Guardsmen** (2): War3; hp 24 ea; see Appendix A.

☛ **Guardsmen** (6): War1; hp 10 ea; see Appendix A.

☛ **Cleric of Rao:** Clr6; hp 42 ea; see Appendix A.

ENCOUNTER 7: AMBUSH

Once outside, PCs that are looking around may notice Vonden on Spot check (DC18) quickly walking away from the guardhouse and a man whom appeared to have been talking to Vonden. Vonden is moving at a brisk pace and does not notice an attempt to follow him. The second man turns a corner and disappears into the crowd.

Following Vonden leads through the more crowded part of the village. Attempting to stop Vonden will cause him to walk quicker away from them, never looking back or stopping and leading them down an ally. As the ally banks to the right, Vonden takes the turn and disappears from sight. A successful Listen check (DC10) the PCs to hear a door shut. As the PCs round the corner, seven strangers immediately confront them. Vonden is nowhere in sight, but there is a door that leads into the rear of a building, behind the men.

If the PCs noticed the man talking to Vonden, they recognize the lead man as the same man. All of the men are wearing black cloaks and have weapons held at their sides.

What's with all your questions and following our friend, eh? I think it would be smart if you just left and went back to Verbobonc City. We don't need you messing with anything.

If the PCs leave, the strangers will leave them in peace. If the PCs ask any questions, they will reply and attack.

No more questions! Time for pain.

Thug Leader: Ftr5; hp 44, see Appendix A

APL4 (EL 8)

☛ **Thugs** (6); War3; hp 24 each; see Appendix A

APL6 (EL10)

☛ **Thugs** (6); War4; hp 31 each; see Appendix A

APL8 (EL12)

☛ **Thugs** (6); War5; hp 38 each; see Appendix A

AUGMENTED APL (EL12+)

☛ **Rogue Thug:** Rog4; hp 22 each; see Appendix A

The strangers will run before dying. If captured, they reveal nothing, but demand to speak with the town guard. The door in the ally leads to the back room of a tavern. The main room is full of eating patrons, and Vonden has slipped through the crowd and out into the main street. Although the locals saw a town guard come through, they didn't think to watch which way he went.

Treasure gathered: 37 gp, 12 sp.

If the town guard is called, Frenric will appear and talk to the PCs. He seems even sadder than last time:

I cannot believe what I am hearing. One in my own ranks. Cavorting with thieves? How can this become any worse? Then what of his account of the scene? Brath and the two boys both saw the same thing. I've known Brath for years. He's an honest man, and a good guard. He loves this town and it's people. We'll deal with these scum and Vonden if we find him. I'll dispatch men to take another look at the area where the giant was seen. Perhaps we missed something the first time.

At this, Frenric takes his leave of the PCs, with he and his men dragging any brigands back to the guardhouse.

ENCOUNTER 8: THE SCENE OF THE CRIME

To the east of town is a line of trees. On the far side of these trees is a small stream with a large field of grass beyond. A trail leads to the stream where an old tree has been felled for use as a footbridge. The stream is only ten feet across and two feet deep. The stream winds it's way to the south and has cut through the ground leaving it with a four-foot-high embankment. Across the field, about 200 yards is a two story building set a little ways into the trees. It has a clear view of the footbridge. PCs looking around can notice a thin plum of smoke with a Spot check (DC12) coming from the small chimney of the house. The earth is soft and tracks are easily left in the dirt nearer the stream.

Examining the scene they will be able to tell from the descriptions where everyone was supposed to be standing. It is easy to tell that the teen's should have overheard everything that was said but heard no conversation.

Searching the area where the giant was reported reveals on a Tracking (Wilderness Lore (DC15)) or Search (DC20) finds signs of a horse galloping and jumping the stream as well as the two boys' fishing hole and where the two guardsmen were. No signs of a giant passing through the trees or tracks in the soft earth can be found. There are other tracks of varying age that seem to be coming and going across the footbridge. If the tracks of the horse are followed they lead along the stream for over a hundred yards.

Further investigation shows a hard booted rider about 200 lbs dismount and meet with a smaller soft booted person about 100 lbs on foot on a Tracking Check

(Wilderness Lore [DC20]). These tracks move along the stream to a small hanging bench. A local woodcarver built this swinging bench many years ago, for himself and his wife. Now, it is where the woodcarver's daughter meets her secret love, Drinsal. There is a footpath that leads back through the woods to the two-story house.

Searching further expose tracks behind bushes of several booted folks. Tracking (Wilderness Lore (DC15)) determines them to be several days old and that they would have been made about the same day as the treasonous act.

ENCOUNTER 9: THE WOODCARVER

The two-story building across the field is made out of wood and painted green with red trim and shutters. The paint job has faded with time and weather, but the building itself is in excellent repair. This is the home of the woodcarver and his family. The woodcarver is a simple man who is very talented in creating a wide range of wood items. His actual talent is great and he trained several of the better craftsmen in Verbobonc. He married late in life to a young woman, but unfortunately she died six years ago. The woodcarver no longer has any apprentices other than his sons. The family consists of the woodcarver, his three daughters and two sons. The boys are 7 and 10. The two younger girls are 8 and 11. His eldest daughter is 17-year old Sherina, who is the love of Drinsal. They both love each other deeply; however there are several difficulties for the young people. The greatest is Sherina's own father.

The woodcarver never liked any adventurers or military types. This includes Knights of the Faithful Defender. He believes that these types go looking for and stir up trouble. He doesn't see them as the kind of men who could provide for a family. Furthermore, he doesn't want Sherina getting involved with anyone at this time. He feels this way for two reasons: the first is simply that he is her father and thinks she is too young. The second is that she is needed to help raise her younger brothers and sisters.

Sherina in a general way discussed her future with her father. He would be happy for her to marry any one of several people from the village, but not for several years from now. Sherina has no intention of marrying any of the men her father approves of. However, she does feel responsible for her brothers and sisters. Drinsal and Sherina discussed their future and agreed that they will need to wait, Sherina because of her need to take care of her family and Drinsal because of the current threats to Verbobonc.

Sherina and Drinsal met each other six months ago at a festival in the village. They have been secretly meeting since then. Since they decided that they would need to wait several years, they agreed that no one should know about their relationship. Sherina wants time to slowly convince her father that Drinsal is a good man and that her marriage to him would not cause the family any

hardships. She does not as yet have a plan, but she is an intelligent and patient woman who loves her father and is determined to change his mind.

Drinsal promised her that he would tell no one of their plans. As a result, the two young lovers believe no one knows about their relationship. This is not the case. The woodcarver became suspicious of Sherina's behavior, so he followed her one night when she thought he was in town drinking. The woodcarver saw Drinsal ride up, dismount and embrace Sherina. The only person that the woodcarver has told this to is Vonden. The woodcarver spends several nights a week drinking in the local inn. Over a month ago the woodcarver was drunk and told the story to Vonden. This was the information that Vonden used to time the false treason. Vonden had been paid by Conner to watch Drinsal for just such an opportunity.

The woodcarver has heard of the supposed treason. He himself does not believe that there really was treason; however he is not going to tell Sherina. He fears what she will do if she finds out. She might go running off after her love. The woodcarver has since devised ways to keep her at home and working so that she doesn't go into the village and hear the tale.

Approaching the house during the day finds the woodcarver hard at work on a ten-foot statue of St. Cuthbert for Rudolphos. The work area is currently set up outside the front of the house. He will be suspicious of any questions asked of him. If he is asked anything about the day the treason was committed or about the Knight he will respond:

Sure, I have heard something about it. You are probably just like that young fool, charging all over the land cutting the heads off strangers for the good of the people. Well don't go cutting any heads off people or creatures on my behalf. I don't know anything and neither does my family. Things are bad enough after my wife died. I got little kids at home. I don't need to frighten them with such tales.

At this point the woodcarver asks that the PCs leave. If they attempt to ask any more questions the woodcarver demands the PCs leave and picks up an axe. He is smart enough not to attack, but at this point, the woodcarver will say anything to get the PCs to leave. He wants nothing to do with them.

Sherina watches from an open window on the second story of the house as the party speaks with her father. On a Spot check (DC15) any PC can catch a glimpse of her. Looking up at her or any attempt to speak to her results in her pulling back into the house out of sight.

Sherina waits to talk to her father after the PCs leave. This leads to a fight in which she runs from the house and heads for the village. She intends to find out what is happening to Drinsal. If the PCs are still in town they can see her run into the Church of St. Cuthbert. If the PCs are unable to see her enter the church, Rudolphos sends a lesser cleric to fetch them. While she is there the PCs can approach and she will talk to them if they can convince

her that it is in Drinsal's best interest. This should be easy as she wants to help, but she is still trying to figure out what is going on. Rudolphos comforts her and will prevent the PCs from being harsh in their questioning. When she tells her tale she says:

It is my fault that Drinsal cannot say what he was doing. He promised me several things that night, and one was that he would not reveal our relationship until I could convince my father of our love and Drinsal's good character. We met by the stream and sat on my mother's bench as we watched the sunset. He pledged his love to me for all time that night. It is so sad that we must wait for his duties to the land and mine to my family. My father needs me home to help raise my sisters and brothers until they can help run the household.

Now all of the silly things we were worried about do not matter. You see, Drinsal did not meet with any Giant that evening, he was with me the whole time. Where we were, we couldn't even see where the supposed exchange took place. And, from what Father Rudolphos says, Drinsal left me long after the time the witnesses claimed to have seen him with the Giant. Now I need the name of my dear Drinsal cleared. The truth must come out.

Sherina states that she must go to Verbobonc City to clear the good name of Drinsal. If the PCs do not volunteer to escort her, then Rudolphos makes the request that the PCs do so immediately.

Inside the back of the church listening to this exchange is Bleckbee. He noticed the girl run into the church followed shortly by the party. He quickly circled around behind the church and quietly entered a back door. His job is to observe and find out what's going on. The rest of his men-at-arms are overseeing construction of the earthen defenses on the other side of the village. This group is under orders from Lord Milinous to look after his interests. Bleckbee does not interfere directly at this time. He also makes sure his presence in the church goes unnoticed, at least by the PCs.

ENCOUNTER 10: DECISIONS, DECISIONS...

Not long after Lord Milinous' men arrived, Conner Bridgeforth arrived in the village to gather his men before Bleckbee noses around too much. Conner met with Vonden and was warned about the party's activities. Conner sent Vonden back to the guardhouse to gather his things. That is just before the PCs show up. Conner will do nothing to expose himself nor any of his other men, Vonden, however, is expendable.

ACCUSING VONDEN BEFORE FRENRIC

Presenting Sherina's testimony and any gathered evidence before Frenric and accusing Vonden has convinced Frenric this matter needs the attention of higher-ranking officials. He charges the party to escort Sherina and Vonden to Verbobonc City. He reminds the PCs that Vonden is not under arrest, but that this matter needs the attention of the lords of the land and that they

must ensure that he arrives alive and unharmed. He also asks the party leader or spokesperson to courier a message asking again for some troops to defend the town.

When Frenric summons Vonden only to find him not in quarters as he is suppose to be. Vonden has slipped out the back when hearing of the accusation.

PRESENTING THE EVIDENCE TO FRENRIC

Presenting the evidence and Sherina's testimony to Frenric convinces him to believe that Drinsal may be innocent. Frenric charges the party to escort Sherina to Verbobonc City and assigns Vonden to accompany the group. Vonden will say that he just has to "get his things". Any PC that has been observing Vonden can Sense Motive (DC20) revealing that he is scared. Vonden then walks out the back. If the PCs say that they don't trust Vonden to be alone, Frenric states that Vonden is a loyal guardsman and that they should not make assumptions of him without evidence. While Frenric is defending Vonden, an observant PC may hear on a listen check (DC13) a door shut from the back room. Leaving the building immediately reveals Vonden walking quickly down the street. He disappears around a corner.

If the party didn't fight the ambush during encounter seven, proceed to the ambush of encounter seven now. Otherwise, either after the ambush or loosing Vonden in the crowd, the party and towns guard search for an hour and find Vonden hiding in a loft. Frenric places him under arrest and has him put in manacles. Frenric apologizes to the party and further charges them to escort the prisoner to Verbobonc City with Sherina.

LEAVING WITHOUT TELLING FRENRIC

Leaving for Verbobonc City without reporting to Frenric allows Vonden to escape undetected. Sherina is very willing to clear the name of her love. Proceed to Encounter Eleven and remove all references to Vonden.

ENCOUNTER 11: THE REAL AMBUSH

Having learned about the party's activities, Conner Bridgeforth has decided to eliminate any evidence heading for Verbobonc City by laying an ambush.

Near sunset on the trip back to Verbobonc City, Conner's men await the PCs in a fairly good ambush. Conner himself continued on to Verbobonc City just in case things go wrong. He figures someone must be left to deal with any new developments. These men don't know much other than Conner hired them under an alias of Renford. They expect to be paid when they return to Verbobonc City. These men will not fight to the death, and if captured do not know little of anything. Their orders are to fire from a distance to first take out anyone from the village and then eliminate the PCs if possible. If the battle is not going well they will attempt to escape.

Observing from a distance and following the movements of party is Bleckbee and his troop of mounted men-at-arms. They are a few hundred yards behind the party trying to stay out of sight. So, when the ambush begins they arrive on the scene shortly 1d4+3 rounds after the combat begins.

AMBUSH DEVELOPMENT

Conner's men are well concealed (3/4 cover) and will have a surprise action that will consist of a volley of missile weapons and one spell. Once Bleckbee's troop arrives, they charge and kill the ambushers to a man with no regard for surrender. If called for by a PC, prisoners will be taken.

➤ **Ambush Leader**; Ftr5; hp 44; see Appendix A.

➤ **Ambush Wizard**; Wiz(Ill)5; hp 26; see Appendix A.

APL 4 (EL 8)

➤ **Rogue Ambusher**; Rog3 (2); hp 17 each; see Appendix A.

APL6 (EL10)

➤ **Rogue Ambusher**; Rog3 (4); hp 17 each; see Appendix A.

APL8 (EL12)

➤ **Rogue Ambusher**; Rog3 (6); hp 17 each; see Appendix A.

➤ **Sergeant Bleckbee, House Milinous** Ftr7; see Appendix A.

➤ **Lord Milinous Men-at-Arms** Ftr6 (6); 52hp each; see Appendix A.

If Sergeant Bleckbee's Troop needed to combat the ambushers, he will apologize to the party:

Sorry to interrupt, but it appeared you needed some help. After all we just cannot have brigands attacking people along the road can we.

You accounted for yourselves rather well. We are headed back to Verbobonc City. Would you care for an additional escort?

Bleckbee and his troop are reasonably polite and well mannered toward the party and the young lady. They are rude and restrained toward Vonden. In their opinion and with the right of High Justice, Bleckbee and his troop feel no wrong in exercising their military strength in slaying the ambushers. If the party sustained serious wounds, one of the troopers will be sent speeding back to retrieve a cleric from the Church of St. Cuthbert.

Treasure Gathered: Dust of Illusion, masterwork mighty composite longbow (+3), wand of silent illusion (5 charges), 59 gp from leader, 34 gp & 14 sp from wizard and 38 gp from each rogue.

ENCOUNTER 12: THE WRAP UP

After arriving back in Verbobonc City and turning over any surviving witnesses to the Borderman, the party is asked questions concerning the evidence and treatment of their prisoners. If the PCs have mistreated any of the captured prisoners then it will come out at this time.

CONCLUSION A

With the evidence presented by the party, the courts find Drinsal innocent dropping all charges. If Sherina is alive, Drinsal and Sherina will marry on the next full moon. If Sherina has been killed, Drinsal will return to mourn the loss of his love. Vonden, if alive, is sentenced to 10 years hard labor. Note that the testimony can be gotten from the dead if the bodies are returned.

CONCLUSION B

Without the evidence and testimony of neither Sherina nor Vonden, the Knight is found guilty and is turned over to Lord Milinous. Lord Milinous exercises the right of High Justice and executes the traitor.

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.

EXPERIENCE POINT REWARD EXAMPLE

Encounter Four

Avoid Open Conflict with Bleckbee's Troop 25

Encounter Seven or Ten

Defeat Thugs in Ally 200

Encounter Eleven

Defeat Ambush with no help from Bleckbee 350

Or

Defeat Ambush with help from Bleckbee 200

Conclusion

Sherina Lives	25
Vonden Lives and is Found Guilty	25
Knight is cleared	50

Total experience for objectives 675 xp

Discretionary roleplaying award 0-75 xp

(Note to authors: the roleplaying award should be 10% or less of the total award for objectives, if you are writing in 3rd edition D&D. If you are writing in another game system, you may determine the amount at your discretion. Remove this paragraph.)

Total possible experience 750 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 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 ELEVEN

- Wand of silent images (375 gp, 1 lb, wood, common, tradable)– 5th-level caster with 5 charges remaining.
- Masterwork Mighty Composite Longbow [+3] (700 gp, 3 lbs, wood, common, tradable)
- Dust of illusion (500 gp, -, power, common, tradable)

EITHER CONCLUSIONS

- The Church of St Cuthbert 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*: Divine Might, Improved Shield Bash, or and Shield Expert. The hero must have met the requirements for the feat selected. 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.
- The Church of St Cuthbert will train a follower of St Cuthbert in one of the following feats from the *Defender of the Faith: A Guidebook to Clerics and Paladins*: Divine Resistance, Divine Shield, Divine Vigor or Sacred Spell. You must have met the requirements for the feat selected. 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.
- The Church of St Cuthbert will train followers of St Cuthbert in a single 1st-, 2nd-, or 3rd-level divine spell on the cleric spell list that a cleric of St. Cuthbert 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.

• **CONCLUSION A**

- Favor of House Milinous (o gp, -, -, unusual, non-tradable) - The Black Griffon accepts the adventurer named above as one able to recognize that military might an strength are the hallmarks of all that is just on the battlefield. House Milinous will sponsor the adventure into the Milinous militia and provide support in times of need.
- Lord Delevue writes a letter recommendation for any Borderman for a Commendation of Merit. The judge should mark the character log and submit the name of the character with player name and RPGA Number to the Triad using the critical summary.
- The Knights of the Faithful Defender recognize the above named character as noble and worthy the cause of the common folk of Verbobonc. This is an influence point from the Knights of the Faithful Defender.
- The Knights of the Faithful Defender will train any PC aiding Drinsal in one of the following feats from the Sword and Fist Builder Book: Dual Strike, Power Lunge, Improved Sunder or Remain Conscious. The hero must have met the requirements for the feat selected. 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.

CONCLUSION B

- Favor of House Milinous (o gp, -, -, unusual, non-tradable) - The Black Griffon accepts the adventurer named above as one able to recognize that military might an strength are the hallmarks of all that is just on the battlefield. House Milinous will sponsor the adventure into the Milinous militia and provide support in times of need.

APPENDIX A – NPC DESCRIPTIONS

➤ **Sergeant Bleckbee, House Milinous male human Ftr7:** CR7; Medium-size humanoid; HD 7d10+14; hp 60hp; Init +1 (+1 Dex); Speed 20 ft.; AC 16 (+4 scale mail, +1 buckler, +1 Dex); Atks +12/+7 melee (1d6+6 (1920/x2), longsword), AL LN; SV Fort +7, Ref +3, Will +4.

Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +9, Jump +9, Ride +10, Handle Animal +7. Feats: Cleave, Improved Bull Rush, Iron Will, Remain Conscious, Point Blank Shot, Power Attack, Weapon Focus (Longsword), and Weapon Specialization (Longsword).

➤ **Borderer Patrol, Male Human, Ftr4:** Medium-size Humanoid (6 ft. 1 in. tall); HD 4d10+12, 40 hp, Init +3 (+3 Dex), Spd 20; AC20 (+5 Breastplate, +2 Large Shield, +3 Dex), +8 melee (1d8+5 (1920/x2), Longsword), +7 ranged (1d8 (x3), longbow), SR nil; AL LN; SV Fort +7, Ref +4, Will +3.

Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8

Skills and Feats: Climb (+5), Jump (+5), Ride (+5), Swim (+5), Listen (+2), Speak Language (Common, Giantkin) and Spot (+2); Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (long sword) and Weapon Specialization (long sword).

➤ **Lord Milinous Men-at-Arms male human Ftr6:** CR6; Medium-size humanoid; HD 6d10; hp 52hp; Init +1 (+1 Dex); Speed 20 ft.; AC 16 (+4 scale mail, +1 buckler, +1 Dex); Atks +9/+4 melee (1d6+3 (x2), club), +11/+6 melee (1d6+6 (1920/x2), longsword), +5 ranged (1d8 (19-20/x2), light crossbow); AL N; SV Fort +6, Ref +2, Will +1.

Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +9, Jump +9, Ride +10, Handle Animal +7. Feats: Weapon Focus (Longsword), Weapon Specialization (Longsword), Power Attack, Improved Bull Rush, Cleave, Improved Disarm, Point Blank Shot, Mounted Combat.

➤ **Cleric of Rao male human Clr6:** CR6; Medium-size humanoid; HD 6d8+6; hp 42; Init +2 (+2 Dex); Spd 20 ft.; AC 18 (+1 Dex, +7 halfplate); Atks +6 melee (1d8+2 battleaxe (crit x3)), +5 ranged (1d8 light crossbow (crit 1920/2x)); AL LG; SV Fort +6, Ref +3, Will +7.

Str 14, Dex 12, Con 12, Int 11, Wis 15, Cha 13

Skills and Feats: Concentration +6, Knowledge (Religion) +3; Move Silently +2, Speak Language (Common); Spellcraft +3; Brew Potion; Combat Casting, Weapon Focus (Battleaxe).

Spells (4/3/2): 0 – Disrupt Undead, Read Magic, Resistance, Virtue; 1st- Protection from Chaos (Domain); Doom, Entropic Shield, Obscuring Mist; 2nd– Calm Emotions (Domain); Hold Person, Summon Monster II.

Special Abilities - (Domain: Chaos & Strength). *Possessions:* Mace, halfplate armor, light crossbow, 10 bolts, pouch containing 24 gp, and pouch spell components, holy symbol of Rao

➤ **Gentleman's Watch Patrol male human War3:** CR3; Medium-size humanoid; HD 3d8+4; hp 24; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +5 melee (1d6+2 (19-20/x2), longsword); AL CN; SV Fort +5, Ref +4, Will +3.

Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 11

Skills and Feats: Escape Artist +3, Intimidate +4, Hide +4; Iron Will, Lighting Reflexes and Weapon Focus (longsword).

➤ **Fenric, Male Human, Ftr4:** Medium-size humanoid (6 ft. 1 in. tall); HD 4d10+12, 40 hp, Init +3 (+3 Dex), Spd 20; AC20 (+5 Breastplate, +2 Large Shield, +3 Dex), +8 melee (1d8+5 (19-20/x2), Longsword), +7 ranged (1d8 (x3), longbow), SR nil; AL LN; SV Fort +7, Ref +4, Will +3.

Str 16, Dex 16, Con 16, Int 8, Wis 8, Cha 8

Skills and Feats: Climb (+5), Jump (+5), Ride (+5), Swim (+5), Listen (+2), Speak Language (Common, Giant-kin) and Spot (+2); Cleave, Combat Reflexes, Iron Will, Power Attack, Weapon Focus (long sword) and Weapon Specialization (long sword).

Possessions: Breastplate, large steel shield, longsword, longbow with quiver of 20 arrows, 40 gp, 12 sp.

➤ **Guardsmen Warr:** CR3; Medium-size humanoid; HD 1d8+2; hp 10; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft.; AC 11 (+1 Dex); Atks +3 melee (1d6+2 (19-20/x2), longsword); AL CN; SV Fort +4, Ref +1, Will +0.

Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 11

Skills and Feats: Climb +6, Diplomacy +4, Search +4; Cleave, Improved Initiative and Weapon Focus (longsword).

➤ **Guardsmen War3:** CR3; Medium-size humanoid; HD 3d8+6; hp 24; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft; AC 11 (+1 Dex); Atks +5 melee (1d6+2 (19-20/x2), longsword); AL CN; SV Fort +5, Ref +4, Will +3.

Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 11

Skills and Feats: Climb +6, Diplomacy +4, Search +4; Cleave, Improved Initiative and Weapon Focus (longsword).

➤ **Father Rudolphos male human, Clr8:** Medium-size 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 +9/+4 melee (1d8+2 (x2); masterwork light mace), 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 and Spell Focus (Enchantment).

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 – (*protection from Chaos* *, *bles*, *cause fear, death watch, divine favor, doom*); 2nd – (*aid* *, *bull's strength, calm emotions, hold person*** (x2), *silence*); 3rd – (*magic circle against chaos* *, *dispel magic, prayer, speak with dead, summon monster III*); 4th – (*order's wrath* *, *freedom of movement, restoration, spell immunity*).

*Domain spell. Domains: (Law (Law spells cast 1 level higher); Destruction (Gain the smite power)).

➤ **Thug Leader male human Ftr5:** CR5; Medium-size humanoid; HD 5d10+10; hp 44hp; Init +1 (+1 Dex); Speed 20 ft.; AC 16 (+4 scale mail, +1 buckler, +1 Dex); Atks +8/+3 melee (1d6+3 (x2), club), +10/+5 melee (1d6+6 (1920/x2), longsword), AL N; SV Fort +6, Ref +2, Will +1.

Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +9, Jump +9, Ride +10, Handle Animal +7. Feats: Weapon Focus (Longsword), Weapon Specialization (Longsword), Power Attack, Improved Bull Rush, Cleave, Improved Disarm, and Point Blank Shot.

Possessions: Longsword, belt pouch with 19 gp.

➤ **Thug male human War3:** CR3; Medium-size humanoid; HD 3d8+6; hp 24; Init +1 (+1 Dex); Spd 30 ft; AC 11 (+1 Dex); Atks +5 melee (1d6+2 (19-20/x2), longsword); AL CN; SV Fort +5, Ref +4, Will +3.

Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 11

Skills and Feats: Escape Artist +3, Intimidate +4, Hide +4; Iron Will, Lighting Reflexes and Weapon Focus (longsword).

Possessions: Longsword, belt pouch with 3 gp, 2 sp.

➤ **Thug male human War4:** CR3; Medium-size humanoid; HD 4d8+8; hp 31; Init +1 (+1 Dex); Spd 30 ft; AC 11 (+1 Dex); Atks +6 melee (1d6+2 (19-20/x2), Longsword); AL CN; SV Fort +6, Ref +4, Will +4.

Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 11

Skills and Feats: Escape Artist +4, Intimidate +4, Hide +4; Iron Will, Lighting Reflexes and Weapon Focus (Longsword).

Possessions: LongSword, belt pouch with 3 gp, 2 sp.

➤ **Thug male human War5:** CR5; Medium-size humanoid; HD 5d8+10 hp 38; Init +1 (+1 Dex); Spd 30 ft; AC 11 (+1 Dex); Atks +7 melee (1d8+2 (19-20/x2), Longsword); AL CN; SV Fort +5, Ref +4, Will +3.

Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 11

Skills and Feats: Escape Artist +4, Intimidate +5, Hide +5; Iron Will, Lighting Reflexes and Weapon Focus (long sword).

Possessions: LongSword, belt pouch with 3 gp, 2 sp.

➤ **Thug Rogue male human Rog4:** CR4; Medium-size humanoid; HD 4d6; hp 22; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Atks +7 melee (1d6 (1820/x2), rapier), +7 ranged (1d8 (19-20/x2), light crossbow); SA Rog Sneak Atk +2d6; SD Evasion, Uncanny Dodge; AL N; SV Fort +2, Ref +7, Will +2.

Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 15

Skills and Feats: Diplomacy +9, Sense Motive +8, Balance +10, Bluff +9, Climb +7, Decipher Script +9, Escape Artist +10, Open Lock +10, Pick Pocket +10, Hide +10; Improved Initiative, Weapon Finesse (Rapier), Weapon Focus (Rapier).

Possessions: Rapier, belt pouch with 3 gp, 2 sp.

➤ **Ambush Leader, male human Ftr5:** CR5; Medium-size humanoid; HD 5d10+10; hp 44hp; Init +1 (+1 Dex); Speed 20 ft.; AC 16 (+4 scale mail, +1 buckler, +1 Dex); Atks +8/+3 melee (1d6+3 (x2), club), +10 melee (1d6+6 (1920/x2), longsword), +6 ranged (1d8+3 (x3), masterwork mighty composite longbow (+3)), AL N; SV Fort +6, Ref +2, Will +1.

Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +9, Jump +9, Ride +10, Handle Animal +7. Feats: Weapon Focus (Longsword), Weapon Specialization (Longsword), Power Attack, Improved Bull Rush, Cleave, Improved Disarm, and Point Blank Shot. Possessions: Longsword, belt pouch with 59 gp, masterwork mighty composite longbow (+3).

🗡️**Ambusher, male human, Rog3;** Medium-size humanoid (5 ft. 7 in.); HD; hp 17; Init +7 (+4 Improved Initiative, +3 Dex); Spd 30; AC16 (studded leather +3, Dex +3); Atk +5 short sword (1d6) or +3 (light crossbow); SA Rog Sneak Attack (+2d6 damage); SD Rog Evasion, Uncanny Dodge (Dex to AC even Flatfooted); AL CN; SV: Fort +1, Ref +6, Will +3.

Str 10; Dex 16; Con 10; Int 14; Wis 14; Chr 12

Skills and Feats: Ride +9, Spot +8, Listen +8, Open Lock +8, Hide +9, Move Silently +9, Decipher Script +8, Gather Information +7, Perform +7, Pick Pocket +9, Search +8. Feats: Improved Initiative, Dodge, Point Blank Shot

Special Abilities: Sneak Attack 2d6, Evasion, and Uncanny Dodge.

Possessions: Studded leather, short sword, light crossbow with 10 bolts, 38 gp in a belt pouch.

🗡️**Ambusher, male human, Wiz(ILL)5;** Medium-size humanoid (5 ft. 3 in.); HD 5d4+10; hp 26; Init +4 (+4 Dex); Spd 30; AC14 (Dex +4); Atk +3 quarterstaff (1d6) or +3 (light crossbow); SA Spells; AL LE; SV: Fort +3, Ref +5, Will +5.

Str 10; Dex 18; Con 14; Int 16; Wis 12; Chr 8

Skills and Feats: Appraise +2, Balance +2, Bluff +0, Climb +0, Concentration +9, Craft +2, Diplomacy +0, Disguise +0, Escape Artist +2, Forgery +2, Gather Information +0, Heal +1, Hide +2, Intimidate +0, Jump +0, Knowledge (Arcana) +7, Listen +1, Move Silently +2, Perform +0, Ride +2, Scry +7, Search +2, Sense Motive +1, Speak Language +0, Spellcraft +9, Spot +1, Swim -6, Use Rope +2 and Wilderness Lore +1; Summon Familiar, Scribe Scroll, Spell Focus (Illusion), Combat Casting, Maximize Spell

Spells Prepared (4/4/4/3; base DC = 13 + spell level (**+2 Illusion): 0 – (dancing lights, ghost sound, detect magic, mage hand); 1st – (color spray, enlarge, grease, silent image); 2nd – (blur, hypnotic pattern, improved minor illusion, mirror image); 3rd – (dispel magic, displacement, invisibility sphere).

Possessions: wand of silent images (5 charges), dust of illusion, quarterstaff light crossbow; 8 bolts with case; Small Ruby (3) (50 gp each), 34 gp. 14 sp.

CRITICAL EVENTS SUMMARY

Please list the names of all players and characters that advance or will advance for the special training rewards.

Real Name	RPGA #	Character Name	Email Address
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____
4. _____	_____	_____	_____
5. _____	_____	_____	_____
6. _____	_____	_____	_____

Did Sherina Live?	Yes	No
Did Vonden Live?	Yes	No
Did Vonden get away?	Yes	No

Please mail the results of the Critical Summary to:

Verbobonc Triad
PO Box 953
Fishers, IN 46038

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.