

ULP2-04



MOUNTAIN MANOR

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

Version 1

by Eric Turan

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

Kidnappings are not unheard of, but the frequency of late has been alarming. Who has been taking merchants from the area around Havenhill, and why? An adventure for characters level 1-8.

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.

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" 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 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 sixteenth 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.

There was once an adventuring party called Scourge of the Wicked. They were not terribly famous, but they were stable and had a good career combating evil. It was a

mostly human party, but there was one dwarf member called Kartuth Ferrenforge. A common practice of this group was to leave all worldly goods to surviving members of the party and so, when the last of the humans died, Kartuth was left with quite the fortune and nothing to do. He had commissioned for himself a manor built right into the hillside two days to the north of the city of Havenhill, and lived more or less in reclusion, only venturing from his home to resupply himself. Inevitably boredom set in, and he began to look for other amusements.

Ferrenforge soon discovered that, with his vast wealth, he could get other people to do almost anything he wanted, and found that he immensely enjoyed manipulating others in this manner. For a time, he played frivolous tricks, but before long his manipulations took on a much more sinister edge. He once “hired” a man to kill his own brother, just to see if he would do it.

Ferrenforge also realized that, if he invested his money well, it could still last him for the rest of his life. So he started a money lending business that grew until he could get others to take over the administration, and now he combines that income with being a silent partner in most of the other nearby money lending businesses as well, and so he watches the money roll in for doing nothing.

Now, however, he has gotten himself involved in a business of a different kind entirely. He has found a corrupt army sergeant in the city of Havenhill, whom he has managed to convince to kidnap unwary travelers for one hundred gold forges a head, plus whatever they have on them. The selfish Sergeant Ocelot Wiers promised his soldiers five gold pieces each a head, plus loot for their participation and the soldiers accepted. So they set about, ambushing people on the road and bringing them back to Kartuth Ferrenforge, who by this time fancied himself a lord of the mountains. They do not know what he does with the people afterward.

There are two things that can happen to a prisoner of “Lord” Ferrenforge. He has recently built an underground arena under his mountainside manor, and some of the prisoners end up in gladiatorial matches that he creates for them. These generally involve fighting captured monsters or each other to the death. Others, however, are taken to the Pomarj, where they are sold to Turrosh Mak's troops for slave labor. Though they do not kidnap masses of people at the same time, the number of disappearances has grown large enough now to be noticed, and an army unit has finally been assigned to the task of finding out what is going on. Sgt. Wiers, afraid of discovery, has also taken the case under the pretense of showing up his competitor, a female elven Sergeant named Jenneliahn Windshear. In truth, he wishes to conduct one last kidnapping, setting up scapegoats to take the fall while he gets a promotion for solving the case. As the story begins, both Sergeants are looking for a group of non-military (or at least off-duty military) to fill a part in the next planned ambush.

Note: Due to the fact that merchants have been disappearing of late, they have been less enthused about

coming to this city. As a result, even though Havenhill is a metropolis, characters are only able to make purchases during the adventure as though it were a small city. This means no item over 15,000 gold forges can be found. This is an Army adventure. Characters who are members of the PoU Army may spend Army Time Units on this scenario.

INTRODUCTION

Evening begins to set upon the city of Havenhill in the northern reaches of the Principality, and you realize that you are growing quite hungry. As you cast about for a place to grab some grub, you happen to notice the Stuck Pig, a well-known tavern in Havenhill. You can hear the sounds of what appears to be music coming from within.

See what the characters would like to do at this point. If they proceed toward the Stuck Pig, proceed with the following:

As you start in that direction, you notice a few others who seem to have had the very same thought as you also begin to make headway to the tavern.

These are, of course, the other characters. Allow them to introduce themselves and get acquainted. If any character should decide to go to a different tavern than the Stuck Pig, then adjust the next section accordingly.

The tavern is bustling with business tonight, and a dwarf bard is beating a marching song on a drum, having the whole tavern in an uproar. Dwarves and humans together are banging steins of beer on their tables, and the wenches are hard pressed to keep up with the orders. A short time after you arrive, a child enters the Stuck Pig and timidly looks around, then approaches Rugdenner, the dwarven owner and barkeep. He whispers something and hands the barkeep a parchment then hurriedly leaves.

Characters can make a Listen check (DC 25) to hear that the boy told the barkeep. He had a message from the army for the patrons of the tavern; the barkeep thanks him and sends the boy off.

As soon as the bard's song is over, the Rugdenner starts to ring a large silver bell and the noise level gradually comes down to a whisper. As soon as everyone is quiet, the barkeep intones, “The Army is lookin’ fer some volunteers to help ‘em out with a mission. Anyone ‘ere wanna help out, go see Sergeant Wiers tomorrow morning at dawn.” He stops, and after a few moments people begin talking again, and the bard starts up another song. Shortly after that, the din is back to its original level.

The bard, Rumdock Wardrummer, hails from a line of dwarven musicians and does his name proud in taverns throughout the land (Perform +22; 9th level bard, 12 ranks, 18 Cha, circlet of persuasion, Skill Focus (Perform),

masterwork drums). Allow the characters to make a Bardic Lore or Knowledge (local) check (DC 15) to have heard of this famous bard. The characters could also ask Rugdenner about him, if they so desire.

Neither Rugdenner nor anyone in the tavern, however, knows any more about the army's message than they have just heard. If questioned about it, the barkeep replies that he was asked by the boy, whose name he does not know, to read the message aloud on behalf of the army as soon as the opportunity presented itself. So he made the opportunity and read the letter, and as far as he is concerned he is done with it.

When the characters are ready to leave the establishment, have them each make a Spot check (DC 5). Anyone who succeeds sees a notice posted just inside the tavern. This notice is Player's Handout 1. If they attempt to find out anything about Sgt. Wiers or Sgt. Windshear, have them make a successful Gather Information check comparing the result the tables in Encounter 1 to determine what they learn. There is a -4 circumstance penalty to the check to find information on either Sergeant before he or she has been met.

ENCOUNTER 1: DECISIONS, DECISIONS

Upon the arrival of morning, the characters have a choice to make on how to handle the two meetings they know about, as they are both held at the same time. The three most obvious choices are to go to Sgt. Wiers' meeting, go to Sgt. Windshear's meeting, or split the party and go to both. Both individual meetings are covered here.

You find yourself making your way to the Army Headquarters in Havenhill, which is a pristine and orderly building of stone, doubtless of excellent dwarven construction. As you approach, a dwarf and a human guard standing outside the door stop you. "Halt," the dwarf intones, "What business have you with the Army?"

As long as the characters mention that they are responding to either the herald's message or the flyer, they should have an easy time of it. The dwarf asks them to wait while the human goes inside to notify the appropriate sergeant of their arrival. Should the entire group arrive at once and both sergeants be requested, Sergeant Windshear arrives long before Sergeant Wiers.

A character member of the Principality of Ulek Army could simply walk in, but the guards encourage him or her to wait, so the sergeant(s) can meet the whole party at once. The characters could potentially Bluff (DC 25) their way into the Army Headquarters, but it would serve no useful purpose.

ENCOUNTER 1A: SERGEANT WINDSHEAR ARRIVES

The door to the Principality of Ulek Army Headquarters in Havenhill opens and standing there is a slight female elf wearing the uniform of an Army Sergeant. She has short silvery hair pulled back and piercing blue eyes. "I am Sergeant Windshear. You have responded to my notice, yes? Please, come quickly, there is much to be done."

Characters who make a Spot check (DC 15) while she leads them back to her office notice that every dwarf they pass gives the whole party a dirty look.

You are led back to her office, which has only a desk, one chair, and a bench inside. Sergeant Windshear takes a seat and invites you to do the same. While the stone bench is not cushioned, neither is it uncomfortable. The elfen woman looks at you evenly. "I need your word on something before we begin. I need to know that you will not breathe a word of this to anyone before the mission is over." And she looks at you expectantly.

Wait here for the characters to agree or refuse. Sergeant Windshear is not at liberty to tell the characters why secrecy is necessary until after they have agreed to be silent about it, and anyone who refuses to remain quiet are asked to leave before she continues. Once everybody has agreed to her promise or left, she then continues:

"Thank you. This is a sign that we are off to a good start. The situation is this. As of late there have been an unusually high number of disappearances. All of them have occurred on the road south of here, between this city and Hillock, the first dwarven town you come to on that road. Also, all of them have been merchants. This news is not encouraging for them, as you can imagine, and lately they have been reluctant to travel here. Business is starting to slow down, and some of the smaller shops have closed. If this trend keeps up...well, I shouldn't have to tell you what could happen to our fine city. Not to mention the merchants themselves. We do not know what has happened to them, and would be most grateful if you could find out for us. But I'm getting ahead of myself."

"A reliable source of mine has told me that the next strike is to come soon. Tomorrow in fact, and the target will be a solitary merchant carriage that is bound to leave from the south gate early in the morning. What I would like you to do is set out after them, in a carriage that we provide; follow them at a safe and unseen distance, and save them when the ambush occurs. We would use my squad for this, but we are afraid that the ambushers may retreat if they recognize us as soldiers, and we will not be able to capture them. That is the ultimate goal here: to capture the ambushers alive and bring them back so that we might learn what has happened to the other merchants."

"In return for your help, the army is prepared to pay you a sum of twenty gold forges each. What do you say?"

☞ **Sergeant Jenneliahn Windshear:** Female elf Ftr7; hp 53; see Appendix I.

Sergeant Windshear is a no-nonsense elf and as much a patriot of the Principality of Ulek as an elf can be, despite the derogatory comments she continually suffers from others, dwarves in particular. Even most dwarves within the Army have little love for her, and a few have had to be transferred from under her command because of racial conflicts. Be that as it may, Sergeant Windshear is highly effective in her duties and has a spotless record, so she has not been removed from her office.

She attempts to answer the party's questions to the best of her abilities. She does not know who is driving or riding the carriage that is to leave the next day. She is also very reluctant to give her source's name, as he is a thief and informant. If pressed hard, she tells the characters his name is Javin (pronounced "Ya-wen") Steinwarmer and that he can be found at the Stuck Pig most evenings, but she absolutely does not tell them what he does for a living. She also believes that the people who have gone missing are not dead. She suspects that the Pomarj is somehow involved, but she has not yet figured out how. She assures the characters, however, that she will follow up on any leads that come her way while they are gone.

If asked about Sergeant Wiers, she talks about him with an unpleasant tone. She calls him sneaky and underhanded, and wonders why the characters want to know about him. If she is told that he is also looking for adventurers, she gets annoyed. She mentions that this is her mission and that he is not sanctioned by the Army to have any part in it. She then tells the characters that she will further investigate that matter.

The army's offer of twenty gold forges (20 gp) is not negotiable, though if a character decides to eschew payment they are happy to donate the money to a cause of his or her choice.

Once the characters and Sergeant Windshear come to a positive understanding, she wishes them luck and tells them to meet her at the south gate at sunrise. A refusal at this stage most likely means the end of the adventure, but does not have to if the characters follow the carriage of their own accord. She informs the characters that a carriage is to be readied for them. If the group had split, then the characters that spoke with Sergeant Wiers get done at about the same time.

The characters now have the rest of the day to prepare as they wish. If they wish to dig a little bit and learn what they can of Sergeant Windshear, ask them to make a Gather Information check and consult the following table. Any character that is a member of the Principality of Ulek Army gets a +4 circumstance modifier to this check.

Also, feel free to create whatever wild rumors you can think of about her. The dwarves do not like her despite her spotless record, and have invented a number of creative stories.

DC	Result
5	Sergeant Jenneliahn Windshear? She's a bloody elf! What kind of army puts an elf in charge of a squad? I'm glad I don't have to follow any of her orders!

10	Ain't nothin' special about her.
15	Y'know she ain't never been in no kind of trouble for nothin'? Not even an oral reprimand. Keeps her nose clean at least.
17	Her men are pretty loyal to her. Even the dwarf in her squad. I just don't get it.
20	Word has it she used to be Celene, but she disagreed with their isolationist views and felt she had to join the fight for good somewhere.

Should the characters feel the need to talk to Javin Steinwarmer, he can be found at the Stuck Pig later that evening. The dwarven rogue trusts Sergeant Windshear, and if she sent them to him then he is cooperative. Unfortunately, he can be of no further help to the characters unless they missed something in talking to Sergeant Windshear, because he has already told her everything he knows about the situation; namely that he has overheard people talking in hushed voices about an ambush that was to occur within a week, that it was a merchant caravan that they were going to hit, and that they had to be careful because the authorities were beginning to suspect something. That happened nearly a week ago. He did not get a good look at them, so does not know who they are, but he decided that Sergeant Jenneliahn should know about it so he told her. He knows nothing more.

ENCOUNTER 1B: SERGEANT WIERS ARRIVES

Sergeant Wiers is one slimy sergeant. He drinks his potion of glibness just prior to the meeting, raising his Bluff to +47 for an hour. If the characters can find a way around his Bluff check, they may catch him in a number of lies. Whenever something he says is a lie, it is marked as such in parenthesis.

After waiting a little while, the door opens and a short, pudgy human with brown curly hair and a wide grin comes out to greet you. "Oh ho!" he begins. "So we have some brave, patriotic souls in this city after all! Follow me, there's so much to do and so little time!"

Anyone who makes successful Spot check (DC 15) on the way to Sergeant Wiers' office notices that most everybody they pass tries to avoid him.

He leads you down the hall to his office and you are ushered inside. "Please, have a seat. Make yourselves comfortable. I have an exciting proposition for seasoned heroes like yourselves. See there have been some merchant disappearances lately, and the army has decided that it's got to stop now. So here's what we want you to do. We've got a mock merchant carriage all done up, and ready to leave tomorrow morning. But there won't be any simple merchants on THIS carriage, oh no! There will be a group of battle-hardened heroes! The ambushers won't even know what hit them! (Lie—he commands the ambushers, and they know exactly where the ambush point is). The

only thing we ask is that you not kill them. We want to know who they've got and where they've been taken, and it's no use questioning a dead man. (Lie—he just doesn't want his men dead, as that would arouse far too much suspicion). *And if the excitement isn't enough for you, the Army's got one hundred gold forges apiece for those who help out our fine city.* (Lie—the Army has only allowed thirty gold forges for each who helps, and he has no intention of giving any more.) *Twenty of them up front, in fact! What say you?"*

☛ **Sergeant Ocelot Wiers:** Male human Ftr2/Rog5; hp 41; see Appendix I.

Sergeant Wiers should be played like the slimiest used car salesman. Nothing is beneath him to get the characters to agree to take this mission, because he feels he needs this one last hit before he retires his men from banditry. He does not want the characters thinking about it too much, so he strongly discourages the characters from "talking it over with friends who aren't here" or "taking some time to consider the deal". At the same time, if it looks like he's about to lose them, he promises just about anything, though he has no intention to deliver.

Once they agree with him, he goes over the details of the plan with the characters.

Overjoyed at your acceptance, Sergeant Wiers pulls down a map and lays it on the table. It's got the city of Havenhill on it along with the surrounding area, and the road from here to Hillock, a nearby dwarven town, has been outlined in bright red. A number of X's are marked along the route, and it is these to which he draws your attention (Player Handout 2).

"See these? My squad and I have already done some reconnaissance, and these are the most likely ambush points from which you will be struck. (Lie—they've done recon all right, but none of these points are where his squad is waiting for the characters). *As you approach each of these checkpoints, make sure you're ready for an attack. During the time between them you should be relatively safe.* (Lie—it's between two of the checkpoints that the attack is planned). *The carriage will leave, with you on it, tomorrow morning at the crack of dawn. Don't be late now! So get whatever you need for the trip today, and meet me just outside the south gate just before sunrise, all right? Remember that time is not on our side and who knows how many lives are at stake!* (Lie of a sort—he knows how many people he's kidnapped: 28. But he's not telling).

Characters may have any number of questions for him, at any time, not just after his explanation of the strategy, and he rattles off whatever he thinks they want to hear at the time. Remember not to allow the characters a Sense Motive check unless they specifically state they are trying to do so. Among the things he's thought about responses to beforehand includes:

Q: Why are only merchants disappearing?

A: *Why else? Money! Not only in the form of coin, but also in tradable goods that can be easily fenced. You can't always get rid of an expensive item of jewelry, you know, which can make it pretty useless to a thief.*

Q: How do you know they're ambushes?

A: *We caught a thief last week that knew something of these attacks. He told us as much as I've told you in exchange for his freedom.* (Lie—this thief has been created by Sergeant Wiers as a convenient explanation as to how he knows about the ambushers. As such, he cannot give the characters any information on the thief because he does not exist.)

Q: Can we talk to this thief?

A: *Nope. Anonymity was part of the deal, and I'm a man of my word* (Lie—just take a look at all the other lies)

Q: Why are you and Sergeant Windshear both looking for adventurers?

A: *"This is my case"* (Lie—it's her case and not his). *"I don't know what she thinks she's doing"* (Lie—he's seen her orders). *"When I stop the disappearances, though, I'll get a promotion and I'll see that she gets what's coming to her."*

As soon as the characters are done with Sergeant Wiers, he ushers them out of his office, telling them once again to make sure they're ready to move tomorrow morning. He does indeed hand them the 20 forges each up front, after all, it's not his anyway, as a means of obligating them to show up. If characters had split up and attended both meetings, then the one with Sergeant Windshear ends at about the same time. As with the end of that meeting, the characters have the full day to spend as they see fit. If they attempt to find anything out about Sergeant Wiers, have them attempt a Gather Information check and consult the following table. Any character that is a member of the Army gets a +4 circumstance modifier to this roll.

ENCOUNTER 1: GENERAL

In the case that the characters all went to one sergeant and no one went to the other, there is an NPC group that has responded to the neglected sergeant's request for help and was hired. This means that the other sergeant is no longer looking for help, and is not interested in meeting the characters. It also means that regardless of which role the characters fill, the other role is also filled. Stats for these characters are not dependent upon APL, and can be found in Appendix I. If enough characters desert one sergeant's mission so that they all end up in the same carriage, also use the *Common Patriots* to fill the other carriage.

DC	Result
5	"He's a sergeant with the Royal Army here in Havenhill."
10	"His is the only all-human squad in these parts."
15	"He's been in a lot of trouble in the past. Insubordination, disobeying direct orders. That man changes ranks more often than I change my clothes."
17	"He's dirty, I tell ya. Don't trust him for nothin'. Watch your back, too."
20	"I heard he accepts bribes on the side. He ain't been caught yet, but he will be soon. Deals with all sorts of unsavory types."

ENCOUNTER 2: AND WE'RE OFF

This encounter is split into two parts, A and B. If they have been hired by Sergeant Wiers, use Encounter 2A. If the party has been hired by Sergeant Windshear, use Encounter 2b. Whichever encounter they do not go through, the Common Patriots, who were hired by the other sergeant, do go through.

If the characters have decided to split the party, split them off and go through the different encounters one at a time. If possible, parties that have been split should be kept apart as players until the ambush during Encounter 3.

ENCOUNTER 2A: AS THE CARRIAGE WHEEL TURNS

You make it outside the south gate of Havenhill before the sun comes up, and Sergeant Wiers is waiting anxiously for you. "Come on, hurry up," he says in a hushed tone through the morning mist as you approach. "We have so much to do and so little time. Who knows how long before more innocents disappear!" He ushers you all toward what looks at first glance to be a simple merchant's carriage, complete with cargo in the back. When you look more closely, however, you see that all the cargo is fake—fake, sealed barrels, marked crates with nothing in them, and sacks full of broken and useless odds and ends. "I trust you've all outfitted yourself well enough for at least a couple of days?" Sergeant Wiers asks you all.

The characters are free to examine the carriage to their hearts' content. It has a door on either side of its covered riding compartment, with an open doorway to the open cargo space. There is a hinged tailgate to keep goods from falling out. There is room for one driver and one rider up front and uncovered where the reins to the horses are. It is in good working order, with a well-trained pair of heavy horses to pull it. They have a speed of 50 ft. If anyone asks, Sergeant Wiers goes over the basic commands to maneuver the horses, including commands to walk, trot, run, turn, and stop. The horses are noncombatants, but may very well try to bolt if attacked.

As soon as the characters are ready to head off and you know who is riding where, and who is driving the horses, Sergeant Wiers is only too happy to see them off. Go on to Encounter 3.

ENCOUNTER 2B: THE WINDSHEAR BEHIND YOU

You get to the south gate of Havenhill just after sunrise, and Sergeant Windshear is waiting for you. "Thank you for coming," she says. "But I'm afraid that we are a little behind. It seems the carriage we are to follow took off before you got here, and so has a lead on you, half an hour, perhaps, or maybe more. Hurry to catch up to them, but please do your best to remain unseen. You

need to be able to help them without scaring off whoever may attack them, and remember, we need them alive."

She then shows you the carriage you'll be riding in, which is very unobtrusive, about as plain as a carriage can get, actually. It's got the usual carriage supplies on it: rope, a set of tools, and riding gear should you decide to disengage one of the two horses. It also has enough food in the back to feed you all for five days. Sergeant Windshear asks, "Do you have any last-minute questions?"

Sergeant Windshear again answers anything to the best of her ability, but has not learned anything new since the day before. Refer to Encounter 1 to find what she may know. The carriage itself is in good working order, and the horses are well-trained light horses, but are not combatants, with a speed of 60 ft. The characters are welcome to examine the carriage to their hearts' content, though Sergeant Windshear does remind them that they do not know how much time they have. It has a door on either side of its covered riding space, and a small section in the back where the goods are kept, also under the cover. There is uncovered room up front for one driver and one passenger where the reins to the horses are. When they are ready to leave and you know who is riding where, and who is driving the horses, Sergeant Windshear wishes them well. Go on to Encounter 3.

ENCOUNTER 3: AMBUSH!

The two general places the characters could be coming into this encounter are very different. Sergeant Wiers' group is covered in part A, and Sergeant Windshear's group is covered in part B. Remember that the Common Patriots make up the group that the characters do not, unless the characters have split and thus occupy both groups.

ENCOUNTER 3A: EARLY

Ask the characters what they would like to do as they travel, and what special preparations they make when they get close to each of the checkpoints that has been pointed out on their map. This way, you know what they have and have not yet done when the ambush actually happens.

The following text assumes that the characters are riding at the horses' natural movement of 20 ft., which is 2 miles per hour on a road through hills, so as not to cause suspicion. If they are pushing or relaxing the horses, adjust the times accordingly.

It's actually a nice day outside. There is little in the way of vegetation, but the stony ground reflects much of the sun's heat, making the air quite warm on this summer morning. However, as the road takes you through hills, you are often in the shadows between, so you are not uncomfortable. You've been traveling almost fifty minutes, and are about nearly at the first checkpoint.

Actually, it was 48 minutes to get to this point without pushing the horses. Make sure the characters mark off any spells they cast in preparation of this first ambush

point. Nothing happens here, but the durations on the spells they cast could be important. In another 32 minutes of riding, they come upon the second checkpoint. Go through the same routine, and nothing happens there either.

Two hours later, though, six miles away from the city and right between two of the checkpoints, something does happen. Have all characters make a Spot check (DC 25) to notice a mostly buried rope across the road in between two hills. Since this occurs halfway in between checkpoints, some of the short-term preparations they made may have expired.

Sergeant Wiers's men are hiding behind some boulders, half on each side of the road, and listening for the approach of the carriage at about this time. Unless the characters have a view besides the one from the carriage, they have a hard time spotting the men (DC 30) until they come out from hiding. If they have a different view, such as a raven familiar scouting ahead, then those with the view may make a Spot check (DC 17) to notice the men in time to react appropriately.

If they fail to notice the rope, Sergeant Wiers's men pull it taut just as the horses cross it, tripping them and bringing the carriage to a sudden halt. Anyone on the outside (such as whoever is driving the horses) must make a Reflex save (DC 20) or be thrown from the carriage, ending up 20 ft away from the rest of the party and prone after taking 1d6 points of damage. A successful Tumble check (DC 15) can avoid all damage and allow the character to land on his or her feet.

In both cases, Weirs' men are armed with a sap and a folded net. For the first round of combat, they attempt to entangle as many of the characters as they can; from there on their tactics consist of converging on one character and beating him or her into unconsciousness with their saps. Meanwhile, the sorcerer with the *wand of sleep* continues to use the wand, joins the fray, or uses his spells as support.

Note: The gear is owned by the Principality of Ulek Army and thus should be returned. No one purchases the armor or weapons for fear they have been stolen.

APL 2 (EL 5)

🗡️**Soldiers (9):** Male human War1; hp 10, 10, 10, 10, 10, 10, 10, 10; see Appendix I.

🪄**Wand Bearer:** Male human Sor2; hp 10; see Appendix I.

APL 4 (EL 7)

🗡️**Soldiers (9):** Male human Ftr1; hp 12, 12, 12, 12, 12, 12, 12, 12; see Appendix I.

🪄**Wand Bearer:** Male human Sor2/Ftr2; hp 26; see Appendix I.

APL 6 (EL 9)

🗡️**Soldiers (9):** Male human Ftr2; hp 20, 20, 20, 20, 20, 20, 20, 20; see Appendix I.

🪄**Wand Bearer:** Male human Sor2/Ftr4; hp 40; see Appendix I.

APL 8 (EL 11)

🗡️**Soldiers (9):** Male human Ftr4; hp 36, 36, 36, 36, 36, 36, 36, 36; see Appendix I.

🪄**Wand Bearer:** Male human Sor2/Ftr6; hp 54; see Appendix I.

When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet, and you suffer no range penalties to throw it even at maximum range. If you hit, the target is entangled. An entangled creature suffers a –2 on attack rolls and a –4 penalty to their effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows. If an entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or fail to cast the spell. The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The net has 5 hit points and can be burst with a successful Strength check (DC 25) and is also a full-round action. A net is only useful against creatures between tiny and large size, inclusive.

To be thrown effectively, a net must be folded. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you suffer a –4 penalty on attack rolls with it. It takes two rounds for a proficient user to fold a net, and twice that for a non-proficient user to do so.

If the group is split, then see *Encounter 3B* to determine when each half should enter the battlefield. If all the characters are here, then the Common Patriots show up at a distance of 500 ft, still in their carriage, two rounds into the melee not counting any possible surprise round. It should then take them two full rounds of running the horses to get to within 20 ft of the melee. They help the characters out as best they can at that time, if they are not already too late. If the characters have already been taken care of by this time, then assume that Wiers's men take out the Common Patriots as well.

THE COMMON PATRIOTS

The Common Patriots are a group of five normal, commoner citizens of Havenhill that have responded to the call for help, and accepted whichever job the characters did not in *Encounter 1*. They have no special skills, only the desire to see the local kidnappings come to an end. In fact, in all cases except for the dwarven husband and wife, these people did not know each other before this event. Unfortunately, this could very well be their undoing.

🗡️**Zirgut Granitesunder:** Male dwarf Com1; hp 6; see Appendix I.

🗡️**Healin Granitesunder:** Female dwarf Com1; hp 6; see Appendix I.

These two dwarves are a husband and wife team. Until recently, Zirgut worked in a nearby mine and took some of the dug out stone home so that his wife Healin could make figurines out of it and sell them for extra money. The company found out he was doing this and fired him on the spot. Out of work and running low on money, he saw the advertisement posted up in town and decided to check it out. His wife insisted on coming with him. Neither one has ever actually been in a fight before.

♣ **Jebeddo Gleamro:** Male gnome Com1; hp 5; see Appendix I.

Jebeddo is a miscreant that survives by taking what he can when he can and running away afterwards. If he can lose sight of a pursuer, even for just a second, he can usually hide successfully, and is not above using a *ghost sound* to aid his escape. His reward for his efforts is usually a coin or two, sometimes a bit of food, and occasionally a day in jail. He has hit a run of bad luck though, and the prospect of earning some money legitimately appealed to him at just the right time. So here he is, ready to do his best.

♣ **Pepin Songspin:** Male halfling Com1; hp 4; see Appendix I.

Pepin owned and ran a low-key tavern until recently, and he loved to play darts. He was usually the winner, too, until some sore loser burned his place down. Now he's looking to make enough money to get his place up and running again.

Bort Kelsmoth: Male human Com1; hp 8; see Appendix I.

Bort is a thug and a brute that has spent a great deal of his time in jail.

ENCOUNTER 3B: LATE

The following text assumes the characters are pushing their horses at the rate of a hustle. The speed for their horses is 4 miles per hour at a hustle. If they choose to move at a different speed, adjust the times accordingly. If they choose to move faster, then they arrive at the same time point in the battle as they normally would (the exact time difference between the carriages has been intentionally left ambiguous). If they choose to move slower, the battle could very well be over before they get there. Allow some reasonable leeway for caution, but if the characters slow down unnecessarily, they arrive too late to be of any help.

You have been riding quickly for almost two hours now, and believe that you have probably nearly caught up with the carriage you should be following, if they have not been hurrying themselves. As you begin to crest a low hill in the road, though, you think you hear something ahead of you. Straining, you can make out the sounds of battle ahead of you. The attack has begun!

The attack has already begun, and the characters are 500 feet away from the action. The battle has been going on for two rounds.

If the Common Patriots are in the other carriage, then two of the members of the Common Patriots (chosen randomly) have fallen to *sleep* spells already. For each round that no character has made it within striking distance, another member of the Common Patriots (chosen randomly) falls victim to a *sleep* spell, and none of the Common Patriots successfully strike back at Wiers's men. Use this method to determine who is still standing when the characters finally make it to the scene then run the combat normally.

See Encounter 3A for the stats and tactics of Sergeant Wiers's men during the ambush as well as the Common Patriots.

ENCOUNTER 4: AND THE PLOT THICKENS

The way this encounter goes is highly dependent on the outcome of the ambush during Encounter 3.

ENCOUNTER 4A: SUCCESSFUL AMBUSH

If the characters were all in one group for the entire adventure, then Sergeant Wiers's men, regardless of who was in the first carriage, have captured the Common Patriots. If the characters were split, then the characters that were in the first carriage have been captured. Under no circumstances are all characters taken at this time, as this would end the module right there. Characters recover subdual damage at the rate of one point per character level per hour. Characters that had been put to sleep by a spell have been given a few good whacks with the saps, and now have subdual damage equal to their maximum hit points plus one. To the character that wakes up first:

You wake up some time later, with a painful headache but not seriously injured. You look around and you see two disabled carriages and (only those who have not been captured), all still out cold. The horses are nowhere to be seen. There are a number of footprints readily visible heading east.

If the character has some means of healing subdual damage, then he or she can get the others up and about sooner. Otherwise, his choices are to wait or to leave them there. In either case, a character wakes up when his subdual damage is less than his current hit points.

After Sergeant Wiers's men defeated the characters, they realized they could only carry with them a limited number of people, so they took either the Common Patriots or the leading group of characters, depending on whether or not the characters had been split in the beginning. They then released the horses, which bolted north, and broke the axles on the carriages and turned them on their sides, disabling them. There are hoof prints leading to the north that the characters may follow if they

wish. These lead right back to the city, where the horses were found loose and placed back in their stables.

The footprints lead off to the east for about 300 feet, they then turn northeast, and eventually due north. There are many tracks there, and they are fresh, so it only requires a Wilderness Lore check (DC 10) to follow. That means that even characters without the Track feat can follow this trail. Once everyone who is going to follow it does so, continue on to Encounter 6. If they instead choose to go back to town, go to Encounter 5.

ENCOUNTER 4B: AT LEAST ONE AMBUSER CAPTURED

If any ambushers fled during the encounter, they decide to leave Havenhill for good, and are not subject to capture regardless of the conclusion of the module unless the characters take the time to chase them down immediately. Those particular petty villains escape.

Even so, this is the most advantageous position for the characters at this time. Through questioning, the character can learn a bit of information. Whether using Diplomacy, Intimidation, or some other skill to extract what they want to know, the DCs to find things out is the same. Magic, of course, especially the *detect thoughts* spell, can force even more information. Lower the DC by two for each ambusher that has been killed prior to the questioning, but note that killing them off simply to gather more information is undoubtedly evil. Furthermore, allow another check with a +5 circumstance bonus to find out a particular piece of information if a specific question has been asked.

DC	Information learned
10	"Yeah, we've been kidnapping people. Got almost thirty of 'em, too, before you had to show up and ruin it all."
13	"We ain't killed no one. Take 'em alive, we do, to this manor in the hills where they get picked up by someone else."
15	"All right, all right, it's a couple of days north of Havenhill. Hill's so flippin' high it looks like a mountain. I wouldn't go there if I were you, though. It's guarded pretty tight."
20	"We're done with the prisoners once we drop 'em off. We don't know what happens to 'em, but I got it on good authority they ain't killed."
25	"We live in Havenhill. We make ten forges a head for these guys. Yain't gonna take us back there, are ya?"
30	"We work for Sergeant Wiers, we do. He's behind this whole mess. You wanna know any more, you go ask him!"

If the characters got at least DC 20 on their interrogation, they can follow the directions they got to the manor, which is indeed two days' journey north. They could also force their prisoners to lead them there if they so choose. In any case, if the Common Patriots are there at the time, they offer to go back to Havenhill to report the situation

and escort the prisoners so the characters can continue to investigate the matter. If the characters decide to take the prisoners back themselves, or wish to go back to town to see what they may learn, go to Encounter 5. If the characters decide to check out the manor, then go on to Encounter 6.

ENCOUNTER 4C: AMBUSHERS ALL DEAD

Unless the characters have some way of communicating with the dead, they no longer have any immediate means of finding out what may have happened to the people that have been kidnapped. The latest trail that leads to the manor is almost two weeks old, and takes a Wilderness Lore check (DC 35) to track due to the amount of time and rain that has passed between then and now.

If the characters take the dead ambushers back to Havenhill, someone may still recognize them as Sergeant Wiers's men. Go to Encounter 5 to see what they may be able to learn.

ENCOUNTER 5: BACK TO THE CITY

Back in the city, the characters may accomplish a few things. Allow them to buy equipment from the *Player's Handbook* only. Also, should the characters have brought some prisoners back to the city, then a number of things may happen depending on who they bring the prisoners back to. Note that Encounters 5a and 5b could both potentially happen if the characters bring some of the prisoners to each of the sergeants. If the characters come back without the prisoners or information, but tell either sergeant of the ambush, that sergeant suggests they go back to the scene of the ambush and look for clues. Unless they wait a full day or more, the tracks still only require a Wilderness Lore check (DC 10) to follow when they return. Otherwise, add one to the DC level for each day that passes.

ENCOUNTER 5A: PRISONERS TO WIERS ALONE

For characters that bring prisoners back to Sergeant Wiers but not Sergeant Windshear, he meets with them and takes custody of them (mostly so he can let them loose again). He then asks them if they found out what has happened to the victims, and listens intently to what they say. If they have found out about the manor in the hills, he commends them heartily and sends them off to try to find out more, so that they can complete their mission and get paid the other 80 gold forges. If, on the other hand, they were unable to successfully interrogate the prisoners, he offers to try it himself and tells the characters to come back tomorrow. In that case, when the characters return the next day, he tells them of the manor and sends them off.

If any character is in the Principality of Ulek Army, he may make a Sense Motive or Profession (soldier) check (DC 25) to recognize that the prisoners are indeed Sergeant Wiers's men by the way he and they act. If they are recognized as such and Sergeant Wiers is confronted with this fact, he takes a closer look and exclaims with feigned surprise (the potion has long worn off, so his Bluff is now +17) that he had no idea his own men were behind this escapade, and stresses even more the importance of going to the manor to find out what happened to the victims. Should city officials be called in to adjudicate the situation, Sergeant Wiers successfully bluffs his way out of any trouble, even if magic is used; remember, he has a *ring of mind shielding*.

In any case, if he can get the characters to agree to investigate the manor, he then sends one of his men by a different route to warn the guards at the manor that the characters are on their way. He is given a horse, and makes it to the manor in one day. Once there, the manor enters alert status, with the three-day period beginning immediately. The characters arrive on their second day of alert status unless they intentionally slow down or have some way of speeding their travel.

Of course, if the characters decide not to head toward the manor, then the army takes over the investigation. Go to the Conclusion and choose the one that corresponds to whether or not they were beaten in the ambush.

ENCOUNTER 5B: WINDSHEAR ALONE

For characters that bring prisoners back to Sergeant Windshear but not Sergeant Wiers, she meets with them and takes custody of the prisoners for them. She then asks if the characters have learned anything about the victims in these crimes. If the characters have learned about the manor from the prisoners, she encourages them to check the manor out and see if there are any more clues. If the characters were unable to find much out, she offers to interrogate the prisoners for them and asks them to come back tomorrow. At that time, she has the information about the manor, and shares this with the party, encouraging them to go. But that's not all.

Given a day with the prisoners, she recognizes them as Sergeant Wiers's men. She does not know for sure what to make of this, as she does not want to jump to unwarranted conclusions. She does tell the characters, but urges them not to confront him directly unless they have some sort of written proof, as he is a slippery character and can talk his way out of almost anything. If the characters decide to confront him anyway, refer to Encounter 5A to see what happens. In any case, she promises the characters to look into the matter while they are finding out what they can at the manor.

Aside from this, Sergeant Windshear has not learned anything new.

ENCOUNTER 5C: BOTH AT ONCE

This encounter occurs if both Sergeant Windshear and Sergeant Wiers are called for at the same time. Sergeant Wiers wants to avoid a confrontation with her at all costs,

so he finds something else to occupy him and insists he cannot see the characters until later. He continues to do this as long as the characters attempt to get him in the same room with Sergeant Windshear. When they give up, go ahead and run the encounters separately. If they somehow manage to get the two in the same room together, Sergeant Windshear immediately recognizes the prisoners as Sergeant Wiers's men.

Suddenly, Sergeant Windshear's eyes grow wide. "Wiers!" she exclaims. "These are your men! What have you to say for yourself?"

Sergeant Wiers takes a closer look at the men and pulls back in surprise (feigned; his potion has long worn off, so his Bluff is now +17). "It can't be!" he says. "How could you have done this? I'm ashamed of all of you! I'm going to lock you up right now!" And with this he moves to take control of the prisoners, but Sergeant Windshear interrupts him.

"Oh no you don't," she says, moving between Sergeant Wiers and his men. "I claim these prisoners as my own as of this instant, and the only way you're getting at them is through me."

Sergeant Wiers backs off. "But they're my men!" he shouts. "MY men. I will punish them as I see fit!"

"That is exactly why I must take control of them now," Windshear counters. As the perpetrators are your men, your judgement is biased. If you don't like it, talk to the commander."

"I will at that! Good day gentlemen. And Windshear." With that, Sergeant Wiers storms out of the room, and Sergeant Windshear turns toward you.

"That man is very slick, and may very well be able to talk his way out of all this. It is essential that we move quickly now. Did you manage to find out anything about the victims?"

At this point, the encounter picks up where Encounter 5b would have, with the following exception. The prisoners, now scared witless, spill their guts about the manor right then and there if they hadn't told already.

Regardless of what else happens, Sergeant Wiers manages to talk his way out of any trouble unless the characters produce solid physical evidence about his involvement.

ENCOUNTER 6: MANOR IN THE MOUNTAINS

Your trek has brought you north, and the hills have grown wide and high. This particular one is high enough to easily be mistaken for a mountain itself, and it has one outstanding feature that sets it apart from most every terrain you have ever seen before. Even from here, you can see that a mansion has been carved right into the rocky side of the mountainous hill. Details do not become apparent unless you get closer, but it is at least clear that this is the handiwork of a dwarf. Who else could accomplish such a feat?

A feat indeed it was, and many dwarves were involved in its construction many years ago. That was back when Kartuth Ferrenforge was still a noble adventurer, though, and he has added a basement level since then. It is in cells

on this basement level where any prisoners that may have been captured earlier are being held.

Kartuth Ferrenforge himself is not currently here. He is on business within the Pomarj, and does not return during the scope of this adventure. His manor guard, however, is on duty, and his two primary servants, Lij, the cook, and Caj, the butler, are watching over the home. Breaking into this place and taking anything out is a chore to say the least.

To begin with, Ferrenforge keeps a contingent of thirty guards, arranged into six squads of five guards each. At any given time, one of the guard squads is on duty, actively patrolling the manor, and another guard squad is watching the double-doors that are the only standard entrance to the manor. Every hour, one of the guard squads does an outside pass of the front and sides of the manor. This schedule leaves four squads of off-duty guards most of the time, meaning shifts are generally short and the men have no complaints of being overworked.

If the manor gets placed on alert status, these figures are switched. It takes ten minutes for squads to get ready for guard duty. There is still only one guard squad on the door, but three more roam on patrol and only two are off at a time. Plus, outside passes are increased to three an hour. An alert normally lasts for three days after which, if there has been no activity, normal watch schedule resumes.

If the alarm has been raised, then all guards suit up and get ready for battle. In the meantime, all guard squads that were already on duty rush to the area that the alarm was raised in, and arrive in 1d6 rounds each. The alarm phase lasts at least five hours, during which any sighting of the intruders ends up bringing all remaining guards in the building to that location, assuming they are all on duty by now. If those five hours pass uneventfully, then the guard sinks into alert mode, beginning the three days of heavy shifts.

Note that these are mercenaries and not kidnappers. If the characters get involved in a fight with these guards, they do not attack to capture. Instead, they attack to drive off. If the guards are winning, they demand that the characters leave and give them one chance to do so. If the characters leave at that time, the guards let them go, allowing them to recover fallen comrades in the process. If this one warning is ignored, or if the characters come back, the guards then give no such quarter. Even so, characters that successfully flee are not pursued, as that is out of the scope of their job.

If the guards are reduced to one half or fewer of their total number after a battle is over, the remaining guards flee the complex rather than face the characters in battle. In such a case, they still defend themselves if attacked and only press the offensive if cornered.

Note: The statistics below only represent a single squad of guards. There are six squads in total.

APL 2 (EL 3)

☛ **Mercenaries** (4): Male human War1; hp 10; see Appendix I.

☛ **Squad Leader:** Male human Ftr1; hp 12; see Appendix I.

APL 4 (EL 5)

☛ **Mercenaries** (4): Male human, Ftr1; hp 12; see Appendix I.

☛ **Squad Leader:** Male human Ftr2; hp 23; see Appendix I.

APL 6 (EL 7)

☛ **Mercenaries** (4): Male human, Ftr2; hp 23; see Appendix I.

☛ **Squad Leader:** Male human Ftr4; hp 43; see Appendix I.

APL 8 (EL 9)

☛ **Mercenaries** (4): Male human, Ftr4; hp 43; see Appendix I.

☛ **Squad Leader:** Male human Ftr6; hp 61; see Appendix I.

Lij and Caj are servants and not so much combatants, though they defend themselves if attacked. Both of them possess a key ring with keys that unlock every door in the manor except for the one that leads into Kartuth Ferrenforge's room.

The butler Caj is a wizard who covets Kartuth Ferrenforge's great wealth. Even so, he relies on that very same wealth to continue his experiments so does not wish to endanger his situation. He raises the alarm at the first opportunity.

Lij really is just a cook, who was promised by Ferrenforge that she would be able to practice her art unhindered here. He has kept her promise to her thus far, so she has no reason to parlay with any intruders. She raises the alarm at the first opportunity if she sees any of the characters.

Both Lij and Caj have key rings, which contain keys to every room in the manor except for Kartuth Ferrenforge's room.

ALL APLS

☛ **Caj:** Male human Wiz4; hp 13; see Appendix I.

☛ **Lij:** Female dwarf Exp5; hp 37; see Appendix I.

GAINING ENTRANCE TO THE MANOR

The manor is in the hills, so there is plenty of cover around. The characters, if they wish, can get as close as one hundred feet from the manor without fear of discovery by sticking to cover unless they purposely draw attention to themselves. If they try to sneak closer than that they need to start making opposed Hide versus Spot checks.

The most obvious entrance to the manor is the set of stone double doors in the middle of the frontal face. There is always a squad on duty guarding this door, two outside and three just on the inside. The doors are not locked, but getting past the guards could still present a problem.

The guards on the outside do not necessarily raise an alarm as soon as somebody is sighted. Kartuth

Ferrenforge does have visitors from time to time, and the characters could very well be “legitimate”. If the manor has been warned by Sergeant Wiers of the characters’ imminent arrival, of course, then the guards know them by description. Otherwise, they simply halt the characters and ask for their business there.

If the characters have somehow managed to learn the name of the manor’s owner, the guards tell them that he is not there and not expected to return for at least a week. They are denied entrance, and if they grow belligerent then the guards call the other three outside to help deal with the problem. If a combat ensues, and it goes badly, they raise the alarm and do their best to drive the characters off.

Alternatively, the characters may attempt to go through a window. There are a couple on the first floor, and a few more on the second story. The first floor windows are all latched requiring a successful Open Locks check (DC 15) to open, but the windows on the top floor are unlocked, if they can get up there without alerting the guards. Remember to apply a –1 penalty to the guards’ Listen checks for every ten feet away the characters happen to be.

Finally, the characters may wish to attempt to break in. In places where the manor is “sticking out of” the mountain, the wall is solid stone, a foot thick. It has a hardness of 8, and takes 45 hp of damage to create a hole large enough for a small creature to crawl through or 90 hp for a medium-size creature to crawl through, (double those values to walk through), and a break DC of 50.

The real problem with this method is the fact that there is virtually no way to mask this activity. Unless magic is involved, the guards at the door are guaranteed to hear, and a guard who sees anyone hacking at the outer wall raises the alarm immediately. Not only that, the roaming guards could very well catch them in the process even if they are silenced. Finally, if the characters actually manage to break through and get in all within one outside pass, the hole they create is more than enough have the alarm raised anyway as soon as it is seen. In this special case, if the alarm phase passes uneventfully, the alert phase lasts continually until the hole in the wall is fixed, and the number of outside passes double.

SNEAKING AROUND IN THE MANOR

Moving around with all those guards inside is a dangerous business. When the characters first open the way to any room or hallway, roll 1d20. On a roll equal to or less than the current number of guard squads on duty, a guard squad is present in the room or hall the characters have just entered. For instance, if the manor is on alert status, then there is a 4 in 20 chance that the room or hall they just entered is occupied. If an alarm has been sounded, but one squad has been defeated, there is 5 in 20 chance per room or hall entered. Except during an alarm, if the roll is a natural 20, then it is an off-duty squad that is unarmed and unarmored.

When a guard encounter occurs, have the lead character make a Hide check against the guard leader’s Spot. If the character successfully hides, he or she closes

the door, ducks around a corner, or otherwise successfully avoids a confrontation. The guards move on and the characters can try again in one minute. If the guard spots the character, he orders his squad to attack, and the alarm is raised on the second round. If the characters manage to prevent the alarm from being raised, make a guard check to determine whether or not a nearby guard squad hears the sounds of combat.

LOOTING THE MANOR

This is an extraordinarily opulent home, with many valuables in it. There is, most likely, quite the temptation to loot in the manor. Make it clear to the characters that looting would be a very bad idea, reminding them of the potential legal consequences if necessary. If the characters absolutely insist on taking things out of the manor, allow them to have whatever they can carry. When they get back to the city, however, everything is confiscated for evidence.

For the fights they get into, remember they can only carry so much stuff. Find out how they are carrying anything they take out of the manor with them. Any rescued prisoners are too weak to help take anything but themselves and their own possessions out.

1ST FLOOR

1F-1) Main Hall

The beautifully ornate stone double doors leading into the manor, open outward, and the first room visible from the outside is a main entrance hall. Its walls are carved in the style of the welcoming room of a dwarven mine society, with pillars in bas-relief, seeming to support the ceiling. The interior of the room is filled with comfortable couches and chairs, with the occasional low table here and there with a couple of idle books lying around. This room is well lit with torches set in cave-like sconces on the walls.

1F-2) Kitchen

The latest design in cookware is the order of the day in this kitchen, including ornamented silverware, steel pots and pans, ivory cupboards, and even an obsidian cutting board. The stove is made of adamantine, and the smoke is filtered into the mountain and upwards through a small shaft, only two inches in diameter. Everburning torches set in holders provide light.

If guards are encountered in this room, and Lij has not been knocked out or killed, then Lij the cook is with them, in the process of preparing a meal, or at least a snack of some sort.

1F-3) Dining Room

A gorgeous crystal chandelier provides a dim light to this room. The walls are painted with scenery of green rolling hills, and the table is made of polished mahogany wood. The dinnerware is crafted silver with ivory and obsidian handles, and there is a darkwood cabinet with dishes made entirely of jade.

1F-4) Kartuth Ferrenforge's Room

There is never a guard patrol in this room unless the characters draw attention to themselves in here.

The door to this room is locked and the door itself is made of stone. If the characters attempt to pick it, roll one guard check. Attempting to break it down requires one guard check per round of activity.

☛ **Stone Door:** Thickness 4 in.; Hardness 8; hp 60; Break (DC 28). Amazing Lock: Hardness 15; hp 30; Open Locks (DC 40).

This is easily the most comfortable room in the entire manor. The bed is a down mattress with a double silk cover, silken sheets, and pillows. All furniture is made of ivory and obsidian in a black and white swirling design. There is a gem-encrusted full-length mirror in one corner, and a darkwood shelf on the southern wall. This darkwood shelf holds a book that, when pulled out, reveals a sliding stone secret doorway leading to stairs heading down. To find the secret passage requires a successful Search check (DC 20) for any non-dwarf but only a Search check (DC 15) for a dwarf to find.

Inside Kartuth's walk-in closet, numerous dwarf-sized aristocratic outfits can be found. Hidden among these is a document written in Abyssal, detailing his dealings with an unnamed church. If the characters successfully Search (DC 18) the closet, they find the document. Give them Player's Handout 3.

1F-5) Lij's Room

If a guard patrol is encountered here and Lij has not been knocked out or killed, then Lij is with them.

This is a very comfortable room, such as one might find at an expensive inn. There is a down mattress with down pillows, hardwood closet with a number of good outfits, including at couple of different cooks' outfits, a crystal lantern, and a shelf with various cookbooks with many rare recipes inside.

1F-6) Caj's Room

If a guard patrol is encountered here, and Caj has not been knocked out or killed, then Caj is with them here. Remember that Caj may be willing to deal with characters if they can offer him enough of a bribe.

This is also a very comfortable room, but with a different flavor. There is still the down mattress and pillows, and hardwood closet, but this time the clothes are more of a wizardly bent (robes and such). The shelf also has books of arcane lore on it instead of cookbooks.

1F-7) Den

This is the room for relaxation within the manor. There is a thick, soft rug covering the entire floor, and a stuffed couch that starts in the northwest corner and continues clockwise around the wall, stopping at the marble fireplace in the eastern wall. There is a painting here of Kartuth Ferrenforge, and it is labeled as such. It is a portrait of his younger years, though, when his hair was still red and his beard was still thick. He is outfitted in

dwarven plate and carries a large dwarven waraxe of obviously superior quality.

Also adorning the walls are various game trophies. Included are an eighteen-point buck head, a tiger and lioness head side by side, and even a grizzly bear head.

If the characters look in the fireplace, they see it is one foot back from the wall. Two small holes in the top of the fireplace lead up for the smoke to escape. It does not look as though there has actually been a fire here for some time, and there is no firewood currently in here.

1F-8) Cleaning Closet

This is where all the supplies to clean the manor are kept, on shelves from floor to ceiling on all three sides of this tiny room.

2ND FLOOR

2F-1) Guard Barracks

There can always be found at least one off duty guard squad here, unless they have all been killed or are all on duty. If a guard check is successful, then a second one is here as well. Continue to make guard checks until one fails or until all off-duty guard squads are here. Additionally, guards who have been previously wounded but not killed can be found here recovering.

This room is very plain, with bunk beds and footlockers as the only real furniture. In each of the northern corners of the room, there is a latrine, with pipes that lead into the mountain and eventually to an underground river. The smell is not terribly pleasant next to these rooms.

2F-2) Library

If a guard squad is here, and if Caj has not been knocked out or killed, then he is here with them. Remember that Caj may be willing to deal with characters if they offer him a bribe.

The door to this room is locked and made with hard wood. Attempting to pick the lock or break down the door causes one guard check per round of activity.

☛ **Strong Wooden Door:** Thickness 2 in.; Hardness 5; hp 20; Break (DC 25). Good Lock: Hardness 15; hp 30; Open Locks (DC 30).

The library has a couple of darkwood tables and chairs, but is mostly just lined with books of just about any imaginable type. There is an exquisite rug on the ground, and everburning torches provide light. One shelf also has a mass of scrolls on it. These are not magical scrolls, merely historical. They have their own place simply because they are not in book format.

2F-3) Study

The door to this room is locked and made with hard wood. Attempting to pick the lock or break down the door causes one guard check per round of activity.

❖ **Strong Wooden Door:** Thickness 2 in.; Hardness 5; hp 20; Break (DC 25). Good Lock: Hardness 15; hp 30; Open Locks (DC 30).

Guards are never found in this room unless the characters call attention to themselves here.

This room looks similar to the library, but there is only one desk, and scrolls are far more common than books here. There is also no provision for light, but there are empty torch sconces. One of these can be pulled to withdraw one shelf up into the ceiling, revealing a secret passageway to the east. To find the secret passage requires a successful Search check (DC 20).

The passageway leads to an unlocked door, which then leads to a trap door in the floor. There are two thin metal pipes leading from floor to ceiling here, which come from the fireplace downstairs. There is room to walk between them, and a ladder leading down from the unlocked trap door. This ladder leads all the way down to the cells in the basement. It is 5 feet wide by 4 feet thick until it reaches below the first floor, then it expands to 5 feet by 5 feet.

Finally, lying on the desk in plain sight are the documents needed to indict Kartuth Ferrenforge in the slave trades. They also finger Sergeant Wiers and his men as the squad that has been actually conducting the kidnappings. These documents are written in dwarven. If the characters can read them, give them Player's Handout 4.

2F-4) Gallery

This entire room is encased in marble, and characters attempting to move silently do so with a -2 circumstance penalty for the echo. Conversely, statuary and freestanding art clutters the room, adding a +2 circumstance bonus to hide checks.

The walls have nary a bare space, as all available area has been taken up with multitudes of paintings. Sculptures of Kartuth Ferrenforge's old adventuring party dominate the statues, so the first thing characters are likely to notice are a group of six human adventurers in stately poses. Strips of diamond along the corners of the ceiling provide light, all of which have *continual flame* cast upon them.

Should a fight ensue in this room, apply a -4 circumstance penalty to attack rolls on both sides, and halve movement through the room to reflect the sheer number of obstacles present.

2F-5) Guest Bedroom

There is no chance of finding a guard squad here unless the characters call attention to themselves.

This room is furnished decently, but hardly with the opulence of most of the manor. There is a straw mattress bed here, and a small oak desk, and a small oak closet. Both the desk and the closet are unlocked and empty. There are candles in silver holders placed in various positions to provide light if lit.

2F-6) Guest Bedroom

If a guard squad is encountered in this room, only one of them is awake, as they are taking turns sleeping on duty.

This room is furnished exactly the same as the guest bedroom on the western side of the manor (2F-5), but the bed is not neatly made here, and there are other signs of recent activity in this room as well. The closet and desk are still empty, however.

2F-7) Storage Room

This serves as both a pantry for dry food goods and temporary storage for the equipment of slaves between the time they are captured and the time they are sold off. Currently, if the Common Patriots are held captive in the cells, then their equipment is here. The same holds true if any characters have been captured.

2F-8) Armory

The door to this room is locked and made with medium strength wood. Attempting to pick the lock or break down the door causes one guard check per round of activity.

❖ **Good Wooden Door:** Thickness 1 1/2 in.; Hardness 5; hp 15; Break (DC 18). Average Lock: Hardness 15; hp 30; Open Locks (DC 25).

This room serves solely as storage for the weapons and armor of the house guards. There are racks of short swords, light crossbows, bolts, and chain shirts. Not all of them are in salable condition, as the guards have a tendency to just throw their used ones back in here when they make exchanges.

BASEMENT

The guards do not come down to the basement except on express orders. There is no need to roll guard checks in the basement unless the characters are making an extraordinary amount of noise.

B-1) Seating

There are three rows of six seats on a sloping floor, arranged in such a way so that every seat can clearly see the entire floor of the arena below, barring having an exceptionally tall person sit in the seat in front of you.

B-2) Deluxe Bathroom

The floor of this place is marble tile, as are the walls and ceiling. A crystal chandelier with *continual flame* cast on it provides for light. There are pipes running from the top southern corner of the room to the bottom northern corner of the room. Where they are about chest high on a dwarf, there are ivory valves that can be opened to allow the water that constantly flows through the pipes to be emptied out into the sink below. Then, just before the pipes disappear into the floor, they pass underneath a strange seat with a hole in it. The water flowing by is clearly visible from the characters' point of view. The water for these pipes comes from a stream higher on the

mountain and eventually drains into an underground river, the same underground river, in fact that the bathrooms in the guard barracks drain to.

B-3) Cells

If and only if the characters are here in the early morning, then make a single guard check for this room, as a squad of guards is down here to give the prisoners water once every morning. Unfortunately for the guards, however, no one else is in hearing range, so they cannot effectively raise the alarm from here.

These are the cells that are used to hold prisoners while they await either sale to the Pomarj as slaves, or combat until death in the arena. Currently, the only occupants here are those that have been captured by Sergeant Wiers' men in *Encounter 3*. Thus, if the ambush was defeated, there are no prisoners here at all.

If there were prisoners taken, and the characters have taken some time to get to this point, one or more of the prisoners may be dead, since they are not being fed while they are here. Refer to the *DUNGEON MASTER'S Guide* for rules on starvation to help determine how many of the prisoners are still alive.

Any prisoners rescued here are of no use in combat unless fed at least two days worth of rations and healed. Having their equipment for them would also be very helpful, but they may use equipment the characters have on them as well.

B-4) Arena

This huge area is the arena that Kartuth Ferrenforge forces some of his captive prisoners to fight in for his amusement. The floor is dirt, and the walls slope up at about an 85-degree angle, and are about 50 feet high. It requires a Climb check (DC 18) to get up or down the wall without falling. Also since it is a slope and a dirt floor, the first 1d6 of damage taken when falling down the wall is subdual damage.

CONCLUSION: WHICH WAY DID THEY GO?

CONCLUSION A: PRISONERS RESCUED AND INCRIMINATING DOCUMENTS FOUND

Your trip back to Havenhill is uneventful. You have with you evidence that could put reclusive slaver Kartuth Ferrenforge out of business, along with the corrupt soldiers that have been doing his dirty work.

When you get back and present it to the proper authorities, the army immediately arrests Sergeant Wiers and his men, and they form a squad to hunt down Ferrenforge. Each of you are paid a total of forty gold forges while Those whose homelands is the Principality of Ulek are given recommendations to the army.

The news spreads quickly that the kidnappings are at an end, and within a week, business is bustling again in the city of Havenhill.

If the characters have already been paid 20 gp by Sergeant Wiers, this shows up in the paperwork and they are only given 20 gp more. The characters whose home region is the Principality of Ulek are also given a Recommendation to the Army.

CONCLUSION B: DOCUMENTS FOUND BUT PRISONERS NOT RESCUED

While you have documents pointing Kartuth Ferrenforge and Sergeant Ocelot Wiers out as the ones responsible for the recent kidnappings, and apparently even a slave trade, you cannot help but wonder what has happened to those who have been captured.

You are thanked for your efforts when you get back to Havenhill, and are paid a total of forty gold forges for your assistance. In addition, Sergeant Jenneliahn Windshear recommends you for the army. A few weeks later, you hear news that the Army was able to track down Kartuth Ferrenforge and Sergeant Wiers, but their men have gotten away. At least that threat to the Principality of Ulek has been taken care of.

The news spreads quickly that the kidnappings are at an end, and within a week, business is bustling again in the city of Havenhill.

As with *Conclusion A*, if Sergeant Wiers had awarded the players 20 gp in the beginning, that shows up in the army's records, and they only receive 20 gp more. The characters whose home region is the Principality of Ulek are also given a Recommendation to the Army.

If any characters have been captured, Ferrenforge's men sell them to the Pomarj as slaves before skipping out of the country. They remain out of play until further notice, as slaves of the Pomarj.

Each character should be given the Enmity of Kartuth Ferrenforge cert.

CONCLUSION C: DOCUMENTS NOT FOUND BUT PRISONERS RESCUED

While you never were able to find out who was behind the kidnappings, at least no one else was captured. When you get back and report to the sergeant who hired you, you are thanked for your efforts. The Army takes over the investigation, but since the mission was a failure you are not paid. Though they do allow you to keep items that you've found.

The kidnappings do end, and in a few weeks business begins to recover as merchants start filtering back into the city.

While the characters do not earn money here, if Sergeant Wiers had paid them earlier, the money is not taken back either.

CONCLUSION D: DOCUMENTS NOT FOUND, AND PRISONERS NOT RESCUED

You return to Havenhill empty-handed. With no evidence of who was behind the kidnappings, and even more people lost.

The Army thanks you for your efforts, and takes over the investigation themselves.

There is no pay here (though if Sergeant Wiers gave them money it is not taken back), no recommendation, no nothing. If any characters have been captured, they must be removed from play until further notice as slaves of the Pomarj.

As a side note, and perhaps to the annoyance of the characters, Sergeant Wiers gets a promotion for stopping the kidnappings.

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 3: Ambush!

Defeat the corrupt soldiers.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Encounter 6: Manor in the Mountains

Defeat mercenary squad (may be awarded up to 3 times).

APL 2	40 XP
APL 4	110 XP
APL 6	180 XP
APL 8	250 XP

Conclusion

Save the prisoners and/or discovering the incriminating evidence.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 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: Decisions, Decisions

Accept Wiers payment for job.

APL 4: L: 0 gp; C: 20 gp; M: 0

APL 6: L: 0 gp; C: 20 gp; M: 0

APL 8: L: 0 gp; C: 20 gp; M: 0

Encounter 3: Ambush!

Defeat the corrupt soldiers and take the wand of sleep. The rest of the gear is property of the Principality and may not be sold or kept.

APL 2: L: 0 gp; C: 0 gp; M: *wand of sleep* (Value 75 gp per character).

APL 4: L: 0 gp; C: 0 gp; M: *wand of heightened sleep* (Value 165 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *wand of heightened sleep* (Value 375 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *wand of heightened sleep* (Value 375 gp per character).

Encounter 6: Manor in the Mountains

Strip and sell the mercenaries gear. Loot is valued at 80 gp per character per squad defeated. Maximum possible is 480 gp per character.

APL 2: L: 480 gp; C: 0 gp; M: 0

APL 4: L: 480 gp; C: 0 gp; M: 0

APL 6: L: 480 gp; C: 0 gp; M: 0

APL 8: L: 480 gp; C: 0 gp; M: 0

Conclusion

Payment: please refer to the Conclusion text for exact amount.

APL 2: L: 0 gp; C: 40 gp; M: 0

APL 4: L: 0 gp; C: 40 gp; M: 0

APL 6: L: 0 gp; C: 40 gp; M: 0

APL 8: L: 0 gp; C: 40 gp; M: 0

Total Possible Treasure

APL 2: 300 gp

APL 4: 600 gp

APL 6: 895 gp

APL 8: 895 gp

Conclusion

Recommendation for the Principality of Ulek Army - (0 gp; -; no; unusual; -): For helping aid the army, Sergeant Jenneliahn Windhsear, a ranking member of the Principality of Ulek Army, has given the character a recommendation to join the army if they should ever decide to do so. This recommendation along with all of the characters adventure certificates should be presented at an interactive that is actively looking for new members from those interested in joining this meta-gaming organization. This honor can only be received and retained by a character whose home region is the Principality of Ulek.

Pomarjian slave - (0 gp; -; no; unusual; -): The character listed on this adventure certificate was captured. The character loses twenty TU due to being imprisoned. Making a successful Escape Artist check can reduce this loss. For every one point over DC 20, reduce the Time Unit cost by one. If a character goes into negative time units, that character cannot be played until the Time Units reset, and the amount below zero is taken from the new year's total (Example: If the time unit loss drops you to -3 time units, you cannot play that character until next year, and you start that year with 49 time units remaining instead of 52). Additionally, to aid the Principality of Ulek Triad, please write fltriad@aol.com and let them know what has happened to your character. Please include your real name, RPGA number, character's name, class(es), level and any additional relevant information.

APPENDIX I: NPCS

ENCOUNTER 1A: SERGEANT WINDSHEAR ARRIVES

☛ **Sergeant Jenneliahn Windshear:** Female elf Ftr7; CR 7; Medium-size humanoid (elf); HD 7d10+7; hp 53; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +10/+5 melee (1d8+1/19-20, long sword); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL LG; SV Fort +6, Ref +5, Will +3; Str 13, Dex 17, Con 12, Int 14, Wis 13, Cha 15.

Skills and Feats: Climb +3, Handle Animal +5, Profession (soldier) +6, Ride +10, Swim -3, Tumble +7, Use Rope +5; Dodge, Expertise, Leadership, Mobility, Spring Attack, Weapon Focus (long sword), Whirlwind Attack.

Possessions: masterwork long sword, masterwork chain shirt, masterwork small steel shield.

ENCOUNTER 1B: SERGEANT WIERS ARRIVES

☛ **Sergeant Ocelot Wiers:** Male human Ftr2/Rog5; CR 7; Medium-size humanoid (human); HD 2d10+5d6+7; hp 41; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +8 melee (1d8+1/19-20, long sword); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +5 Ref +6 Will +1; Str 13 Dex 14 Con 12 Int 13 Wis 10 Cha 16.

Skills and Feats: Bluff +17, Climb +4, Diplomacy +7, Escape Artist +8, Gather Information +8, Hide +9, Innuendo +8, Intimidate +5, Move Silently +9, Pick Pocket +10, Profession (soldier) +3, Ride +6, Spot +8, Tumble +9, Use Magic Device +10; Dodge, Improved Initiative, Persuasive*, Skill Focus (Bluff), Trustworthy*, Weapon Focus (long sword).

Possessions: masterwork chain shirt, masterwork small steel shield, masterwork long sword, ring of mind shielding, potion of glibness.

*Refer to Appendix 2: New Rules for more information.

ENCOUNTER 3: AMBUSH!

APL 2 (EL 5)

☛ **Soldiers (9):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+2; hp 10 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 ranged touch (entanglement, net) or +4 melee (1d6+2 subdual, sap); AL N; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 14, Int 11, Wis 10, Cha 11.

Skills and Feats: Handle Animal +3, Hide +4, Profession (soldier) +1, Ride +5; Exotic Weapon Proficiency (net), Weapon Focus (sap)

Possessions: leather armor, sap, net.

☛ **Wand Bearer:** Male human Sor2; CR 2; Medium-size humanoid (human); HD 2d4+3; hp 10; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +2 melee

(1d6+1 subdual, sap); AL N; SV Fort +0, Ref +2, Will +4; Str 12, Dex 15, Con 11, Int 13, Wis 12, Cha 14.

Skills and Feats: Concentration +4, Handle Animal +4, Hide +4, Profession (soldier) +5, Ride +4; Dodge, Toughness.

Spells Known (6/5; base DC = 12 + spell level): 0 – daze, flare, guidance, read magic, resistance; 1st – ray of enfeeblement, true strike.

Possessions: leather armor, sap, wand of sleep (DC 11, 25 charges).

APL 4 (EL 7)

☛ **Soldiers (9):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 ranged touch (entanglement, net) or +4 melee (1d6+2 subdual, sap); AL N; SV Fort +4, Ref +2, Will +0; Str 15, Dex 14, Con 14, Int 11, Wis 10, Cha 11.

Skills and Feats: Handle Animal +3, Hide +4, Profession (soldier) +1, Ride +5; Exotic Weapon Proficiency (net), Power Attack, Weapon Focus (sap).

Possessions: leather armor, sap, net.

☛ **Wand Bearer:** Male human Sor2/Ftr2; CR 4; Medium-size humanoid (human); HD 2d4+2d10+7; hp 26; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d6+1 subdual, sap); AL N; SV Fort +4, Ref +2, Will +4; Str 12, Dex 15, Con 12, Int 13, Wis 12, Cha 14.

Skills and Feats: Concentration +6, Handle Animal +6, Hide +5, Profession (soldier) +5, Ride +4; Combat Casting, Dodge, Expertise, Toughness, Weapon Focus (sap).

Spells Known (6/5; base DC = 12 + spell level): 0 – daze, flare, guidance, read magic, resistance; 1st – ray of enfeeblement, true strike.

Possessions: leather armor, sap, wand of sleep (heightened – 3rd) (DC 14, 25 charges).

APL 6 (EL 9)

☛ **Soldiers (9):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 ranged touch (entanglement, net) or +5 melee (1d6+2 subdual, sap); AL N; SV Fort +5, Ref +2, Will +0; Str 15, Dex 14, Con 14, Int 11, Wis 10, Cha 11.

Skills and Feats: Handle Animal +4, Hide +4, Profession (soldier) +2, Ride +6; Exotic Weapon Proficiency (net), Power Attack, Weapon Focus (net), Weapon Focus (sap).

Possessions: leather armor, sap, net.

☛ **Wand Bearer:** Male human Sor2/Ftr4; CR 6; Medium-size humanoid (human); HD 2d4+4d10+9; hp 40; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +7 melee (1d6+3 subdual, sap); AL N; SV Fort +5,

Ref +3, Will +5; Str 12, Dex 15, Con 12, Int 13, Wis 12, Cha 14.

Skills and Feats: Concentration +7, Handle Animal +6, Hide +6, Profession (soldier) +6, Ride +6; Combat Casting, Dodge, Expertise, Mobility, Toughness, Weapon Focus (sap), Weapon Specialization (sap).

Spells Known (6/5; base DC = 12 + spell level): o – daze, flare, guidance, read magic, resistance; 1st – ray of enfeeblement, true strike.

Possessions: leather armor, sap, wand of sleep (heightened – 5th) (DC 17, 25 charges).

APL 8 (EL 11)

➤ **Soldiers (9):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +7 ranged touch (entanglement, net) or +8 melee (1d6+5 subdual, sap); AL N; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 11, Wis 10, Cha 11.

Skills and Feats: Handle Animal +5, Hide +5, Profession (soldier) +3, Ride +7; Exotic Weapon Proficiency (net), Power Attack, Weapon Focus (net), Weapon Focus (sap), Weapon Specialization (sap).

Possessions: leather armor, sap, net.

➤ **Wand Bearer:** Male human Sor2/Ftr6; CR 8; Medium-size humanoid (human); HD 2d4+6d10+11; hp 54; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +9/+4 melee (1d6+3 subdual, sap); AL N; SV Fort +6, Ref +4, Will +6; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 14.

Skills and Feats: Concentration +8, Handle Animal +7, Hide +8, Profession (soldier) +7, Ride +8; Combat Casting, Dodge, Expertise, Mobility, Spring Attack, Toughness, Weapon Focus (sap), Weapon Specialization (sap).

Spells Known (6/5; base DC = 12 + spell level): o – daze, flare, guidance, read magic, resistance; 1st – ray of enfeeblement, true strike.

Possessions: leather armor, sap, wand of sleep (heightened – 5th) (DC 17, 25 charges).

THE COMMON PATRIOTS

➤ **Zirgut Granitesunder:** Male dwarf Com1; CR 1/2; Medium-size humanoid (dwarf); HD 1d4+2; hp 6; Init +0; Spd 20 ft.; AC 12 (touch 10, flat-footed 12); Atk +1 melee (1d6+1/x4, heavy pick); SA +1 racial bonus to attack rolls against orcs and goblinoids; SQ Darkvision 60 ft. stonecunning, +2 racial bonus on saving throws against poison, spells and spell-like effects, +4 dodge bonus against giants; AL LG; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 15, Int 13, Wis 11, Cha 9.

Skills and Feats: Climb +5, Profession (miner) +5, Use Rope +4; Martial Weapon Proficiency (heavy pick), Simple Weapon Proficiency (light crossbow).

Possessions: leather armor, heavy pick.

➤ **Healin Granitesunder:** Female dwarf Com1; CR 1/2; Medium-size humanoid (dwarf); HD 1d4+2; hp 6; Init

+1; Spd 20 ft.; AC 12 (touch 11, flat-footed 11); Atk +1 ranged (1d8/19-20, light crossbow); SA +1 racial bonus to attack rolls against orcs and goblinoids; SQ Darkvision 60 ft. stonecunning, +2 racial bonus on saving throws against poison, spells and spell-like effects, +4 dodge bonus against giants; AL LG; SV Fort +2, Ref +1, Will +1; Str 10, Dex 13, Con 14, Int 14, Wis 12, Cha 10.

Skills and Feats: Craft (seamstress) +6, Craft (figurines) +8, Handle Animal +4, Profession (Cook) +5; Simple Weapon Proficiency (light crossbow), Skill Focus (Craft – figurines).

Possessions: padded armor, light crossbow, 20 bolts.

➤ **Jebeddo Gleamro:** Male gnome Com1; CR 1/2; Small humanoid (gnome); HD 1d4+1; hp 5; Init +1; Spd 20 ft.; AC 13 (touch 12, flat-footed 12); Atk +0 melee (1d4/19-20, dagger); SA +1 racial bonus to attack rolls against kobolds and goblinoids; SQ Low-light vision, +2 racial bonus on saving throws against illusions, +4 dodge bonus against giants, may cast *dancing lights*, *ghost sound*, and *prestidigitation* each once per day; AL CG; SV Fort +1, Ref +1, Will +0; Str 10, Dex 13, Con 13, Int 15, Wis 10, Cha 11.

Skills and Feats: Hide +9, Move Silently +3, Pick Pockets +3, Tumble +3; Skill Focus (Hide).

Possessions: padded armor, dagger.

➤ **Pepin Songspin:** Male halfling Com1; CR 1/2; Small humanoid (halfling); HD 1d4; hp 4; Init +3; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atk +5 ranged (1d4-1, dart); SQ +2 morale bonus on saving throws against fear; AL NG; SV Fort +1, Ref +6, Will +2; Str 8, Dex 17, Con 11, Int 12, Wis 13, Cha 12.

Skills and Feats: Profession (bartender) +5, Craft (alcoholic drinks) +5, Perform (singing, juggling) +3; Lightning Reflexes, Simple Weapon Proficiency (dart)

Possessions: leather armor, 20 darts.

➤ **Bort Kelsmoth:** Male human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4+4; hp 8; Init +5; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +2 melee (1d6+2, club); AL N; SV Fort +1, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Jump +6, Spot +4, Swim +3; Toughness, Improved Initiative, Simple Weapon Proficiency (club)

Possessions: padded armor, club.

ENCOUNTER 6: MANOR IN THE MOUNTAINS

APL 2 (EL 3)

➤ **Mercenaries (4):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+2; hp 10; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d10+4/19-20, heavy flail); AL N; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +3, Profession (mercenary) +2, Ride +5, Spot +3, Swim -1; Alertness, Improved Initiative.

Possessions: chainmail, heavy flail.

➤ **Squad Leader:** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d10+4/19-20, bastard sword); AL N; SV Fort +4, Ref +1, Will +1; Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +1, Profession (mercenary) +2, Ride +5, Spot +1, Swim -1; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword).

Possessions: chain mail, bastard sword.

APL 4 (EL 5)

➤ **Mercenaries (4):** Male human, Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d10+4/19-20, heavy flail); AL N; SV Fort +4, Ref +1, Will +1; Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +3, Profession (mercenary) +2, Ride +5, Spot +3, Swim -1; Alertness, Improved Initiative, Weapon Focus (heavy flail)

Possessions: chain mail, heavy flail.

➤ **Squad Leader:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+7; hp 23; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +6 melee (1d10+4/19-20, bastard sword); AL N; SV Fort +5, Ref +1, Will +1; Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +1, Profession (mercenary) +2, Ride +7, Spot +1, Swim +0; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Toughness, Weapon Focus (bastard sword).

Possessions: chain mail, bastard sword.

APL 6 (EL 7)

➤ **Mercenaries (4):** Male human, Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+7; hp 23; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +6 melee (1d10+4/19-20, heavy flail); AL N; SV Fort +5, Ref +1, Will +1; Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +3, Profession (mercenary) +2, Ride +7, Spot +3, Swim +0; Alertness, Improved Initiative, Toughness, Weapon Focus (heavy flail)

Possessions: chain mail, heavy flail.

➤ **Squad Leader:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+15; hp 43; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +8 melee (1d10+6/19-20, bastard sword); AL N; SV Fort +7, Ref +2, Will +2; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +2, Profession (mercenary) +2, Ride +8, Spot +2, Swim +1; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Toughness, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: chain mail, bastard sword.

APL 8 (EL 9)

➤ **Mercenaries (4):** Male human, Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+15; hp 43; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +8 melee (1d10+6/19-20, heavy flail); AL N; SV Fort +7, Ref +2, Will +2; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +4, Profession (mercenary) +2, Ride +8, Spot +4, Swim +1; Alertness, Improved Initiative, Power Attack, Toughness, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Possessions: chain mail, heavy flail.

➤ **Squad Leader:** Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+21; hp 61; Init +6; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Atk +10/+5 melee (1d10+6/19-20, bastard sword); AL N; SV Fort +8, Ref +3, Will +3; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Listen +3, Profession (mercenary) +2, Ride +8, Spot +3, Swim +3; Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Toughness, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: chain mail, bastard sword.

All APLs

➤ **Caj:** Male human Wiz4; CR 4; Medium-size humanoid (human); HD 4d4; hp 13; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d4/19-20, dagger); SA Spells; SQ Summon familiar; AL NE; SV Fort +1, Ref +3, Will +5; Str 10, Dex 15, Con 11, Int 16, Wis 13, Cha 12.

Skills and Feats: Alchemy +5, Bluff +3, Concentration +7, Diplomacy +3, Knowledge (arcana) +10, Knowledge (local) +10, Sense Motive +3, Spellcraft +10; Combat Casting, Dodge, Extend Spell, Scribe Scroll.

Possessions: dagger.

Spells Known (4/4/3; base DC = 13 + spell level): 0 – light, mage hand, ray of frost, resistance; 1st – burning hands, mage armor, ray of enfeeblement, shield; 2nd – expeditious retreat (extended), invisibility, web.

➤ **Lij:** Female dwarf Exp5; CR 4; Medium-size humanoid (dwarf); HD 5d6+15; hp 37; Init +0; Spd 20 ft.; AC 10 (touch 10, flat-footed 10); Atk +4 melee (1d6+1, club); AL N; SV Fort +4, Ref +1, Will +4; Str 13, Dex 10, Con 16, Int 15, Wis 11, Cha 12.

Skills and Feats: Alchemy +10, Concentration +11, Craft (cooking) +12, Heal +8; Knowledge (recipes) +12, Profession (chef) +12, Profession (housekeeper) +10,

Search +10; Skill Focus (Craft – cooking), Skill Focus
(Knowledge – recipes), Skill Focus (Profession – chef).
Possessions: apron, rolling pin.

APPENDIX 2: NEW RULES

PERSUASIVE [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

You could sell a tindertwig hat to a troll.

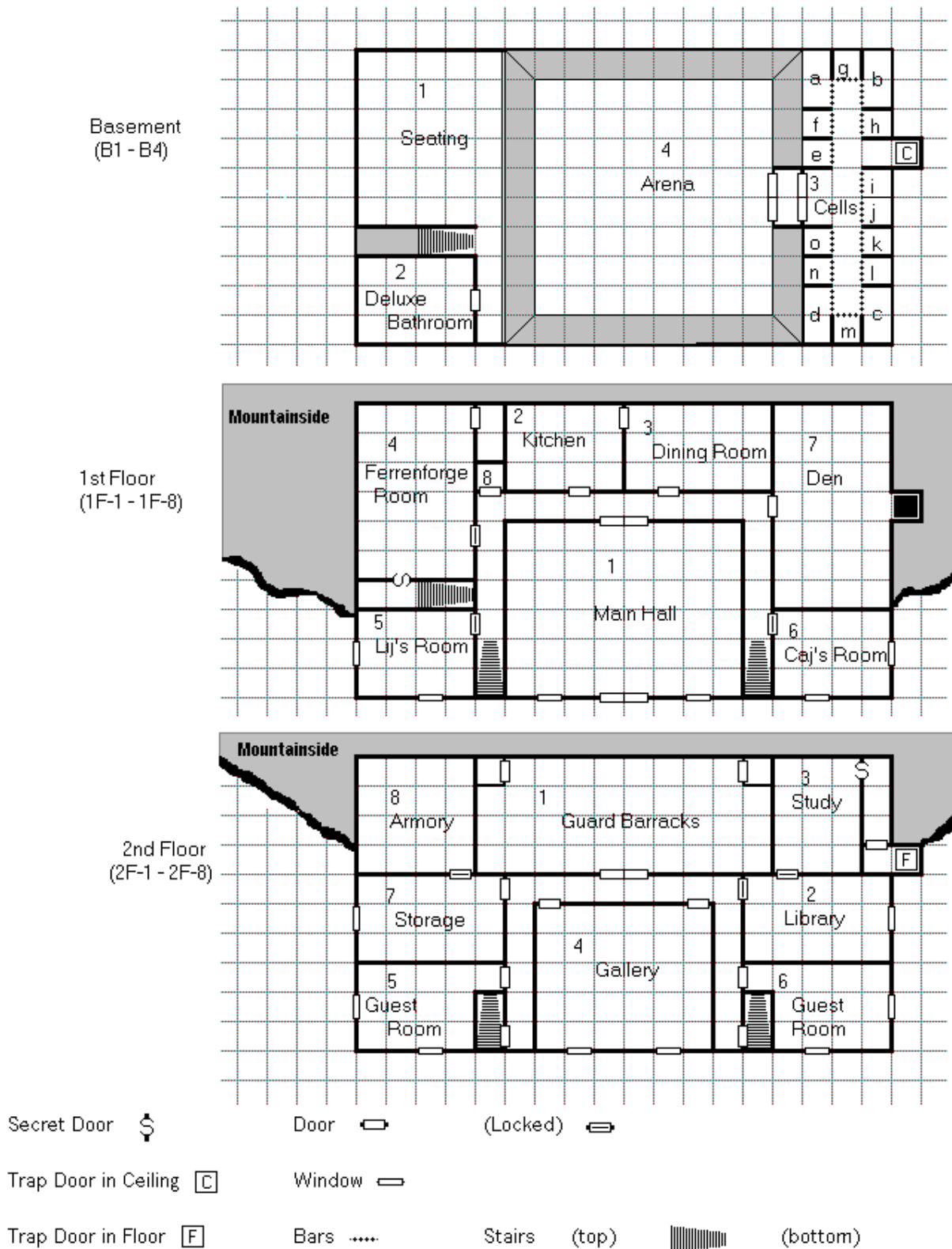
Benefit: You gain a +2 bonus on all Bluff and Intimidate checks.

TRUSTWORTHY [GENERAL] AS PRESENTED IN *SONG AND SILENCE*

Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

DM AID 1: MAP OF FERRENFORGE'S MANOR



PLAYER'S HANDOUT 1

Notice

Adventurers Wanted

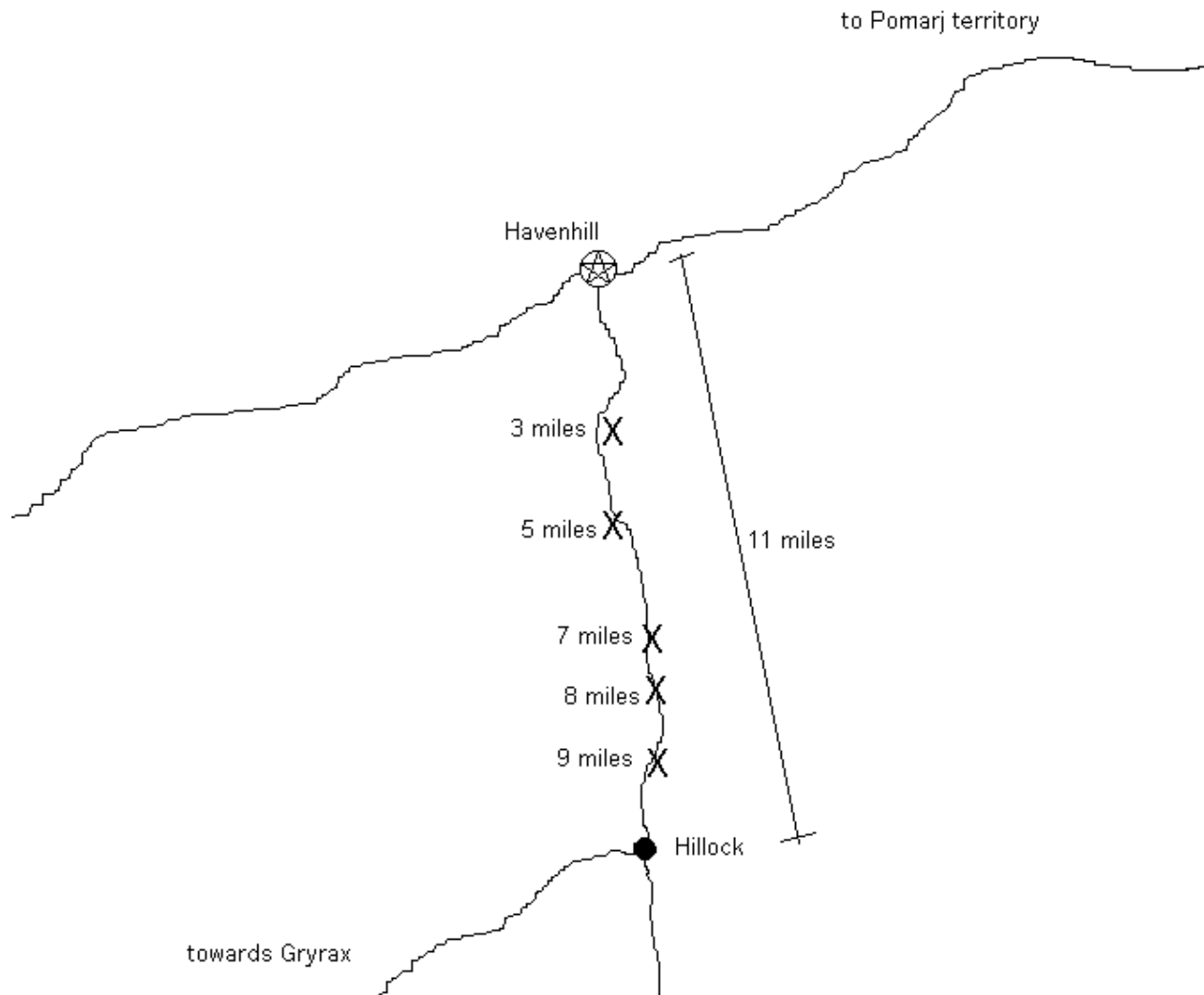
Sergeant Jenneliahn Windshear of the Royal Army, Havenhill squad 4C, requests assistance on a matter of utmost importance.

You will be rewarded

for your service and for your discretion. If you are interested, please attend a meeting at the office of Sgt. Windshear tomorrow morning.

PLAYER'S HANDOUT 2

Foothills of the Lortmils



PLAYER'S HANDOUT 3

G;

FINALLY, I HAVE FOUND A PRIEST IN THAT THRICE-DAMNED TEMPLE THAT IS WILLING TO TAKE A BRIBE. IT WON'T BE LONG NOW, BEFORE THEIR PRECIOUS HAVENHILL FALLS. EVEN AS YOU READ THIS I AM ON MY WAY TO POMARJ TO TELL YOU ALL ABOUT IT. AND SOON, GRYRAX WILL FOLLOW. THEN, I WILL NO LONGER NEED YOUR SERVICES. CONSIDER YOURSELF ON BORROWED TIME. THAT IS, OF COURSE, UNLESS YOU FIND SOME OTHER WAY TO BE OF USE TO ME...

K.F.

PLAYER'S HANDOUT 4

GRUMSHALE;

I HAVE FOUND A MEMBER OF THE CITY WATCH TO CARRY OUT THE KIDNAPPINGS FOR ME. HIS NAME IS SERGEANT OCELOT WIERS, AND HE HAS A SQUAD OF HIGHLY TRAINED SOLDIERS UNDER HIM TO HANDLE THE DIRTY DETAILS. I WILL PAY HIM 100 FORGES A HEAD, AND I WILL TURN THEM OVER TO YOU FOR TWICE THAT AMOUNT. IF YOU FIND YOU DO NOT APPROVE OF THE CHANGE IN OUR DEAL, THEN FIND YOURSELF ANOTHER SUPPLIER, OR COME ON OVER TO THE DWARVEN-CONTROLLED LANDS AND KIDNAP THEM YOURSELF.

KARTUTH FERRENFORGE

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.