



FINDERS KEEPERS

A One-Round D&D Core LIVING GREYHAWK™ Adventure

Version 1

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One part earth, two parts flame, step into darkness and where we all scream the same. It's recipe for evil, but who wins the prize? Just step inside the door, and don't close your eyes. An adventure for characters level 3-10. The first part of the When Chaos Reigns cycle.

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

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

PREPARATION

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

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

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

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

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

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

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

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided 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 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 bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, 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 (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 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 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, Miale, 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.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the City of Greyhawk. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

Once a mighty power on the face of Oerth, Tharizdun had countless followers, and literally hundreds of temples where he was worshipped openly. However, Tharizdun's bid for destruction of the current universe met with bitter failure and the other gods imprisoned him, hoping to lock away his evil for all time. Without their deity, his followers dropped off; many switched, and began to worship other deities, who though evil, were somewhat less powerful. His temples were destroyed, and many disappeared, driven from the land by the combined might of the servitors of Tharizdun's jailers. There were those devoted few however, who remained faithful to their dark god, and worked for the day that they might release him from his eternal prison, unleashing him upon Oerth to wreak destruction, decay, and insanity upon those who oppose him once more.

One great effort was in the initial resurrection of the original Temple of Elemental Evil, and though nearly successful, the efforts of a noble few, stopped Tharizdun's clerics from effecting a complete resurrection of their god. Recently, however, some say that the temple rises again, attracting Tharizdun's dark followers, who would see their master free. As they have strove so long and hard, some part of their deity's power has resurfaced in the world, and while their main efforts have been concentrated in a very specific location, other, somewhat lesser shrines and temples have reawakened to Tharizdun's dark power.

One such shrine exists just outside the City of Greyhawk, buried beneath the Cairn Hills. Its ancient halls have become rekindled with great evil. Fire and earth have come together in this place as an infernal xorn, awakened from its long sleep began tunneling once more deep beneath the surface, causing a series of minor earthquakes that opened up a fissure in the hills, creating a passage back into the temple. Within the temple, a reservoir of magma has arisen from an elemental node located therein, releasing thoqqas into the structure as well. The thoqqas have begun to feed on veins of gemstones that the xorn has incidentally brought to the surface as it reclaims its home beneath the shrine. The newly awakened evil of Tharizdun's ancient shrine has attracted the attention of all manner of fell creatures as its essence begins to permeate the very stone that surrounds its structure.

Vadris, a devout cleric of Pyremius came to call when his divinations revealed a well of great evil in the area. Formerly a soldier-for-hire, Vadris saw the potential for a great temple to his fiery god, and has, in the wake of a small group of adventurers who only discovered what they thought was a gem mine, begun to work on reconsecrating the entire area in the name of Pyremius. The process has been slow however, as he contends with the dangerous creatures that are attracted to the evil as he was.

Several members of this party of adventurers traveled with their knowledge, and the hopes of staking a claim to this undiscovered gem mine to the City of Greyhawk, where

they planned to notify the proper authorities, and stake a claim. In the mean time, they left several of their companions behind to guard the mine from possible claim jumpers, or looters. These poor souls fell victim to Vadris, who assassinated them in the night, and then animated their corpses to do his bidding. Those who made it back to the city discovered that mineral rights this side of the Cairn Hills are property of the City of Greyhawk. Mayor Nerof Gasgul did however, pay them well to give him information of the mine's whereabouts and draw a map for him. Additionally, he promised to send out a team of surveyors immediately, who would not only take stock of the mining potential, but would send their comrades back into the city as well. Hiring a group of experienced dwarven miners; Mayor Gasgul sent them out as promised. However, once the dwarves got there, they too fell victim to Vadris and his newly acquired minions.

It has been almost two weeks now, and the report that Mayor Gasgul expected from his survey team is long overdue. He has grown concerned, more for the potential loss of resources than the actual welfare of the dwarves, but concerned none-the-less. He is currently looking for a few expendable new employees to coerce into checking up on the dwarves for as little pay as possible. Adventurers are much cheaper than Miners' Union fees.

Encounter 1: Corporal Hook

The characters find themselves caught in the predicament of being held accountable for the murder of a thug who tried to steal from them.

Encounter 2: What's Yours is Mine

As the characters reach the Cairn Hills, they find the path the dwarf surveyors took with little problem. Krenshar and howlers wait in a cave near by. They are very hungry, and attack the characters just as they reach this site. They are somewhat burned as they have been driven off by the thoqqas, which is why they didn't eat the dwarves.

Encounter 3: It's a Mine, Man

The Xorn that started the chain of events, which both spilled the gems into temple complex and opened the chasm's entrance and still rumbles through the earth nearby. As the characters traverse the complex, they are constantly reminded of its presence due to the rumbling and dropping earth around them, even during other encounters, although they may mistake it for a simple earthquake.

The xorn, however, is not as it once was having been affected by the renewal of the presence of Tharizdun. It is now a fiendish xorn who lusts not only for earth, but also for blood as well. He approaches the characters as they enter the crevasse, and acting like one of its more peaceful 'neutral' brethren, it explains to the characters that he saw some dwarves come this way, but that he doesn't know what became of them. He encourages the characters to investigate further. The xorn hopes that the characters 'take care' of Vadris for him, as he desires to retake the temple in his dark

master's name, without a fight.

Encounter 4: Fire Worms

Here the characters encounter a small group of thoqqas, who, attracted by the elemental xorn, and the gems in the area, have made a residence out of this large cave. As they burrow for food, the cave has grown progressively larger.

Encounter 5: Oops!

The characters traverse a zigzag hallway, encountering traps along the way. Some set by Vadris, and one very nefarious trap set by Tharizdun's clerics of old.

Encounter 6: Chill Reception

The characters discover the final fates of the dwarf miners as they encounter their incorporeal undead forms that are not so restful.

Encounter 7: Boiling Point

This is the final showdown with Vadris, a near-mad cleric of Pyremius who sees the characters for what they really are; pawns in the game of the dark god Tharizdun himself.

The Dwarves' Tale

The mining group consisted of an old foreman, 2 guards/carriers, and 5 expert miners/surveyors. Here tells the order of events in their fate. It is included in case any of the dwarves (living or dead) is questioned and for general fun.

1. Dwarves hired by mayor
2. Dwarves celebrate job in tavern, talk about the job. Bard overhears and writes information down in hopes of getting a new song out of it. Sees the map as well.
3. Bard makes it to the cave site before dwarves and encounters the krenshar and howlers alone. The howlers take the body and possessions into cave and are busy eating. Krenshar get one foot for their troubles.
4. Dwarves arrive and find only one krenshar who attacks them and scares them so they run immediately into the main cave
5. Dwarves begin marking unsafe sections of passageway, use guiderope, hang lanterns, or other equipment.
6. Dwarves find thoqqua room and begin testing the gems and setting up mining equipment. One miner (who was bitten by the krenshar) and one guard remain here to begin work. The others continue forward to examine the gems and strange rock further in.
7. Thoqqas arrive through the floor and separate the two groups. Guard is killed instantly. Injured miner escapes back out but an earthquake caused by the xorn causes rocks to fall on him on one of his own X's on the floor. Main party sustained injuries but runs forward. Dwarven Death Toll (DDT): 2

8) Dwarves run into pit trap, which slides them into the Glyph containing the Mark of Justice. The other dwarven guard receives the mark. The foreman lands wrong inside the pit and is trapped within when the trap closes while everyone else continues running forward from fright. DDT: 3

9) Dwarves run into the hallway with undead and are easily surprised. Two miners are slain by touch attacks and spawn new undead controlled by the original. DDT: 5

10) The dwarves make it into the final room and shut the door tight, but are easily subdued by Vadris. He tortures them with fire and blade, thinking them to be Tharizdun-related. He decides to use them as sacrifices to his god and burn them in oil. One of them dies on one of the torture devices. DDT: 6

11) Two remain, held over the boiling oil pool when the characters arrive.

ENCOUNTER 1: CORPORAL HOOK

Sweat rolls off your faces as you sit in one of the stuffy offices of one of Greyhawk's official guard headquarters. The air seemed breezy enough when you awoke this morning, but at present both it and the company are a bit stale this Wealsun day.

You are currently sitting there with several others on uncomfortable benches drinking mugs of water given to you by a somewhat helpful but crusty old officer. You sit in this broiler waiting for a corporal to finish his paperwork on this, the situation you helped bring about. The apprehension of four pickpockets that tried to steal from you; it was actually very easy to take them down. Only two of them were armed and they were quickly dispatched. The corporal in question, an overly smiley fellow named Corporal Frint, promised some sort of reward for their capture so here you are, waiting for him to finish the paperwork on the statements taken from you. He finishes scribbling something then smiles again at you, "Now then, only one more thing to be done and we'll get you a reward for your efforts, my fine citizens of Greyhawk. Won't be a moment, chums." He lets himself out and closes the door behind him, leaving you all to stare at each other.

While Corporal Frint has gone to fetch the mayor, allow the characters to introduce themselves to each other. Incidentally, Corp. Frint took all of the paperwork with him.

The characters can try what they like on the door, as it is steel-reinforced bronzewood, locked both mechanically, and with an *arcane lock* spell. In addition, an *alarm* spell is set on the door, and goes off unless a member of the city guard opens the door.

☐ **Steel-Reinforced Bronzewood Door:** 2 in. thick; hardness 10; hp 60; Break (DC 38*). 2 **Good Locks:** hardness 15; hp 30; Open Lock (DC 30). *+10 to Break DC due to *arcane lock* spell.

Several minutes feel like several hours while sitting in the humidity of this room. Finally Corporal Frint returns, "Here they are, sir." A rather tall man strides in behind him. This new arrival has a hawkish nose, a plumed hat, a forest green velvet robe, and wears the badge of office of Mayor of the City. He walks behind the desk, sits and folds his hands teepee-style. "So..." he begins setting a gold-tipped cane against the desk, "I am Mayor Nerof Gargul and I understand you are the criminals who've murdered some of Greyhawk's fine citizens.... Where did you say you were from?"

Allow the characters to protest, as they no doubt will. When the characters tell him what was going on, proceed with the following.

The Mayor cocks an eyebrow at your group "Hmmm...Stealing IS indeed a terrible thing. I suppose I should grant you a reward for your efforts." He look to the corporal who nods his head vigorously back to the Mayor and whispers something into his ear. The mayor looks thoughtfully back to you and smiles; "I've a little task I need performed by a competent group of individuals. You look like the sort I'm looking for, and the rewards are very good. Such a fitting reward for the fine job you've performed for the city. Simply travel to a mine and bring back news of a group of miners I dispatched to that location almost two weeks ago. A good group of stout-hearted and hard-working dwarves they were, who know their business very well."

At this point, the characters most likely have questions. Below are some answers to some of the more likely questions to be asked.

Q: "Where is the mine?"

A: "I can get you a map within the hour, it's a newly discovered fissure in the Cairn Hills."

Q: "Why us?"

A: "You've shown yourselves quite capable of assisting our city's efforts and I'm a little short-handed what with all these thieves running around."

Q: "What's in it for us?"

A: "Provided you find out the information I need I'll pay you at 50 gp each...and anything you may keep anything you find along the way except gems. I'll pay you half now, and half upon successful completion."

Q: "What's in the mine?"

A: "It is a new mine which has recently opened up and I have officially staked my claim on it. You might say 'This mine is mine.' The mayor laughs at his own joke then regains his poise." Evidence suggests there may be a wealth of gems inside which could greatly help our economy here in the city."

Q: "Can we see some proof you own the mine?"

A: "But of course." He gingerly takes a thick, bound scroll from his belt and unrolls it. It indeed reads as a title to the mine and its contents and is signed by many officials of the city.

Note: A successful Forgery check (DC 14) reveals its authenticity.

Q: "Who were the miners?"

A: "A group of skilled dwarves, hired to set up the mine properly for excavation."

Q: "We won't do it."

A: "Murder in the first degree...tsk tsk tsk...that's punishable by death I believe. Seems a shame don't you think? To lose your life simply because you couldn't perform one simple task for me?"

Q: "When should we leave?"

A: "Within the hour. I will provide provisions and extra water as well as a map; horses on loan for those who need them."

Q: "What's the catch?"

A: "None whatsoever. I need this task done immediately and have chosen you to do it. No more, no less."

If there are any characters that won't perform the task, then the mayor shakes his head sadly and leaves the room. After a few minutes four well-equipped guards come into the room to take the uncooperative characters. They remove their weapons first and then carry them back to jail. Once in jail the character(s) is stripped of all items and left there. The mayor comes into the area and tells the jailed character that if he or she changes their mind, just let the guards know. If the character eventually agrees, then let him out of jail and send him on his way to catch up with the others. If the character never agrees to do the job, then they remain in jail for a year. Such is the price for both snubbing the mayor and being able to testify against him.

For the cooperative characters, he outfits them with food and water, gives them a map and has horses prepared for them.

ENCOUNTER 2: WHAT'S YOURS IS MINE

The trip to the mine takes a day to complete on horseback, two days if the characters absolutely insist on walking. Either way, things are pretty dull until they are just approaching to within a mile of the mine's location; it is then they catch the attention of some local predators.

Winding your way through the craggy mountainous region, you smell a foul scent, worse even than the Greyhawk meat shops. Up ahead, underneath a rock outcropping, you see a couple of creatures moving. They turn toward you and then dart your direction. They seem to be some kind of gray and brown spotted feline, although they look quite undernourished and somewhat scorched. As the creatures approach, you are startled by a terrifying howl above you. Perched on the side of the mountain is an enormous beast with large protruding fangs and spiny quills coming off its back.

This howler and pair of krenshar are starving, and crave the

characters as food. The first round the krenshar attempt to scare the characters by pulling back the skin on their faces. At higher APLs more howlers come out of the cave up on the hill one round after the initial attack, in order to help bring down the characters. All of the creatures have been scorched on some part of their body.

The creatures came to this area a week ago, howlers drawn to the evil of the temple within, and the krenshar just scavenging for food. All were driven away from the entrance by the thoqqua, hence the scorch marks, and now neither goes near the entrance. The howlers, instead of eating the krenshar, found them useful in sniffing out and then scaring more tasty prey, so that their dinner puts up less of a struggle. The krenshar themselves are just starving and know better not to attack a howler even though the howlers keep taking their food. Unfortunately the howler(s) won't let them leave.

APL 4 (EL 5)

☛ **Krenshar (2):** hp 11 each; see *Monster Manual*.

☛ **Howler:** hp 39; see *Monster Manual*.

APL 6 (EL 7)

☛ **Krenshar, advanced (2):** hp 46 each; see Appendix I.

☛ **Howler, advanced:** hp 67; see Appendix I.

APL 8 (EL 9)

☛ **Krenshar, advanced (2):** hp 64 each; see Appendix I.

☛ **Howlers, advanced (2):** hp 95 each; see Appendix I.

APL 10 (EL 11)

☛ **Krenshar, advanced (2):** hp 64 each; see Appendix I.

☛ **Howlers, advanced (4):** hp 95 each; see Appendix I.

Treasure: Under the krenshar outcropping, a chewed-up boot cast aside and the remains of a human foot and shin-bone can be found. In the howler cave there are the chewed up remains of a human bard. He came wandering out here looking for a story to sing about, but the howlers made a quick meal of him and tossed the krenshar "a bone" to keep them alive. The bard's possessions lie about the cave, and include 50 gp, a smashed golden lute (mended value 5 gp, Current value 0 gp), a silver ring (value 10 gp), and a chewed up book. The blood-spattered book details the travels of this bard. The last few pages detail a conversation overheard between some dwarves and a member of the aristocracy regarding a deal made that might bring wealth to one that ventures into the caves of the east and how there are really scary creatures about. See Player's Handout 1: Bard's Journal.

ENCOUNTER 3: IT'S A MINE, MAN

As you approach the location indicated on the map, you note that the entrance is more of a fissure rather than an actual cave, and the way in is rough and rocky, though manageable. Scattered about the entrance are a number of large blood-spattered quills, probably from those strange creatures you encountered earlier. A pick is embedded in the ground, just outside the fissure, and a stout looking rope leads into the darkness. Only one person at a time may enter.

As the characters begin to enter, the earth trembles in what seems like some kind of minor earthquake.

A successful Track check (DC 15) confirms that a group of dwarves did indeed come this way in the last few weeks. From here the passage descends down into the earth.

The trip through the first leg takes about ten minutes of partially walking and partially climbing down the corridor. Feel free to have the characters make a few Climb and/or Balance checks as they move along. Keep the tension up as they crawl down into the hole.

In this early part of the tunnel they will come across a chalk mark "X" written in a section of the floor. This was written by the miners on the way in to note places not to walk as they noticed the ceiling above looked like it might collapse. Dwarves in the party that make a successful Knowledge (mining) check or a successful Knowledge (architecture and engineering) check (DC 15) to notice and understand the purpose of the mark. A little later they see another "X" mark. And another a little further, but this one has the added displeasure of having a pile of rocks and rubble with someone underneath it. It is one of the dwarven miners, who has a large blackened gouge in his side and his beard is mostly burnt off. On his leg is a bite wound. He is facing the exit. He was bitten by a Krenshar but made it in here, then escaped the thoqqua cave back through here only to be hit by rocks from a xornquake on one of his own chalk-marks.

After the first ten minutes of walking, the passage widens.

This wider passage makes traveling much easier. There are also fewer dips and holes to avoid. Soon you come upon a naturally formed cavern. A piton has been driven into the wall of the cavern here, and a burned out lantern hangs from it. The rope continues through this area, and into the darkness beyond.

You barely catch your breath when you notice some stalactites move, not coming to life, but vibrating. The entire area hums and begins to shake. Several stalactites crash to the floor, as the tremor becomes almost deafening. Then without warning, the cavern wall bursts open to reveal a large creature of bizarre origin, which trumpets and squawks noisily and chomps its sharp teeth. It peers at you. "Who are you?" warbles a multifaceted voice from a huge sharp-toothed maw on of the top of its head, "Speak!" The creature stomps one of its three feet on the cave floor, which causes the lantern to come crashing down. A large blood-red eye stares out at you.

This is the fiendish xorn who has claimed the temple area. He is very powerful and could easily kill the characters. However, at the moment, he is more interested in finding out who the characters are, and whom they work for. The xorn is working against Vadris, the cleric of Pyremius who has set up shop here, and is thinking that he might use the characters to rid himself of this pesky human. Assuming that the characters don't attack the creature out of hand, he talks with them.

➤ **Fiendish Elder Xorn:** hp 180; see Appendix I.

Any character that makes a successful Diplomacy check (DC 15) impresses the xorn enough for it to impart all the information marked with an asterisk. Otherwise the players have to simply fumble through with whatever questions they come up with on their own.

If the characters attack, the xorn laughs heartily, causing another minor rumble and then starts talking to the characters, asking them who they are once more. He does not attack. If they continue their onslaught, the xorn leaves. Jump to the last bit of boxed text, and continue on to Encounter 4.

Q: Who are you? *

A: **"I am Rrrrrmbor. Keeper of this earth and owner of this cavern."**

Q: What are you?

A: **The creature lets out a deep gurgling noise and a rumble and stomps his foot, then pauses and says, "In your tongue, that means 'xorn'."**

Q: Why are you here? *

A: **"These are my halls. Welcome fiends. You are mine now to roam where you may, like the brothers of earth that came before you"**

Q: What about the gems?

A: **"The gems are natural to the earth here. I use them to keep the pretty creatures at bay. The flames of the earth. So perfect the bright flames. My flames. They were taken from me."**

Q: Who took your flames?

A: **"I know not. Strange force. Strange taint. It must be removed before the dwarves can be free. Dangerous they be. Are to me. Burn." The creature squints his eye at you.**

Q: What about the mayor?

A: **"I do not know any creature by that name. Is it tasty?"**

Q: What about the dwarves/brothers of earth?*

A: **"Dwarves. Brothers of the earth. They came. They went. They continued forth. Further in than I like to go. Where they stopped, nobody knows. Peaceful brothers of the earth. Please find them."**

Q: Why can't you find them?

A: **"They ventured in farther than I can go."**

Q: What prevents you?

A: **"A strange force that taints the earth."**

Q: Are the dwarves alive?

A: **"They move along, one with the earth. I can hear them. Why you cannot?"**

Q: What's in it for us?

A: **The creature puffs itself out a little more, focusing one of its eyes on the person that asked, "It is your business to find them, is it not? Do not question an ancient for mere trinkets when you are bestowed such an audience."**

Q: Why should we find them?

A: **"It is your business to find them. That is why you are here."**

Q: What about the noise/earthquakes?

A: **The creature reels back as if sad, "It is my way. My voice. My world."**

The xorn is actually guessing at why the characters are here. He knows and dislikes Vadris, the cleric and sees the characters as his chance to get rid of Vadris. He suspected the dwarves were in league with Vadris and at first thought the characters were too. He now realizes that not to be true, but uses the story of the dwarves to lead the characters further in.

When the characters are finished asking questions or say goodbye, the xorn moves on.

The creature swivels its entire body so that another of its cold red eyes face you and then blinks. It clamps its teeth down several times and stomps two of its feet. Then with surprising agility it leaps into the air and clamps onto a very sizable stalactite and eats through it, leaving a trail of rocks behind it. Within seconds, it eats through and is gone, leaving not a hole to mark its passage.

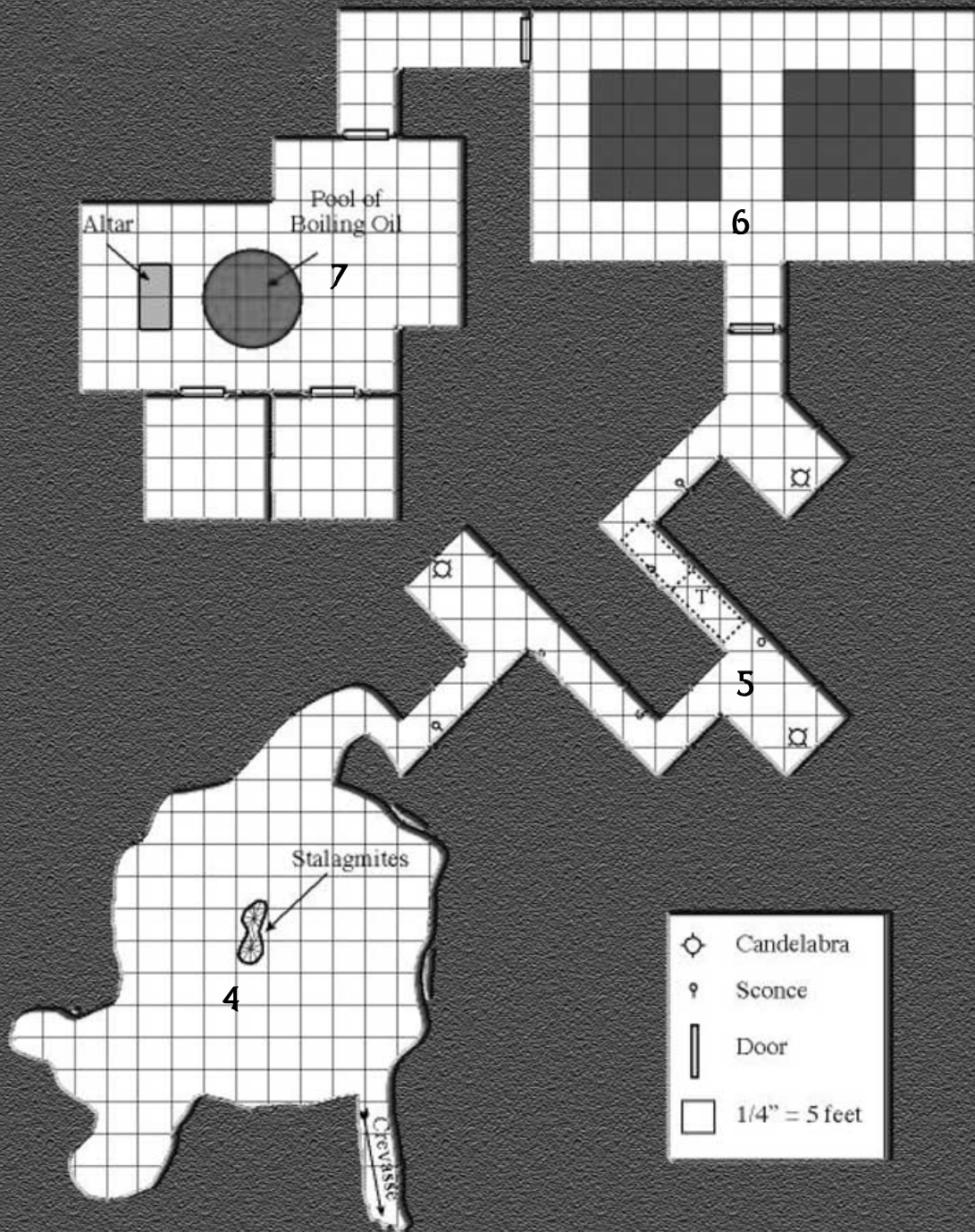
As soon as the characters are ready to proceed further into the caverns, continue with Encounter 6.

Note: It is not necessary for the characters to complete this adventure in a single day. It is perfectly all right for them to retreat, heal up and come back. The encounters are scaled to be tough, so don't worry about the timeline so much. If the characters come into the caverns and have some kind of effect, like killing some or all of the thoquas, Vadris notices, and makes preparations for visitors. He is expecting them.

ENCOUNTER 4: FIRE WORMS

Around the corner, the passageway opens up into an expansive chamber. Judging from the stalagmites on the floor, it seems to be a natural formation. The walls tell a different tale, however, as the rock seems to be smeared like so much frosting across the top of a warm cake. It is apparent that something very hot melted sections

MAP 1: MINES AND BEYOND



of this cavern's walls, and that they have only recently cooled. To the right of the entrance is what appears to be the body of a dwarf that lies burnt and charred on the ground, its armor is melted to its coal-like husk, and the broken shaft of what may have been a large pick is clenched in its hand. Not too far away from the burnt dwarf are the charred remains of another humanoid creature, standing nine feet tall with great long limbs. Its face is locked in a rictus of pain and fury.

This chamber is home to a trio of thoqqas that were lured to this complex by the xorn. Thinking to protect Tharizdun's temple, the xorn brought large quantities of rich mineral deposits for the thoqqua's to feed on. He did not expect Vadriss would use his clerical influence over creatures of fire to befriend them.

The nine foot tall creature mentioned is a troll that was this cavern's previous occupant. He was slain by the combined attack of the thoqqas, and is nothing more than a charred husk. Apparently the miners came this way and encountered the thoqqas themselves, but most managed to make it through into the next dungeon section. The other two were unfortunately cut off. Any character who makes a successful Track check (DC 10), or a successful Search check (DC 15) notices a trail of blood that leads from this room to the next.

Creatures: The thoqqas are worm-like monsters with a body hot enough to melt solid rock. It has a choleric mood and a foul temper. A thoqqua's sinuous body is segmented like an earthworm's and glows with orange white heat. These particular thoqqas have come to think of this cavern as home, and are quite territorial, allowing only the xorn and Vadriss free passage. As the characters enter the chamber, the thoqqas move to attack immediately, attempting to sneak up on the characters using Move Silently/Hide. Have the characters make opposed Listen and Spot checks against the thoqqas' Move Silently and Hide checks to see if they are surprised. If any character fails to hear and see the thoqqas, then they are surprised, and the first round of combat consists only of partial actions.

APL 4 (EL 5)

Thoqqua (3): hp 25 each; see Monster Manual.

APL 6 (EL 7)

Thoqqua, Advanced (3): hp 50 each; see Appendix I.

APL 8 (EL 9)

Thoqqua, Advanced (3): hp 80 each; see Appendix I.

APL 10 (EL 11)

Fiendish Thoqqua, advanced (3): hp 90 each; see Appendix I.

Tactics: The thoqqas aren't particularly savvy tacticians when it comes to combat. However, they do know the value

of ganging up on single opponents, and attempt to catch single characters in flanking positions. Additionally, if any given thoqqua is flanked, it won't hesitate to burrow into the floor or a wall, in order to gain a better position from which to attack the characters. Thoqqas are particularly fond of bursting out of solid stone in order to catch characters unaware and flat-footed.

Treasure: Assuming the characters defeat the thoqqas, and take some time searching the cavern, they find loose, uncut gems in small piles, just waiting to be picked up. These are placed here daily by the xorn in order to keep the thoqqas in this area. The xorn gets them from the walls here and other in other parts of the caves. The collective value of the uncut gems is given here (per character). If the characters get back to town, Nerof Gasgul pays for them. This is of course, a fraction of their finished value.

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

APL 6: L: 0 gp; C: 200 gp; M: 0

APL 8: L: 0 gp; C: 400 gp; M: 0

APL 10: L: 0 gp; C: 600 gp; M: 0

Development: The xorn is not particularly pleased if the characters slay the thoqqas. Especially after all the effort the creature has been expending in the care and feeding of the creatures. However, if the characters succeed in removing the 'upstart' cleric of Pyremius, the xorn considers it a small price to pay, since the cleric had begun taking over the thoqqas anyway.

ENCOUNTER 5: OOPS!

Stepping beyond the thoqqas' cavern, you find yourselves entering a wide hallway that angles away from you. Unlike the cavern behind you, this hall appears to be constructed of finished stonework, solid stonework at that. Imbedded in the walls, at regular twenty-foot intervals, are ornate iron sconces. Each sconce holds a wooden rod with a continual flame spell. The rod is fastened into the sconce itself.

Heavy cobwebs droop from the ceiling and walls, faintly covering large frescos featuring scenes of depravity, scenes almost too horrible to describe. In one scene, bodies hang upside down, blood dripping from myriad cuts, which have been made with surgical precision. In another scene, people are burned alive, standing atop great pyres, and there are more... many, many more. The look of absolute horror on the faces of the damned nearly overwhelms your senses. The walls are truly a horror to behold. Along the top of the wall are words, etched in an older dialect of common, though understandable. They read, "Glory be to Tharizdun, the unmaker; he who walks in the blessed void, with nothingness as his guide, entropy as his hammer, and ash as his reward. We walk in the garden of his turbulence."

As the characters enter this area, they find themselves coming under the influence of an *emotion (despair)* spell. The walls are merely part of this effect, which is actually magi-

cally set into the very stone here. A successful Will save (DC 16) is required to avoid the effects of the spell. Otherwise, while in this hallway, the characters suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

There are three alcoves in this zigzagging hallway. All three contain ornate iron candelabras with blood red candles, all glowing with cold flames. If any of the candles or torches is removed from this hallway, the magic that keeps them alight ceases to function.

Traps: In addition to the emotion (despair) effect in this hallway, a pair of traps, one simple and one not are in this hallway. First, the simple trap involves the torch sconces. Any character that attempts to remove a continual torch from one of the sconces finds the task easy enough, except that Vadriss has gone through and placed contact poison on each one of them.

✦ **Poisoned Sconce Trap:** CR 1/2; no attack roll necessary; *sassone leaf residue* (2d12 hp/1d6 Con); Fort save (DC 16) resists; Search (DC 21); Disable Device (DC 20).

In addition to the poisoned sconces, a most insidious trap resides in the hall floor, left by the clerics of Tharizdun. Basically, the entire twenty feet of floor tilts forward, making it likely that multiple characters slide down the steep slide formed into the pit wall that has a rather nasty glyph on it.

There is a point in the hallway when the weight on one side of a balance point (as indicated on the map) is greater; the entire thing tilts, dropping the characters down the slide. At this point, the ramp locks in place. In order to get out of the pit, the characters only need climb up the ramp (DC 10) and as their total weight passes the trigger point, the ramp lowers, reforming the passage into a normal hall. If even one character remains in the pit, the ramp does not reset.

Now, while everyone that falls in takes damage from the fall (roll separately for each character), only the first character to hit the wall at the bottom is affected by the glyph. Once the glyph is set off, it remains inert for one day before the evil of Tharizdun seeps back in to reset the magic trap.

The old dwarf foreman fell down here and somehow became trapped underneath the sliding floor when it reset itself. He is still down here, dead from injuries, suffocation, and starvation. He is also right underneath the floor when it comes down and thus gets squashed by the weight.

APL 4 (EL 4)

✦ **Sliding Floor Glyph Trap (20 ft. deep):** CR 4; no attack roll necessary (2d6 subdual), *greater glyph of warding – mark of justice**; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 6)

✦ **Sliding Floor Glyph Trap (20 ft. deep):** CR 6; no attack roll

necessary (2d6 subdual), *greater glyph of warding – mark of justice**; Reflex save (DC 25) avoids; Search (DC 25); Disable Device (DC 25).

APL 8 (EL 8)

✦ **Sliding Floor Glyph Trap (20 ft. deep):** CR 8; no attack roll necessary (2d6 subdual), *greater glyph of warding – mark of justice**; Reflex save (DC 28) avoids; Search (DC 28); Disable Device (DC 28).

APL 10 (EL 10)

✦ **Sliding Floor Glyph Trap (20 ft. deep):** CR 10; no attack roll necessary (2d6 subdual), *greater glyph of warding – mark of justice**; Reflex save (DC 30) avoids; Search (DC 30); Disable Device (DC 30).

**Mark of Justice:* This mark appears as the holy symbol of Tharizdun on the forehead of the bearer. If the bearer of this mark engages in any hostile action against creatures having the fire or earth subtype, the bearer of this mark suffers from the following penalties:

A -4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks. Hostile actions include, but are not limited to, attacking such a creature, invading the lair of such a creature without its express permission, setting traps for such a creature, etc.

The *mark of justice* was originally cast at 18th level for the purpose of a remove curse spell, which must be cast at a higher level to successfully remove the mark.

ENCOUNTER 6: CHILL RECEPTION

Leaving the zigzag hallway behind, you have found a crossroad of passageways, 10 feet wide by 10 feet high, leading off in three different directions. The walls here appear to be constructed of some kind of strange black marble with red veins that shift and pulsate in the light. The air in here is warm and musty, and the shifting pattern of pulsating red veins coupled with a mysterious low mournful moan echoing off the walls is almost mesmerizing.

As the characters enter this area, anyone who does not have their eyes covered must make a successful Will save (DC 15) or find themselves momentarily entranced by the pulsating red veins in the black marble walls. This effect is like the *daze* spell (only there is no limit to the number of hit dice a creature may possess and still be affected), and only holds the attention of those who fail the saving throw for one round. However, this is long enough for the undead denizens here to attack dazed characters by surprise.

Contained in this area are the undead remains of two of the dwarven surveyors that Nerof Gasgul sent to check the mine out in the first place. The undead creature that slew the two dwarves and turned them resides here as well. The moan is coming from the two dwarven undead who float

lifelessly over their remains and old possessions mourning the loss of their life and, more importantly to them, their stuff. They are located in the lower right corner of the far right hall.

As the characters enter this area and make their Will saves, the undead creature that killed the dwarves emerges from the wall to attack them, targeting dazed characters if possible. It then commands the dwarven undead, who must do its bidding, to attack as well.

A successful Spot check (DC 14) reveals that the two undead are indeed about the size of a dwarf. If the undead beings fought are spectres they definitely look like dwarves with only mist for legs, while the main spectre resembles a gnarled old man.

APL 4 (EL 6)

➤ **Shadows (3):** hp 26 each; see *Monster Manual*.

APL 6 (EL 8)

➤ **Wraiths (3):** hp 40 each; see *Monster Manual*.

APL 8 (EL 10)

➤ **Spectres (3):** hp 54 each; see *Monster Manual*.

APL 10 (EL 12)

➤ **Spectres, Advanced (3):** hp 82 each; see Appendix I.

Tactics: The main undead uses the walls and such to its advantage, moving in and out of the walls, to gain flanking position, catch characters flat-footed, and whatever other combat advantage that you may come up with during the course of the battle. The dwarven undead, being more used to passageways, still prefer to move down the corridors to attack the characters. They definitely do not stay in one place for long.

Treasure: The possessions, which may be found as describe above, consist mainly of about 100 feet of silk rope, three climber's kits, and a masterwork surveyor's tool kit, which has tools necessary for sampling from a potential mine. Also among the possessions is a journal of their expedition, written in Dwarven. It recounts the hiring by the mayor, the trip here, the single Krenshar attacking them and scaring them inside, the marking of the X's, and the finding of gems. This is actually a valuable tome for miners as it contains the group's wealth of mining knowledge gained over the years. Anyone referring to this book for issues regarding mining, digging, and dungeons gains a +2 circumstance bonus.

Development: The door that leads out of this small complex of passages toward the main temple area and Vadriss is locked, requiring someone to either pick the lock, break the door down, or use magic to gain entrance beyond this passage.

➤ **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; Break

(DC 25). *Lock* (per APL as noted below).

APL 4

➤ **Simple Lock:** hardness 15; hp 30; Open Locks (DC 20).

APL 6 AND 8

➤ **Average Lock:** hardness 15; hp 30; Open Locks (DC 25).

APL 10

➤ **Good Lock:** hardness 15, hp 30; Open Locks (DC 30)

ENCOUNTER 7: BOILING POINT

Entering this chamber, the first thing that you notice is a dramatic rise in temperature. The pulsating glow of the familiar red veins set in dull black marble seems to reflect this. It is hot in here, REALLY hot. On the far end of this large room, opposite your group, is an altar constructed of a strange red stone with golden flecks. Between your group and the altar is a clear pool filled to the brim with simmering oil; burning flames dance across its surface. Bound, gagged, and hanging upside down from the ceiling over the pool of burning oil is a pair of battered dwarves. When they see you, they begin to squirm and make noise but their attempts are quite feeble.

A male human wearing blood red robes overtop a suit of fine chainmail, also painted a deep red, stands behind the altar. He looks up slowly as you enter, his fiery gaze mirroring the embroidered black flames, which dance across his costume. "Greetings foolish pawns!" he utters raising his arms aloft, "Pyremius told me of your coming, though I did not think that you would arrive so quickly. Either way, it matters not. This temple structure is mine now. I found it and I am keeping it. Your deaths will consecrate this holy shrine to Pyremius, lord of flame and venom, so when you see your dark lord in death... tell him... tell Tharizdun that it is his no longer."

At this point, combat ensues. Vadriss has become paranoid to the point of insanity, and continually babbles things like "My mighty lord will defeat Tharizdun" and "This temple is mine, do you hear, MINE! MINE!" and on and on. Resting atop the burning oil is a fire elemental that moves to attack the characters as Vadriss does. Vadriss summoned the creature when he heard the characters beating down the doors and so it only remains for a limited number of rounds. Check Vadriss's stats for further information.

When Vadriss first gained entrance into the temple, he found the trappings of the dark god Tharizdun, and while he has removed those, he is fearful that the resurgence of elemental power in the area may attract the attention of Tharizdun's clerics. The characters may think that Vadriss is crazy, but Vadriss truly thinks that they are unwitting servants of the dark god come to reclaim the temple for him. He just won't come out and say as much.

The dwarves are all that remains of the dwarven mining party. Both are alive, yet extremely weak, having been tortured and bled here for a number of days. They have 2 hp each remaining. The ropes that secure them hold them 20 feet above the boiling oil and reach a hook on the other side of the altar near Vadrís. The two rooms beyond are Vadrís' personal quarters and a torture chamber. In the torture chamber is the last remaining dwarf, hooked into a device, which sprays fire in his face and clamps his hands in spikes. He has unfortunately expired, his eyes completely burned out of his head.

APL 4 (EL 6)

♣ **Vadrís:** Male human Ftr1/Clr5 (Pyremius); hp 47; see Appendix I.

Tactics: As the heroes combat the undead in the room beyond, Vadrís prepares for their arrival, casting *bull's strength*, *magic vestment*, *shield of faith*, *resist elements (fire)*, *protection from good*, and *resistance*, in that order. This increases his strength to 18 giving him an additional +2 to hit and damage, increases his AC to 21, and gives him an additional +2 resistance bonus on saving throws against good characters. Resistance may seem redundant, however it gives him a one-time +1 resistance bonus against non-good characters.

Once combat begins, Vadrís starts by casting *burning hands* on the ropes holding the dwarves aloft, dropping them into the burning oil. He follows up with *hold person* for the next two rounds, and then steps into combat. He doesn't hesitate to cast spontaneous inflict wounds spells of the highest level available to him, in order to drop big fighters, and pushes held characters into the pool of burning oil. Any character that falls in takes 1d6 of burning damage per round, and runs the risk of drowning in the oil. All Swim checks made while in the oil are at DC 15 due to the viscosity of the medium. Also feel free to use the alchemist's fire with impunity. As a cleric of Pyremius, he likes to see things burn.

APL 6 (EL 8)

♣ **Vadrís:** Male human Ftr1/Clr7 (Pyremius); hp 61; see Appendix I.

Tactics: As the heroes combat the undead in the room beyond, Vadrís prepares for their arrival, casting *endurance*, *magic vestment*, *shield of faith*, *protection from elements (fire)*, *freedom of movement*, *protection from good*, and *resistance*, in that order. This increases his Constitution to 18 bringing his hps up to 77, and adding +2 to his Fortitude saves, as well as his Concentration checks. Additionally, this increases his AC to 23, and gives him an additional +2 resistance bonus on saving throws against good characters. Resistance may seem redundant, however it gives him a one-time +1 resistance bonus against non-good characters.

Once combat begins, Vadrís starts by casting *burning hands* on the ropes holding the dwarves aloft, dropping

them into the burning oil. He follows up with *hold person* for the next three rounds, and then steps into combat using *wall of fire* to split the party. He doesn't hesitate to cast spontaneous inflict wounds spells of the highest level available to him, in order to drop big fighters, and pushes held characters into the pool of burning oil. Any character that falls in takes 1d6 of burning damage per round, and runs the risk of drowning in the oil. All Swim checks made while in the oil are at DC 15 due to the viscosity of the medium. Feel free to use the alchemist's fire with impunity. As a cleric of Pyremius, he likes to see things burn. If he must do straight melee, he casts *divine power*, and wades into combat with his long sword.

APL 8 (EL 10)

♣ **Vadrís:** Male human Ftr1/Clr9 (Pyremius); hp 75; see Appendix I.

Tactics: As the heroes combat the undead in the room beyond, Vadrís prepares for their arrival, casting *endurance*, *magic vestment*, *shield of faith*, *protection from elements (fire)*, *freedom of movement*, *protection from good*, and *resistance*, in that order. This increases his Constitution to 18 bringing his hit points up to 91, and adding +2 to his Fortitude saves, as well as his Concentration checks. Additionally, this increases his AC to 24, and gives him an additional +2 resistance bonus on saving throws against good characters. Resistance may seem redundant, however it gives him a one-time +1 resistance bonus against non-good characters.

Once combat begins, Vadrís starts by drinking his *potion of haste*, and then casting *burning hands* on the ropes holding the dwarves aloft, dropping them into the burning oil. He then starts double casting spells every round after, starting with *hold person*, and then he steps into combat using *wall of fire* to split the party. He doesn't hesitate to cast spontaneous inflict wounds spells of the highest level available to him, in order to drop big fighters, and pushes held characters into the pool of burning oil. Any character that falls in takes 1d6 of burning damage per round, and runs the risk of drowning in the oil. All Swim checks made while in the oil are at DC 15 due to the viscosity of the medium. He targets troublesome wizards and sorcerers with poison, knowing full well that a life of study leaves the typical arcane spellcaster with a frail body. Also, feel free to use the *necklace of fireballs* and alchemist's fire with impunity. As a cleric of Pyremius, he likes to see things burn. If he must do straight melee, he casts *divine power*, and wades into combat with his long sword.

APL 10 (EL 12)

♣ **Vadrís:** Male human Ftr1/Clr11 (Pyremius); hp 90; see Appendix I.

Tactics: As the heroes combat the undead in the room beyond, Vadrís prepares for their arrival, casting *endurance*, *magic vestment*, *shield of faith*, *protection from elements (fire)*, *free-*

dom of movement, protection from good, and resistance, in that order. This increases his Constitution to 18 bringing his hps to 106, and adding +2 to his Fortitude saves, as well as his Concentration checks. Additionally, this increases his AC to 26, and gives him an additional +2 resistance bonus on saving throws against good characters. Resistance may seem redundant, however it gives him a one-time +1 resistance bonus against non-good characters.

Once combat begins, Vadris starts by drinking his *potion of haste*, and casting *burning hands* on the ropes holding the dwarves aloft, dropping them into the burning oil. He then starts double casting spells every round after, starting with *hold person*, and then he steps into combat using *wall of fire* to split the party, and *flame strike*, especially if he can get several characters into position. He doesn't hesitate to cast *slay living* and *harm*, as well as spontaneous inflict wounds spells of the highest level available to him, in order to drop big fighters, and pushes held characters into the pool of burning oil. Any character that falls in takes 1d6 of burning damage per round, and runs the risk of drowning in the oil. All Swim checks made while in the oil are at DC 15 due to the viscosity of the medium. If he needs a breather, he casts *blade barrier* to separate himself from the heroes. He targets troublesome wizards and sorcerers with poison, knowing full well that a life of study leaves the typical arcane spellcaster with a frail body. Also, feel free to use the *necklace of fireballs* and alchemist's fire with impunity. As a cleric of Pyremius, he likes to see things burn. If he must do straight melee, he casts *divine power*, and wades into combat with his long sword.

The Gems	20
The Black-Veined Stone	10

The End

CONCLUSION

Assuming the characters make it out alive, they now have a lot of things to tell the mayor if they go back to Greyhawk. They also have a lot of proof. As they leave the area the rumbling of the xorn appears nearby and breaks through the wall. The xorn eagerly gobbles up the body of the cleric, using its sharp teeth to mince the man into tiny pieces which are soon excreted out the back of its end, as it does with rock. If the characters are still around by this time, the xorn says, "You have done me a service of removing this taint from my home, which I will remember... now go." The xorn then disappears into the ground, even if the characters try to attack it.

The mayor notes everything the characters say when they return, especially the regarding the xorn. He then pays the characters according to the following scale. The mayor is quite generous when told useful information. The gold amounts are per character.

<u>Info About</u>	<u>Pay</u>
The Dwarven Miners' fate	50
The Cleric	50
The Xorn	50
The Thoqquas	10
The Undead	10

EXPERIENCE POINT SUMMARY

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

Encounter 2: What's Yours Is Mine

Defeat the howler(s) and krenshar.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 4: Fire Worms

Defeat the thoqqua.

APL 4	120 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 6: Chill Reception

Defeat the undead.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	360 XP

Dwarven Mining Journal (Gives +2 Circumstance Bonus to Knowledge Checks regarding mining, digging, tunnels and dungeons)

Encounter 7: Boiling Point

Defeat Vadriss.

APL 4	150 XP
APL 6	210 XP
APL 8	300 XP
APL 10	360 XP

Encounter 1, 3, & Conclusion

Good roleplaying and questioning.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Total Possible Experience

APL 2	600 XP
APL 4	900 XP
APL 6	1200 XP
APL 8	1500 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. Because this is a Core adventure, taking place in a region not administered by a Regional Triad, characters cannot spend extra Time Units to practice professions or create items immediately after the adventure, so this total is not be modified by other circumstances.

TREASURE KEY:

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

Encounter 2: What's Yours Is Mine

Defeat the howler(s) and krenshar, find the cave and take the dead bard's gear.

APL 4:	L: 2 gp; C: 10 gp; M: 0
APL 6:	L: 2 gp; C: 10 gp; M: 0
APL 8:	L: 2 gp; C: 10 gp; M: 0
APL 10:	L: 2 gp; C: 10 gp; M: 0

Encounter 4: Fire Worms

Defeat the thoqqua and take the uncut gems back to Nerof Gasgul.

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

APL 6: L: 0 gp; C: 200 gp; M: 0

APL 8: L: 0 gp; C: 400 gp; M: 0

APL 10: L: 0 gp; C: 600 gp; M: 0

Encounter 6: Chill Reception

Defeat the undead and take the dwarven surveyor's gear.

APL 4: L: 32 gp; C: 0 gp; M: 0

APL 6: L: 32 gp; C: 0 gp; M: 0

APL 8: L: 32 gp; C: 0 gp; M: 0

APL 10: L: 32 gp; C: 0 gp; M: 0

Encounter 7: Boiling Point

Defeat the Vadriss and take his gear.

APL 4: L: 92 gp; C: 0 gp; M: 0

APL 6: L: 102 gp; C: 0 gp; M: 0

APL 8: L: 70 gp; C: 0 gp; M: +1 *long sword* (Value 347 gp per character); *potion of haste* (Value 113 gp per character); *necklace of fireballs* (Type I) (Value 247 gp per character)

APL 10: L: 70 gp; C: 0 gp; M: +1 *flaming long sword* (Value 1247 gp per character); *potion of haste* (Value 113 gp per character); *necklace of fireballs* (Type II) (Value 405 gp per character).

Conclusion

The characters can earn coin by telling Mayor Nerof Gasgul about what they discovered. See the chart listed under the Conclusion for specifics. The value below represents the maximum possible value the characters may earn.

APL 4: L: 0 gp; C: 200 gp; M: 0

APL 6: L: 0 gp; C: 200 gp; M: 0

APL 8: L: 0 gp; C: 200 gp; M: 0

APL 10: L: 0 gp; C: 200 gp; M: 0

Total Possible Treasure

APL 4: 434 gp

APL 6: 544 gp

APL 8: 1419 gp

APL 10: 2677 gp

APPENDIX I: NPCS

ENCOUNTER 2: WHAT'S YOURS IS MINE

APL 6 (EL 7)

➤ **Krenshar, Advanced (2):** CR 3; Large magical beast; HD 6d10+12; hp 46 each; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Atk +10 melee (1d8+4, bite) and +7 melee (1d6+2, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Scare; SQ Scent; AL N; SV Fort +7, Ref +6, Will +3; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +3, Jump +8, Listen +4, Move Silently +5; Multiattack, Weapon Focus (bite).

➤ **Howler, Advanced:** CR 5; Large outsider (chaotic, evil); HD 10d8+20; hp 67; Init +7; Spd 60 ft.; AC 17 (touch 12, flat-footed 14); Atk +14 melee (2d8+5, bite) and +9 melee (1d4+2, 1d4 quills); Face/Reach 5 ft. by 10 ft./5 ft.; SA Quills, howl; AL CE; SV Fort +9, Ref +10, Will +9; Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +14, Hide +12, Listen +15, Move Silently +12, Search +5, Spot +15; Alertness, Combat Reflexes, Improved Initiative.

APL 8 (EL 9)

➤ **Krenshar, advanced (2):** CR 4; Large magical beast; HD 8d10+16; hp 64 each; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Atk +12 melee (1d8+4, bite) and +9 melee (1d6+2, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Scare; SQ Scent; AL N; SV Fort +8, Ref +7, Will +3; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +7, Listen +5, Move Silently +6; Multiattack, Weapon Focus (bite).

➤ **Howlers, advanced (2):** CR 6; Huge outsider (chaotic, evil); HD 12d8+48; hp 95 each; Init +6; Spd 60 ft.; AC 18 (touch 10, flat-footed 16); Atk +19 melee (2d10+9, bite) and +14 melee (1d6+4, 1d4 quills); Face/Reach 10 ft. by 20 ft./10 ft.; SA Quills, howl; AL CE; SV Fort +12, Ref +10, Will +10; Str 29, Dex 15, Con 19, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +20, Hide +9, Listen +17, Move Silently +13, Search +7, Spot +17; Alertness, Combat Reflexes, Improved Initiative.

APL 10 (EL 11)

➤ **Krenshar, advanced (2):** CR 4; Large Magical beast; HD 8d10+16; hp 64 each; Init +1; Spd 40 ft.; AC 15 (touch 10, flat-footed 14); Atk +12 melee (1d8+4, bite) and +9 melee (1d6+2, 2 claws); Face/Reach 5 ft. by 10 ft./5 ft.; SA Scare; SQ Scent; AL N; SV Fort +8, Ref +7, Will +3; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +7, Listen +5, Move Silently +6; Multiattack, Weapon Focus (bite).

➤ **Howlers, advanced (4):** CR 6; Huge outsider (chaotic, evil); HD 12d8+48; hp 95 each; Init +6; Spd 60 ft.; AC 18 (touch 10, flat-footed 16); Atk +19 melee (2d10+9, bite) and +14 melee (1d6+4, 1d4 quills); Face/Reach 10 ft. by 20 ft./10 ft.; SA Quills, howl; AL CE; SV Fort +12, Ref +10, Will +10; Str 29, Dex 15, Con 19, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +20, Hide +9, Listen +17, Move Silently +13, Search +7, Spot +17; Alertness, Combat Reflexes, Improved Initiative.

ENCOUNTER 3: IT'S A MINE, MAN

➤ **Fiendish Elder Xorn:** CR 10; Large outsider (earth); HD 15d8+60; hp 180; Init +0; Spd 20 ft., burrow 20 ft.; AC 22 (touch 9, flat-footed 21); Atk +21 melee (4d8+7, bite) and +19 melee (1d6+3, 3 claws); Face/Reach 10 ft. by 10 ft./10 ft.; SA Burrow, smite good; SQ Xorn qualities (immune to fire and cold, electricity resistance 10, half damage from slasking), darkvision 60 ft., cold and fire resistance 20, damage reduction 10/+3; SR 25; AL CE; SV Fort +13, Ref +9, Will +9; Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +14, Intuit Direction +18, Knowledge (minerals) +12, Listen +18, Move Silently +18, Search +22, Spot +22; Cleave, Great Cleave, Multiattack, Power Attack.

ENCOUNTER 4: FIRE WORMS

APL 6 (EL 7)

➤ **Thoqqua, advanced (3):** CR 4; Large elemental (earth, fire); HD 6d8+18; hp 50 each; Init +0; Spd 30 ft., 20 ft. (burrow); AC 18 (touch 9, flat-footed 18); Atk +9 melee (2d8+6 plus 2d6 fire, slam); Face/Reach 5 ft. by 10 ft./5 ft.; SA Heat, burn; SQ Fire subtype, tremorsense; AL N; SV Fort +8, Ref +5, Will +3; Str 23, Dex 11, Con 17, Int 6, Wis 12, Cha 10.

Skills and Feats: Intuit Direction +6, Jump +10, Listen +8, Move Silently +6.

APL 8 (EL 9)

➤ **Thoqqua, advanced (3):** CR 6; Large elemental (earth, fire); HD 9d8+27; hp 80 each; Init +0; Spd 30 ft., 20 ft. (burrow); AC 18 (touch 9, flat-footed 18); Atk +12/+7 melee (2d8+6 plus 2d6 fire, slam); Face/Reach 5 ft. by 10 ft./5 ft.; SA Heat, burn; SQ Fire subtype, tremorsense; AL N; SV Fort +9, Ref +6, Will +4; Str 23, Dex 11, Con 17, Int 6, Wis 12, Cha 10.

Skills and Feats: Intuit Direction +8, Jump +10, Listen +10, Move Silently +8; Weapon Focus (slam).

APL 10 (EL 11)

➤ **Fiendish Thoqqua, advanced (3):** CR 8; Large elemental (earth, fire); HD 9d8+27; hp 90 each; Init +0; Spd 30 ft., 20 ft. (burrow); AC 18 (touch 9, flat-footed 18); Atk +12/+7 melee (2d8+6 plus 2d6 fire, slam); Face/Reach 5 ft. by 10 ft./5 ft.; SA Heat, burn, smite good; SQ Fire subtype, tremorsense, darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 18; AL NE; SV Fort +9, Ref +6, Will +4; Str 23, Dex 11, Con 17, Int 6, Wis 12, Cha 10.

Skills and Feats: Intuit Direction +8, Jump +10, Listen +10, Move Silently +8; Weapon Focus (slam).

ENCOUNTER 6: CHILL RECEPTION

APL 10 (EL 12)

➤ **Spectres, advanced (3):** CR 9; Medium-size undead (incorporeal); HD 11d12; hp 82 each; Init +7; Spd 40 ft., Fly 80 ft. (good); AC 15 (touch 13, flat-footed 12); Atk +9 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, crate spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness; AL LE; SV Fort +3, Ref +6, Will +9; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +15, Intimidate +14, Intuit Direction +10, Listen +14, Search +12, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (touch).

ENCOUNTER 7: BOILING POINT

APL 4 (EL 6)

➤ **Vadris:** Male human Ftr1/Clr5 (Pyremius); CR 6; Medium-size humanoid (human); HD 1d10+5d8+12; hp 47; Init +0; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +7 melee (1d8+1/19-20, long sword); SA Spells, rebuke undead; AL NE; SV Fort +8, Ref +3, Will +7; Str 14, Dex 10, Con 14, Int 13, Wis 17, Cha 12.

Skills and Feats: Alchemy +5, Climb +1, Concentration +11, Jump +1, Knowledge (religion) +4, Ride +4, Swim +5; Combat Casting, Expertise, Lightning Reflexes, Spell Focus (Enchantment), Weapon Focus (long sword).

Possessions: masterwork chainmail, masterwork large steel shield, masterwork long sword, silver holy symbol (Pyremius), spell component pouch, 5 flasks of alchemist's fire.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds (2), guidance, light, ~~resistance~~; 1st – burning hands*, command, cure light wounds, ~~protection from good, shield of faith~~; 2nd – ~~bull's strength~~, hold person (2), produce flame*; 3rd – ~~magic vestment, resist elements*, summon monster III (small fire elemental)~~.

Enchantment Spells: (base DC = 15 + spell level).

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

APL 6 (EL 8)

➤ **Vadris:** Male human Ftr1/Clr7 (Pyremius); CR 8; Medium-size humanoid (human); HD 1d10+7d8+16; hp 61; Init +0; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +9/+4 melee (1d8+2/19-20, long sword); SA Spells, rebuke undead; AL NE; SV Fort +9, Ref +4, Will +9; Str 14, Dex 10, Con 14,

Int 13, Wis 18, Cha 12.

Skills and Feats: Alchemy +6, Climb +1, Concentration +13, Jump +1, Knowledge (religion) +4, Ride +4, Swim +5; Combat Casting, Expertise, Lightning Reflexes, Spell Focus (Enchantment), Weapon Focus (long sword).

Possessions: masterwork chainmail, masterwork large steel shield, masterwork long sword, silver holy symbol (Pyremius), spell component pouch, 10 flasks of alchemist's fire.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 – cure minor wounds (3), guidance, light, ~~resistance~~; 1st – bane, burning hands*, command, cure light wounds, ~~protection from good, shield of faith~~; 2nd – ~~endurance~~, hold person (3), produce flame*; 3rd – contagion*, ~~magic vestment, protection from elements, summon monster III (small fire elemental)~~; 4th – divine power, ~~freedom of movement~~, wall of fire*.

Enchantment Spells: (base DC = 16 + spell level).

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

APL 8 (EL 10)

➤ **Vadris:** Male human Ftr1/Clr9 (Pyremius); CR 10; Medium-size humanoid (human); HD 1d10+9d8+20; hp 75; Init +0; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +10/+5 melee (1d8+1d6+3/19-20, long sword); SA Spells, rebuke undead; AL NE; SV Fort +10, Ref +5, Will +12; Str 14, Dex 10, Con 14, Int 13, Wis 18, Cha 12.

Skills and Feats: Alchemy +6, Climb +1, Concentration +15, Jump +1, Knowledge (religion) +6, Ride +4, Swim +5; Combat Casting, Expertise, Iron Will, Lightning Reflexes, Spell Focus (Enchantment), Weapon Focus (long sword).

Possessions: masterwork chainmail, masterwork large steel shield, +1 long sword, silver holy symbol (Pyremius), spell component pouch, 10 flasks of alchemist's fire, necklace of fireballs (Type I), potion of haste.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0 – cure minor wounds (3), guidance, light, ~~resistance~~; 1st – bane, burning hands*, command, cure light wounds, ~~protection from good, shield of faith~~; 2nd – death knell, ~~endurance~~, hold person (3), produce flame*; 3rd – contagion*, cure serious wounds, dispel magic, ~~magic vestment, protection from elements~~; 4th – divine power, ~~freedom of movement~~, poison, wall of fire*; 5th – circle of doom*, ~~summon monster V (medium size fire elemental)~~.

Enchantment Spells: (base DC = 16 + spell level).

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Fire (Turn or destroy water creatures as a good cleric turns undead.

Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

APL 10 (EL 12)

☛ **Vadris:** Male human Ftr1/Clr11 (Pyremius); CR 12; Medium-size humanoid (human); HD 1d10+11d8+20; hp 90; Init +0; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +12/+7 melee (1d8+1d6+3/19-20, long sword); SA Spells, rebuke undead; AL NE; SV Fort +11, Ref +5, Will +13; Str 14, Dex 10, Con 14, Int 14, Wis 18, Cha 12.

Skills and Feats: Alchemy +7, Climb +1, Concentration +17, Jump +1, Knowledge (religion) +7, Ride +4, Swim +5; Combat Casting, Expertise, Improved Disarm, Iron Will, Lightning Reflexes, Spell Focus (Enchantment), Weapon Focus (long sword).

Possessions: masterwork chainmail, masterwork large steel shield, +1 flaming long sword, silver holy symbol (Pyremius), spell component pouch, 10 flasks of alchemist's fire, necklace of fireballs (Type II), potion of haste.

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0 – cure minor wounds (3), guidance, light, ~~resistance~~; 1st – bane, doom, burning hands*, command, cure light wounds, ~~protection from good~~, ~~shield of faith~~; 2nd – death knell, ~~endurance~~, hold person (3), produce flame*; 3rd – contagion*, cure serious wounds (2), dispel magic, ~~magic vestment~~, ~~protection from elements~~; 4th – cure critical wounds, divine power, ~~freedom of movement~~, poison, wall of fire*; 5th – circle of doom*, flame strike, slay living; 6th harm*, ~~summon monster VI (large fire elemental)~~.

Enchantment Spells: (base DC = 16 + spell level).

*Domain spell. *Domains:* Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

PLAYER HANDOUT 1

Notes from The Bard's Journal

Oh sun sweet violin taming the dew
The earth's fresh taint of moonlight shadow

Filling in the Wafting through the

~~shadows~~

The Quest by Hanover Kophart

A sandy beach upon my mind
Is wrapped around my brain in twine

And as I go to bed I find

The Quest beyond is now inside

And so to death I gladly go

Upon the ribald pungents flow

The plague the disease the

Word suggestions plague disease

swamp death skeletons undead

more scribbling of several words

Shopping List

Lute strings

Candles

Sealing wax

Feather for hat

Cakes for party

~~scribbles~~

Notes for new song

Dwarves hired by royalty scr nobility
of city

Some sort of coins

To seek a treasure Gems? Gold?

Pays well

A troupe of eight Possible rhymes ate

state bait plate gate

Highly dangerous says one

Beasts

Perfectly safe says another are they
brothers or friends?

Abandon mine?

Map directions ride two days east to

Cairn hills Follow rocky trail Look for

Spruce Tree overgrowth meets rock

More things for poem

Rocks terrain

Scary looking creatures

Hiding in the bush very exciting

Howls

Rumbling of the earth

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.