

ULP2-01



FROM ALL SIDES

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

Version 1

by Christopher Reed

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You are asked to help defend the Principality of Ulek from the evil humanoid forces currently occupying the Disputed Territory. An adventure for characters level 1-6.

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

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

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

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

The characters begin the adventure in Havenhill, a city on the eastern portion of the Lortmil Hills. It lies near the edge of the Disputed Territory. This is the same city that *Find My Son* (ULP1-01), *Downward* (ULP1-04) and *Only the Beginning* (ULP1-12) all started in. Also, parts of *Two Heads are Better than One*, (ULP1-11) took place here.

At the end of last year, several groups of adventurers were sent out to patrol parts of the Disputed Territory. It is likely that many of them saw the warlord (one of several) strike down Prince Olinstaad Corond and thus many of them may think he is dead. Due to this fact, the Principality of Ulek has fallen upon chaotic times. Bandit activity and theft is on the rise and forces from the Pomarj have been raiding villages and small towns on the western edge of the Disputed Territory.

Hyle is the next village the Bleeding Eye orc tribe is planning to hit. In fact, they are planning on using the attack as a contest. The chief of their tribe just recently died of old age. It was stated that when he died, the three mightiest warriors of their tribe should be given a challenge and the winner would become the new chief. Thus, when the chief of the Bleeding Eye tribe died, the shaman of the tribe proclaimed the contest to be as follows. First, each of the three warriors would select a group of trusted allies and then head out in various directions to hunt and kill a single male dwarf. Each group was to witness the warrior who had selected them combat prowess in battle. After successfully killing a male dwarf each orc warrior was to bring the dwarf's head back to the shaman. Upon returning, each of the warriors has been instructed to quickly attack and destroy the village of Hyle. The first warrior to make it back from the second mission would be the winner.

Thus, the three groups of orcs are now making their way to the village of Hyle in hopes of being the first group to get back to the shaman. The three groups are lead by Fing, Martark, and Gruebitar. Fing is currently in the lead as he moves quickly but often without thought. Martark is currently a day behind Fing's group and takes great caution. Meanwhile, Gruebitar is three days behind Fing's group (and two days behind Martark's group). Gruebitar is intentionally taking his time getting to the village of Hyle knowing that military resistance is certain to occur, and he hopes that both Fing and Martark defeat a majority it, while he finishes the job and then returns back to the tribe to claim victory. Additionally, he figures if either of the two groups does manage to destroy the village, their forces will be weak and he can kill them off and thus claim the victory for himself.

The characters start the adventure in Havenhill in the middle of the afternoon. They are currently feasting on lunch at a local tavern, the Stuck Pig.

While enjoying a nourishing lunch Baren Gorunn, a ranking member of the army comes into the tavern. In a bold and commanding voice, Baren states he is looking for folks who might be interested in aiding in the fight with the Pomarj. He promises those interested that they will get to fight many orcs and goblins.

After gathering interested folks, Baren moves outside where several other ranking members of the army stand,

and starts to divide out those interested into small groups, with the characters being put into one such group. The characters are asked to gather anything they may need and quickly return.

After the characters gather their belongings, they are informed that it is believed that a small village to north of Havenhill is the site of a minor but serious planned attack. They are asked to go to the village and help defend it.

After leaving the city of Havenhill, the characters encounter a patrol unit. Information about the increase in humanoid activity in the Disputed Territory is relayed to the characters. Additionally, they tell the characters of a rumor they have heard about the chieftain of the Bleeding Eye having died of old age.

The next day, the characters make it to the village of Hyle, a few hours after noon. Many of the town folk are currently panicking or making preparations to leave the village and head to Havenhill. The characters have the opportunity to walk about the village. They can learn from a young dwarven boy that his father was killed by an orc while a group of several orcs plus a large monster stood by and watched. After his father was killed, the orc that killed his father told him to run back to his village and let everyone know that three orc parties were coming to destroy their village (Hyle). The boy and his father were traveling to Hyle bringing back goods they had traded for in Havenhill. The characters can also learn other rumors from the terrified villagers. The characters also have a chance to purchase some goods from the local general store (Broad Spectrum). The owner is attempting to sell everything he can before he leaves the village and leaves behind what he cannot carry.

Having learned some information from the patrol unit and folks in the village of Hyle, the characters must now decide how they are going to protect the village from the three upcoming orc attacks.

Fing and his group make the first attack, one day after the characters arrive in the village.

Martark and his group make the second attack, two days after the characters arrived in the village.

Gruebitar and his group make the third of attack, four days after the characters arrived in the village.

After thwarting the third attack, the characters are thanked by the villagers and return back to Havenhill without further incident.

INTRODUCTION

The weather in Havenhill has been unpleasantly cold even for the winter months. But the Stuck Pig has become a common place for many folks to not only keep warm in good company but also chat about current events.

This afternoon is no different, as the patrons of the Stuck Pig chat about their concern about the status of Prince Olinstaad Corond and the potential advancement of the humanoids from the Disputed Territory.

Seated at a table are several individuals.

Now is a good time for the players to describe their characters and make introductions.

Havenhill is a city on the eastern edge of the Lortmil Hills near the Disputed Territory. Rugdenner and his wife run the Stuck Pig. Rugdenner is a dwarf who served many years in the military before his graying beard and aging knees finally caught up to him. He is still able to run the tavern, barking at the serving wenches and cooks to keep them moving at all times.

Elves in the party find that they are generally ignored by other patrons and treated with no disrespect from any of the serving staff but neither are they treated kindly. Half-orcs are looked upon with caution and cool looks but nothing becomes of it; this includes a general lack of verbal comments.

ENCOUNTER 1: BAREN GORUNN

You have just completed the usual hearty meal that the Stuck Pig is known for, when you start to hear shouting coming from the streets outside. A moment later, the entrance to the Stuck Pig swings open and in strides a hefty dwarf dressed in military garb. He sternly glances about the room evaluating everyone who has come to the Stuck Pig for lunch.

As his gaze finally passes over the last patron, in a bold and nearly commanding voice, he speaks "Friends and countrymen, I am Baren Gorunn, an officer in the Principality of Ulek Army. I seek altruistic, brave individuals who are willing to help aid the Principality in a fight with the forces of the Pomarj in the Disputed Territory. I do promise those that are interested that you will get the opportunity to kill orcs and goblins. Those interested should follow me into the streets of Havenhill so everyone can be gathered together and divided into groups." With this, the hefty dwarf quickly departs the Stuck Pig.

Baren Gorunn and several other officers in the Principality of Ulek Army are attempting to gather folks who are willing to aid with the confrontation with the evil humanoid from the Disputed Territory. The Army is currently running thin due to the increase of military activity, not only the Disputed Territory, but also the Lortmil Hills.

After drumming interest from a variety of locations near the Stuck Pig, including the nearby shops and stores, Baren starts to divide the recruits into smaller groups. The characters are put into one such group. They are then asked to gather anything they may need for this mission and to return quickly.

ENCOUNTER 2: PLANNED ATTACK

When the characters return to meet up with Baren Gorunn, continue with the following:

After quickly gathering your few possessions, you return to Baren Gorun, who waits, less than patiently where you left him in the streets of Havenhill.

Baren Gorunn asks the characters to travel to a small village (Hyle) to the north of Havenhill. The Principality of Ulek Army believes that it is the site of a minor but serious planned attack by a small group of orcs. He asks the characters to go to the village and help defend it from any attacks.

He offers to pay each character that accepts the mission 12 gp when they return to Havenhill with an update of the events. He also provides general directions to the village. Lastly, he suggests the characters leave immediately as time is of importance.

When the characters are ready to depart the city, continue with the next encounter.

ENCOUNTER 3: PATROL UNIT

Leaving Havenhill as requested, you head in a North by Northwest direction towards the village of Hyle.

Hyle is located in the Lortmil Hills about a half-day's travel north of the village of Hyll. Both villages are comprised mostly of farmers, and whatever food supplies that cannot be used in town, are brought to Havenhill for trade.

You spend the afternoon walking to the village of Hyll. As you near the village, you see a small group of humans and dwarfs who appear to be patrolling the area.

The group of humans and dwarfs are a patrol unit from the Principality of Ulek Army. With the recent attack, as seen in *Two Heads are Better than One (ULP1-11)* on some of the farmers plus the recent battle between the forces under Prince Olinstaad Corond, the amount of patrol forces in the area being sent out has increased.

The leader of this patrol force is Gridge, a rather stocky dwarf of average height who pays close attention, even to the smallest details. If asked for information by the characters after they have updated him of their current mission, he is willing to supply the following information:

- The number of patrol forces being sent out into the Lortmil Hills and the Disputed Territory has been on an increase.
- Humanoid activity in the Lortmil Hills and the Disputed Territory has been on a dramatic increase.
- They recently captured several orc scouts in the area.
- One of the orc scouts informed them the chieftain of the Bleeding Eye tribe has died of old age.
- An ettin was recently sighted and killed near the village of Hyll.
- The status of Prince Olinstaad Corond is unknown.
- The village of Hyll is about an hour away from here.

Unfortunately, this is the only useful information they have. If asked to assist the characters they inform them

that they cannot since they are currently on duty and must stick to their current orders.

ENCOUNTER 4: HYLE

When the characters take leave of the patrol unit, continue with the following:

Leaving the patrol unit behind, you continue onward to Hyle. Within an hour, you near the village of Hyll. Evening passes uneventfully in Hyll, and it isn't long before you're on the road to Hyle once again.

Shortly after noon you start to near what must be Hyle. It appears to be a small farming village at the bottom of four hills. From the west, comes a small stream that zigzags in a fairly easterly direction.

As the characters enter the town, they see many of the town folk panicking or hastily making preparations to leave the village.

Give the characters Player's Handout 1, which is a map of the village of Hyle. Allow the characters to walk about the village.

Places of interest include the Broad Spectrum, the shrine of Phyton, Beasts of Burden, and the Hyle Inn.

As they head to the first place of interest, a young dwarven boy (Olgar Ongart) approaches them asking the characters if they are going to save his village from the orcs. After the characters start to talk with Olgar, he informs them that his father was just killed by an orc while several other orcs plus a giant monster stood by and watched. After his father was killed, the orc told him, in common, to run back to the village and let everyone know that three orc war parties were coming to destroy the village.

The boy and his father were traveling to Hyle bringing back goods they had traded for in Havenhill. These goods were taken by the orcs as he ran away from them.

THE BROAD SPECTRUM

This is the largest building in the village. It looks to be a well made, and as the characters approach, several human men including the owner, Byt Spectrum are loading several wagons of various goods.

If asked what they are doing, Byt informs the characters that he is loading his goods and going to Havenhill, which is much safer than Hyle these days. If asked what he sells, he informs them that he deals in a variety of goods. Basically, he sells any adventuring gear on *Player's Handbook* page 108. He offers the characters a "special" discount of 10%, but can be talked into a discount as low as 20%.

He does have four extraordinary items that he is willing to sell. These items and the selling prices are:

- Masterwork Artisan's Tools (55 gp)

- Masterwork Thieves' Tools (100 gp)
- Masterwork Climber's Kit (130 gp)
- Masterwork Healer's Kit (100 gp)

He'll barter on these four items too but only allows them to go with a maximum discount of 10%.

☛ **Byt Spectrum:** Male human Exp5; hp 22; see Appendix 1: NPCs.

SHRINE OF PHYTON

This shrine is a small building dedicated to the god of Nature, Beauty and Farming. Surrounding the shrine is a small farm of various crops. Currently, the building is locked and no one is home as the attending cleric is assisting several families to a safer location.

BEASTS OF BURDEN

This shop specializes in the sale of mounts and related gear. Horst, the owner, also sells some livestock, as it is available. Due to the high demand in beasts of burden and related gear, all costs are 125% that of what is listed on *Player's Handbook* page 108.

Currently Horst has two-dozen chickens, which he is willing to sell for 2 cp each.

HYLE INN

This small place is an inn and tavern. Due to the rumors of an upcoming attack by three groups of orcs, it has been closed down until further notice. A sign outside the doors says as much.

ENCOUNTER 5: DECISIONS

After the characters have had a chance talk with the folks in the village of Hyle and visit the Broad Spectrum, continue with the following:

After talking with several of the inhabitants of the village of Hyle and even taking a trip to the Broad Spectrum, the threat of three possible orc attacks must now be faced. When will these attacks occur? And just how large will the forces be? These are questions that have yet to be answered.

Hyle resides at the base of four hills. From the center of the village to the top of each of the four hills is one hundred yards. A small stream runs through the village. For a map of the area surrounding Hyle, refer to DM Aid 1 and Player's Handout 2. DM Aid 1 includes the directions that the three forces of orcs are taking to reach the village.

Find out what the characters plans are for defended the village of Hyle including watch and sleeping arrangements. Allow the characters to take any reasonable precautions they feel are necessary. Please note, that the encounter level (EL) of the three orc attacks all fall into

the 'First Kill' range. The 'First Kill' represents the first encounter level that has a very good chance of killing one or more party members almost every time. However, the characters have been alerted to all three upcoming battles, which should heavily aid them thus reducing the overall challenge of the three combats. Numerous preparations could be taken. Some ideas are:

- Coordinate battle tactics and plans.
- Coordinate spell use.
- Pre-cast long duration spells (for example, *bull's strength*, *cat's grace*, *endurance*).
- Use of caltrops.
- Using items such as a wagon or cart to provide cover.
- Ensure that each character has some type of ranged weapon to use when each combat starts.

This list should not be given to the characters, rather let them think of their own plan and strategy, but it has been included as a guide as items that should be allowed if the characters think to use them. However, you can expect them to come up with all kinds of plans. Let them take some time with this, and attempt whatever they like. If a particular plan of action seems particularly foolish, do not dissuade them; merely assign difficulty as appropriate.

When the characters have taken their precautions and are ready to proceed, continue with the next encounter.

ENCOUNTER 6: FING

One day after the characters arrive in the village of Hyle around 10 PM, the first orcs reach the area. These orcs are lead by Fing, a confident and aggressive orc. He moves quickly and often without putting much thought into his actions. He is tall and thin but respected among the Bleeding Eye tribe.

Fing approaches Hyle from the East. He and his orc followers do not try to hide or mask that they are moving to attack the village. He does not believe there is any major resistance and those that have gathered to try and stop his group can be quickly dispatched.

As the judge, based on what precautions the characters take, determine how the battle starts and proceed onward from there. These orcs attempt to muscle their way through the characters defenses rather than think through them, or even move around them. Refer to DM Aid 1 for assistance.

APL 2 (EL 5)

👉 **Orcs (6):** hp 8 each; see *Monster Manual* page 146.

👉 **Fing:** Male orc Ftr1/Rog1; hp 18; see Appendix I.

APL 4 (EL 7)

👉 **Orcs (6):** Male orc Ftr1; hp 10 each; see Appendix I.

👉 **Fing:** Male orc Ftr2/Rog2; hp 32; see Appendix I.

APL 6 (EL 9)

👉 **Orcs (6):** Male orc Ftr3; hp 22 each; see Appendix I.

👉 **Fing:** Male orc Ftr3/Rog3; hp 46; see Appendix I.

Tactics: Fing's orcs move in, and attempt to pile drive there way through any fortifications that the characters have in place. Once they get through, they double and triple team individual characters in order to drop them quickly. Fing moves from opponent to opponent, flanking with his ranseur so as to take full advantage of his sneak attack ability.

ENCOUNTER 7: MARTARK

One day after the characters battle with Fing's group, around midnight, Martark's group of orcs reach the general area. Martark is a cautious and observant orc. He attempts to survey the situation, gathering as much information as possible, before making a decision. He is short and chunky but respected among the Bleeding Eye tribe.

Martark approaches Hyle from the North. He and his orc followers try to hide or mask that they are moving to attack the village. He does not know what to expect from the village and is unsure on whether any resistance will be met.

As the judge, based on what precautions the characters take, determine how the battle starts and proceed onward from there. Refer to Encounter Five and DM Aid 1 for assistance.

APL 2 (EL 5)

👉 **Orcs (6):** hp 8 each; see *Monster Manual* page 146.

👉 **Martark:** Male orc Rgr1/Ftr1; hp 20; see Appendix I.

APL 4 (EL 7)

👉 **Orcs (6):** Male orc Ftr1; hp 10 each; see Appendix I.

👉 **Martark:** Male orc Rgr1/Ftr3; hp 36; see Appendix I.

APL 6 (EL 9)

👉 **Orcs (6):** Male orc Ftr3; hp 22 each; see Appendix I.

👉 **Martark:** Male orc Rgr1/Ftr5; hp 52; see Appendix I.

Tactics: Martark's orcs move in quickly, attempting to avoid, or move around obstacles, rather than through them. Once they get to the characters, they split into two groups, each group surrounding a character, in the hopes of taking them out quickly. They choose obvious spellcasters first, before attacking warriors and rogues.

Martark prefers to do single combat with dwarves, and if none are present, he goes for the toughest looking fighter.

ENCOUNTER 8: GRUEBITAR

Two days after the characters battle with Martark's group, around 2 AM, the Gruebitar's orcs reach the general area. Gruebitar is a bold and confident orc. He suspects, perhaps even hopes that some form of resistance is waiting for him when he reaches Hyle. He is of average height but quite muscular and highly respected among the Bleeding Eye tribe. He also has a scar across his left eye, which he received several years ago in a battle with some dwarfs. Many within the tribe believe he will be the winner of the contest and thus the next chief of the tribe.

Gruebitar approaches Hyle from the South. He and his followers proceed forward with caution, making sure to attack at the most opportune moment.

As the judge, based on what precautions the characters take, determine how the battle starts and proceed onward from there. Refer to Encounter Five and DM Aid 1 for assistance.

APL 2 (EL 5)

👉 **Orcs (4):** hp 8 each; see *Monster Manual* page 146.

👉 **Ogre:** hp 32; see *Monster Manual* page 144.

👉 **Gruebitar:** Male orc Ftr1/Clr1 (Gruumsh); hp 18; see Appendix I.

APL 4 (EL 7)

👉 **Orcs (4):** Male orc Ftr1; hp 10 each; see Appendix I.

👉 **Ogre:** Male ogre Bbn2; hp 50; see Appendix I.

👉 **Gruebitar:** Male orc Ftr3/Clr1 (Gruumsh); hp 32; see Appendix I.

APL 6 (EL9)

👉 **Orcs (4):** Male orc Ftr2; hp 16 each; see Appendix I.

👉 **Ogre:** Male ogre Bbn4; hp 68; see Appendix I.

👉 **Gruebitar:** Male orc Ftr5/Clr1 (Gruumsh); hp 46; see Appendix I.

Tactics: Gruebitar's orcs move in when it is most advantageous to do so, attempting to catch the characters by surprise. Once in combat however, they gang up on individual opponents so as to drop them quickly. Any opponent who drops is subject to a coup de grace attack on the very next round. Gruebitar stays close to the ogre at APL 2, though at APLs 4 and 6 he moves off and casts *obscuring mist*, and then uses the cover to his advantage, along with his Blind-Fight feat.

ENCOUNTER 9: THANKS

If the characters successfully save the village of Hyle from the three groups of orc invaders, continue with the following:

Having saved the village of Hyle from the orc invaders, you are thanked by every resident from the village. One villager gives you his prize chicken, another a loaf of her homemade bread and yet another a small cask of ale. Finally, a celebration is thrown in thanks for your efforts.

CONCLUSION

If the characters successfully saved the village of Hyle from the three groups of orc invaders, continue with the following:

Having saved the village of Hyle and received their thanks, you return to Havenhill to report to Baren Gorunn about the magnificent news you have.

Baren Gorunn is quite pleased by the characters success. He gives each character 12 gp along with his personal *Recommendation for the Principality of Ulek Army*.

If the characters were unsuccessful in saving the village of Hyle from the three groups of orc invaders, continue with the following:

Leaving the ruined village of Hyle, you return to Havenhill to report to Baren Gorunn about the horrifying news you have.

Baren Gorunn is quite saddened by the news. He gives each character 12 gp for their efforts and quickly departs.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 6: Fing

Defeat Fing and his orcs.

APL 2	100 XP
APL 4	200 XP
APL 6	270 XP

Encounter 7: Martak

Defeat Martak and his orcs.

APL 2	100 XP
APL 4	200 XP
APL 6	270 XP

Encounter 8: Gruebitar

Defeat Gruebitar and his orcs.

APL 2	100 XP
APL 4	200 XP
APL 6	270 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	810 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

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

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

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

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

TREASURE KEY:

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

Encounter 6: Fing

Defeat Fing and his orcs, strip and sell their gear.

APL 2: L: 48 gp; C: 0 gp; M: 0
APL 4: L: 78 gp; C: 0 gp; M: 0
APL 6: L: 78 gp; C: 0 gp; M: 0

Encounter 7: Martak

Defeat Markak and his orcs, strip and sell their gear.

APL 2: L: 60 gp; C: 0 gp; M: 0
APL 4: L: 90 gp; C: 0 gp; M: 0
APL 6: L: 90 gp; C: 0 gp; M: 0

Encounter 8: Gruebitar

Defeat Gruebitar and his orcs, strip and sell their gear.

APL 2: L: 106 gp; C: 0 gp; M: 0
APL 4: L: 121 gp; C: 0 gp; M: 0
APL 6: L: 121 gp; C: 0 gp; M: <i>potion of bull's strength</i> (30 gp per character)

Conclusion

Come back alive, whether or not they defeat all three bands of orcs.

APL 2: L: 0 gp; C: 12 gp; M: 0
APL 4: L: 0 gp; C: 12 gp; M: 0
APL 6: L: 0 gp; C: 12 gp; M: 0

Conclusion (If the village of Hyle was saved):

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

Total Possible Treasure

APL 2: 226 gp
APL 4: 301 gp
APL 6: 331 gp

APPENDIX I: NPCS

☛ **Byt Spectrum:** Male human Exp5; CR 4; Medium-size humanoid; HD 5d6; hp 22; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +3 melee (1d6, club) or +5 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +5, Will +8; Str 10, Dex 14, Con 11, Int 13, Wis 15, Cha 13.

Skills and Feats: Appraise +9, Bluff +9, Diplomacy +9, Gather Information +9, Knowledge (local) +5, Listen +6, Perform (storytelling) +9, Profession (proprietor) +10, Sense Motive +10; Great Fortitude, Iron Will, Lightning Reflexes.

Possessions: studded leather armor, club, light crossbow, 10 bolts, several wagons full of goods.

APL 2 (EL 5)

☛ **Fing:** Male orc Ftr1/Rog1; CR 2; Medium-size humanoid; HD 1d10+1d6+4; hp 18; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +4 melee (2d4+3/x3, ranseur) or +4 ranged (1d6+3, javelin); SA Sneak attack; SQ Darkvision 60 ft., light sensitivity, darkvision 60 ft.; AL CE; SV Fort +4, Ref +5, Will -1; Str 16, Dex 16, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Balance +7, Climb +7, Intuit Direction +3, Jump +8, Listen +3, Read Lips +3, Spot +3; Combat Reflexes, Dodge.

Possessions: studded leather armor, ranseur, 3 javelins.

APL 4 (EL 7)

☛ **Orcs (6):** Male orc Ftr1; CR 1; Medium-size humanoid; HD 1d10; hp 10 each; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +4 melee (1d12+2/x3, greataxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Power Attack, Weapon Focus (greataxe).

Possessions: scalemail, greataxe, 3 javelins.

☛ **Fing:** Male orc Ftr2/Rog2; CR 4; Medium-size humanoid; HD 2d10+2d6+8; hp 32; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +7 melee (2d4+3/x3, ranseur) or +6 ranged (1d6+3, javelin); SA Sneak attack; SQ Darkvision 60 ft., light sensitivity, darkvision 60 ft., evasion; AL CE; SV Fort +5, Ref +6, Will +1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +8, Climb +9, Intuit Direction +4, Jump +9, Listen +4, Read Lips +5, Spot +5; Combat Reflexes, Dodge, Iron Will, Mobility.

Possessions: studded leather armor, masterwork ranseur, 3 javelins.

APL 6 (EL 9)

☛ **Orcs (6):** Male orc Ftr3; CR 3; Medium-size humanoid; HD 3d10; hp 22 each; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +4 melee (1d12+2/x3, greataxe) or +1 ranged (1d6+2, javelin); SQ Darkvision

60 ft., light sensitivity; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +6, Jump +6; Cleave, Power Attack, Sunder, Weapon Focus (greataxe).

Possessions: scalemail, greataxe, 3 javelins.

☛ **Fing:** Male orc Ftr3/Rog3; CR 6; Medium-size humanoid; HD 3d10+3d6+12; hp 46; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +9 melee (2d4+3/x3, ranseur) or +8 ranged (1d6+3, javelin); SA Sneak attack; SQ Darkvision 60 ft., light sensitivity, darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +7, Will +3; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +9, Climb +10, Intuit Direction +5, Jump +10, Listen +5, Read Lips +6, Spot +6, Tumble +6; Combat Reflexes, Dodge, Iron Will, Mobility, Spring Attack.

Possessions: studded leather armor, masterwork ranseur, 3 javelins.

APL 2 (EL 5)

☛ **Martark:** Male orc Rgr1/Ftr1; CR 2; Medium-size humanoid; HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +3/+3 melee (1d8+3/x3, orc double axe) or +4 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity, favored enemy (dwarfs); AL CE; SV Fort +6, Ref +2, Will +0; Str 16, Dex 15, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump +5, Listen +4, Search +4, Spot +4, Wilderness Lore +4; Exotic Weapon Proficiency (orc double axe); Power Attack, Track.

Possessions: chain shirt, orc double axe, 3 javelins.

APL 4 (EL 7)

☛ **Orcs (6):** Male orc Ftr1; CR 1; Medium-size humanoid; HD 1d10; hp 10 each; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +4 melee (1d12+2/x3, greataxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +4, Jump +4; Power Attack, Weapon Focus (greataxe).

Possessions: scalemail, greataxe, 3 javelins.

☛ **Martark:** Male orc Rgr1/Ftr3; CR 4; Medium-size humanoid; HD 4d10+8; hp 36; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +7/+7 melee (1d8+3/x3, orc double axe) or +6 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity, favored enemy (dwarfs); AL CE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 16, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump +7, Listen +4, Search +4, Spot +4, Wilderness Lore +5; Cleave, Exotic Weapon Proficiency (orc double axe), Power Attack, Track, Weapon Focus (orc double axe).

Possessions: chain shirt, masterwork orc double axe, 3 javelins.

APL 6 (EL 9)

➤ **Orcs (6):** Male orc Ftr3; CR 3; Medium-size humanoid; HD 3d10; hp 22 each; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +4 melee (1d12+2/x3, greataxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills and Feats: Climb +6, Jump +6; Cleave, Power Attack, Sunder, Weapon Focus (greataxe).

Possessions: scalemail, greataxe, 3 javelins.

➤ **Martark:** Male orc Rgr1/Ftr5; CR 6; Medium-size humanoid; HD 6d10+12; hp 52; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +9/+9/+4 melee (1d8+5/x3, orc double axe) or +8 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity, favored enemy (dwarfs); AL CE; SV Fort +8, Ref +3, Will +3; Str 16, Dex 16, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Jump +9, Listen +4, Search +4, Spot +4, Wilderness Lore +6; Cleave, Exotic Weapon Proficiency (orc double axe), Iron Will, Power Attack, Track, Weapon Focus (orc double axe), Weapon Specialization (orc double axe).

Possessions: chain shirt, masterwork orc double axe, 3 javelins.

APL 2 (EL 5)

➤ **Gruebitar:** Male orc Ftr1/Clr1 (Gruumsh); CR 2; Medium-size humanoid; HD 1d10+1d8+2; hp 18; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atks +6 melee (1d12+3/x3, greataxe) or +1 (1d10/19-20, heavy crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +5, Ref +0, Will +4; Str 16, Dex 10, Con 12, Int 9, Wis 15, Cha 8.

Skills and Feats: Concentration +4, Jump +5; Power Attack, Weapon Focus (greataxe).

Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – create water, guidance, purify food and drink; 1st – endure elements*, entropic shield, obscuring mist.

*Domain spell. Domains: Chaos (Cast chaos spells at +1 caster level); Strength (Gain an enhancement bonus to Strength equal to level. Activating the power is a free action, the power lasts 1 round, and is usable once per day.)

Possessions: banded mail, masterwork greataxe, heavy crossbow, 20 bolts.

APL 4 (EL 7)

➤ **Orcs (4):** Male orc Ftr1; CR 1; Medium-size humanoid; HD 1d10; hp 10 each; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +4 melee (1d12+2/x3, greataxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; SV Fort +2, Ref +0, Will –1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills and Feats: Climb +4, Jump +4; Power Attack, Weapon Focus (greataxe).

Possessions: scalemail, greataxe, 3 javelins.

➤ **Ogre:** Male ogre Bbn2; CR 4; Large giant; HD 4d8+2d12+12; hp 50; Init –1 (Dex); Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atks +10 melee (2d6+7, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); SV Fort +8, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +4, Jump +10, Listen +2, Spot +2, Wilderness Lore +5; Power Attack, Weapon Focus (greatclub).

Possessions: huge greatclub, hide armor.

➤ **Gruebitar:** Male orc Ftr3/Clr1 (Gruumsh); CR 4; Medium-size humanoid; HD 3d10+1d8+4; hp 32; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atks +8 melee (1d12+3/x3, greataxe) or +3 (1d10/19-20, heavy crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +6, Ref +1, Will +7; Str 16, Dex 10, Con 12, Int 9, Wis 16, Cha 8.

Skills and Feats: Concentration +4, Jump +7; Blind-Fight, Iron Will, Power Attack, Weapon Focus (greataxe).

Spells Prepared (3/2+1; base DC = 13 + spell level): 0 – create water, guidance, purify food and drink; 1st – endure elements*, entropic shield, obscuring mist.

*Domain spell. Domains: Chaos (Cast chaos spells at +1 caster level); Strength (Gain an enhancement bonus to Strength equal to level. Activating the power is a free action, the power lasts 1 round, and is usable once per day.)

Possessions: masterwork banded mail, masterwork greataxe, heavy crossbow, 20 bolts.

APL 6 (EL 9)

➤ **Orcs (4):** Male orc Ftr2; CR 2; Medium-size humanoid; HD 2d10; hp 16 each; Init +0; Spd 20 ft.; AC 14 (touch 10, flat-footed 14); Atks +5 melee (1d12+2/x3, greataxe) or +2 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; SV Fort +3, Ref +0, Will –1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills and Feats: Climb +4, Jump +5; Cleave, Power Attack, Weapon Focus (greataxe).

Possessions: scalemail, greataxe, 3 javelins.

➤ **Ogre:** Male ogre Bbn4; CR 6; Large giant; HD 4d8+4d12+16; hp 68; Init –1 (Dex); Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atks +14/+9 melee (2d6+9, huge greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC); SV Fort +9, Ref +1, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Jump +10, Listen +2, Spot +2, Wilderness Lore +7; Cleave, Power Attack, Weapon Focus (greatclub).

Possessions: huge masterwork greatclub, hide armor.

➤ **Gruebitar:** Male orc Ftr5/Clr1 (Gruumsh); CR 4; Medium-size humanoid; HD 5d10+1d8+6; hp 46; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atks +10 melee (1d12+5/x3, greataxe) or +5 (1d10/19-20, heavy crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +7, Ref +3, Will +7; Str 16, Dex 10, Con 12, Int 9, Wis 16, Cha 8.

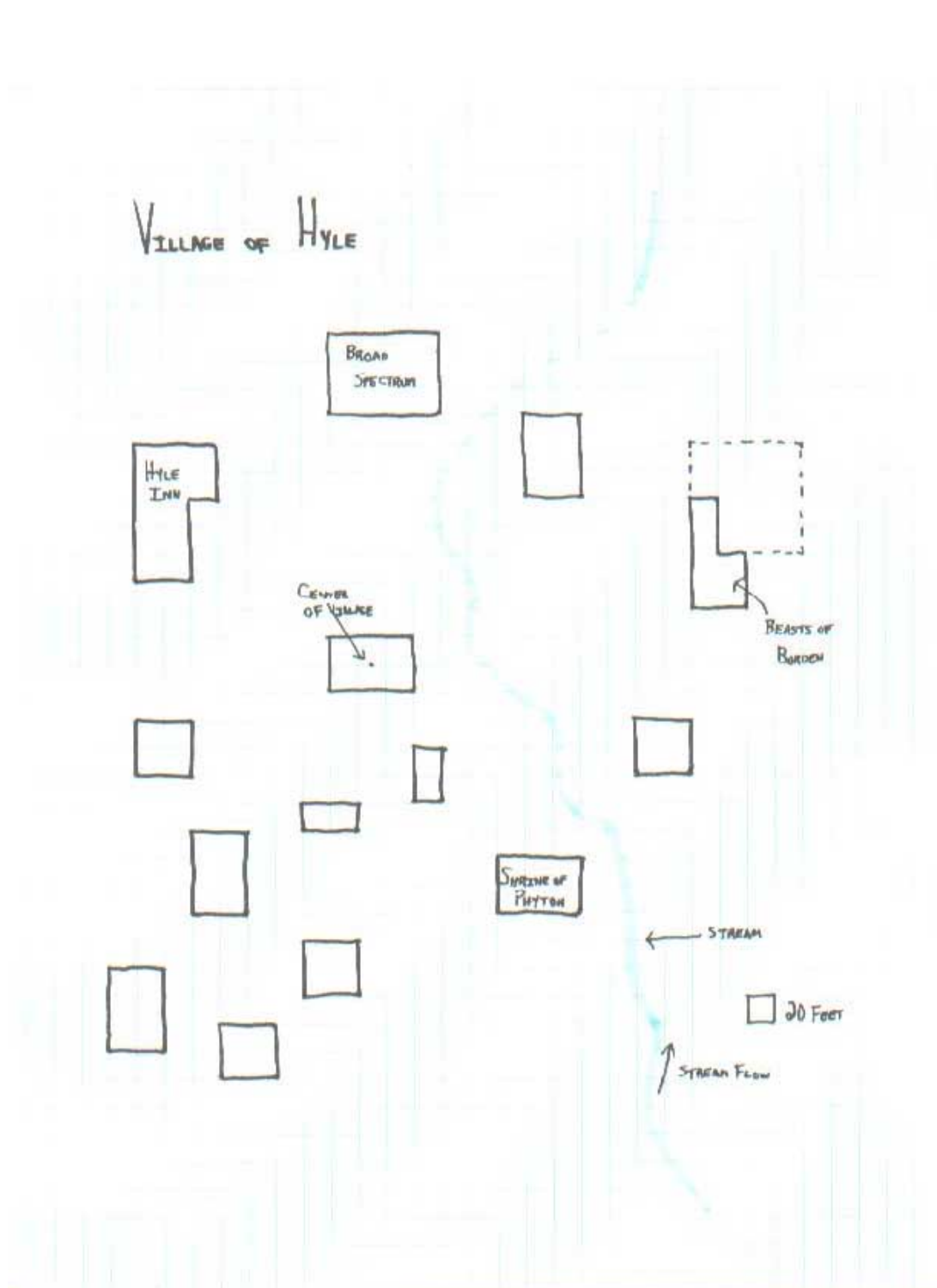
Skills and Feats: Concentration +4, Jump +9; Blind-Fight, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Spells Prepared (3/2+1; base DC = 13 + spell level): 0 – *create water, guidance, purify food and drink*; 1st – *endure elements**, *entropic shield, obscuring mist*.

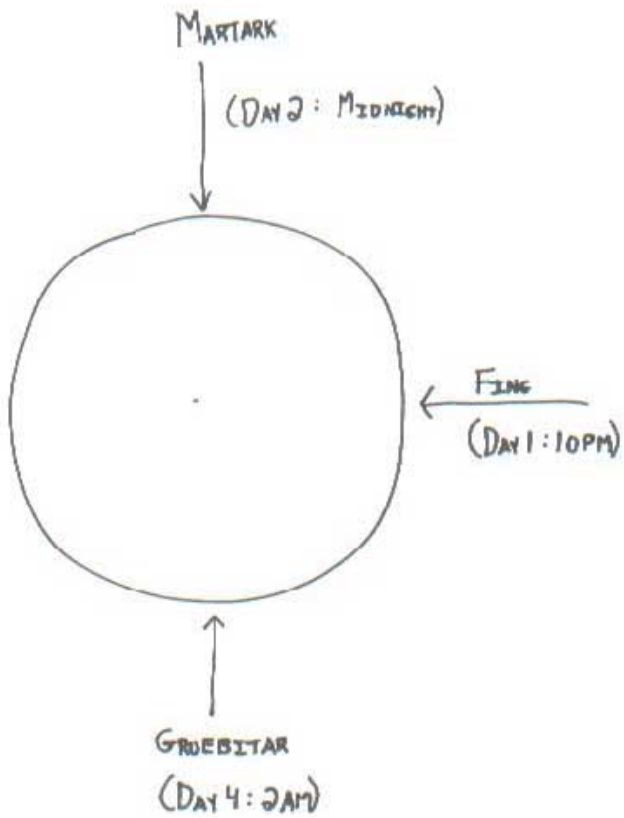
*Domain spell. Domains: Chaos (Cast chaos spells at +1 caster level); Strength (Gain an enhancement bonus to Strength equal to level. Activating the power is a free action, the power lasts 1 round, and is usable once per day.)

Possessions: masterwork banded mail, masterwork greataxe, heavy crossbow, 20 bolts, *potion of bull's strength*.

PLAYER'S HANDOUT 1: MAP OF THE VILLAGE OF HYLE



DM'S AID 1: WAR PARTY ATTACK ROUTES



STORY SUMMARY for use at MegaCon 2002.

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

1. Did the characters purchase anything from the Broad Spectrum in the village of Hyle?

YES NO

2. Did the characters defeat Fing and his followers?

YES NO

3. Did the characters defeat Martark and his followers?

YES NO

4. Did the characters defeat Gru ebitar and his followers?

YES NO

5. Did the characters save the village of Hyle?

YES NO

6. Did any characters receive the recommendation for the Principality of Ulek Army?

YES NO

7. If so, who?

Real Name:

character Name:

RPGA :

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.