

BIS1-10

A KNIFE IN THE DARK

A One-Round D&D LIVING GREYHAWK[®]
Bissel Regional Adventure

Version 1

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Albrecht True Sight, Baron of Menawyk, is in need of help. Rumors have circulated for years of an unknown party wanting to end the line of the True Sights. Some say because no barony should be held by a dwarf. The baron needs brave adventures to investigate the rumored assassination plot. A Living Greyhawk Bissel regional scenario for characters levels 1-6.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

This module starts in Pellak, the capital of Bissel. It will take the adventurers to the Barony of Menawyk on a secret mission for Baron Albrecht True Sight, the dwarven baron of Menawyk. For some time, strange events have lead many, including the Baron, to believe that a plot exists to eliminate the last of the line of Grimalh True Sight, the first dwarven baron in Bissel.

Baron Albrecht True Sight is a direct descendant of the first dwarven baron. The barony has passed from father to son, dwarf to dwarf, for every generation since the founding of Bissel as a sovereign nation. Menawyk was awarded to Grimalh True Sight for his heroism in supporting the first Margrave and his faith and dedication to Heironeous. Each son has taken over rulership of the barony in turn, and all have served as priests of Heironeous.

Albrecht lost his only son, Burgun, during the war with Ket, and Albrecht was left without an heir. His brother and sister died with Burgun, and they too had no heirs. By the grace of the gods, Albrecht's wife, Elgrith Bright Eye, is with child. Now there are rumors of a conspiracy to assassinate her and her unborn child by parties who wish to see a human finally named Baron of Menawyk.

Baron Albrecht has no proof of an assassination plot; he needs someone to find evidence of the conspiracy and prevent the assassination. He cannot act publicly without evidence because he will not be able to gain the support of the Margrave and the Grand Tribunal to act against the conspirators. Hence he has tasked Sir Caleb Bakhtiyar, a Knight of the Watch and trusted friend, to find an adventuring party to complete the task. Caleb's father died while investigating the deaths of Burgun and his company during the Greyhawk Wars. It is rumored that during a cavalry attack, in defense of Thornward, Burgun and his company were singled out and massacred.

Through a well-paid informant, Sir Bakhtiyar has discovered that a thief by the name of Aza may be involved in the plot. The party will be tasked with tracking Aza down in Pellak and eventually Menawyk. As with any good hunt for a thief, it will lead the party through some of the seedier spots within Bissel. The ultimate goal for the party is to stop any attempt on Baron Albrecht's family and gather information needed to prove that a plot does exist and to try to determine who is behind it. If they follow through on their investigations, they will uncover enough evidence for the baron to act upon.

INTRODUCTION

The Barony of Menawyk is home to the only dwarven baron in all of Bissel. The title and lands were bestowed upon Grimalh True Sight in the early years of Bissel. Since then his line has been plagued with disaster, misfortune and unnatural coincidences. Baron Albrecht True Sight, the current baron, lost his son and only child in the war with Ket, along with his brother and sister, leaving him no heir. His wife, now with child, promises an heir to the line of True Sight. The problem is that there are now rumors of a pending attempt on the baron's wife.

ENCOUNTER 1

Each PC is wandering the city alone.

While it's just another day in the capital city of Pellak, you soon find that a message runner is tugging on your sleeve. The child at your side is a small girl with big round eyes and a big smile and little curls hanging down around her face. She hands you the note and extends her hand for a reward. You open and read the message. It is unsigned:

"If thou art a 'true hearted' adventurer, not afraid of a challenge or the risks that go along with it, I shall need your

assistance. Meet me at the Shady Elm Inn at 4 bells. Show this note to no one but the inn keeper."

If the PC openly shows this note to anyone other than the innkeeper, Kleden will not lead her to meet Sir Bakhtiyar. Kleden is a retired sergeant who served under Sir Bakhtiyar. They will have to join the PCs after the meeting.

Upon arrival at the Shady Elm, you are greeted by a portly, but tall, man. He introduces himself as Kleden, the owner and keeper of the inn. Judging from the scars on his forearms and the one on his cheek, you can surmise he was once an adventurer or soldier.

☠ **Kleden:** male human (BOS) Ftr5.

After Kleden introduces himself, he will lead the PC(s) to a back room, where they will find the other PCs. After all PCs have arrived, Sir Bakhtiyar will enter the room and introduce himself.

"I am Sir Caleb Bakhtiyar, servant to the Baron of Menawyk. Thy services are needed to prevent an unknown party from attempting to end the baron's family line."

☠ **Sir Bakhtiyar, Forthright Unshakeable Cougar:** Male Human (OS) Ftr5/Knight of the Watch5.

Sir Bakhtiyar will continue to briefly describe the situation involving the past tragedies of Baron Albrecht's family along with the current rumor of a pending attempt on the Baron's wife and unborn child (provide PCs with some of the information from the Adventure Summary and Background section).

Sir Bakhtiyar will ensure the party that they will receive a reward of recognition from the baron on completion of their mission. If needed, he will also offer to pay the party up to 50 gp per PC.

Sir Bakhtiyar has confirmed that a man by the name of Aza is involved in the current goings-on, via a reliable source. He was told that Aza was last seen in Pellak, two days ago, and that he frequents the Twilight Tavern. This tavern is located in Old Pellak, a significantly less affluent neighborhood. He also provides a detailed description of Aza. After the PCs have gotten all the information from Sir Bakhtiyar that they can, he insists that they join him for supper before heading out on the mission. This will bring the time to about 7 at night before they head to the tavern. Dusk has fallen as they leave the inn to go to the Twilight Tavern.

PCs who wish can make Gather Information checks before heading for the Twilight Tavern; the results vary based on their rolls:

DC 15 Aza is a well-known rogue and miscreant. Those seeking him should be wary because he is extremely suspicious and paranoid.

DC 20 Aza is definitely involved in something big; he has more spending money than usual. [Plus the above information].

DC 25 Aza let slip to a friend of a friend that he is working on a project for someone who wishes the Baron of Menawyk ill. [Plus the above information].

ENCOUNTER 2

You cross the massive bridge to the other side of town. Arriving at the far end of the part of town known as Old Pellak, you see a huge wooden structure that can only be the Twilight Tavern. Its midnight blue walls and star-shaped windows, from a distance, remind you of a clear summer night sky. Loud voices and music indicate that the patrons have already begun their evening of carousing and a minstrel's clear tenor is heard above it all.

When the PCs arrive at the Twilight Tavern, a large man informs them that all weapons larger than a dagger are to be checked at the door. A storage room is located just inside to the right. He also mentions that any use of any weapons here will result in charges being pressed with the city watch.

"That's provided you're lucky enough to avoid those." As he points to some repeating crossbows hanging just inside the door of the storage area within his reach.

While handing in weapons, PCs can make a Spot check (DC 10) to note that at the far corner of the main room, 2 men sit with a repeating crossbows in hand on a perch at second floor level.

Encourage the PCs to interact with the patrons of the bar, inventing any personalities you wish for them EXCEPT for the table with the fur traders and for the one with Aza and his guests. The PCs can make Gather Information checks for the same results as in Encounter One.

The PCs can find a table in the front corner of the main tavern room (see Appendix A for a map of Twilight Inn). The party is approached by the barmaid and asked to order dinner and/or drinks. As they scan the room they notice a loud group of half-orc fur traders located in the middle of the main room. Aza can be found at the table between the fur traders and the fireplace.

If the PCs make a move for Aza, he will automatically turn to walk straight over to the table of half-orcs. He will tell them that the approaching PCs asked him to deliver a message.

As you approach the gentlemen matching the description of Aza, he makes straight for the half-orc fur traders. While pointing at the tallest member of your party, he says, "They want to know if these belonged to anyone you used to know?" At that point he throws a pair of half-orc ears on the table.

Aza is shoved out of the way and escapes in the pending brawl. If the party somehow captures Aza despite the judge's best efforts to prevent this event, the judge should

reveal that it is not Aza but a cleverly disguised thug working for him (who will reveal nothing of the plot). Otherwise, it was Aza, but he escapes.

The fur traders will immediately rage and start toward the party. They will start a fight (fists only) if given the opportunity. The half-orcs seek to beat, not kill, the PCs, but their blood frenzy could get the best of them.

APL 2 (EL 3):

➤ **Fur Traders (3):** male half-orc Bbn1; CR 1; Medium Humanoid (Orc); HD 1d12+2; hp 14; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 hide armor]; Atk +5 melee (1d3+4/x2, gauntlet); SQ rage 1/day, fast movement, darkvision 60'; AL CN; SV Fort +4, Ref +2, Will +0; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8, Craft (Trapmaking) +4, Hide +3, Move Silently +3, Wilderness Lore +4; Track.

APL 4 (EL 5):

➤ **Fur Traders (5):** male half-orc Bbn1; CR 1; Medium Humanoid (Orc); HD 1d12+2; hp 14; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 hide armor]; Atk +5 melee (1d3+4/x2, gauntlet); SQ rage 1/day, fast movement, darkvision 60'; AL CN; SV Fort +4, Ref +2, Will +0; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8, Craft (Trapmaking) +4, Hide +3, Move Silently +3, Wilderness Lore +4; Track.

APL 6 (EL 7):

➤ **Fur Traders (5):** male half-orc Bbn2; CR 1; Medium Humanoid (Orc); HD 2d12+4; hp 23; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 15) [+2 Dex, +3 hide armor]; Atk +6 melee (1d3+4/x2, gauntlet); SQ rage 1/day, fast movement, uncanny dodge (Dex bonus to AC), darkvision 60'; AL CN; SV Fort +5, Ref +2, Will +0; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8, Craft (Trapmaking) +5, Hide +3, Jump +6, Move Silently +3, Wilderness Lore +5; Track.

If the PCs do not hesitate and move to leave the tavern they can try to escape. They must win the initiative over their opponents to do so. If they do not leave immediately, a brawl begins. If anyone draws a weapon or casts a spell that causes damage to the tavern, the tavern guards will fire crossbows at them until they are unconscious.

ALL APLS (EL 6):

➤ **Tavern Guards (3):** male human (OS) War3; CR 3; Medium Humanoid (Human); HD 3d8+3; hp 21 each; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 studded leather]; Atk +4 melee (1d4+1/19-20/x2, dagger) or +6 ranged (1d8/19-20/x2, repeating crossbow); AL LN; SV Fort +4, Ref +4, Will +1; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +7, Listen +5, Sense Motive +3, Spot +5; Alertness, Exotic Weapon Proficiency (Repeating Crossbow), Improved Initiative.

If the PCs are all rendered unconscious, the guards will disable the fur traders and the PCs will receive immediate medical attention from a patron who is a healer. This will stabilize them. They will wake up in the infirmary of the jail, where they will have to remain for the night.

If the PCs do not leave the tavern within 5 rounds of combat starting, they are there when the magistrate arrives. They will be arrested and spend the night in jail (no fine) unless they convince the magistrate of their innocence (Diplomacy check DC 20).

ENCOUNTER 3

The party can return to question the bartender or the bouncer about Aza. They must make contact with the bartender before he enters the building as the bouncer will not allow them back into the tavern for a few days.

If the party approaches the bartender within 15 feet of the tavern door, the bouncer will come out to the defense of the bartender. Shortly after that the two crossbow men will appear as well (with crossbows). Both the bartender and the bouncer know Aza from his description and will tell the party that he is an infrequent customer. They only know one man who was at the table with him, Cel-Abdu, a local street rat. Cel-Abdu is in almost every night.

The party can choose to wait for Cel-Abdu to show up later that night or attempt to look for him. They will only find him if they stake out the bar. They can easily corner him as he arrives at the tavern. He will not fight or flee.

Cel-Abdu: male human (BS) Rog1.

Once caught, Cel-Abdu will play dumb. Eventually, when pressed enough (Intimidate check DC 12) by the party, he will tell them that Aza is working for someone big and recruiting for a mission in Menawykh. He doesn't know what the job is, since Aza wouldn't hire him. He did hear Aza say that there is a meeting set at the Silver Smith Inn in Grimalh's Hill (the capital of Menawykh) in a few days. He also overheard the name Maeto, but doesn't know who it is or how it connects to what Aza is doing. The PCs can easily get directions from him or from Kleden to the Silver Smith Inn; it is a three day trip to Grimalh's Hill.

ENCOUNTER 4

On the journey to the Silver Smith Inn, the PCs are attacked by a band of bugbear brigands along the road to Menawykh (the Low Ridge Path). This area is lightly wooded with rolling hills and light underbrush. The attack will come as the party is breaking camp on the

morning of the second day. The brigands will not attack at night as none can see in the dark. PCs have the opportunity to make a Spot check (DC 15) and Listen check (DC 18) to notice the attackers before the ambush is sprung. Those who fail both checks are surprised.

APL 2 (EL 5):

🐛 **Bugbears** (3): hp 16 each; see *Monster Manual* page 27.

APL 4 (EL 7):

🐛 **Bugbears** (6): hp 16 each; see *Monster Manual* page 27.

APL 6 (EL 9):

🐛 **Bugbears** (12): hp 16 each; see *Monster Manual* page 27.

Treasure: 10 gp in miscellaneous coins.

After the attack, the party will have to press on to be at the inn on time. No matter how fast they travel, they will arrive at Grimalh's Hill before the meeting (if they arrive during the day). The meeting will take place just after sunset the day they arrive. If the PCs do not visit the inn by a little after sunset of the day they arrive, they will miss the meeting and the opportunity to find out anything from Encounters Five and Six; skip to Encounter Seven when they finally decide to visit the baron's estate.

ENCOUNTER 5

The party will arrive in Grimalh's Hill before the meeting. The capital of Menawyck is a small village sitting against a large hill where the first baron of Menawyck resided. The current baron resides in a manor atop the hill. If the PCs head to the Silver Smith Inn immediately, they arrive before the meeting, which takes place in the early evening. If they wait until after sunset or leave before sunset, they miss the meeting.

This meeting is actually a decoy to divert the attention of anyone working for the baron from the actual assassination attempt that is taking place the same evening.

When the PCs arrive at the Inn they see the following (see Appendix B and Appendix C for the maps of the Inn):

As you near the location of the Silver Smith Inn you see a large, well-built barn with a smithy attached to its side and a corral to the east. Just beyond the corral to the east is a large farmhouse with a signpost out front with a picture of a hammer and an anvil and the name "Silver Smith Inn".

Nearing the barn you see gray smoke rising from the chimney, offering warmth after the cold of the previous night. It is just past sunset. As you turn the bend you notice a group of dwarves, previously hidden by hedges, with a single human. They are all wearing heavy cloaks that hide their faces.

The PCs must make Will saves (DC 13). The dwarves are actually derro mercenaries and the human is a doppelganger in the form of Aza. If anyone fails the Will save, the doppelganger and his companions are aware of the party and cannot be surprised by the PCs' course of action. Otherwise, they are unaware they are being watched. They have been hired to kill or at least delay the PCs until Aza finishes his job tonight.

The human enters followed by the dwarves, but as he enters through the door, he removes his hood. You instantly recognize him as Aza.

The PCs cannot attack before "Aza and the dwarves" enter the inn. When they enter themselves:

As you enter the Inn, you are greeted with warmth that feels good and warms you straight to the bones. In addition, you are overwhelmed by the sent of fresh baked bread, cinnamon and coffee. The inn is mostly empty. You see Aza and the dwarves, still completely covered with cloaks, sitting at the table nearest the fireplace, being served by the innkeeper. Their backs are to you. The innkeeper invites you in.

If a PC failed his Will save earlier, the doppelganger and the derro will attack at the most opportune moment. If the PCs aren't prepared for combat immediately upon entering, they are surprised. Otherwise, they may have the opportunity to surprise their opponents (depending on their actions). The moment that combat begins, the innocent innkeeper will run for cover.

The doppelganger attacks with his fists, but does not revert to his true form unless slain. The derro pull down their hoods and fire their poisoned crossbow bolts until forced to engage in melee. The poison will lose its potency within an hour of the end of combat.

APL 2 (EL 5):

🐉 **Doppelganger** (1): hp 22; see *Monster Manual* page 60.

🐉 **Derro Mercenaries** (2): male derro (dwarf) Ftr1; CR 2; Medium Humanoid (Dwarf); HD 1d10+3; hp 13 each; Init +3 (Dex); Spd 15 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +1 buckler, +4 scale mail]; Atk +2 melee (1d4+1/19-20/x2, dagger) or +4 ranged (1d8/19-20/x2 plus poison, repeating crossbow); SA poisoned bolts (2d6 temp Str/2d6 temp Str, Fort negates DC 14); SQ darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +3, Will +1; Str 13, Dex 17, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Listen +3, Spot +3; Blind-fight, Exotic Weapon Proficiency (Repeating Crossbow).

Sunlight Vulnerability (Ex): Derro take 1 pt of temp Con damage for each hour of exposure to sunlight, dying when their Con reaches 0; lost Con pts recovered at rate of 1 per day out of the sun.

Physical Description: see *Monster Manual* page 80.

APL 4 (EL 7):

🐉 **Doppelganger** (1): hp 22; see *Monster Manual* page 60.

➤ **Derro Mercenaries (4):** male derro (dwarf) Ftr1; CR 2; Medium Humanoid (Dwarf); HD 1d10+3; hp 13 each; Init +3 (Dex); Spd 15 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +1 buckler, +4 scale mail]; Atk +2 melee (1d4+1/19-20/x2, dagger) or +4 ranged (1d8/19-20/x2 plus poison, repeating crossbow); SA poisoned bolts (2d6 temp Str/2d6 temp Str, Fort negates DC 14); SQ darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +3, Will +1; Str 13, Dex 17, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Listen +3, Spot +3; Blind-fight, Exotic Weapon Proficiency (Repeating Crossbow).

Sunlight Vulnerability (Ex): Derro take 1 pt of temp Con damage for each hour of exposure to sunlight, dying when their Con reaches 0; lost Con pts recovered at rate of 1 per day out of the sun.

Physical Description: see Monster Manual page 80.

APL 6 (EL 8):

➤ **Doppelganger (1):** hp 22; see Monster Manual page 60.

➤ **Derro Mercenaries (4):** male derro (dwarf) Ftr2; CR 3; Medium Humanoid (Dwarf); HD 2d10+6; hp 22 each; Init +3 (Dex); Spd 15 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +1 buckler, +4 scale mail]; Atk +3 melee (1d4+1/19-20/x2, dagger) or +5 ranged (1d8/19-20/x2 plus poison, repeating crossbow); SA poisoned bolts (2d6 temp Str/2d6 temp Str, Fort negates DC 14); SQ darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +3, Will +1; Str 13, Dex 17, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Jump +3, Listen +3, Spot +3; Blind-fight, Exotic Weapon Proficiency (Repeating Crossbow), Point Blank Shot.

Sunlight Vulnerability (Ex): Derro take 1 pt of temp Con damage for each hour of exposure to sunlight, dying when their Con reaches 0; lost Con pts recovered at rate of 1 per day out of the sun.

Physical Description: see Monster Manual page 80.

A search of the doppelganger's body reveals a note from Aza describing his plans for an attempt on the baron's wife at a dinner banquet this same evening.

Treasure: 10 gp in miscellaneous coins.

ENCOUNTER 6

If the party heads to the baron's estate immediately, there is sufficient time to act. Otherwise, the baron's wife is slain by Aza, killing the baby as well. Aza is killed before he can leave the grounds, and the scenario ends immediately (no further reward for the PCs).

Approaching the main gate to the baron's manor, which looks more like a small keep, you notice that the walls are 25 feet tall and that on the left side of the gate is a 60' watchtower. The gate opening is 20 feet wide and 15 feet high. The wall, at the gate entrance appears to be 10 feet deep. Four armored knights,

humans, slowly ride through the gate, their lances poised for attack.

A Spot check (DC 10) will allow the party to see that the walls around the gate are lined with a dozen archers. After the party has announced who they are and mention Sir Bakhtiyar by name, one of the knights will ride to the manor to inform Bakhtiyar. After several moments, Bakhtiyar will arrive with the knight at his side. He will ask the party for an update as to why they are there.

After the party has explained everything, Sir Bakhtiyar will instruct his knights and the party to follow him. The knights will form up two after Bakhtiyar and two after the party. They will maintain this order when moving indoors, having replaced their lances with large spears.

Sir Bakhtiyar warns the party with the following statement:

"Thou art entering Baron Albrecht's home as my personal guests. I warn thee that 'twould be a serious offense shouldst any of thee take action, such as drawing weapons or casting spells or attacking anyone in the baron's home without the direct permission of the baron himself."

The group will arrive in the main hall, which is as large as a ballroom. As the party enters the room, there is a large crash from across the room. The party will recognize the servant to be Aza who is startled by their appearance. He will dart back through the kitchen door, making his escape. In his rush through the kitchen he is wounded when he runs into a cook with a large knife in his hand. Aza will leave a light trail of blood, just enough to track him by.

If the PC party attempts to chase Aza or if they pull their weapons, the four knights will turn and level their spears at the party. Six dwarven knights, carrying dwarven axes, who were in the hall, will join them.

After Aza flees, with or without actions from the PCs, Sir Bakhtiyar will shout for the guards to stop the fleeing man. Baron Albrecht will stand motioning for another knight near his table to follow after Aza and demand the following:

"Sir Bakhtiyar, what is the meaning of this intrusion, why dost thou bring these unknown and armed individuals into my halls unbidden? Explain thyself!!!"

Bakhtiyar replies, "M'lord, I beg thy pardon for this intrusion. If I may be permitted to approach, I can explain this matter." You see the baron nod and Sir Bakhtiyar moves toward the baron. As you see Bakhtiyar and the baron discussing matters, you notice the returning knight running up to the baron and snapping to attention. The Baron turns to receive the report. The knight reports, "M'lord, the man appears to have just vanished. He ran into a cook and there is blood on the cook's knife, indicating he is wounded." You do not hear the baron's response, but you see the knight salute and run off, taking two other knights with him.

At this point the baron will call the party forward. If someone in the party drew a weapon or cast a spell, the baron and Sir Bakhtiyar scold the party, but they are forgiven because they did it to protect the baron's wife and heir. If no untoward action was taken, they are warmly thanked for their arrival.

➤ **Lord Albrecht True Sight, Baron of Menawyk:** male hill dwarf Clr5 of Heironeous/Ftr6.

You see the baron speaking with his guests followed by bowing and the guests leaving the hall, with a few sentries providing escort. You then see him speak with his wife, who then leaves with her maids and an escort of several more guards. The baron then turns to you and speaks. "Friends, prithee, step forward." After your approach, he says "Sir Bakhtiyar hath explained thy mission and the reason why thou art here in our home tonight. Because thy presence hath disrupted the attempt on our family, we thank thee."

"My guards search for the treacherous Aza as we speak. Please, sit and eat. And let me see those of you who are injured."

If the party is injured, Albrecht will offer healing to those that needed it. He has no lesser restoration spells prepared, but can convert his full compliment of spells to cure spells if necessary. He casts the spells himself, rather than sending for one of his clerics.

After about 30 minutes, you see a sentry enter the room and move to the baron to make a report. He informs the baron that they found the spot where the man climbed over the wall. They found blood at the bottom of both sides of the wall. The baron turns to the party and asks if they are ready to resume their mission. He bids them farewell and leaves the room.

Sir Bakhtiyar asks the PCs to track down Aza to capture or kill him. The PCs can follow his trail fairly easily (Wilderness Lore check for those with the Track feat - DC 15). If the PCs are too weakened by poison to follow Aza immediately, they can receive up to 6 lesser restoration spells in the morning from the clerics of Heironeous and Moradin at the estate. However, they will arrive at the mine in Encounter Seven to find Aza dead, the forger dead, the masterwork weapons and Maeto gone, the forgery completed and ready to fool the baron, and the derro still in wait for them.

ENCOUNTER 7

The trail leaves the estate and moves due south. The trail is not old, and the party appears to be gaining on the wounded Aza.

After tracking for about 2 ½ miles, you see the path open in to a very small clearing. In the clearing you see the mouth of what appears to be an old abandoned mineshaft.

After entering the cave, the party will see that just past the entrance, the tunnel has been repaired and maintained (see Appendix D for a map of the complex).

Room 1:

Approximately 40 feet in from the mine entrance, on the right, is a secret door (Search check DC 20), to a 10-foot by 10-foot room. The door is trapped and opening activates the trap.

APL 2 (EL 1):

➤ **Arrow Trap:** CR 1; +10 ranged (1d6/x3); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 2):

➤ **Spear Trap:** CR 2; +12 ranged (1d8/x3); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 3):

➤ **Lightning Blast Trap:** CR 3; 5 ft wide, 50 ft long blast (3d6); Reflex save avoids (DC 13); Search (DC 26); Disable Device (DC 25).

This room is currently empty, but appears to be sleeping quarters and has bunk beds to sleep six.

Room 2:

This is a 20' diameter room, with a single desk in it. The floor in front of the desk is a false floor, covering a pit.

APL 2 (EL 1):

➤ **Pit Trap (20 Ft. Deep):** CR 1; no attack roll necessary (2d6); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 2):

➤ **Pit Trap (30 Ft. Deep):** CR 2; no attack roll necessary (3d6); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 2):

➤ **Pit Trap (40 Ft. Deep):** CR 2; no attack roll necessary (4d6); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

Room 3:

As the party approaches the room read the following:

As you approach the turn in the hallway you hear voices. Around the corner you can see dim light coming from a room. The hallway is not lit and no light from the room is entering the hallway.

If the party approaches down the hall, they will hear a voice ring out:

As you approach the door you see Aza on his knees, hands bound and a gloved hand holding his head up. At the same time you hear a male voice, "You idiot! See you have lead them straight hear." Aza yells, "Maeto don't" before a large knife lands in the chest of Aza, who then falls to the ground. As this happens you can see a figure tumble from left to right in the room.

At this point roll for initiative. PCs making a Spot check (DC 15) see the figure tumbling by as a human dressed in black. The figure is Maeto the Assassin, and he is wearing a disguise that will prevent PCs from recognizing him in the future.

Maeto automatically wins initiative and escapes into room 4. He locks the door behind himself.

☛ **Good Wooden Door:** 1.5 in. thick; hardness 5; hp 15; Break DC 18.

In his rush to escape, Maeto kills the forger and stuffs him in the cabinet, but forgets to recover the incomplete document the forger was creating for him. He then exits via a secret door opposite the cabinet.

☛ **Maeto:** male human Rog5/Assassin3.

However, Maeto's hired mercenaries remain behind to fight the party. After the combat, the PCs will discover that Aza is dead.

APL 2 (EL 4):

☛ **Derro Mercenaries (2):** male derro (dwarf) Ftr1; CR 2; Medium Humanoid (Dwarf); HD 1d10+3; hp 13 each; Init +3 (Dex); Spd 15 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +1 buckler, +4 scale mail]; Atk +2 melee (1d4+1/19-20/x2, dagger) or +4 ranged (1d8/19-20/x2 plus poison, repeating crossbow); SA poisoned bolts (2d6 temp Str/2d6 temp Str, Fort negates DC 14); SQ darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +3, Will +1; Str 13, Dex 17, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Listen +3, Spot +3; Blind-fight, Exotic Weapon Proficiency (Repeating Crossbow).

Sunlight Vulnerability (Ex): Derro take 1 pt of temp Con damage for each hour of exposure to sunlight, dying when their Con reaches 0; lost Con pts recovered at rate of 1 per day out of the sun.

Physical Description: see Monster Manual page 80.

APL 2 (EL 6):

☛ **Derro Mercenaries (4):** male derro (dwarf) Ftr1; CR 2; Medium Humanoid (Dwarf); HD 1d10+3; hp 13 each; Init +3 (Dex); Spd 15 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +1 buckler, +4 scale mail]; Atk +2 melee (1d4+1/19-20/x2, dagger) or +4 ranged (1d8/19-20/x2 plus poison, repeating crossbow); SA poisoned bolts (2d6 temp Str/2d6 temp Str, Fort negates DC 14); SQ darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +3, Will +1; Str 13, Dex 17, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Listen +3, Spot +3; Blind-fight, Exotic Weapon Proficiency (Repeating Crossbow).

Sunlight Vulnerability (Ex): Derro take 1 pt of temp Con damage for each hour of exposure to sunlight, dying when their Con reaches 0; lost Con pts recovered at rate of 1 per day out of the sun.

Physical Description: see Monster Manual page 80.

APL 6 (EL 8):

☛ **Derro Mercenaries (5):** male derro (dwarf) Ftr2; CR 3; Medium Humanoid (Dwarf); HD 2d10+6; hp 22 each; Init +3 (Dex); Spd 15 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +1 buckler, +4 scale mail]; Atk +3 melee (1d4+1/19-20/x2, dagger) or +5 ranged (1d8/19-20/x2 plus poison, repeating crossbow); SA poisoned bolts (2d6 temp Str/2d6 temp Str, Fort negates DC 14); SQ darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +3, Will +1; Str 13, Dex 17, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Jump +3, Listen +3, Spot +3; Blind-fight, Exotic Weapon Proficiency (Repeating Crossbow), Point Blank Shot.

Sunlight Vulnerability (Ex): Derro take 1 pt of temp Con damage for each hour of exposure to sunlight, dying when their Con reaches 0; lost Con pts recovered at rate of 1 per day out of the sun.

Physical Description: see Monster Manual page 80.

Treasure: 20 gp in miscellaneous coins (derro), masterwork longsword (Aza), masterwork dagger (Aza).

Room 4:

In this room is a table and a cabinet. In the cabinet the PCs will find a dead human. If searched, the party will find forgery equipment on him. Also, an incomplete parchment (forgery) making references to a prominent merchant in the town of Sareden by the name of Wilthow. If the PCs arrive a day late (see Encounter Six), the forgery equipment is gone and the forgery is completed (DC 30 to realize it is a fake) and ready to incriminate the innocent merchant.

A secret door can be found (DC 15) leading to Maeto's escape tunnel. The PCs will be unable to catch up to Maeto.

CONCLUSION

If the party is fully successful, read the following text:

Upon returning to Baron Albrecht's manor, you are greeted at the gate by Sir Bakhtiyar. He leads you back into the great hall, and he asks you to wait there. Minutes later, you see Sir Bakhtiyar enter the room followed by Baron Albrecht, another important looking figure and several sentries.

Baron Albrecht moves forward, "We are pleased to see you have completed the task we gave you." The baron turns to you and asks for your report.

Allow party to make a their report and turn over the items and information gathered.

After you have finished making you report, the baron states, "The name Maeto belongs to a well-known and quite successful assassin. It is obvious from the document you brought us that Maeto wished to frame an innocent individual. Sir Bakhtiyar will see to thy needs and concerns, as we must address other pressing matters. We thank thee again and ask thee to go with our blessings and those of Heironeous." The baron nods to Sir Bakhtiyar and leaves the room. Sir Bakhtiyar turns to you and says, "Please receive these as token of thy efforts in completing thy task."

At this point Bakhtiyar hands back the masterwork dagger and sword found, if the party turned them in as port of the items found, when reporting to the baron. He also gives the party the gold agreed upon at the beginning of the adventure. Each PC receives an influence point.

If the party failed to reach Aza in time, modify the text above to indicate that the baron believes Wilthow behind the plot (and is unaware of Maeto's involvement). Eventually, he will be found innocent, but his reputation will be forever tarnished. The baron will be publicly embarrassed by this (do not award any influence points).

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Win the barroom brawl 50 xp

Encounter Four

Defeat the bugbears 75 xp

Encounter Five

Defeat the doppelganger and derro 100 xp

Encounter Six

Prevent the assassination 50 xp

Encounter Seven

Avoid or disarm all of the traps 25 xp
Defeat the derro 100 xp

Conclusion

Forgery incomplete or revealed as fake 50 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Four

- 10 gp in miscellaneous coins.

Encounter Five

- 10 gp in miscellaneous coins.

Encounter Seven

- 20 gp in miscellaneous coins.

- Masterwork Dagger (Cost: 302 gp; Item Size: T; Uses: unlimited; Tradable: Yes; Rarity: Common; Weight: 1 lb.): A masterwork dagger.
- Masterwork Longsword (Cost: 315 gp; Item Size: M; Uses: unlimited; Tradable: Yes; Rarity: Common; Weight: 4 lb.): A masterwork longsword.

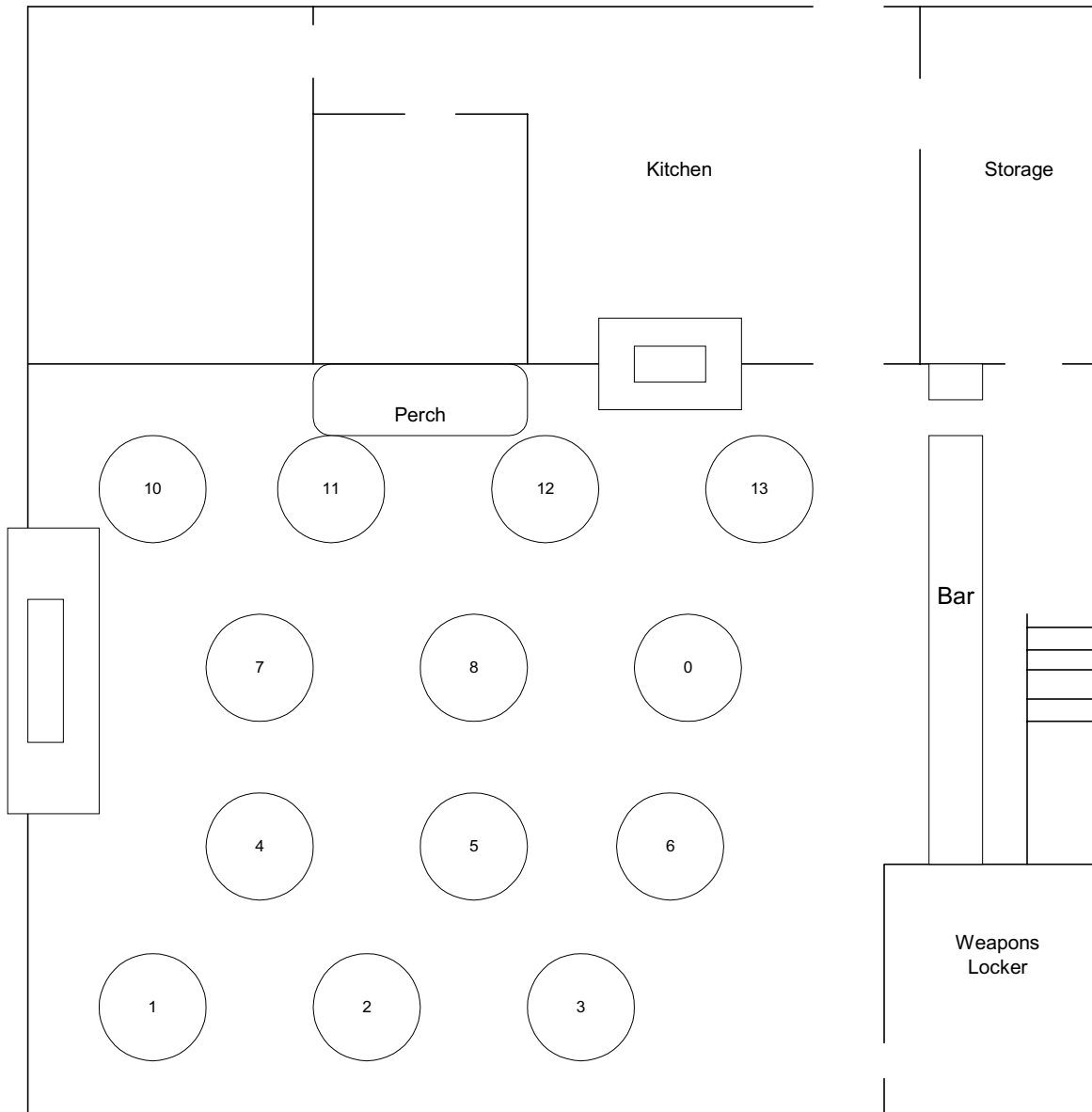
Conclusion

Each PC receives:

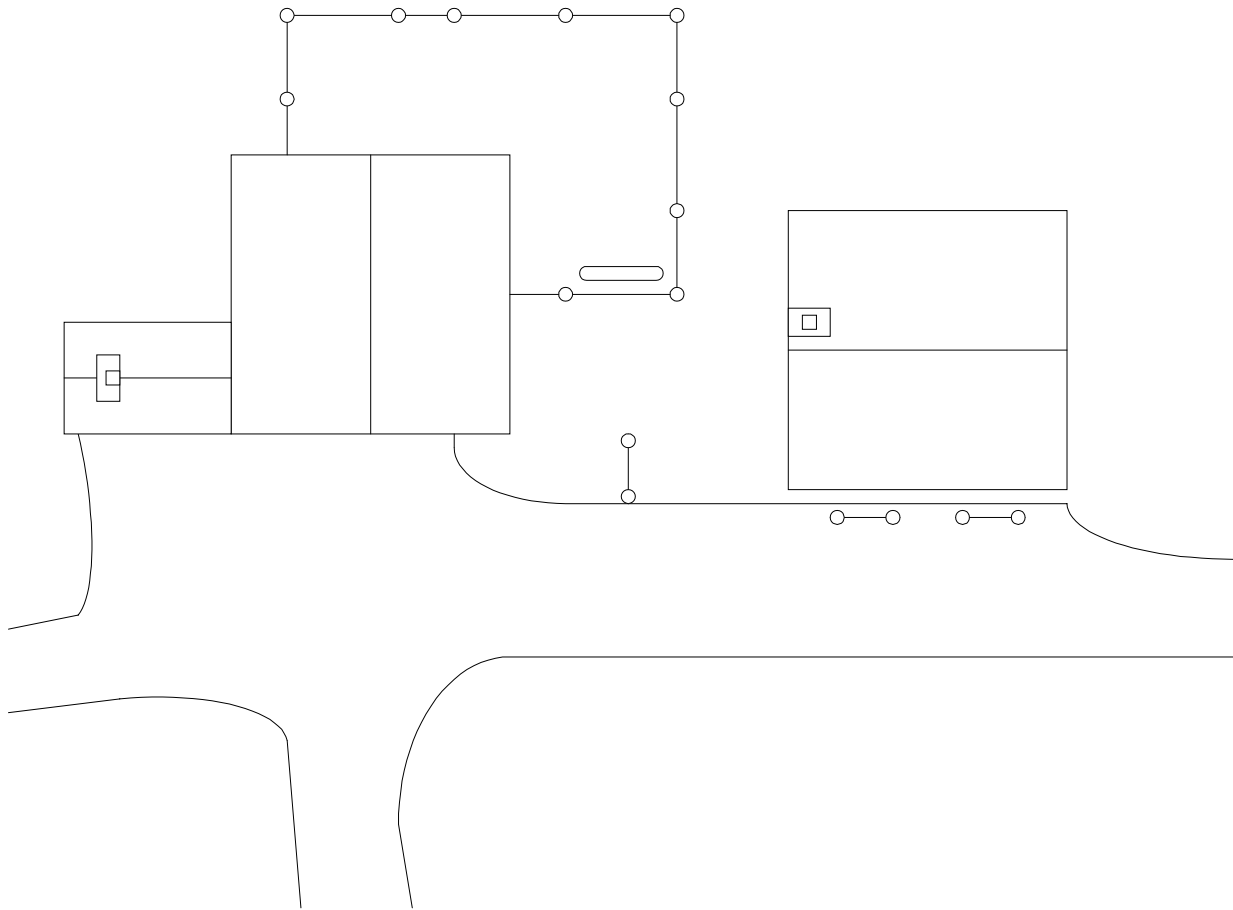
- 50 gp.
- Influence Point (Cost: None; Item Size: None, Uses: Once; Tradable: No; Rarity: Common; Weight: None): This is an influence point with the Barony of Menawyck in Bissel, which can be pooled or used individually (contact the Bissel Triad for details).

APPENDIX A – THE TWILIGHT TAVERN

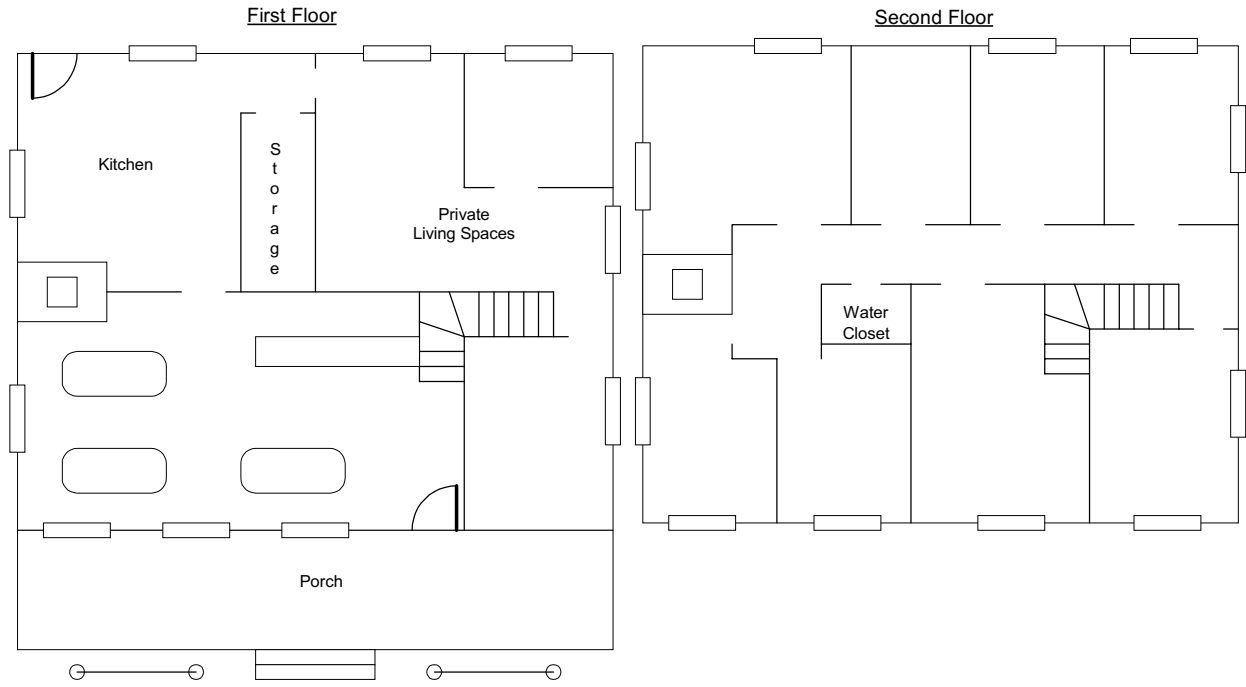
Twilight Tavern
75' x 78'



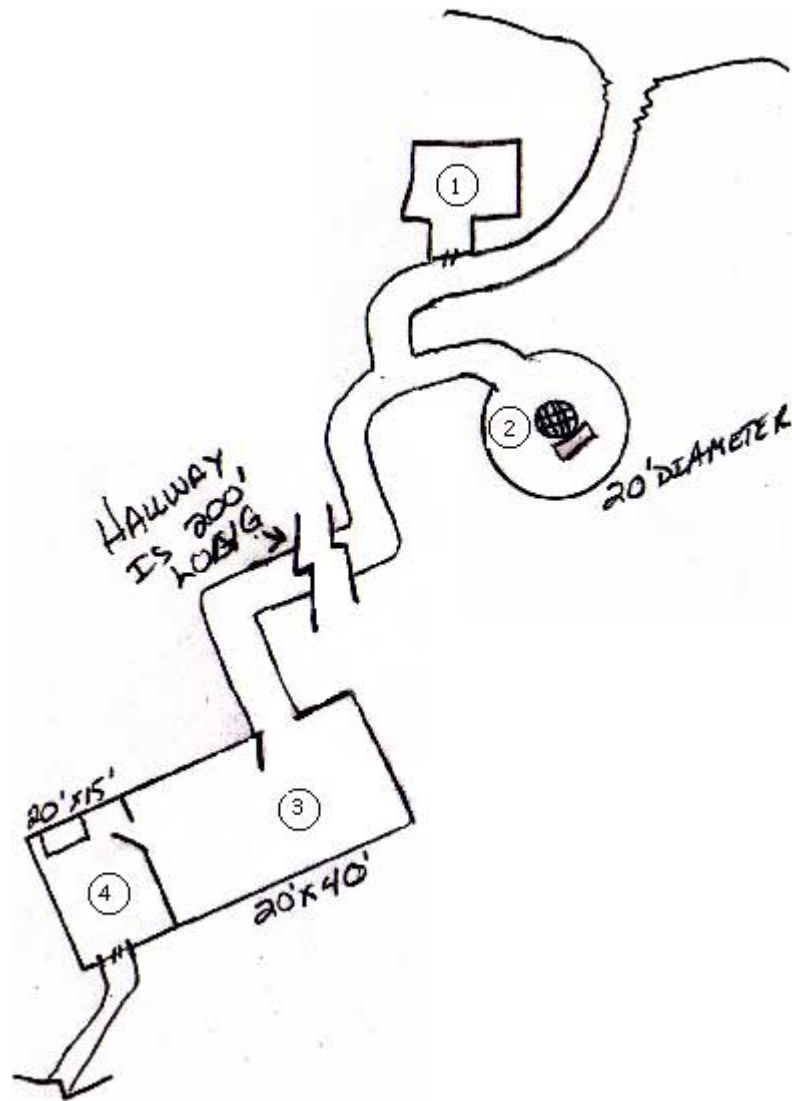
APPENDIX B – THE SILVER SMITH INN (OUTSIDE)



APPENDIX C – THE SILVER SMITH INN (INSIDE)



APPENDIX D – MAETO'S SECRET LAIR



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.