

ULP2-05



FROM THE ISLES

A One-Round D&D[®] LIVING GREYHAWK[®]
Principality of Ulek Regional Adventure

Version 1

by Christopher Reed

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

What adventure can you find on an early morning on the docks of Gryrax? An adventure for characters level 3-8.

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

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

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 2002 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. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

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

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

- 4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

This is the seventeenth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. The territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents, have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

The characters begin the adventure in Gryrax, the capital city of the Principality of Ulek. This is the same city that ULP1-06 *The Rescuers*, ULP1-09 *At the Edge of the Abyss*, and ULP2-03 *Plea to an Empire* all started in. Also, parts of ULP1-12 *Only the Beginning* took place here.

Trade between the Lordship of the Isles and the Principality of Ulek has been on a dramatic rise since last year (591 CY) as can be seen by the increase of ships with the colors of the Lordship of the Isles visiting Gryrax. In fact, Prince Frolmar Ingerskatti of Duxchan, Lord of the Isles, Scourge of the Waves, has gained a port for himself in Gryrax. All of this has caused great consternation in Gradsul and Irongate. Ships of the Iron League, including Irongate, and Gradsul now attack Lordship vessels on site.

Rare woods, spices and shipbuilding supplies are traded from the Lordship of the Isles to the Principality of Ulek for foodstuffs, silver and gems. Traded items that are not used in Gryrax are then taken to Havenhill, the dwarven fashioned city and center of trade in the Principality of Ulek.

The Lordship of the Isles is a collection of small island states off the southeastern coast of the Flanaess. These seven islands separate the Aerdi Sea from the warmer waters of the Oljatt Sea. The climate is very tropical and the stifling warmth and humidity persists almost year round except in the late summer months.

One galley, Jehlum's Pride, has made the voyage from the Lordship of the Isles to Gryrax. The voyage was a difficult one for Captain Matago and his crew. They were attacked several times by ships from Irongate but managed to escape each time. The ship's cargo is rare woods and several ancestral items that are being traded to a merchant from Havenhill in the Principality of Ulek. Payment for these goods has already been handled.

Due to the attacks, Jehlum's Pride arrived in Gryrax several days late. Thus, the dockworkers and caravan guards that Captain Matago had arranged to help him with his cargo took other jobs. Thus, the first mate of Jehlum's Pride is sent to find folks who could perform these tasks.

Unbeknownst to Caption Matago and his crew, the ancestral items that they have brought from the Lordship of the Isles to the Principality of Ulek are of great interest to a Scarlet Brotherhood agent named Ilshar Terlep, from their homeland. Ilshar Terlep seeks to retrieve the ancestral items and return them to the Lordship of the Isles. First, he presents himself as a simple man from the Lordship of the Isles, who does not wish to have ancestral items from his homeland sold off to a merchant. If this does not work, he has made arrangements for the items to be stolen. If all else fails, he travels to Havenhill making sure to get there before the characters do and then set up an ambush.

Note: If someone has a character from Keoland or who heavily supports the Keoland Empire, please advise that playing another character might be more enjoyable for this scenario.

INTRODUCTION

You find yourself in the Trade District in the capital city of the Principality of Ulek near the oceanfront. The early morning sun shines rays of scarlet over the salty open water and onto the wooden docks. Across the morning waters you see a plethora of ships moving about. Some of the ships have just set sail going to destinations unknown to you. A far greater number of vessels are headed toward the port of Gryrax. The sails of these ships are diverse and motley, but a majority of them fly the banner of the Principality of Ulek. However, a handful of them fly the sails of the Lordship of the Isles and other foreign flags. One peculiar thing you note is that Keoland and Irongate banners are void from any of the ships swiftly racing across the calm waters.

On land, several burly human laborers make way to the docks likely to perform yet another day's work. You do hear a couple of them grumbling about some of the new taxes that the young dwarf Prince Volimar Coronad has started to levy to help support the war efforts. Otherwise, the area is fairly docile as might be expected at this time in the morning.

At this time, the characters only see the human laborers and each other. This might be a good time for the players to describe their characters. Introductions can be done as the scenario continues along.

The only action that can be seen is the movement of the ships on the water and the laborers going to work on the docks. If the characters stop any of the laborers, they inform the characters that they need to get to work but encourage the characters to follow, as a few extra few hands are always needed.

ENCOUNTER 1: JOB OFFER

As the morning sun continues to rise, you can feel it warm the air around you. Meanwhile, the delightfully colorful sails race about the waters. One large galley, bearing the flag of the Lordship of the Isles, starts to near its destination, one of the docks here in Gryrax, the capital city of the Principality of Ulek. The galley looks like it has suffered some damage on its last voyage but nothing too serious.

See what the characters are doing at this time. If they choose to remain where they are or move toward the docks, continue with the following:

The Lordship of the Isles galley quickly docks and moments later one human sailor, dressed in a white long sleeve shirt and black pants, quickly lowers a plank and then races down it seemingly in search of someone or something.

Once again, see what the characters are doing at this time. If they choose to remain where they are or move toward the docks, continue with the following:

After a few moments of looking about the area and talking to several of the hands on the docks, the sailor runs back up the

plank he had previous lowered and calls back to someone on the ship. After seemingly having heard a reply, he then struts off the galley in your general direction.

The sailor is Fradeco, the first mate aboard the Lordship of Isles galley *Jehlum's Pride*, and he was to meet with a group of dockworkers and caravan guards who had been hired by the captain of the ship to assist them with unloading and guarding the cargo. However, during their voyage from the Lordship of the Isles to Gryrax, the galley was attacked several times by ships from Irongate but they luckily managed to escape each time. Thus, the dockworkers and caravan guards took other jobs leaving Captain Matago without anyone to help him. Thus Captain Matago is desperate to find anyone who would be willing to take on these two jobs (dockworker and caravan guard) plus get to a tavern to enjoy a drink with his crew.

☛ **Fradeco:** Male human Rog3; hp 17; see Appendix I.

Due to this fact, Fradeco asks the characters where they hail from and if they are interested in a paying job of unloading the ship and then partaking in caravan duty from Gryrax to Havenhill. He is willing to offer each character 25 gp for their help, which is paid up front. He awaits an answer before going into further detail. Please note that he does not however, offer the job to anyone he knows hails from Keoland or Irongate.

He believes that unloading the ship's cargo onto two wagons may take several hours at best. Arrangements have been made for the wagons to be stored in a warehouse overnight where the characters should take guard before they can begin to take them to Havenhill the following day. He believes it takes a day and a half of travel on land to get from Gryrax to Havenhill. They are to take the cargo to a red barn, owned by Obsidian Stoneshield, on the edge of Havenhill. The wagons and horses are to be left with Obsidian. Fradeco provides basic directions for the characters, which are easy enough to follow. Thus a map has not been provided.

The ship's cargo consists of rare woods and several ancestral items that have been sold to a merchant from Havenhill in the Principality of Ulek. The ancestral items are kept in a thick and sturdy wooden box with a lock of amazing quality (Open Locks, DC 40) and includes:

- An old spyglass made of brass.
- An aging book with a leather covering containing the diary of DDD, an old sea captain, from the Lordship of Isles.
- A set of old scrolls that detail the various sea trade routes to and from the Lordship of Isles.

Fradeco opens the wooden box to allow the characters to view, but not touch, the items so they know they aren't being duped or deceived about the contents of the wooden box. He then locks the box, puts the key that has a string around it around his neck and asks the characters

not to try to open the box at any point during their trip. Obsidian Stoneshield has the other key.

Before letting the characters begin unloading the galley, he allows them an opportunity to ask any questions they may have. Once the characters have no further questions, continue with the next encounter.

ENCOUNTER 2: BRAWL

As you make your way to the galley, you see the ship's crew, all human, heading off to find a morning meal. The captain, a human dressed much like the first mate, looks in your direction and nods before heading off with his crew.

Two wagons pulled by a set of horses each are brought as close as possible to the docks for you to unload the cargo into. As you start to unload the galley, you realize that the rare wood is quite heavy and this task might take you longer than you expected.

See how the characters are going to load the wagon, taking note of where folks are going to be and any precautions they might take.

As you continue to work, the sun slowly creeps higher changing from scarlet to a near blinding yellow. The action upon the sea continues as you work.

At this point, have each character that can see the docks (aren't below deck) make a Spot check (DC 20). Those that succeed, notice several human laborers with saps moving in their general direction. The human laborers are from Keoland and due to this fact are anti-Lordship of the Isles. They noticed galley coming into port and wanted to cause havoc if possible. They have no intention of killing the characters, merely roughing them up a bit. This fact should be conveyed to the characters especially the fact that the only weapon they have is a sap. Characters who make a successful Knowledge (local) check (DC 5) know that using deadly force could result in jail time, and actually killing one of the ruffians could mean the end of their adventuring career.

Rules for subdual can be found in the *Player's Handbook*, but note that a character can use a melee weapon that deals normal damage to deal subdual damage instead, but they suffer -4 penalty on their attack roll because they have to use the flat of the blade, strike in non-vital areas, or check their swing. Rules on attacking unarmed can be found in the *Player's Handbook* as well.

The Keoland ruffians (laborers) are currently about ninety feet away from the two wagons. Allow the laborers and those characters that successfully made their Spot checks to react in the surprise round.

At the end of the surprise round, the ruffians are sixty feet away from the wagons. At this point, they shout out anti-Lordship of the Isles jeers at the characters. They then swarm one character at a time, attempting to subdue that character with the use of their saps before moving onto the next. They also try to subdue the character wearing the least amount of armor first.

The ruffians merely want to cause havoc but if they do manage to defeat the characters, they steal the box containing the ancestral items, unless of course the characters took precautions to hide it, plus any other valuable items the characters may have on them. The ruffians then hightail it to a nearby ship leaving Gryrax behind them.

Another possible problem for the characters is if they use deadly force (any weapon). The ruffians had no intent to kill and there are innocent bystanders watching the brawl as it occurs. Thus any character using deadly force, which includes any weapon or spell that does real damage, has to deal with the law. Anyone using deadly force but not killing any of the ruffians is fined 50 gp. Anyone using deadly force that kills any of the ruffians is taken to jail and the key is thrown away. The character is removed from play. Also, in either case the scenario is over for them as they are immediately taken away. Some characters may attempt to escape capture. As the judge, be creative on how they could be caught, making it as difficult to escape as possible.

Also, the characters are not able to strip the armor or weapons off the ruffians without being seen. The local law insists that the characters return the equipment to the ruffians. Those characters that refuse are dragged off to jail for the evening.

APL 4 (EL 6)

➤ **Keoland Ruffians (6):** Male human War2; hp 21, 21, 21, 21, 21, 21; see Appendix I.

APL 6 (EL 8)

➤ **Keoland Ruffians (6):** Male human War4; hp 36, 36, 36, 36, 36, 36; see Appendix I.

APL 8 (EL 10)

➤ **Keoland Ruffians (6):** Male human War6; hp 50, 50, 50, 50, 50, 50; see Appendix I.

Tactics: The ruffians swarm one character at a time attempting to subdue that character with the use of their saps before moving onto the next. When an individual ruffian takes two-thirds damage, subdual or real, that particular ruffian attempts to flee the scene.

Encounter 3: Peaceful Meeting

Having dealt with the ruffians, you continue to move the cargo from Jehlum's Pride unto the two wagons. The sun is beating down upon you causing beads of sweat to form upon your brow. The glare from the water is quite bright causing you to squint as you continue to perform your duties.

Having taken a better part of the day to unload the cargo from Jehlum's Pride onto the two wagons, you are finally finished with the first task you have been hired to do. Next is taking the two wagons by horse to a warehouse and guarding them for the evening.

Allow the characters to take any precautions they wish before departing for the warehouse. When they proceed to the warehouse, continue with the following:

Leaving for the warehouse, you can feel the strain on your muscles from unloading the cargo. Regardless you push onward to the warehouse.

After a short trip, a mere fifteen minutes, you see the warehouse up ahead. Then from your right side, you hear the cries of "Ho, adventurers." To your right you see a lone human male with brown hair that resembles a mop. He is dressed in a brown robe with several patches to cover the holes from the years of wear and tear. A frayed rope is what makes up his belt and a pair of worn out sandals covers his feet.

See what the characters do at this point. They could decide to merely continue onto the warehouse ignoring the man or they could stop and talk with him. If they decide to ignore the man, he follows trying to respectfully get their attention.

The man is Ilshar Terlep, an agent of the Scarlet Brotherhood. However, he under no circumstance reveals this fact. Ilshar politely asks the characters for a moment of their time. He informs the characters that they are carrying several ancestral items whose rightful place is the Lordship of the Isles. The items were not stolen but he believes that they should not be taken from his homeland of the Lordship of the Isles, as it is a great dishonor.

He asks the characters if they would be willing to part with the items. He is willing to compensate them for their trouble, providing each of the characters 100 gp. He plans to promptly return the items back to the Lordship of the Isles.

Everything he says is true and he does not knowingly lie. He'd rather say nothing than lie. Anyone attempting to *detect thoughts* merely gets his intense desire to return the ancestral items back to the Lordship of the Isles.

There is one other evil gentleman in the area, but he is merely passing by. If any paladins attempt to *detect evil* (or a spellcaster casts the spell), they first get the presence of evil and eventually that Ilshar is in fact evil. This fact might cause a character to attack Ilshar. If they do so, Ilshar tries to quickly escape. Attacking Ilshar without good justification (merely being evil) is an evil action and may result in alignment shifts and loss of paladinhood in some cases.

After Ilshar meets with the characters, whether he was successful in getting the ancestral items or not, he heads to a nearby inn to have dinner. After having dinner, which lasts for about an hour, he heads to his room to rest for the evening. He rises before the break of dawn departing the city heading toward Havenhill.

If Ilshar Terlep is killed during this encounter skip to Encounter 5, modifying the boxed text as necessary and only use parts of Encounter 7 where he does not appear.

APL 4 (EL 7)

➤ **Ilshar Terlep:** Male human Mnk7; hp 51; see Appendix I.

APL 6 (EL 9)

➤ **Ilshar Terlep:** Male human Mnk9; hp 65; see Appendix I.

➤APL 8 (EL 11)

Ilshar Terlep: Male human Mnk11; hp 79; see Appendix I.

Encounter 4: Thieves

As you wheel the wagons into the warehouse, you can see it has not been used in some time. Dust covers the ground and several of the large dingy windows are cracked. A pile of hay resides in the corner where the four horses could rest for the evening. Little else resides in the dark and dingy warehouse.

When the characters get the wagons into the warehouse, it is about an hour to sunset. Allow them to search the area or take any precautions they feel they need to take.

The warehouse itself is twenty feet high, fifty feet wide and one hundred feet long. See DM Aid 1 for a map of the warehouse. One corner is filled with a pile of hay. Inside the pile of hay are eight tiny monstrous centipedes, which only attack when disturbed. If the characters do not search the hay, then the tiny monstrous centipedes attack the horses when they lay down to rest. The death of a horse should only be a minor inconvenience to the characters, as the characters could purchase another one in the morning if needed.

All APLs (EL 1)

➤ **Tiny Monstrous Centipedes (8):** hp 1; see *Monster Manual*.

In the early morning, while the characters are guarding the wagons, a group of human thieves hired by Ilshar Terlep attempt to break into the warehouse and steal the wooden box with the ancestral items and quickly flee. They are not afraid to use force if needed but their goal is to steal the ancestral items not kill the characters.

Before striking, they attempt to observe the situation and strike with a plan that would net the best result. Basically, you as the judge of the event have a good deal of free reign here on how the theft attempt should be handled. However, do not let the characters get off easy, challenge them forcing them to get a bit uneasy on what could happen.

One possible situation is for the thieves to just use their Hide and Move Silently skills to evade detection and enter the warehouse and quickly steal the ancestral items.

If captured, the thieves do not talk unless threatened with force. All they know is that some "monk looking guy" promised to give them 600 gp for the ancestral items.

APL 4 (EL 6)

➤ **Thieves (5):** Male human Rog2; hp 14, 14, 14, 14, 14; see Appendix I.

APL 6 (EL 8)

➤ **Thieves (5):** Male human Rog3; hp 20, 20, 20, 20, 20; see Appendix I.

APL 8 (EL 10)

➤ **Thieves (5):** Male human Rog5; hp 32, 32, 32, 32, 32; see Appendix I.

Tactics: The thieves first attempt to steal the ancestral items and quickly flee. If they are met with force, they swarm one character hoping to put him or her into a "dying" state and then barter the character's life for the ancestral items.

Encounter 5: Trek to Havenhi ll

After dealing with the chaos of the evening, you arise in the morning, gather your gear and head out from Gryrax to Havenhill.

After a few hours of travel on the Prince's Road, you see up ahead an elderly couple on a wagon lead by two older horses heading toward Gryrax.

As the characters near the wagon, the gentleman, whose name is Gorad, halts his wagon in an attempt to make conversation with them except for elves, which he dislikes due to the anti-elf sentiment that exists in the country due to Celene's actions.

The characters may think they are going to be ambushed but Gorad and his wife Ritta are harmless. Gorad is a talker and loves to tell rumors he has heard. If allowed, he informs the Characters of the following rumors:

1. Prince Volimar Corond intends to use the money raised from the new taxes to help support the war effort. (True)
2. The humanoids have increased troop movement mainly in the Prinzfeld province. (True)
3. Several small towns have nearly been overrun by the humanoids from the Disputed Territory. (True)
4. There are small skirmishes nearly every week. (Unconfirmed)
5. Talks of a large battle are upon many of the officer's breaths. (True).

After Gorad has told his rumors, Ritta reminds him that they best be off. With this, they bid the characters farewell.

ENCOUNTER 6: NOTHING YET

As the day continues the scarlet sun shines over your shoulders before it finally descends below the horizon. Your travel has caused you to grow weary and sleep is in order.

See what the characters are doing at this point. If they wish to press on, they are able to reach Havenhill just after sunrise. If the characters decide to find a safe location to rest, they encounter nothing during the evening and can reach Havenhill by early afternoon the next day.

Allow the characters to take any preparations they feel they need to make. If they rest for the evening, allow them to reselect spells.

Encounter 7: Now I've Got It

Continuing on your way to Havenhill, you encounter nothing else of interest. As you approach the gates of the city, you are asked to state your business by a squadron of guards.

Allow the characters a chance to state their business. If they refuse to do so, the guards simply don't allow them to enter the city.

After stating your business, the first set of gates is opened. You are then searched, as are both wagons. After the guards fully rummage through the wagon and check you each over, they open the second set of gates to allow you passage into the Havenhill, a dwarven city that resides half underground and half above ground.

After the extensive search, you make your way to Obsidian Stoneshield's barn, in the hill dwarf section of the city, which is composed of a set of terraces carved into the rock overlooking the human refugee camp. On the side of the hill nearest you, you can see a large red barn in good repair that you are to take the two wagons to.

As you approach the barn you see a male dwarf with a nice thick black beard that extends to his waist. His earth-toned clothes are nice, pressed, and clean. He also seems to have a smile on his face and a gleam in his eye.

The dwarf is the merchant Obsidian Stoneshield. He acts as if the characters have done him a great service and offers them great praise. He even asks them if they ran into any trouble during their trip. He pretends to intently listen to any answer the characters give. After stroking the characters' egos, he directs them to the barn, where he asks the characters to take the wagons and kindly unload the cargo they have brought. He then departs to handle other matters.

🔧 **Obsidian Stoneshield:** Male dwarf Exp5.

See DM Aid 2 for a map of the barn. The sides of it are twenty feet high, but the middle rises to thirty feet. The barn is in good shape as Obsidian Stoneshield has made sure to have it repaired as needed. Fresh hay covers the ground and is lumped in several of the corners of the barn.

Currently in the barn is Ilshar Terlep. He has traveled from Gryrax to Havenhill and is currently hiding out in the rafters. He knows the characters are due at this location and is waiting for all of them to enter the barn before he springs to attack. Obsidian has no idea that Ilshar Terlep is here.

To notice Ilshar hiding in the rafters, the characters need to make an opposed Spot check against the Ilshar's Hide check, and since he could take "10" to hide in his current position the DCs are as follows; APL 4 (DC 22), APL 6 (DC 24), APL 8 (DC 26).

As the characters start to unload the wagons or if they decide to search the barn, they are attacked by Ilshar who is hiding in the rafters of the barn. He uses the situation to his advantage hoping to take several characters quickly out of the fight and then concentrates on those that remain a threat to him. If given the ancestral items, he agrees to leave without causing any more harm.

On APL 6 and 8, if the characters do not notice Ilshar, he first quietly drinks a *potion of jump* before attacking. At all APLs he attempts to drink his *potion of owl's wisdom* prior to attacking the party.

In the surprise round (or the first round of combat), Ilshar first casts *web* (DC 13) from his *cloak of arachnida* attempting to catch as many characters as possible. Next, at APL 4 and 6, he jumps down attacking trapped characters until they are killed (not just dying). At APL 8, he throws a *bead of force* centering it on any character that wasn't trapped in the web.

Note: With the *cloak of arachnida*, he is able to move through the web at half movement. Thus it is quite possible that the characters may all be trapped in the web while he "picks" them off one by one.

He continually informs the characters that if they simply give him the ancestral items he will leave in peace. If the characters decide to take Ilshar up on this, he is a man of his word. He takes the wooden box and then quickly departs.

However if the characters refuse, he is cruel and shows no mercy. If he can use a dying character to his advantage, he does so. Killing each of the characters and merely walking away with the wooden box that contains the ancestral items would suit him perfectly fine.

APL 4 (EL7)

🔪 **Ilshar Terlep:** Human Mnk7; hp 51; see Appendix I.

APL 6 (EL9)

🔪 **Ilshar Terlep:** Human Mnk9; hp 65; see Appendix I.

APL 8 (EL11)

🔪 **Ilshar Terlep:** Human Mnk11; hp 79; see Appendix I.

CONCLUSION

If the characters successfully delivered the entire cargo, continue with the following:

Having successfully delivered the entire cargo, Obsidian Stoneshield gives each of you ten gold pieces in thanks. He bids you farewell, letting you explore the city of Havenhill in hopes of finding additional adventure.

The characters are each also awarded with the *Influence point - Obsidian Stoneshield*.

If the characters only delivered the rare woods but not the ancestral items, continue with the following:

While Obsidian Stoneshield is pleased the cargo of rare woods made it, he is puzzled about the ancestral items. He quickly thanks you stating that he has other matters to attend too.

The characters are not awarded anything with this conclusion.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2: Brawl

Defeat Keoland ruffians.

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

Encounter 4: Thieves

Defeat thieves.

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

Encounter 7: Now I've Got It

Defeat Ilshar Terlep.

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

Discretionary Roleplaying Award

Good roleplay and insightful problem solving during the event.

APL 4	30 XP
APL 6	60 XP
APL 8	90 XP

Total Possible Experience

APL 4	600 XP
APL 6	810 XP
APL 8	1020 XP

TREASURE SUMMARY

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

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

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

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

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

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

TREASURE KEY:

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

Encounter 1: Job Offer

Accept payment for job.

APL 4: L: 0 gp; C: 25 gp; M: 0
APL 6: L: 0 gp; C: 25 gp; M: 0
APL 8: L: 0 gp; C: 25 gp; M: 0

Encounter 3: Peaceful Meeting

Accept Ilshar Terlep's offer (thus preventing gain from future encounters).

APL 4: L: 0 gp; C: 100 gp; M: 0
APL 6: L: 0 gp; C: 100 gp; M: 0
APL 8: L: 0 gp; C: 100 gp; M: 0

Encounter 4: Thieves

Strip and sell the thieves gear.

APL 4: L: 38 gp; C: 0 gp; M: 0
APL 6: L: 38 gp; C: 0 gp; M: 0
APL 8: L: 38 gp; C: 0 gp; M: 0

Encounter 7: Now I've Got It

Strip and sell Ilshar Terlep's gear.

APL 4: L: 3 gp; C: 16 gp; M: *cloak of arachnida* (Value 600 gp per character); *potion of owl's wisdom* (Value 45 gp per character).

APL 6: L: 3 gp; C: 16 gp; M: *cloak of arachnida* (Value 900 gp per character); *potion of jump* (Value 8 gp per character), *potion of owl's wisdom* (Value 45 gp per character).

APL 8: L: 3 gp; C: 16 gp; M: *cloak of arachnida* (Value 900 gp per character); *potion of jump* (Value 8 gp per character); *bead of force* (300 gp per character); *brooch of shielding* (225 gp per character), *potion of owl's wisdom* (Value 45 gp per character).

Conclusion

Payment for job well done.

APL 4: L: 0 gp; C: 10 gp; M: 0

APL 6: L: 0 gp; C: 10 gp; M: 0

APL 8: L: 0 gp; C: 10 gp; M: 0

Total Possible Treasure

APL 4: 600 gp

APL 6: 1,000 gp

APL 8: 1570 gp

Conclusion

If the ancestral items and the rare wood was successfully delivered:

Influence point - Obsidian Stoneshield - (0 gp; -; no; usual; -): You have gained favor from Obsidian Stoneshield, a wealthy merchant who dabbles in many areas. Ways to use this influence point occur in future scenarios or interactives and are detailed in those events.

APPENDIX I: NPCS

ENCOUNTER 1: JOB OFFER

◆ **Fradeco:** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6+1/18-20, scimitar); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL LN; SV Fort +4, Ref +7, Will +3; Str 12, Dex 15, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Climb +7, Diplomacy +8, Gather Information +8, Jump +7, Knowledge (local – Lordship of the Isles) +7, Listen +6, Profession (sailor) +6, Sense Motive +6, Speak Language (Dwarven, Ancient Suloise), Spot +6, Swim +3; Great Fortitude, Iron Will, Lightning Reflexes.

Possessions: leather armor, scimitar, 150 gp (payment for characters).

ENCOUNTER 2: BRAWL

APL 4 (EL 6)

◆ **Keoland Ruffians (6):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+6; hp 21 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d6+2 subdual, sap); AL N; SV Fort +6, Ref +2, Will +3; Str 14, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Profession (sailor) +2, Swim +4; Improved Initiative, Iron Will.

Possessions: leather armor, sap.

APL 6 (EL 8)

◆ **Keoland Ruffians (6):** Male human War4; CR 3; Medium-size humanoid (human); HD 4d8+12; hp 36 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +6 melee (1d6+2 subdual, sap); AL N; SV Fort +7, Ref +3, Will +4; Str 14, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +5, Jump +5, Profession (sailor) +3, Swim +5; Combat Reflexes, Improved Initiative, Iron Will.

Possessions: leather armor, sap.

APL 8 (EL 10)

◆ **Keoland Ruffians (6):** Male human War6; CR 5; Medium-size humanoid (human); HD 6d8+18; hp 50 each; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atks +9/+4 melee (1d6+2 subdual, sap); AL N; SV Fort +8, Ref +4, Will +5; Str 14, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +6, Jump +8, Profession (sailor) +4, Swim +6; Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (sap).

Possessions: leather armor, sap.

ENCOUNTER 3: PEACEFUL MEETING

and

ENCOUNTER 7: NOW I'VE GOT IT

APL 4 (EL 7)

◆ **Ilshar Terlep:** Male human Mnk7; CR 7; Medium-size humanoid (human); HD 7d8+7; hp 51; Init +6; Spd 50 ft.; AC 17 (touch 17, flat-footed 15); Atk +8/+5 melee (1d8+2, unarmed strike) or +7 ranged (1d8/19-20, light crossbow); SA Unarmed strike, stunning attack; SQ Evasion, still mind, slow fall (30 ft.), purity of body, wholeness of body, leap of the clouds; AL LE; SV Fort +6, Ref +7, Will +9; Str 14, Dex 14, Con 12, Int 14, Wis 19, Cha 8.

Skills and Feats: Balance +10, Climb +7, Hide +12, Jump +12, Knowledge (arcane) +3, Listen +14, Move Silently +12, Spot +10, Tumble +12; Deflect Arrows, Dodge, Fists of Iron*, Improved Initiative, Improved Trip, Weapon Focus (unarmed strike).

Possessions: *potion of owl's wisdom**, *cloak of arachnida*, light crossbow, 10 bolts, 80 gp.

*See Appendix 2: New Rules for more information.

APL 6 (EL 9)

◆ **Ilshar Terlep:** Male human Mnk9; CR 9; Medium-size humanoid (human); HD 9d8+9; hp 65; Init +6; Spd 60 ft.; AC 18 (touch 18, flat-footed 16); Atk +9/+6 melee (1d10+2, unarmed strike) or +8 ranged (1d8/19-20, light crossbow); SA Unarmed strike, stunning attack; SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion; AL LE; SV Fort +7, Ref +8, Will +10; Str 14, Dex 14, Con 12, Int 14, Wis 20, Cha 8.

Skills and Feats: Balance +10, Climb +10, Hide +14, Jump +12, Knowledge (arcane) +3, Listen +17, Move Silently +14, Spot +14, Tumble +14; Deflect Arrows, Dodge, Fists of Iron*, Improved Initiative, Improved Trip, Mobility, Weapon Focus (unarmed strike).

Possessions: *potion of owl's wisdom**, *cloak of arachnida*, *potion of jump*, light crossbow, 10 bolts, 80 gp.

*See Appendix 2: New Rules for more information.

APL 8 (EL 11)

◆ **Ilshar Terlep:** Male human Mnk11; CR 11; Medium-size humanoid (human); HD 11d8+11; hp 79; Init +6; Spd 60 ft.; AC 18 (touch 18, flat-footed 16); Atk +11/+8/+5 melee (1d10+2, unarmed strike) or +10 ranged (1d8/19-20, light crossbow); SA Unarmed strike, stunning attack, ki strike (+1); SQ Evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion, diamond body; AL LE; SV Fort +8, Ref +9, Will +11; Str 14, Dex 14, Con 12, Int 14, Wis 20, Cha 8.

Skills and Feats: Balance +12, Climb +12, Hide +16, Jump +12, Knowledge (arcane) +3, Listen +19, Move Silently +16, Spot +16, Tumble +16; Deflect Arrows,

Dodge, Fists of Iron*, Improved Initiative, Improved Trip, Mobility, Weapon Focus (unarmed strike).

Possessions: *potion of owl's wisdom**, *cloak of arachnida*, *brooch of shielding*, *bead of force*, *potion of jump*, light crossbow, 10 bolts, 80 gp.

*See Appendix 2: New Rules for more information.

ENCOUNTER 4: THIEVES

APL 4 (EL 6)

🗡️**Thieves (5):** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+4; hp 14 each; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d8+1/19-20, long sword) or +4 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion; AL CN; SV Fort +2, Ref +6, Will +3; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +8, Hide +8, Jump +6, Listen +6, Move Silently +8, Read Lips +5, Search +5, Spot +6, Tumble +8; Improved Initiative, Iron Will.

Possessions: studded leather armor, long sword, light crossbow, 10 bolts.

APL 6 (EL 8)

🗡️**Thieves (5):** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+6; hp 20 each; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +3 melee (1d8+1/19-20, long sword) or +5 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +3, Ref +6, Will +4; Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +9, Hide +9, Jump +7, Listen +7, Move Silently +9, Read Lips +6, Search +6, Spot +7, Tumble +9; Dodge, Improved Initiative, Iron Will.

Possessions: studded leather armor, long sword, light crossbow, 10 bolts.

APL 8 (EL 10)

🗡️**Thieves (5):** Male human Rog5; CR 5; Medium-size humanoid (human); HD 5d6+10; hp 32 each; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d8+1/19-20, long sword) or +6 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +3, Ref +7, Will +4; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +10, Hide +10, Jump +8, Listen +8, Move Silently +10, Read Lips +7, Search +7, Spot +8, Tumble +10; Dodge, Improved Initiative, Iron Will.

Possessions: studded leather armor, long sword, light crossbow, 10 bolts.

APPENDIX 2: NEW RULES

FISTS OF IRON [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Base attack bonus +2, Improved Unarmed Strike.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d4 points of damage when you make a successful unarmed attack. You may use this feat a number of times per day equal to 3+ your Wisdom modifier.

OWL'S WISDOM AS PRESENTED IN *TOME AND BLOOD*

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

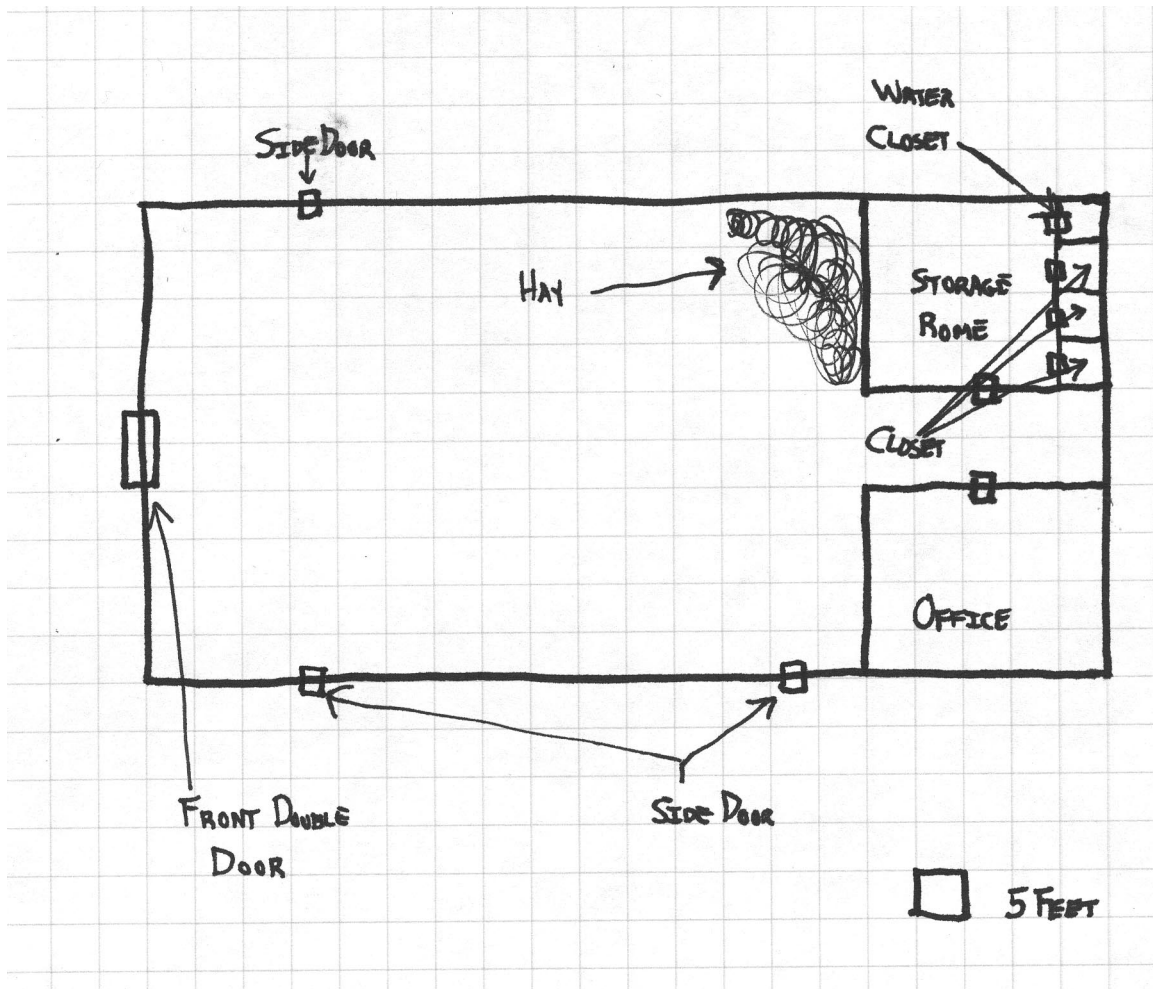
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

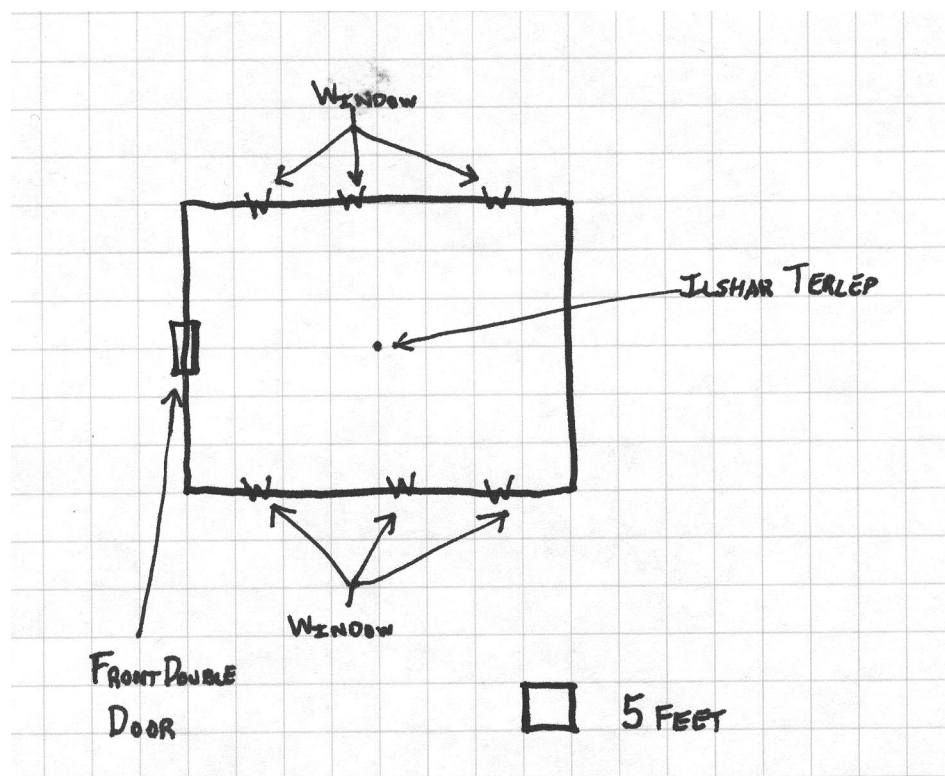
The transmuted creature becomes wiser. The spell grants an enhancement modifier to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-related skills. Clerics, druids, paladins, and rangers who receive *owl's wisdom* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

DM'S AID 1: WAREHOUSE MAP



DM'S AID 2: BARN MAP



STORY SUMMARY

For use at Oasis 15

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment 1905; Orlando, FL 32835.

1. Did the characters use deadly force on any of the Keolander s?

YES

NO

a) If so, who?

Real Name

Character Name

RPGA #

2. Did the characters make a deal with Ilshar Terlep at any point in time?

YES

NO

3. Did the characters prevent the theft of the ancestral items at the warehouse?

YES

NO

4. Did the characters kill Ilshar Terlep?

YES

NO

5. Did the characters successfully deliver the entire cargo (rare woods and ancestral items)?

YES

NO

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.