

TROUBLE AT NIVEN'S CREEK

An introductory adventure for the Wayfarers Roleplaying Game



Micro-setting: IC1

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TROUBLE AT NIVEN'S CREEK

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INTRODUCTION

The following is a micro-setting created to be run at a convention or as an introductory adventure for the Wayfarers Roleplaying Game. This setting is based upon the Tomb of Vey Moss, a micro-setting published in the first issue of the Wayfarers Guild Journal. The adventure has been designed to be challenging for a party of three to five 1st-2nd level PCs, with a sum of about 4-6 skill levels.

Suggested Backstory

Surveyor Guild journeyman Anton Guass has requested additional support to deal with a problem plaguing the Niven's Creek outpost. Three weeks ago, two guildmembers and two residents of Sheandril were lost in an ill-fated expedition. Upon several nights since, a ghastly beast has attacked residents of Niven's Creek, killing a logger and two townsfolk. As novices of the Surveyor's Guild, the PCs are part of a team that is to provide aid to Niven's Creek, and investigate the fate of the lost surveying team.

The characters are novices in the Surveyor's Guild of Sheandril. They've been hired to investigate the attack of a strange creature upon a Niven's Creek outpost along a trail branching off from the Valstedt Slaveroad. The trail is typically used by miners and loggers. At the outpost the PCs will meet Journeyman Anton Gauss who will conduct the operation.

Game Master Information

The local house Morrin of Sheandril recently uncovered a structure (the Tomb of Vey Moss) near one of their copper

mining operations. Three weeks ago, Heidi Morrin, a member of the Alchemist guild, and some Surveyors investigated the tomb. Heidi, her friend Jenna Plume, and two Surveyors did not return.

Journeyman Anton Gauss escaped the tomb with the Rod of Ye'Tak Rae, and has secretly hidden it at the Niven's Creek trade outpost. This has angered the Draugr of Vey Moss, and has resulted in the recent attacks. The druagr has been slain once by several loggers, and its body was floated downstream; however, it returned the following night. Gauss has located an Optician buyer in Thenzor Deep (Mavis Timm), and is waiting for Timm to arrive. Meanwhile, the corrupt Journeyman has drawn on his guild for protection from the angry draugr.

The Morrin's are eager to recover the body of Heidi, and the PCs will travel with Stenald Buckley, an Alchemist friend of the family, as well as Roger Morrin (Heidi's younger stepbrother). It is likely the nervous Journeyman Gauss will try to turn the PCs against Buckley, or if he can't, attempt to get them killed in the tomb. Once Mavis Timm arrives, he might aid Anton in dispatching the PCs, the troublesome Stenald Buckley, and Roger Morrin. Then again, Mavis may have different plans.

This micro-setting provides a simple setup that can lead in countless directions, depending on the actions of the PCs. Read through this micro-setting before running it. Once you are comfortable with the background, let your players loose, and see if you can roll with their decisions.



The Primary NPCs

The following NPCs are those most likely to cross paths with the player characters. In all cases, the descriptions of these NPCs are given as suggestions only. Feel free to modify any of these characters to better fit your needs.

Anton Gauss: 5th level, human. Anton Gauss has been in the Surveyors Guild for more than 20 years. He is an anxious and cynical man, who has failed to rise within the Guild due to his abrasive personality. Anton resents his assignment to the Niven's Creek outpost. He sees the Rod of Ye'Tak Rae as way to get rich, and has plans to retire in Nightfall. Anton has currently stowed the Rod of Ye'Tak Rae in the cellar of the Rock Bottom inn. He moves the rod if necessary to keep it concealed.

Roger Morrin: 1st level, human. Roger Morrin is a well-educated yet somewhat naïve young man. He is a fair poet, and tends to romanticize everything. Heidi Morrin was Roger's elder stepsister. He wishes to investigate her death as both a service to his family, and to prove to the Morrin Family that he is capable of such responsibilities.

Stenald Buckley: 3rd level, 2nd Circle Hedge, human. Stenald Buckley is a friend of the Morrin family. Ostensibly sent by the Sheandril Alchemists to investigate the disappearance of a guildmember, he was in fact hired by the Morrins to look after Roger. Stenald is friendly, but generally comes off as somewhat aloof.

Mavis Timm: 4th level, half-orc 1st Circle Ritual. Mavis Timm is a member of the Optician's Guild in Thenzor deep. He is an occultist with ties to the Church of Winter. Mavis has a nasty disposition and cares for no one but himself.

Otto Holden: 3rd human (Captain of Niven's Creek Guard). Otto is a portly and jovial fellow. He is a third generation resident of Niven's Creek, is the highest law at the outpost, and serves as its de facto mayor. Otto dislikes Anton as he rightly suspects the Surveyors are little concerned with the interests of the Niven's Creek residents.

Reggy Maes: 1st, human (Niven's Creek Guard). Reggie Maes is a good-natured drunk. If Otto Holden wasn't so kind-hearted, or if the job were more demanding, Reggy would not be part of the Niven's Creek Guard.

Yuu: 2nd, orc (Nivens' Creek Guard). Yuu is a serious fellow. He's probably the most capable member of the Niven's Creek guard. Despite his coarse personality, he is a well-respected member of the community. He lives in a small tidy shack about ¼ miles upstream from the community.

Peripheral NPCs

These are those NPCs the PCs might encounter either in name or in person during the adventure. A limited amount of detail is provided to spur the GM's imagination.

Jed Hay: Proprietor of 'Rock Bottom', the Niven's Creek Inn. Jed is a jovial fellow, but takes the business of his inn very seriously. His wife Lorna is quiet and scarce.

Herro Salasie: Valstedt courier. Old, eccentric half-elf. Herro typically runs mail between Sheandril and Thenzor Deep, but occasionally travels as far as Bludzech.

Cedric Maes: Adopted nephew of Reggy, new recruit of the Niven's Creek guard. Cedric is over-eager to impress Otto Holden.

Master Buford Morrin: Patriarch of the Morrin family of Sheandril.

Lady Dana Morrin: Wife of Buford Morrin.

Brother Russ: A 90 year-old resident of Niven's Creek. Brother Russ is the curator of the outpost's small temple to Kithain. He is not an official member of the Church, however.

NIVEN'S CREEK TRADE OUTPOST

Niven's Creek is a small trade outpost in the Valstedt, centered amongst several mining and logging operations. It is an old quiet settlement, and in its 160-year history has never numbered more than 100 residents. Niven's Creek is located along a trade road 32 miles northwest of Sheandril.

During the last six years, an increasing amount of copper ore has been coming out of nearby mines owned by the Morrin family of Sheandril. As a result, the relative value of the outpost has grown. In response to the increased economic activity, the Sheandril Surveyor's Guild established a permanent post in Niven's Creek two years ago. The head of this post is held by the Surveyor Journeyman Anton Gauss.

The residents of Niven's Creek appreciate the increased economic activity due to the Morrin's mines. However, relations between the residents and the Surveyors Guild have been somewhat strained recently.

house with two other Surveyors, Nikko de Gotte and Hugo Fross.

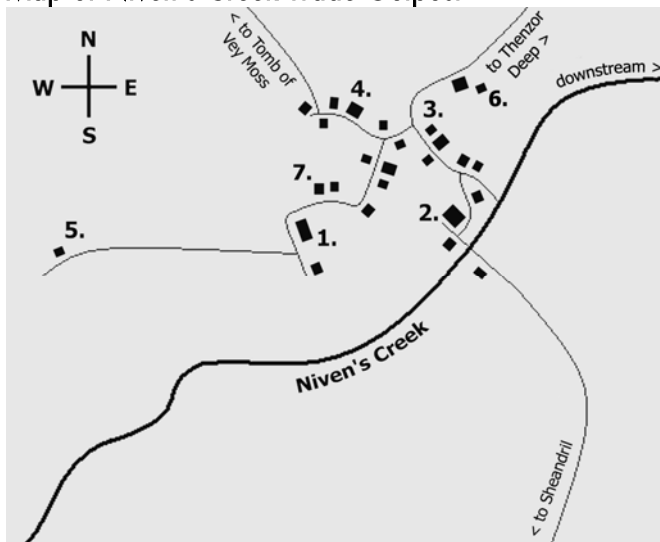
2. Rock Bottom Inn

Rock Bottom is Niven's Creek only inn, run by Jed Hay. The inn has 10 rooms, and normally houses several miners, loggers, and the courier Herro Salasie when he stops on his mail run between Sheandril and Thenzor Deep. Jed lives in the inn with his wife Lorna. Rock Bottom usually serves as the Niven's Creek community gathering place.

3. Niven's Creek Guard

While really just a house, this building serves as the headquarters for the Niven's Creek Guard. Otto Holden is most often found here, accompanied by one or more of his staff: Yuu, Reggie Maes and Cedric Maes. The house has an empty cellar with a sturdy door that is used for the occasional rowdy drunk or miscreant.

Map of Niven's Creek Trade Outpost



1. Anton Gauss' place

This is a large, stately home that is leased by the Surveyor's Guild from the Morrin family. Until recently, Anton shared the

5. Yuu's place

A clean one room shack, home to the orc Yuu. When Yuu is not working for the Niven's Creek guard, he is typically smoking a pipe on his porch or tending to his several sheep with his large dog, Dirt.

6. Shrine to Kithain

This is a small stone shrine to Kithain that stands behind Brother Russ' house. Russ did not build the old squat stone building, but he tends to it, and serves as Niven's Creek unofficial clergy. He is often sought out for his useful, but long-winded advice.

7. Home of Fredrik and Mary Dewar

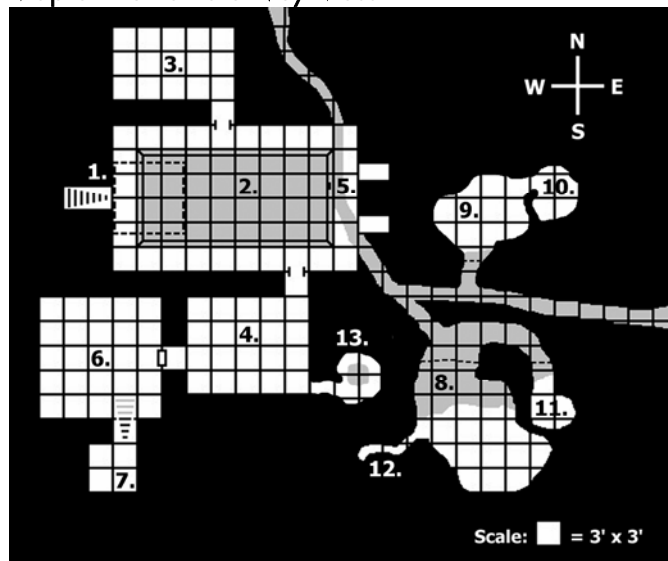
This is the scene of the last attack by the strange creature that plagues the outpost. The bodies of Fredrik and Mary Dewar were found at their home by Anton Guass four days ago. The house is now boarded up.

THE TOMB OF VEY MOSS

The following describes a tomb of the leader of long-lost cult. The cultists were human, but worshipped an intelligent magic-using insectoid named Ye'Tak Rae from the Viridian Realms who gained access to the World of Twylos through a now extinct portal. Although Rae's contact was short, the cult he founded continued for nearly a century after, loyally awaiting its leader's return. This tomb is of a principal priest, who led the group during its heyday when it boasted a few hundred followers. The cult has been extinct for nearly 300 years and now little memory of it remains.

Several weeks ago, an expedition team led by Heidi Morrin began to investigate this tomb. However, all but one member of the team, Surveyor Guild Journeyman Anton Guass, were slain by a Draugr within the tomb. Anton fled, and the tomb has remained relatively unchanged in the weeks since. The entire tomb smells of a putrid rot.

Map of the Tomb of Vey Moss



1. Small Pyramid

From the surface, this tomb is marked only by a squat stone 9' x 9' pyramid that is about 6' tall. The pyramid is made less conspicuous, as is set amongst a number of similarly colored natural stones. When closely inspected, very faint markings can be found on the pyramid, but due to considerable weathering, they cannot be deciphered. The stone pyramid is hollow, and is roughly 4 inches thick. In fact, the previous expedition team broke a 2' diameter hole in the surface of the pyramid. Alternately, excavating the ground around the pyramid will reveal a narrow stairway leading under the east face.

Various footprints suggest light traffic into and out of the tomb. Some prints appear humanoid, but there are numerous small sharp prints as if made by many sticks or daggers. In addition, there is evidence that objects were dragged to or from the tomb. Following these prints will either lead off into the nearby

mountains until they are lost, or will lead to a small trail used by local copper miners.

2. Pool Room

This is a large 18' x 30' wide and 15' tall rectangular room that contains a 3' wide walkway around a dark pool. The room is very damp and musty. The north and south walls are covered with large frescos, but much of the plaster has cracked and lies in pieces along the walkway. Regions of the frescoes that are intact suggest two scenes:

Fresco 1: A humanoid with an insect mask is placing a worm into a hole atop a child's head. This is observed by four individuals dressed in yellow, two that have large golden eyes.

Fresco 2: A verdant pond filled with large lilies bearing purple flowers. Two children with golden eyes and skull caps waded in the pond gathering and eating these flowers which dye their mouths.

The half-eaten rotting corpse of a Surveyor lies next to the pool. This is the body of Hugo Fross, an apprentice once serving under Anton Gauss. A broadsword lies next to Hugo. His pack is at the bottom of the pool, and contains some soaked rope, 2 iron spikes, a mallet, and a coin purse with 3 sc and 4 cc.

The pool is 12' x 24' wide and 20' deep. The water is dark, silt-laden and very cold. A small 2' diameter hole is located at the northern base of the pool. If a PC dives down and reaches into the hole (see 5. *Underground Stream*), a current can be felt as an underground stream flows by behind it. A very large toothy creature resembling a salamander resides in this pool. It entered some time ago, but can no longer exit as it has grown too large. This beast feeds upon the occasional creatures and fish that enter through the hole, but has recently been recently feeding upon the corpses of the ill-fated expedition, and some large insects that have been drawn to the tomb. Even so, the salamander will attack anything entering the pool. Searching through the silt that covers the bottom of the pool may uncover a palm-sized disk of jade (5 sc). A square is etched on one side of the disk and a flower on the other. A skull with two large bronze spheres in its eye sockets (1 sc ea.) and a bronze skull cap (3 sc) also lies at the bottom of the pool.

Giant Cave Salamander: Health points: 28, Dodge score: 15, Initiative: +1, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d8 + 2, Intellect: 3, Physical Resist: +2, Mental Resist: +0, Movement: 60', swim 130'.

Abilities: If the salamander scores a natural 20 on a roll to-hit, its prey is caught within its jaws. Thereafter, the prey will automatically suffer 1d6 points per round until released (Feat of Strength of 14 to break free). If the salamander scores such a hit in water, it will dive underwater in an attempt to drown its victim.

The western wall contains receptacles for two small ornately carved stone sarcophaguses. One sarcophagus has been pulled out and set upon the floor. The other can be pulled out of the wall with a Feat of Strength of 16, but will be dropped unless individuals making a combined Feat of Strength of 30 can support it. Inside each sarcophagus are the skeletal remains of a human child. The skeleton in the open sarcophagus is missing its skull. The other skeleton has two large bronze spheres in its eye sockets (1 sc ea.) and a bronze skull cap (3 sc). Removing the skull cap will expose a small hole drilled into the top of the skull. Fracturing the skull will reveal a large silken cocoon. The cocoon contains two tablespoons (2 doses) of dark purple powder. An extremely difficult Extra-planar Knowledge check combined with a very difficult Herbalism check might reveal this is an exceptionally rare compound called gratis wig. This powder is produced by drying the pupae of the grackle weevil, a native of the Viridian realms. Consuming a dose of gratis wig will imbue two grades of Magic Acuity and confer a +2 modifier to all Mental Resistance checks for 1 week. Consuming more than one dose of forces a Physical Resistance check of 12, modified by -1 for each additional dose consumed. Failure of this check results in a permanent +4 Magic Acuity modifier, but a permanent -2 modifier to all Mental Resistance checks against magic. Gratis wig may be used as a base in several mind-affecting potions, and if sold to a knowledgeable alchemist, each dose might fetch up to 10 gc.

Drawn by the spirit of Vey Moss, a number of insectoid creatures have begun to inhabit the tomb. These creatures have been feeding upon the remains of ill-fated expedition. Oddly, the insects are cohabitating with each other, but will act aggressively towards individuals entering the tomb. Three drepsid and five large beetles may be encountered in either rooms 2 (pool room) or 4 (antechamber).

5 Large Beetles: Health points: 4, Dodge score: 13, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1d3, Intellect: 2, Physical Resist: -4, Mental Resist: -5, Movement: 20', fly 40'.

3 Drepsid: Health points: 5, Dodge score: 12, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1d2, sting: 1 x 1, Intellect: 2, Physical Resist: +0, Mental Resist: -1, Movement: 70'.

Abilities: Drepsid have keen olfactory senses and can function in complete darkness. If stung by a drepsid's tail, the victim must make a Physical Resistance check of 9 or be paralyzed in 1d4 + 1 rounds. This paralysis lasts for 7-12 hours.

3. Large Vault

The only door to this large room is 1' thick and made from dark stone. The door can be forced open with a Feat of Strength of 26, but doing so causes three long glass vials to fall

from holes in the upper door frame. Hitting the floor, these vials will shatter and release a cloud of neuro-toxic gas. Once broken, any creature within 6' of the door must make a Physical Resistance check of 12. If the check is failed by 1-4 points, the character falls into convulsive fits, may not act for 2d8 minutes, and loses 1d4 endurance points for 1 day. If the check is missed by 5 or more, the endurance loss is 2d4 and recovers at a rate of 1 point per day. Paired difficult Perception and Acrobatic checks may enable an individual to catch one vial before it hits the floor.

This 9' x 15' room is somewhat plain and close inspection will reveal that it was created some time after the original tomb was built. The walls in this room were once painted, but are now badly damaged and covered in dark yellow mold as water has seeped in. A thin film of watery mold covers the floor. In fact, a yellow ooze resides in the room, and appears as a patch of abnormally lumpy mold.

Yellow Ooze: Health points: 18, Dodge score: 8, Initiative: +0, Hide/armor: none, To-hit: +3, Attacks: pseudopod: 1 x 1d8 + 3 plus burn, Intellect: 1, Physical Resist: +6, Mental Resist: n/a, Movement: 20'.

Abilities: Oozes are immune to poison, paralysis and mental attacks. Edged weapons do half-normal damage to oozes. Yellow oozes can detect lifeforms within 30'. The touch of yellow ooze will continue to burn the target's flesh for 1d6 rounds, doing 1 health point of damage per round (bypassing armor absorption). These burns are cumulative. Armor worn by the target has a 30% chance per hit of being degraded, permanently absorbing one less point per successful attack (also cumulative). Each attack with a weapon has a 30% chance of corroding the weapon, causing it to have a permanent -1 modifier to inflicted damage (cumulative). Enchanted armor and weapons only have a 5% chance per attack of being corroded.

Centered in the room is a large stone sarcophagus. Its lid may be opened with a Feat of Strength of 18 and it is not trapped. Inside is the rotting corpse of a human, wrapped in decaying red robes. The body wears a bronze insectoid face mask, which looks quite new. The mask is magical. Any creature looking through the face mask sees a world without color. However, objects are intensely defined, and Perception checks are made at +2 while looking through it. Furthermore, a creature wearing the mask may see in low-light conditions as well as an elf. A small jade token, with a flower etched on one side and a mantis face on the other has been placed in the corpse's mouth.

4. Antechamber

An open doorway leads from the pool room to the antechamber of the crypt. The ceiling of this room is just 9' tall and is dominated by three large objects: two statues flank the western door, and a large stone basin in the middle of the room.

Statues: These statues are carved from dark granite in a very angular style. Each is approximately 7' tall. One statue is of a humanoid, appearing to be a cross between a human and a mantis. The figure is dressed in a long robe and holds a short rod capped by an orb. The other stature is of a human female in flowing garments, cradling a large maggot in her arms.

Basin: Centered in the room is what appears to be a large stone bathtub, complete with a small drain. The basin is carved from the same dark granite as the statues. If liquid is poured into the drain, a difficult Perception check may reveal that the drain flows under the stone floor towards the western door. The tub typically serves as a locking mechanism for the crypt, but the door to the crypt is now half open. When the crypt door is closed, if the basin is plugged by some device, filled to capacity and then unplugged, the drained water will activate a mechanism causing the western door to unlock. A simple Perception check might reveal an audible 'click' near the door when this occurs. However, the door to the crypt is now open, but can be closed and relocked by filling and then draining the tub in this room.

The western door leading to the crypt is 6" thick and made of dark granite. It is ajar. When closed and locked, only a Feat of Strength check of 35 will break it loose. As the door is only 3' wide, typically only 2 individuals can push on the door at the same time. *Note:* Locking the crypt will not prevent the Draugr of Vey Moss from entering or exiting the tomb.

Two rotting half-eaten corpses may be found here. One is the body of Jenna Plume, a companion of Heidi Morrin. The other is of Nikko de Gotte, a novice Surveyor who served under Anton Gauss. Jenna's corpse has a silver neckchain with an amethyst pendent (2 gc) and a small copper knife on a belt. A broadsword and wooden shield lie nearby Nikko, but there is nothing valuable on his person.

A careful search of the room will reveal a narrow (2' diameter) burrow-hole in the southeast corner.

5. Underground Stream

This is a swiftly moving waterway that flows from the southeast to the northwest. The water is cold and is clouded with sediment. Between the pool room and the spider cave, this stream is roughly 2-3' in diameter. As a result, it is difficult to swim, but an individual can move up and downstream by crawling. Due to the current and scarcity of handholds, a character might move at 1/20 of his normal movement rate upstream, and twice as fast downstream. (Thus, a character with a movement rate of 120' could move 6' per round upstream, moving between the pool and the spider room in 4 rounds.) A Game Master might allow a successful Swimming and/or Climbing check to speed this rate by 3' or 6' per round.

Continuing to the northeast, the underground stream or tunnel becomes wider but lower, eventually becoming only 6" high. The waterway to the southeast becomes similarly impassable.

That said, if the Game Master sees fit, either direction might lead to a new location. One option is to make the stream passable but very long, so the party can only return if they have means to breathe for extended periods underwater. Placing a rare item further upstream might entice the party to return for a future adventure.

6. Crypt

This is a large square room with a vaulted ceiling that is 20' high at its peak. The ceiling is divided by two cross arches into four roughly triangular regions, each painted with a different scene.

Panel one: A tall figure appearing to be a cross between a human and a mantis stands knee-deep in a subterranean pool, holding hands with a human woman. Both are dressed in yellow robes and wear garlands of purple flowers.

Panel two: The woman from panel one stands in a small glen. Two large blue larvae lay at her feet. She is obviously pregnant.

Panel three: The same woman stands beside a small pond holding a golden rod. Two children with golden eyes and skull caps wade in this pond gathering purple-flowered lilies.

Panel four: The two golden-eyed children kneel before the body of the same woman atop an altar in a dark room. A figure in red robes wearing an insectoid mask stands over them, holding a blue larva aloft. A gold rod lies in the woman's crossed hands.

A small brass urn hangs 2' down from the apex of the ceiling on a chain. Inside this urn are 5 pea-size black seeds. Combining extremely difficult Herbalism check and Extra-planar Knowledge checks may reveal these to be Aenic Lotus seeds, a species of extra-Tellurian water lily. If grown under proper conditions, the lily will blossom, producing a large purple flower. If an Aenic flower is consumed, a creature loses 1d2 Endurance points and gains 1 Intellect point (max. 20) for 1d4 days. At the end of this period, the creature must make a Mental Resistance check modified by -1 for each day affected. If this check is failed, the Endurance/Intellect point alteration becomes permanent. Consuming additional flowers during this period extends the time affected, but does not further exchange attribute points. The lily seeds themselves have no effect if consumed, but may be sold for up to 150 sc each if a proper buyer is found.

The Sarcophagus of Vey Moss: A large dark stone sarcophagus sits in the center of the room. The sarcophagus is open. Its stone lid lies next to it on the floor. A combined Feat of Strength of 40 is required to lift the stone lid onto the sarcophagus. Two giant centipedes constantly guard the coffin, and will attack anyone entering the room.

2 Giant Centipedes: Health points: 24, Dodge score: 14, Initiative: +3, Hide/armor: none, To-hit: +4, Attacks: bite: 1 x 1d8, Intellect: 2, Physical Resist: +1, Mental Resist: +0, Movement: 180'.

Abilities: If bit by the centipede, a creature must make a Physical Resistance check of 14 or suffer an additional 8 health points of damage.

Once the sarcophagus is touched or if the centipedes are killed, a wisp of smoke will rise from the coffin and a rotting figure of a woman will form in the northeast corner of the room. Upon her appearance, a terrible odor of rot will fill the crypt and the air will feel damp. This is a draugr of the priestess Vey Moss. The draugr is extremely distraught as her corpse has been defiled and the Rod of Ye'Tak Rae has been looted from her tomb. She will transform and attack without hesitation. Anyone possessing the rod will be the focus of the Draugr's attacks. Otherwise, she will attempt to slay anyone in the tomb.

Draugr of Vey Moss: Health points: 28, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 2 x 2d4 + 6, Intellect: 5, Physical Resist: +3, Mental Resist: n/a, Movement: 80'.

Abilities: Draugr are immune to spells of possession, charm and illusion, take only half damage from cold, and are immune to poison and disease. While in incorporeal form, draugr are immune to all physical attacks. Any creature witnessing the transformation and attack of a draugr must make a Mental Resistance check of 13 or flee in fear for 2-12 rounds. Draugr may function without penalty in total darkness.

Inside the sarcophagus is a large silk cocoon about 6' long. The cocoon has been cut open, revealing thick black ooze. Within this ooze are the skeletal remains of Vey Moss. Sifting through the goop and oddly softened bones will uncover a gold neck chain with an amethyst pendant (5 gc), and a thin gold ring (1 gc). The Rod of Ye'Tak Rae was once within this cocoon, but it has been looted.



Rod of Ye'Tak Rae: This Rod is magical, and once per day will transform any touched insect or arachnid as if by the 3rd Circle Ritual magic spell Corrupt Insect. Striking an insect or arachnid with the Rod causes the 6th Circle Priest spell Pacify to be cast upon the creature (Mental Resist of 16). In addition, the

user applies a +1 Perception and +1 Initiative modifier while holding the Rod. The Rod was looted by Heidi Morrin, Anton Guass, and two Surveyors. Every night since the Rod was taken, the Draugr of Vey Moss ventures forth from her tomb in search of it.

7. Small Vault

The door leading to the vault is well hidden, and appears similar to the other large rectangular stones that pave the floor. Carefully tapping on the floor might reveal a hollow space below. In addition, thorough investigation will reveal a narrow hole in the crack separating this stone, which allowed for the insertion of a small hooked rod, enabling the door to be lifted. The door is 2' square and 3" thick. It might be broken with a heavy tool, or lifted if a hooked wire is properly employed.

Opening the floor panel reveals a steep narrow stairway that leads down into the vault. The vault is a 6' x 6' x 6' room. The vault is partially flooded with 2' deep inky black water and stinks of rot. Along the southern wall of the vault are 16 oval-shaped large clay vessels, stacked 4 across and 4 high, covered in black fungus. These vessels are roughly 1.5' in diameter and 3' long. Breaking a clay vessel will reveal a cocoon, similar to the one found in the sarcophagus of Vey Moss. Within the top 12 of these cocoons are the same thick inky goop, and the skeleton of a human child. The bottom row of vessels has collapsed however, and the contents have spilled into the water. Each cocoon contains a flat jade disk identical to the one found in the pool room (a square etched on one side and a flower on the other).

8. Spider Cave

This is a large cave inhabited by a giant tarantula. Usually the spider is in its burrow leading out to the surface. However, a silken trip-wire extends across the shoreline, and any creature touching it will alert the spider. (Only a very difficult Perception check will reveal this silk thread, assuming light conditions permit.) The spider is very aggressive and attacks anything that enters the cave.

At the base of the southern wall is a large silken egg sac. Cutting this sac open will release dozens of hand-sized baby tarantulas. These creatures are more-or-less harmless, but some might be captured.

Giant Tarantula: Health points: 16, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d8, Intellect: 2, Physical Resist: -1, Mental Resist: -1, Movement: 140'.

Abilities: Giant tarantula venom is particularly potent, and if a creature is bit make a Physical Resistance check of 13 or fall unconscious for 1d4 hours.

Strewn about near the base of the spider's burrow is an assortment of bones and items. The bones are a mostly of

rodents and larger mammals, but a few are humanoid. Careful investigation might uncover: a small knife with a carved ivory handle, 3 cc, a coral bracelet (4 sc), a pewter cup, a gold tooth (5 sc), an iron key, and a platinum ring (80 sc).

9. Caetlwig Pool

Centered in this small cavern is a shallow pool, approximately 6' wide and 2' deep. It is a breeding pool containing a small brood of caetlwig. Three adults tend to this pool, two females and one large alpha male. The caetlwig will be aggressive towards any creature entering their lair, and will concentrate their attacks on individuals approaching their offspring. There are six juveniles in the pool, which resemble large tadpoles with a chitinous shell. The caetlwig tadpoles do not have a mental attack, but have a toothy bite which can inflict 1 point of damage. These tadpoles might be valuable to the right buyer.

Male Caetlwig: Health points: 12, Dodge score: 11, Initiative: +0, Hide/armor: 1, To-hit: +1, Attacks: claw: 2 x 1d4, Intellect: 6, Physical Resist: +0, Mental Resist: +5, Movement: 160', swim 40'.

Female Caetlwig: Health points: 9, Dodge score: 11, Initiative: +0, Hide/armor: 1, To-hit: +1, Attacks: claw: 2 x 1d4, Intellect: 6, Physical Resist: +0, Mental Resist: +5, Movement: 160', swim 40'.

Abilities: Caetlwigs sense the electromagnetic fields of living creatures, and may operate in darkness as well as in light. They breathe water, but can venture upon land for up to 2 hours at a time. Once per round, a caetlwig may mentally attack any intelligent creature (intellect score of 4 or greater) within 20'. The victim of this attack must make a Mental Resistance check of 13 or be affected as if by the 5th Circle Hedge magic spell, Phrenic Trap. This mental attack does not constitute an action for the caetlwig, and it may strike with its large claw within the same round.

A large rotting fish lies beside the pool, giving the room a powerful odor. In addition, there are several bones in and about the pool, some of which are humanoid. Careful inspection may reveal a silver hand mirror within the pool (12 sc) and a rusted spearhead.

10. Obelisk Room

This very small cavern consists of three short squat obelisks equally spaced in its center. A dead and dried caetlwig lies in the middle of these posts. The obelisks are 2' tall and spaced 3' apart. They are made of a dark stone and are obviously very old. An odd cuneiform-like script decorates them, but only very difficult combined extra-planar knowledge and arcane knowledge checks will reveal that this writing refers to a being called Oon, a sort of patron saint of outer-dimensional travelers. If an individual sits within these stones for 1 hour, he or she must make a Mental Resistance check of 16. Failure

causes the individual to fall catatonic for 4 hours. Success results in teleportation to the individual's location exactly 3 days prior.

The stones are buried equally deep, and are thus 4' long, and approximately 1' in diameter. Each stone weighs about 400 lbs. The stones will function if moved and properly repositioned. Extensive study and experimentation might enable the user to control the destination of teleportation, and to reduce the Mental Resistance check associated with using the stones.

11. Chained Skeleton

Surfacing from the underwater tunnel that leads to this chamber reveals a small circular room that was obviously reduced in size by a cave-in. The room is unremarkable, except for a pile of bones, rags and items near the rubble comprising western collapsed wall. If approached, a skeleton will rise from this pile, brandishing a large pole axe. This skeleton is bound by a thick chain at the ankle, and as the other end of the chain is buried, it cannot move more than 12' from this position. However, this is enough to allow the skeleton to wade into the water, reaching anyone who surfaces in the chamber.

Lying near the base of the western wall is a second unanimated skeleton. A copper cup (2 sc) a rusted suit of chain mail, a rusted broadsword, 2 candles, 15 sc and 2 gc can be found as well. If the western wall is excavated some, another skeleton can be uncovered. This skeleton is chained at the ankle to the animated one. Lying with this skeleton is a pick axe and a crushed lantern. (The Game Master might require an Engineering check if PCs excavate the cave-in. Failure could lead to a further collapse, causing damage or death.)

Chained Skeleton: Health points: 16, Dodge score: 13, Initiative: +1, Hide/armor: none, To-hit: +1, Attacks: claw: 2 x 1d4 + 1 or 1 x pole axe: 1d8 + 1, Intellect: 3, Physical Resist: +1, Mental Resist: n/a, Movement: 160'.

Abilities: Skeletons are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, skeletons take only half damage from cold, and are immune to poison and disease. Skeletons may see in total darkness.

12. Spider Burrow

This is a long narrow burrow running to the surface. The burrow is home to a large tarantula that has spun silk trip-wires at both the surface opening of its burrow, and at the waters edge in the cavern below. The spider will attack any creature it detects.

The spider hole is 2.5' in diameter and 30' long. It rises at a steep angle. If unaided, a Climbing check of average difficulty might be made to ascend it. Otherwise, the burrow is unremarkable.

13. Treasure Cache

A narrow tunnel from the antechamber leads to this tiny cavern, roughly hewed out of the surrounding rock and clay. The space is very damp and muddy, and a 5' deep sinkhole in the middle of the room is filled with water.

In this sinkhole, just below the waterline, is the warren of two giant insect nymphs. They will attack anything entering the water.

Giant Insect Nymphs: Health points: 12, Dodge score: 15, Initiative: +4, Hide/armor: 1, To-hit: +3, Attacks: bite: 1 x 1d4 + 1, Intellect: 2, Physical Resist: +0, Mental Resist: -1, Movement: 40', swim 70'.

Abilities: none.

At the bottom of the sinkhole, completely covered in silt, are two stone urns and a badly rusted iron box. One urn contains 2200 bronze coins; the other contains 200 small jade disks, each disk worth approximately 5 cc. The iron box contains four copper bars, each worth 1000 cc.

GAME MASTER RESOURCES

The following section contains reference material and useful information for running the adventure. As always, feel free to

modify any part of the setting to better fit the needs of your game.

POSSIBLE DEVELOPMENTS

The micro-setting of Trouble at Niven's Creek is provided as a setup for an adventure. However, how that adventure transpires is left to you, and to the decisions of your players. The outcome of any adventure should never be decided beforehand by the Game Master; Wayfarers is simply not designed to be played that way. Of course, the Game Master can steer the story in one direction or another, but in the end, it is up to the players to decide what they will and will not do.

With that in mind, it is useful for a Game Master to anticipate some ways a scenario might develop prior to running it. This might not guarantee that you will be completely prepared, but it might make you more agile on your feet when running the game. For this reason, we provide a few interesting possibilities for this micro-setting:

Anton Gauss and Mavis Timm betray the PCs: Based upon the initial setup, this seems to be a likely development. Perhaps Mavis Timm arrives and he and Gauss turn upon the characters when they are least expecting it. As Stenald Buckley is probably the most capable of the PC's allies, Mavis and Anton might make their move when he is elsewhere or injured.

Mavis Timm betrays Anton Gauss: Mavis is a seedy fellow. It's possible that he could betray Anton Gauss in addition to the

PCs. Perhaps Mavis could ask the PCs to help him get the Rod of Ye'Tak Rae from Gauss, using the PCs' distrust of Anton to get them to aid him.

Stenald Buckley betrays everyone: Perhaps Stenald Buckley's loyalty to the Alchemist Guild is greater than his loyalty for Roger or the Morrin Family. It's possible that Stenald and Mavis Timm are in a race to uncover the Rod of Ye'Tak Rae.

Anton hires miners and/or lumberjacks for muscle: With all the mining and logging activity about Niven's Creek, there are a lot of rough characters about. It's possible that Anton has worked out a deal with a band of these workers in order to support his dealings with the PCs and/or Mavis Timm.

Roger knows more than it seems: Roger Morrin is a very well-educated fellow. It's possible that he knows more about the situation and the Rod of Ye'Tak Rae than anyone might suspect.

Some of the explorers are alive: Jenna Plume and/or Hugo Fross are not dead, but are trapped in the caves leading from the underground stream. They are weakened and won't survive long, but they know of Anton's betrayal.

CREATURES IN THE TROUBLE AT NIVEN'S CREEK

The following are four creatures that may be found in the Tomb of Vey Moss or near Niven's Creek. The most dangerous creature is the draugr of Vey Moss. The Game Master is encouraged to add, replace or alter these creatures as he or she sees fit.

Giant Cave Salamander

Power Score: 7
Dodge: 15
Health points: 28
Intellect: 3
Physical Resist: +2
Mental Resist: +0

Average size: 12' long, 1200 lbs.
Attacks: bite: 1 x 1d8 + 2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +1
Movement rate: 60', swim 130'

Giant salamanders hunt by ambush, waiting for prey to come close, and then rushing to attack. Giant salamanders are amphibious. They can remain submerged for hours, and can wait for long periods for prey. Despite their clumsy appearance, they are quick and aggressive, and will eat most any animal, including humans.

Abilities: If the salamander scores a natural 20 on a roll to-hit, its prey is caught within its jaws. Thereafter, the prey will automatically suffer 1d6 points of damage per round until released (Feat of Strength of 14 to break free). If the salamander scores such a hit in water, it will dive underwater in an attempt to drown its victim.

Physical description: Giant salamanders are large pale amphibians with large toothed mouths and long flat powerful tails. Cave salamanders are albino, as is this specimen.



Caetlwig

Power Score: 5
Dodge: 11
Health points: 4 + 2d4 (9)
Intellect: 5-7
Physical Resist: +0
Mental Resist: +5
Average size: 2.5' wide, 35 lbs.
Attacks: claw: 1 x 1d4
To-hit modifier: +1
Hide/armor: 1
Initiative modifier: +0

Movement rate: 40', swim 80'

The caetlwig are subterranean aquatic creatures feared for their mind-affecting powers. Caetlwigs are not especially intelligent, but are able to mentally assault the cerebral tissue of creatures with an intellect score of 4 or greater. The effect of this attack is to render the victim comatose, becoming an easy meal for the caetlwig. These creatures are usually found in underground rivers or lakes, and gather in groups of 5-14 individuals. Adult caetlwigs resemble crabs, but have writhing squid-like tentacles instead of legs. They can move upon land, but are much more nimble in water. Caetlwigs are not especially aggressive, but are very territorial. Every group of caetlwigs will have a large alpha male that will inevitably be the most hostile. The gullet of a caetlwig contains several dark stony deposits used in some magical elixirs.

Abilities: Caetlwigs sense the electromagnetic fields of living creatures, and may operate in darkness as well as in light. They breathe water, but can venture upon land for up to 2 hours at a time. Once per round, a caetlwig may mentally attack any intelligent creature (intellect score of 4 or greater) within 20'. The victim of this attack must make a Mental Resistance check of 13 or be affected as if by the 5th Circle Hedge magic spell, Phrenic Trap. This mental attack does not constitute an action for the caetlwig, and it may strike with its large claw within the same round.

Physical description: Caetlwigs resemble large crabs, but have eight tentacles instead of legs. Like crabs they have claws. However, one claw is much larger and used for attacking, whereas the other is more or less vestigial. The shell of a caetlwig is pale blue and its tentacles are black. Juvenile caetlwigs resemble large tadpoles with chitinous heads.

Centipede, Giant

Power Score: 5
Dodge: 14
Health points: 14 + 1d8 (19)
Intellect: 2
Physical Resist: +1
Mental Resist: +0
Average size: 6' long, 65 lbs.
Attacks: bite: 1 x 1d8
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +3
Movement rate: 180'

Giant centipedes are generally found underground or in abandoned structures where carrion or refuse is present. Giant centipedes are carnivorous, yet naturally subsist on rodents, large insects, or similar prey. As such, giant centipedes will not attack larger creatures unless provoked or cornered. However, if a larger creature is badly wounded, a giant centipede may be encouraged by the smell of blood and driven to attack out of predatory instinct.

Abilities: If bit by a giant centipede, a creature must make a Physical Resistance check of 14 or suffer an additional 8 health points of damage.

Physical description: Giant centipedes are generally 6' long, and vary from pale orange to dark purple in color. Centipedes move erratically, and almost always at their maximum speed.

Cougar

Power Score: 7
Dodge: 16
Health points: 15 + 1d4 (18)
Intellect: 3
Physical Resist: +2
Mental Resist: +3
Average size: 6' long, 140 lbs.
Attacks: claws: 2 x 1d4 + 1, and bite: 1 x 1d6 + 2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 180'

The cougar is known by many other names, including mountain lion, panther, and puma. This cat is successful in many climates, and as such, has an enormous range. An opportunistic predator, the cougar will eat any animal it can catch. Like most cats, the cougar typically attacks by ambush.

Abilities: Cougars may jump up to 20' vertically, or 40' horizontally. Cougars have keen night-vision, suffering no penalties unless in complete darkness.

Physical description: Cougars are typically silvery-grey or reddish, with lighter patches on the under body. However, near white or near black cougars may be encountered as well.

Draugr of Vey Moss

Power Score: 11
Dodge: 13
Health points: 28
Intellect: 5
Physical Resist: +3
Mental Resist: +5
Average size: 5.5' tall, 160 lbs. or double
Attacks: claw: 2 x 2d4 + 6
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 80'

Draugr are semi-corporeal undead guardians of cursed warriors or kings, found in ancient tombs and mausoleums. It is not clear whether they are imbued with the spirit of the deceased, or otherworldly guardians charged with guarding their resting place. Whatever the case may be, if disturbed, draugr first appear as a wisp of smoke arising from the corpse.

Soon after, the draugr will take the form of a hideously decayed individual, not unlike the body from which it arose.

In this form, a draugr will observe, yet remain passive as long as the corpse and contents of the tomb are left undisturbed. However, if any object in the tomb is taken, or the corpse disturbed in any manner, the draugr will quickly double in size and attack the offender ferociously. In this form, the draugr will claw with its two powerful hands until the victim, or it, is slain.

Abilities: Like other undead, Draugr are immune to spells of possession, charm and illusion. Furthermore, Draugr take only half damage from cold and are immune to poison and disease. While in incorporeal form, draugr are immune to all physical attacks. Any creature witnessing the transformation and attack of a draugr must make a Mental Resistance check of 13 or flee in fear for 2-12 rounds. Draugr may function without penalty in total darkness.

Although slain, if a draugr is not subsequently burned completely, the draugr will return to its incorporeal form and reassume its duty the following night. If the tomb has been looted, the draugr will travel up to 5 miles under the cover of night to return its lost treasure. The draugr will cover this distance in its incorporeal form, and can sense the whereabouts of its lost items, unless they have been stored in a holy place.

Physical description: In corporeal form, the draugr of Vey Moss appears as tall rotting corpse with arms and legs similar to that of a mantis. As a draugr she makes no sound, but emanates a putrid odor of rot difficult for most living creatures to bear. The draugr of Vey Moss will pursue anyone that takes the Rod of Ye'Tak Rae.

Drepsid

Power Score: 3
Dodge: 12
Health points: 2 + 1d4 (5)
Intellect: 2
Physical Resist: +0
Mental Resist: -1
Average size: 2.5' long, 12 lbs.
Attacks: bite: 1 x 1d2, sting: 1 x 1
To-hit modifier: +0
Hide/armor: none
Initiative modifier: +1
Movement rate: 70'

Drepsid are large insectoid creatures that dwell in dank subterranean environments such as sewers or dungeons. They will eat insects and small mammals, but prefer to feed upon carrion. Drepsid are mindless and aggressive. If disturbed, they will usually attack, biting with pincer-like mandibles. If drepsid succeed in biting an individual, they will then curl their hindquarters over and sting the victim as well. Drepsid are usually found in groups of 2-5 individuals.

Abilities: Drepsid have keen olfactory senses and can function in complete darkness. If stung by a drepsid's tail, the victim must make a Physical Resistance check of 9 or be paralyzed in 1d4 + 1 rounds. This paralysis lasts for 7-12 hours.

Physical description: Drepsid appear as large flat millipedes with a long curved stinger at the terminus of their body. Their chitinous carapace is shiny black.

Chained Skeleton

Power Score: 7
Dodge: 13
Health points: 16
Intellect: 3
Physical Resist: +1
Mental Resist: n/a
Average size: 6' tall, 50 lbs.
Attacks: claw: 2 x 1d4 + 1 or 1 x pole axe: 1d8 + 1
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +1
Movement rate: 160'

Skeletons are the animated skeletal remains of a long dead humanoid. As individuals, skeletons have almost no personal impulse, and thus, are almost exclusively found in the service of an evil creature or greater undead. If encountered alone, a solitary skeleton will be extremely aggressive, attacking any living creature in sight. Larger groups of uncontrolled skeletons will act similarly, roaming in packs and seeking living beings to destroy. If possible, skeletons will choose to wield weapons, and at times, may be armored by their patrons. If given a choice, a skeleton will always prefer a bladed weapon rather than a bludgeoning one.

Abilities: Skeletons are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, skeletons take only half damage from cold, and are immune to poison and disease. Skeletons may see in total darkness.

Physical description: Skeletons are the animated bones of an undead humanoid. Thus, their size and appearance depends upon the type of humanoid the skeleton was derived from. The chained skeleton here is human.

Tarantula, Giant

Power Score: 6
Dodge: 15
Health points: 16
Intellect: 2
Physical Resist: -1
Mental Resist: -1
Average size: 5' diameter, 60 lbs.
Attacks: bite: 1 x 1d8
To-hit modifier: +3
Hide/armor: none

Initiative modifier: +3
Movement rate: 140'

Giant tarantulas are nocturnal predators, disabling their prey by injecting venom through their fangs. The giant tarantula typically waits hidden just beyond the entrance of its lair to ambush passing prey. Giant tarantula can spin silk. However, the tarantula generally employs its silk to line its burrows, or to set trip wires which alert it to approaching creatures.

Abilities: Giant tarantula venom is particularly potent, and if a creature is bit make a Physical Resistance check of 13 or fall unconscious for 1d4 hours.

Physical description: Giant tarantulas are bulky, hair-covered creatures with large abdomens and thick legs.

Scorpion, Giant

Power Score: 7
Dodge: 15
Health points: 16 + 1d8 (21)
Intellect: 3
Physical Resist: +3
Mental Resist: +2
Average size: 6' long, 85 lbs.
Attacks: claw: 2 x 1d6, tail: 1 x 1d4
To-hit modifier: claws: +0, sting: +4
Hide/armor: 1
Initiative modifier: +0
Movement rate: 110'

Giant scorpions are typically found in tropical or desert regions. Commonly a scorpion will inhabit a cave or similarly defensible enclosure, waiting to strike unwary prey that passes too close or wanders inside. In general, a giant scorpion will not attack a creature larger than a dog. However, if cornered by an encroaching creature, the scorpion will attack regardless of the size of the threat.

Abilities: If stung by the scorpion's tail, the victim must make a Physical Resistance check of 16 or fall unconscious. Untreated, the poisoned creature will die in 1d8 hours.

Physical description: Giant scorpions vary greatly in coloration. Besides their size, giant scorpions appear as their normal kin.

Yellow Ooze

Power Score: 7
Dodge: 8
Health points: 10 + 2d8 (20)
Intellect: 1
Physical Resist: +6
Mental Resist: n/a
Average size: 6' diameter, 150 lbs.
Attacks: pseudopod: 1 x 1d8 + 3 plus burn
To-hit modifier: +3
Hide/armor: none

Initiative modifier: +0
Movement rate: 20'

Yellow ooze is found in junkyards, cellars, and old mines. It is horribly corrosive and thrives on chemical reactions produced by breaking down metals. Yellow ooze can form a large tentacle or pseudopod to pull itself forward, or to attack those that come near it.

Abilities: Oozes are immune to any spell requiring a Mental Resistance check. They are also immune to poison and paralysis. Edged weapons do only half-normal damage to oozes. Yellow oozes have good olfactory and bioelectric senses, and can detect lifeforms within 30'. Yellow ooze is horribly corrosive. The touch of yellow ooze is semi-acidic, and successful hits from the ooze will continue to burn the target's flesh for 1d6 rounds, doing 1 health point of damage per round (by-passing armor absorption). These acidic burns are cumulative. Armor worn by the target has a 30% chance per hit of being degraded, permanently absorbing one less point per successful attack (also cumulative). Attacking the ooze with weapons has a similar effect: each attack has a 30% chance of corroding the weapon, causing it to have a permanent -1 modifier to inflicted damage (also cumulative). Enchanted armor and weapons only have a 5% chance per attack of being corroded.

Physical description: Yellow ooze has the appearance of lumpy pudding or cottage cheese. Usually yellow or ochre in color, yellow ooze can also be shades of greens, oranges, or reds, and is sometimes multi-colored in different places.

Zombie

Power Score: 8
Dodge: 11
Health points: 12 + 2d4 (17)

Intellect: 2
Physical Resist: +5
Mental Resist: n/a
Average size: 6' tall, 160 lbs.
Attacks: claw: 2 x 1d6 + 4
To-hit modifier: +2
Hide/armor: none
Initiative modifier: -2
Movement rate: 80'

A zombie is the animated rotting corpse of a dead humanoid. Like skeletons, zombies have little individual impetus, and are most commonly found in the service of an evil creature or more powerful undead. Similarly, if encountered alone, a single zombie will be mindlessly aggressive, attacking any living creature it can. Larger groups of uncontrolled zombies will act in a similar manner, roaming in packs and seeking living victims on which to feed. Zombies will not wield weapons, preferring instead to attack with their powerful opened hands.

Abilities: Zombies are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, zombies take only half damage from cold, and are immune to poison and disease. Zombies can smell living creatures up to 1 mile away. Like all undead (excepting vampires) zombies have no metabolism, and do not need to eat. It is therefore unknown why zombies seek out and consume mortal flesh that will only rot in their functionless guts. Zombies have darkvision.

Physical description: Zombies are the animated corpses of a dead humanoid. Thus, their size and appearance depends upon the type of humanoid the zombie was derived from. Although most zombies are humanoids, some are the undead remains of other creatures. These zombies will likely have different attributes than those provided here.

NPCs OF TROUBLE AT NIVEN'S CREEK

Stenald Buckley

Skill Level: 3
Race: Human
A: 9, E: 8, I: 15, P: 13, S: 8
Magic: Hedge: 1st: 3, 2nd: 2
Dodge: 10
Health points: 14
Physical Resist: +1
Mental Resist: +1
Armor: none
Initiative modifier: -1
Run/swim: 120'/20'

1 x rapier (+3, +1): 1d6

Disciplines: Languages: Irendi; Valan; Zellan, Literacy, Hedge Magic Potential 2nd Circle, Increased Accuracy I, Weapon Mastery (E) II

Proficiencies: Arcane Knowledge II, Contacts: Sheandril I, Dweomercraft II, Heraldry I, Herbalism I, Perception II, World Knowledge II

Equipment: Fine clothes, coat with Alchemist Guild insignia, spectacles, rapier, large satchel (contains: spellbook, coin purse (1 gc, 27 sc, 80 cc), 4 days food, water flask, vial of ink, scroll case (contains: 5 blank parchments)

Spellbook: 1st: Fix, Klutz, Magic Candle, Scintillating Wall; 2nd: Darkvision, Translation

Notes: Stenald is a member of the Sheandril Alchemist Guild, and friend of the Morrin family. He was hired by the Morrins to look after Roger, but has told Roger that he is coming to investigate on behalf of the Guild. Stenald talks little, and is usually in his own world.



Anton Gauss

Skill Level: 5

Race: Human

A: 12, E: 13, I: 9, P: 6, S: 14

Magic: none

Dodge: 13

Health points: 30

Physical Resist: +2/+3

Mental Resist: +0/+1

Armor: 1d3 + 1 (chain mail, shield)

Initiative modifier: +1

Run/swim: 130'/30'

2 x broad sword (+3, +2): 1d6 + 1

1 x hand axe (+1, +1): 1d4

Disciplines: Languages: Valan; Zellan, Literacy, Armor Use II, Improved Dodge I, Health Point (1), Increased Accuracy I, Increased Mental Resistance I, Last Stand, Magic Resistance I, Multiple Attacks (E) II, Shield Use I, Weapon Mastery (E) II

Proficiencies: Contacts: Niven's Creek II, Heraldry III, Leadership II, Local Knowledge: Niven's Creek II, Local Knowledge: Sheandril II, Tracking II, Perception II, Regional Knowledge: Valstedt II, Riding I, Running I, Stealth I, Swimming I, Wilderness Lore III, World Knowledge I

Equipment: Surveyor's uniform, clothes, chainmail, broad sword, 2 hand axes, backpack (contains: 2 torches, flint and tinderbox, 5 days food, wineskin, spyglass, key to house, 20' rope), coin purse (1 gc, 31 sc, 49 cc)

Notes: Anton Gauss is a nervous and rude man. He resents his assignment to the Niven's Creek outpost, and sees the Rod of Ye'Tak Rae as way to get rich and retire. Anton isn't thoroughly evil, but now he'll do almost anything to get achieve his goal.

Otto Holden

Skill Level: 3

Race: Human

A: 7, E: 15, I: 9, P: 9, S: 13

Magic: none

Dodge: 8

Health points: 25

Physical Resist: +1

Mental Resist: +1

Armor: 1d3 (chain mail)

Initiative modifier: -1

Run/swim: 120'/40'

3/2 x battle axe (+1, +1): 1d8

1 x dagger (+0, +0): 1d4

Disciplines: Languages: Valan, Literacy, Weapon Mastery (B) I, Multiple Attacks (B) I, Calculated Strike (B), Improved Dodge I, Armor Use III

Proficiencies: Contacts: Niven's Creek II, Heraldry III, Leadership II, Local Knowledge: Niven's Creek III, Local Knowledge: Sheandril I, Perception II, Regional Knowledge: Valstedt II, Riding I, Swimming II, Wilderness Lore III

Equipment: Plain clothes, chainmail, battle axe, satchel (contains: 4 torches, flint and tinderbox, 3 days food, wineskin, key-ring with 3 keys, whetstone), dagger, coin purse (23 sc, 20 cc), silver ring (4 sc)

Notes: Otto is a portly and jovial fellow. He is a second generation resident of Niven's Creek, is the highest law at the outpost, and serves as its de facto mayor. Otto dislikes Anton as he rightly suspects the Surveyors are little concerned with the interests of the Niven's Creek residents.

Cedric Maes

Skill Level: 1
 Race: Human
 A: 10, E: 10, I: 7, P: 8, S: 10
 Magic: none
 Dodge: 11
 Health points: 11
 Physical Resist: +1
 Mental Resist: -2
 Armor: 1 (leather)
 Initiative modifier: +1
 Run/swim: 130'/30'

1 x long sword (+2, +1): 1d8
 1 x dagger (+1, +0): 1d4

Disciplines: Armor Use I, Feint, Improved Dodge I, Improved Initiative I, Increased Accuracy I, Increased Physical Resistance I, Languages: Valan, Last Stand, Weapon Mastery (E) I

Proficiencies: Agriculture I, Contacts: Niven's Creek I, Local Knowledge: Niven's Creek I, Lock-picking I, Regional Knowledge: Valstedt I, Rope Use I, Riding I, Running I, Swimming I, Tracking I, Trade Skill: Blacksmith I, Wilderness Lore I

Equipment: Dirty clothes, leather armor, long sword, dagger, backpack (contains: 4 days food, coin purse (1 sc, 8 cc, 3 bc)

Notes: Cedric Maes is the newest member of the Niven's Creek guard. As his uncle Reggie got him the job, Cedric is eager to impress his boss Otto Holden.

Reggie Maes

Skill Level: 1
 Race: Human
 A: 11, E: 10, I: 8, P: 8, S: 11
 Magic: none
 Dodge: 12
 Health points: 10
 Physical Resist: +0
 Mental Resist: -1
 Armor: 1 (leather)
 Initiative modifier: +1
 Run/swim: 130'/30'

1 x long sword (+0, +0): 1d8
 2 x fists (+0/-6, +1/+1): 1d4
 1 x knife (+0, +0): 1d4

Disciplines: Languages: Valan, Literacy, Evasion, Armor Use I, Improved Dodge I, Improved Initiative I, Unarmed Combat I, Weapon Mastery (U) I

Proficiencies: Climbing I, Contacts: Niven's Creek I, Local Knowledge: Niven's Creek I, Magic Acuity I, Regional Knowledge: Valstedt I, Rope Use I, Running I, Swimming I, Trade Skill: Blacksmith I, Wilderness Lore I

Equipment: Dirty clothes, leather armor, longsword, backpack (contains: 3 days food, 20' rope, 2 wineskins), knife, coin purse (12 cc, 13 bc)

Notes: Reggie Maes is a good-natured drunk. If Otto Holden wasn't so kind-hearted, or if the job were typically more demanding, Reggy would not be part of the Niven's Creek guard.

Roger Morrin

Skill Level: 1
 Race: Human
 A: 12, E: 9, I: 13, P: 13, S: 8
 Magic: none
 Dodge: 12
 Health points: 9
 Physical Resist: +0
 Mental Resist: +2
 Armor: none
 Initiative modifier: +2
 Run/swim: 120'/30'

1 x short sword (+0, +0): 1d4 + 1

Disciplines: Languages: Valan; Zellen; Irendi, Literacy, Increased Mental Resistance I, Improved Initiative I, Savant: Artistic Ability: Poetry, Quick Draw

Proficiencies: Ancient History I, Animal Handling: Hawk I, Arcane Knowledge I, Artistic Ability: Flute I, Artistic Ability: Painting I, Artistic Ability: Poetry I, Contacts: Sheandril I, Heraldry I, Herbalism I, Leadership I, Local Knowledge: Sheandril I, Perception I, Performance I, Persuasion I, Regional Knowledge: Armech I, Regional Knowledge: Valstedt I, Religious Knowledge I, Riding I, Swimming I, World Knowledge I

Equipment: Fine clothes, thick blue robes, short sword, shoulder bag (contains: small lamp, 2 vials of lamp oil, tinderbox, flint and tinderbox, 2 days food, book of poetry and sketches, vial of ink, writing charcoal, quill, wineflask), coin purse (6 gc, 53 sc, 10 cc), gold Morrin family ring (2 gc), silver neck chain (15 sc)

Notes: Roger Morrin is a young well-educated aristocrat. He is a kind-hearted romantic, and is out to prove his value to the Morrin family by successfully investigating the loss of his stepsister Heidi.

Mavis Timm

Skill Level: 4
 Race: Half-orc
 A: 14, E: 11, I: 8, P: 14, S: 7
 Magic: Ritual: 1st, 2B, 1G, 1D, 1S
 Dodge: 15
 Health points: 21
 Physical Resist: +0/+1

Mental Resist: +2/+3
Armor: none
Initiative modifier: +1
Run/swim: 120'/20'

1 x bastard sword (+1, +0): 1d8 or 2d4
1 x lt. crossbow (+1, +0): 1d4 + 1
1 x Whip of Silence (+2, +0): 1 (Physical Resist of 12 or muted for 2d4 rounds)

Disciplines: Languages: Valan; Andukar, Literacy, Ritual Magic Potential 1st Circle, Last Stand, Improved Dodge I, Increased Accuracy I, Magic Resistance I, Increased Agility (14), Silent Casting I, Increased Mental Resist. I, Magic Potency I, Health Point (1), Extra Spell Point (1)

Proficiencies: Ancient History I, Contacts: Thenzor Deep II, Extra-planar Knowledge I, Healing I, Heraldry I, Local Knowledge Thenzor Deep II, Intimidate I, Magic Acuity I, Perception I, Religious Knowledge II, Stealth I

Equipment: Clothes, blue cloak, bastard sword, light crossbow, quiver, 15 bolts, silver necklace with snowflake pendant (20 sc), backpack (contains: 5 days food, fine clothes, mirror, magnifying glass, Potion of Shadows, key bearing the stamp: T3-32), coin purse (30 gc, 2 sc, 10 cc), Whip of Silence (+1, +0, Phys. Resist. of 12 or muted for 2d4 rounds)

Notes: Mavis Timm is a member of the Optician's Guild in Thenzor deep. He is an occultist with ties to the Church of Winter. Mavis has a nasty disposition and cares for no one but himself.

Yuu

Skill Level: 2
Race: Orc
A: 9, E: 14, I: 7, P: 5, S: 16
Magic: none
Dodge: 11
Health points: 19
Physical Resist: +2

Mental Resist: -1
Armor: 2 (leather, shield)
Initiative modifier: +0
Run/swim: 140'/40'

3/2 x mace (+2, +3): 1d6 + 1

Disciplines: Languages: Valan, Weapon Mastery (A) I, Multiple Attacks (A) I, Improved Dodge II, Increased Accuracy I

Proficiencies: Climbing I, Contacts: Niven's Creek I, Local Knowledge: Niven's Creek II, Perception II, Regional Knowledge: Valstedt I, Riding I, Running II, Swimming II, Tracking I, Trade Skill: Carving II, Wilderness Lore III

Equipment: Clothes, leather armor, shield, mace, backpack (contains: 3 days food, 2 torches, mallet, 2 iron spikes, small wood knife, wooden figurines of a goat, bull and ape), coin purse (2 sc, 10 cc, 25 bc)

Notes: Yuu is a serious fellow. He's probably the most capable member of the Niven's Creek guard, and despite an abrasive personality, is a well-respected member of the community. He lives in a small tidy shack about ¼ miles upstream from the community.

Loggers and miners: Aside from the residents of Niven's Creek, a number of miners and lumberjacks can be found at the outpost and along the several trails connected to it. These men are hardy types, and are fairly capable of defending themselves. Typical stats for these workers are:

Miner: Health points: 9, Dodge score: 10, Initiative: +0, Hide/armor: none, To-hit: +1, Attacks: pickaxe: 1 x 1d6 or hammer: 1 x 1d4 + 1, Intellect: 8, Physical Resist: +1, Mental Resist: -1, Movement: 120'.

Lumberjack: Health points: 7, Dodge score: 11, Initiative: +0, Hide/armor: none, To-hit: +1, Attacks: hatchet: 1 x 1d4 + 1 or axe: 1 x 1d6 + 1, Intellect: 8, Physical Resist: +1, Mental Resist: -1, Movement: 120'.

ITEMS OF NOTE

Rod of Ye'Tak Rae: Anton Gauss looted the Rod of Ye'Tak Rae from the Tomb of Vey Moss. The Rod of Ye'Tak Rae is an item brought by Ye'Tak Rae from the Viridian Realms. Ye'Tak Rae did not create it, and it is not an inherently religious item. Furthermore, although Ye'Tak Rae was a magic-user, there is no evidence that he made the Rod himself. Very exhaustive research about the Rod of Ye'Tak Rae might lead to the name 'Lummox'. Over several centuries, this enigmatic name has been associated with a number of items with ties to the Viridian Realms.

As described, once per day the Rod will transform any touched insect or arachnid as if by the 3rd Circle Ritual magic spell

Corrupt Insect. In addition, striking such a creature with the Rod casts the 6th Circle Priest spell Pacify upon it (Mental Resist of 16). Finally, while holding the Rod, the wielder benefits from a +1 Perception and +1 Initiative modifier.

Whip of Silence: Mavis Timm carries a Whip of Silence. This appears as a normal whip 14' in length. However, whenever a creature is struck by the whip, the victim must make a Physical Resistance check of 12 or be unable to speak for 2d4 rounds. Once silenced by the whip, a creature is unaffected by additional strikes until the effects of the first strike have worn off.

Note: unlike Mavis' whip, in the Wayfarers rulebook a Whip of Silence requires a Mental Resistance check.

Potion of Shadows: Drinking this powerful elixir turns the consumer into a two-dimensional shadow. As a result, the individual may move through darkened areas at a very high rate of speed and pass through any darkened portal that light might normally pass through. While under the effect of Potion of Shadows, an individual may move through any area devoid of light at 500' per round. Thus, a character could travel the distance of one mile in just under 12 rounds. Furthermore, the imbiber may pass under doors, through keyholes, or even through darkened windows with ease. The Potion of Shadows lasts for 3d6 rounds. While affected by the Potion of Shadows, the affected individual is unable to hit opponents, be hit by opponents, communicate, or to cast spells.

Stones of Oon: These dark stones are covered in a cuneiform-like script. A very difficult extra-planar knowledge and arcane knowledge checks might reveal that the script refers to Oon, an other-worldly being that serves as a patron saint of outer-dimensional travelers. Legend has that Oon was once an archon, but that he tricked a six-armed demon into serving as a host for his soul because he preferred the demon's form. However, Oon is best known for creating a contraption that can travel between the planes, called the Ophanim Wherry, which is said to be powered by an entrapped Ophanim angel.

As described, if an individual sits within these stones for 1 hour, he or she must make a Mental Resistance check of 16. Failure causes the individual to fall catatonic for 4 hours. Success results in teleportation to the individual's location exactly 3 days prior. Each stone weighs about 400 lbs., but they will function if moved and properly repositioned. Extensive study and experimentation (requiring Dweomercraft, months of research and money) might enable the user to control the destination of teleportation, and to reduce the Mental Resistance, and/or anything similar the Game Master prefers. Due to Oon's nature, it's possible that improper use of the stones might attract his attention.

Aenic Lotus Seeds: Inside the hanging urn in the crypt of Vey Moss are five aenic lotus seeds. Extremely difficult Herbalism

and Extra-planar Knowledge checks might reveal these seeds for what they are. Information regarding growing conditions will likely require further research in a proper library. However, if grown, each seed will produce a large purple lily. As mentioned, if a flower is consumed, the eater loses 1d2 Endurance points and gains 1 Intellect point (max. 20) for 1d4 days. At the end of this period, a Mental Resistance check must be made, modified by -1 for each day affected. If the check is failed, the Endurance/Intellect point alteration becomes permanent. Consuming additional flowers during this period extends the time affected, but does not further exchange attribute points. The lily seeds themselves have no effect if consumed, but may be sold for up too 150 sc each if a proper buyer is found.

Aside from the effect the flowers have upon being consumed, it is possible that the seeds or their flowers might be used in the manufacture of certain potions, such as a potion of Magic Resistance, or a potion of Sense Magic. These uses might be known to someone with extensive dweomercraft skills.

Gratis Wig: This powder is derived from the pupae of the Veridian grattle weevil. Eating a dose (about a tablespoon) of gratis wig will imbue two grades of Magic Acuity and confer a +2 modifier to all Mental Resistance checks for 1 week. Consuming multiple doses requires a Physical Resistance check of 12, modified by -1 for each additional dose consumed (i.e. 3 doses confers a -2 modifier). Failure results in a permanent +4 Magic Acuity modifier, but a permanent -2 modifier to all Mental Resistance checks against magic. Gratis wig may be used as a base in several mind-affecting potions, such as potions of Brilliance and Sense Magic, and in potions of Mana.

Rarely, gratis wig has been combined with the drug Hellfire to create a very dangerous compound referred to as 'Pomp'. It's rumored that Pomp enables Hermetic and Hedge spellcasters to channel their own essence into their spells, enabling them to increase the power of their magic. Unfortunately, users of Pomp have little control of how their essence is funneled into their spells, and many casters wind up expending their life this way.

FUTURE DIRECTIONS

Based upon how your session transpires, the characters could leave this adventure in several different directions. Here, we mention a few possibilities:

The underground stream leads to a larger complex: As noted in 5. Underground Stream, the watery passage might lead to more caverns, another tomb, or possibly a mine. If this is the case, the PCs might decide to return to further investigate the complex. Based upon how the situation in Niven's Creek resolves, they might do this with the Surveyor's Guild and/or the Morrin family, or independently.

The PCs might investigate Mavis Timm: Mavis Timm is an interesting character. Perhaps the PCs will want to further investigate him. Mavis carried a key to a warehouse in Thenzor Deep; the PCs' search might be lead there.

The Morrin Family influence: The Morrin Family is making a lot of money from their mines near Niven's Creek. Anton Gauss was renting a house that belonged to the Morrins. Maybe their influence is greater than what it appears to be. The Morrins have a history that goes back centuries. The PCs might look into the dealings of the Morrins a bit further.

What happened to Ye'Tak Rae? There isn't any evidence of Ye'Tak Rae himself in the tomb. What was he and where did

he go? Did he remain on Twylos? Is he still alive? These questions might lead the PCs to a number of places.

RANDOM CREATURE ENCOUNTERS

Although it is likely to be unnecessary, if the Game Master so chooses, the PCs might experience a random encounter while traveling to Niven's creek from Sheandril, or possibly while traveling between Niven's Creek and the Tomb of Vey Moss.

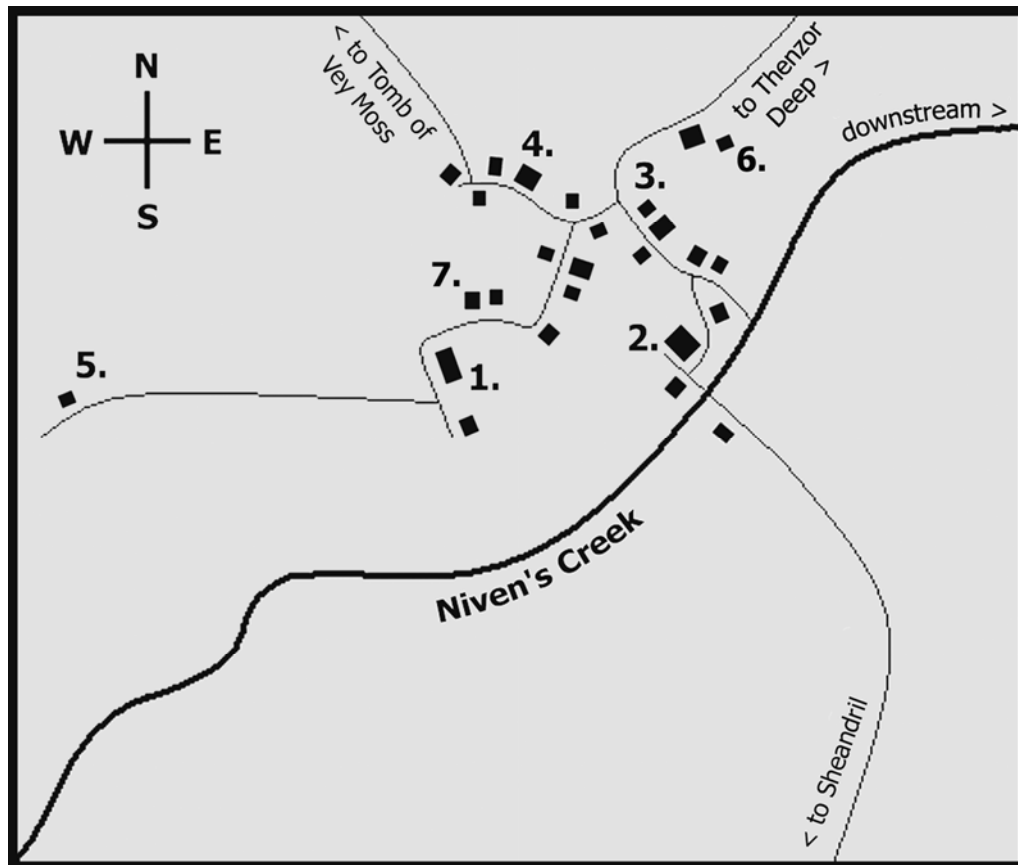
For this possibility, we provide a random determination table of some creatures that might be encountered, weighted for their relative frequency.

Creature	Forest d100	Mountain, Hills d100	Creature	Forest d100	Mountain, Hills d100	Creature	Forest d100	Mountain, Hills d100
Amphiptere	1-2		Cyclops	43	27-28	Oread		73-74
Banshee	3	1	Diatya	44	29-30	Peryton		75
Basajaun	4	2	Ettin	45-46	31-32	Phoenix		76
Basilisk	5		Fir Bolg	47	33-35	Rakshasa	73	77
Bear, Cave		3-4	Jotun	48	36-37	Rat, Giant	74-75	78
Bear, Grizzly	7-8		Ogre	49	38-39	Reptillian	76	
Boar	9-10		Titan		40	Roc		79-80
Boruta	11		Gnoses	50-51	41	Satyr	77-78	
Bugbear		5	Goblin	52	42-43	Faun	79	
Cougar	12-13	6-7	Gremlin	53	44	Scorpion, Giant	80	
Saber-tooth		8	Half-orc	54	45	Shedu		81
Tiger	14		Hobgoblin	55	46	Cobra, Giant	81	
Centaur	15		Orc	56-57	47-49	Constrictor, Giant	82-83	
Centipede, Giant	16-18		Gorgon		50	Rattlesnake, Giant		
Chimera	19	9	Medusae		51	Black Widow, Giant	84-85	
Cockatrice	20		Griffon		52-53	Spitting Spider, Giant	86	82
Manes		10	Harpy		54-55	Strix		83-84
Imps, Lesser	21	11	Human	58-62	56-61	Sylph		85-87
Domovoi	22		Hydra	63		Troll	87	88-89
Doppelganger	23	12	Kobold		62-63	Barghest	88	
Brownie	24-25		Lindworm	64		Myling	89	90
Dwarf	26	13-16	Werebear	65	64	Skeleton	90-91	91
Dvergar		17	Werejackal			Wendigo	92	92
Gnome	27-28	18-19	Wererat	66	65	Zombie	93	93
Eagle, Giant		20-21	Werewolf	67		Unicorn		
Erinyes	29	22	Manticore	68	66-67	Valkyrie	94	94-95
Elf	30-34	23	Minotaur		68-69	Will o' the Wisp	95-96	
Elf, Dark		24	Naga	69		Wolf, Common	97-98	
Half-elf	35-36	25	Dryad	70-71		Dire Wolf	99	96
Pixie	37-38		Olagheri		70-71	Wyvern	100	97
Sidhe	39-40	26	Ooze, Green	72		Yeti		98-100
Sprite	41-42		Ooze, Yellow		72			

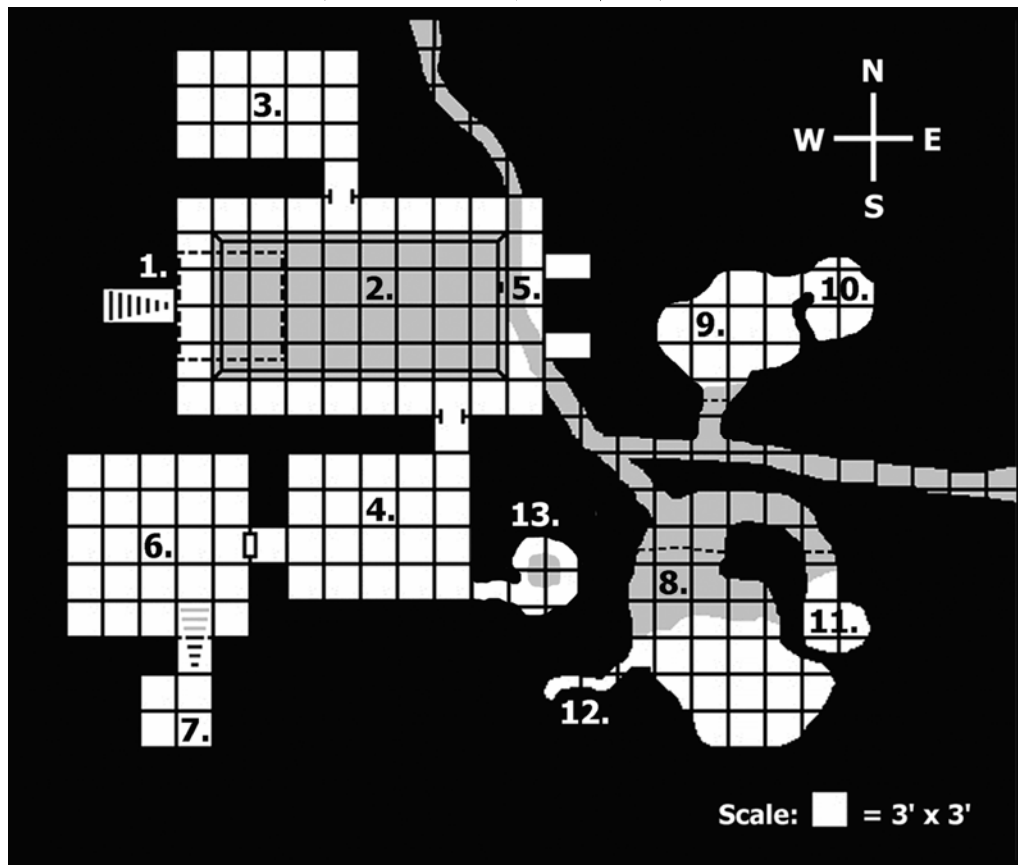
Note: Statistics for these creatures can be found in the Wayfarers rulebook.



MAP OF NIVEN'S CREEK TRADE OUTPOST



MAP OF THE TOMB OF VEY MOSS



PRE-GENERATED PCs

The following section contains six pre-generated PCs that can be used with new players, or if preparation time is short. The Players are encouraged to alter these characters as they wish within the Wayfarers character creation guidelines. It is assumed that each character is a novice of the Sheandril Surveyor's Guild. It is up to the players to provide these characters with personalities and additional background information.

Jessen Hughes

Skill Level: 1
Race: Human
A: 14, E: 9, I: 10, P: 13, S: 9
Magic: none
Dodge: 15
Health points: 9
Physical Resist: +0
Mental Resist: +0
Armor: None
Initiative modifier: +2
Run/swim: 120'/20'
Impedance: 0

1 x long sword (+0, +0): 1d6 + 1
1 x dagger (+0, +0): 1d4

Disciplines: Languages: Valan, Literacy, Backstab I, Evasion, Feint, Increased Accuracy I, Weapon Mastery (E) I, Vital Strike (E) I.

Proficiencies: Acrobatics I, Climbing: I, Contacts I, Gambling I, Lock-picking I, Local Knowledge I, Perception I, Stealth I, Tracking I.

Equipment: Wool cloak, clothes, broadsword, backpack (contains: 4 days food, 20' rope, wineskin, 3 candles, flint and tinder, novice Surveyor's Guild badge), dagger, coin purse (2 sc, 10 cc, 13 bc)

Mortimer Lee

Skill Level: 1
Race: Half-orc
A: 12, E: 12, I: 7, P: 10, S: 14
Magic: none
Dodge: 12
Health points: 12
Physical Resist: +0
Mental Resist: +2
Armor: 1 (leather)
Initiative modifier: +2
Run/swim: 130'/30'
Impedance: 0

3/2 x battle axe (+2, +2): 1d8
1 x short bow (+2, +1): 1d6

Disciplines: Languages: Valan, Armor Use I, Improved Initiative I, Increased Accuracy I, Multiple Attacks (B) I, Weapon Mastery (B) I, Weapon Mastery (J) I.

Proficiencies: Armor Making I, Climbing I, Healing I, Jumping I, Local Knowledge: Sheandril I, Regional Knowledge: Valstadt I, Running I, Swimming I, Wilderness Lore I.

Equipment: Clothes, leather armor, battle axe, quiver (10 arrows), short bow, backpack (contains: 4 days food, mallet, 3 iron spikes, novice Surveyor's Guild badge), coin purse (4 sc, 14 cc), copper ring (5 cc)

Jacob Owens

Skill Level: 1
Race: Human
A: 12, E: 6, I: 16, P: 9, S: 9
Magic: Hedge: 1st: 3
Dodge: 13
Health points: 7
Physical Resist: -1/+0
Mental Resist: +0/+1
Armor: None
Initiative modifier: +1
Run/swim: 120'/30'
Impedance: 0

1 x dagger (+1, +0): 1d4
1 x light crossbow (+2, +1): 1d4 + 1

Disciplines: Languages: Valan; Irendi, Literacy, Health Point (1), Hedge Magic Potential 1st Circle, Increased Accuracy I, Magic Resistance I, Weapon Mastery (K) I.

Proficiencies: Arcane Knowledge I, Ancient History I, Dweomercraft (Hedge) I, Local Knowledge: Sheandril I, Perception I, Swimming I, World Knowledge I.

Equipment: Green robes, cap, spellbook (contains: 1st: Enchant Armor, Noise, Phantom Sight, Sense Magic; 2nd: Terror; 22 blank pages) dagger, quiver (12 bolts), light crossbow, large satchel (contains: 4 days food, small mirror, 2 torches, flint and tinder, novice Surveyor's Guild badge), coin purse (5 sc, 4 cc, 20 bc)

Kanith Tremelay

Skill Level: 1
Race: Human
A: 12, E: 8, I: 12, P: 12, S: 12
Magic: None
Dodge: 12
Health points: 8
Physical Resist: +0
Mental Resist: +0
Armor: 2 (leather and shield)

Initiative modifier: +1
Run/swim: 120'/20'
Impedance: 0

3/2 x long sword (+2, +1): 1d8
1 x mace (+2, +1): 1d6 + 1
1 x dagger (+1, +0): 1d4

Disciplines: Languages: Valan, Literacy, Armor Use I, Shield Use I, Increased Accuracy I, Multiple Attacks (E) I, Weapon Mastery (A) I, Weapon Mastery (E) I.

Proficiencies: Ancient History I, Heraldry I, Leadership I, Local Knowledge: Sheandril I, Martial Knowledge I, Perception I, Regional Knowledge: Valstadt I, Riding I, World Knowledge.

Equipment: Clothes, leather armor, shield, long sword, mace, dagger, backpack (contains: 4 days food, small oil lamp, flint and tinder, 2 flasks of oil, novice Surveyor's Guild badge), coin purse (20 sc, 14 cc)

Diago Mill

Skill Level: 1
Race: Hobgoblin
A: 14, E: 11, I: 8, P: 6, S: 14
Magic: None
Dodge: 14
Health points: 11
Physical Resist: +2
Mental Resist: -2
Armor: 1 (leather)
Initiative modifier: +3
Run/swim: 130'/20'
Impedance: 0

1 x spear (+2, +2): 1d6
1 x hand axe (+1, +1): 1d4 + 1

Disciplines: Languages: Valan, Critical Hit (D), Feint, Health Point (1), Improved Initiative I, Increased Accuracy I, Vital Strike (D) I, Weapon Mastery (D) I.

Proficiencies: Climbing: I, Contacts I, Disguise I, Herbalism I, Lock-picking I, Local Knowledge: Thenzor Deep I, Perception I, Running I, Stealth I.

Equipment: Clothes, leather armor, spear, 2 hand axes, backpack (contains: 4 days food, ivory pig figurine (4 sc), novice Surveyor's Guild badge), coin purse (10 sc, 34 cc, 5 bc)

Eva Malberg

Skill Level: 1
Race: Human
A: 11, E: 10, I: 14, P: 13, S: 7
Magic: Faith: 1st: 2
Dodge: 11
Health points: 11
Physical Resist: -1
Mental Resist: +3
Armor: 1 (leather)
Initiative modifier: +0
Run/swim: 120'/20'
Impedance: 0

1 x bastard sword (+1, -1): 2d4

Disciplines: Languages: Valan; Zhellan, Literacy, Health Point (1), Faith Magic Potential 1st Circle, Increased Accuracy I, Increased Mental Resistance I.

Proficiencies: Ancient History I, Healing I, Heraldry I, Local Knowledge: Sheandril I, Perception I, Regional Knowledge: Valstadt I, Religious Knowledge I, Riding I.

Equipment: Clothes, leather armor, bastard sword, backpack (contains: 4 days food, hand mirror, 30' rope, novice Surveyor's Guild badge), coin purse (8 sc, 21 cc)



The World of Twylos

☆ Micro-setting Location