

PERI-04

THE VOORMANN'S DAUGHTER

A One-Round D&D LIVING GREYHAWK®
Perrenland Regional Adventure

Version 1

by Mark Somers

Every eight years, the clan chiefs and mayors of the Concatenated Cantons of Perrenland elect a Voormann to lead the nation. The current Voormann's last year of this term is almost over and Perrenland's dignitaries are casting their eyes over suitable candidates. Who knows what skulduggery is going on in the background? That's why a group of resourceful adventurers are needed to investigate the suspicious activities of the Voormann's daughter. An adventure for characters level 1-4.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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

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

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

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

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

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

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

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

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

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

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

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

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

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

In addition to the lifestyles provided for above, you may select from among the following if your character possesses the prerequisite number of ranks in Wilderness Lore.

Wild: You are living in the wild, either as a nomad, or perhaps in a cave. You hunt and gather your own food and your clothes consist of furs and/or hand-woven items. At times, food is scarce and you go hungry. But you survive. You suffer -2 on Charisma-related skill tests in urban areas and -1 on Charisma-related skill tests in rural areas. You must have 6 or more ranks in Wilderness Lore.

Rough: You live in the wilderness, roaming a specific territory or living in a rude shack or tent. Your meals come from hunting and foraging, though you may cultivate a few small crops or herd some animals. You get by well enough to barter for equipment or to gather coins to pay for necessary repairs. You suffer -1 on Charisma-related skill checks in urban areas. You must have 4 or more ranks in Wilderness Lore.

Lifestyle Cost	Skill Modifiers		
	Urban	Rural	
Wild	14 sp	-2	-1
Rough	43 sp	-1	0

BACKGROUND

This adventure is set in Perrenland, in the canton of Krestible, and takes place in and around the city of Krestible and the town of Yatilsskaad. Much of the action takes place on the fringes of the part of the Krestingstrek that lies in the pass that runs through the Yatils to Ket.

The game starts with the characters approaching the outskirts of Krestible. It is spring and the melt is taking place, a lovely time of year to be in Perrenland.

There has been an increase in attacks by humanoids in the southern Yatils, especially along the Krestingstrek. These attacks have been unusually successful and many caravans have been robbed or destroyed. There have even been sightings of humanoid bands on the western fringes of the Feronwold plains. Voormann Karenin of Perrenland has not been much of a success. He has been a fence sitter and hasn't really provided much leadership. It's unlikely that he'll get voted into the position for another term. At this point, everybody believes there is going to be a new voormann, and so the jockeying for position is increasing rapidly, as the end of the Karenin's term is but a few months away.

One aspiring candidate is Käril Hüssen, the son of Werner Hüssen, the voorstamman (clan chief) of the Hüssen clan. This worthy is high on ambition and short on morals. He is behind some of the humanoid attacks on the Krestingstrek as he has been feeding information, gained by blackmailing Stefan Hitdrijver, an officer of the border garrison, about the caravans through an agent to the humanoids. It is his intention to bring the situation to a dire level and then, when everyone is truly worried, he will give false information to the humanoids, and leading his own war-band, he plans to spring a trap, destroying the humanoids, and making him the hero of the moment. He can then ride the crest of popularity on to his election as voormann.

Roggo Das is a half-orc, and a member of the clanless folk who live in rough settlements near the Krestingstrek. Roggo is known in the region as a skilled tracker and hunter, one who keeps to himself. Käril Hüssen has obtained Roggo's services by kidnapping the half-orc's only living relative, his sister Reggi. He has threatened Reggi's life unless Roggo does what he wants, which is for the half-orc to act as his agent and liaise with the humanoid bands in the Yatils.

Hännè Weisspeer is the current voormann's daughter. She has known (and secretly disliked) Käril for years, and knows him to be suspect in his morals. She doesn't know exactly what he is up to, but she is trying to find out. Thus, she has attached herself to him, playing the part of the lovesick lass, hoping to learn of his plans. She is doing this on her own initiative, and hasn't informed her uncle of her plans. Her father is in

Schwartzenbruin, and is even more removed from her plans.

Hasten Weisspeer is Hännè's affectionate uncle. He dislikes the Hüssen clan and is not pleased to see his niece supposedly conspiring with a rival clan. He suspects wrongly, that Kârl is using magic to charm Hännè. He is looking to hire the PCs to find out the truth.

Note: Certain plot elements presume that Kârl and Hännè are aware of the PCs and their actions. Assume that each of the pair has various spies in and around Yatilsskaad. Either of them can send information quickly ahead of the PCs via message riders and courier pigeons.

ADVENTURE SUMMARY

The PCs start the game as they enter the outskirts of the city of Krestible, not long after darkness has fallen. They stumble upon some humanoids attempting to steal horses from a herd corralled outside the city walls. Hopefully the PCs will seize the opportunity to thwart the theft and establish their credentials as heroes.

After this opening the group enters the sizeable city of Krestible and assuming that they stopped the theft, are lauded and rewarded for their intervention. Word of this will reach the ears of Hasten Weisspeer, the chief of the Weisspeer clansfolk in the city.

Hasten requests that the PCs meet with him, so he may ask for their assistance. He wants them to find out what is happening with his niece Hännè. This young lovely has recently taken up with Kârl Hüssen, a warrior of some repute from a rival clan. Hasten thinks that Kârl has used magical means to charm Hännè, and wants the PCs to prove this and free her from the influence.

Assuming the PCs accept Hasten's plea, and they'd better, as he's very influential in the region, then they learn that Kârl Hüssen commands a band of clan warriors who are encamped in the town of Yatilsskaad, on the Krestingstrek at the base of the Yatils.

The PCs can nose around in Yatilsskaad for a little while before they come to the attention of both Hännè and Kârl. Kârl thinks that they are spying upon him in particular and schemes to have them eliminated. Hännè, on the other hand, has already heard of their exploits in Krestible, and assumes that they are well intentioned.

A young rogue approaches the party and offers, for a suitable fee of course, to take them to a friend who knows what is going on. This is a trap, of course, as men loyal to Kârl are waiting to kill the PCs. A short fight ensues, and during the fight Hännè Weisspeer makes an appearance, lending a hand if need be.

Talking with Hännè reveals that she is no lovelorn lass, but a very competent young woman. Once she has ascertained that she can trust the PCs she explains that she is convinced that Kârl is up to something in the Yatils. She identifies a local half-orc trapper, Roggo Das, as Kârl's agent and bids the party to follow the half-orc and find out what is going on. Hännè stresses that she needs solid proof of any wrong doing on Kârl's part, and that this might include the half-orc's testimony. She urges the PCs to put the half-orc under surveillance and cautions them

against doing anything rash, like grabbing him straight away and interrogating him.

The PCs put Roggo under surveillance and follow him into the Yatils. To do so the PCs have to avoid a number of snares and traps set up as defenses. Roggo makes his way to a humanoid camp, filled with goblins and hobgoblins. PCs who can understand the goblin tongue hear Roggo giving the humanoids instructions as to how to intercept a caravan, as well as what guards are to be with it.

At this stage a noisy party may alert humanoid scouts and end up fleeing for their lives. Roggo departs and the party must elude any humanoid pursuers in order to set off after the half-orc. He leads them a merry chase through the mountains, but a skilled or lucky party can track him down.

If they are smart and capture Roggo, he is reluctant to talk to them. Under interrogation he eventually confesses to the party that he is Kârl's agent and has been providing the humanoids with information on the caravans that have been attacked, as well as details of punitive parties sent to hunt them down. He excuses his actions by claiming that Kârl has taken his sister hostage, and states that he is only willing to testify if the PCs swear upon their honor, and that of their clans, that they will attempt to rescue his sister Reggi. Assuming the PCs do so, they will have ensured Roggo's aid.

They should now return to Hännè with Roggo. She urges them to take the half-orc to her uncle, who can make sure Roggo's words are heard. She promises that she will try to find out where Reggi is, and assist in her rescue.

On the return journey to Krestible, guardsmen stop the PCs as they enter the city. Actually, these people are imposters; thugs who work for an assassin who sent by Kârl. Kârl learned of Roggo's betrayal and ordered the half-orc silenced, and the PCs as well. In any case, the distraction is enough to allow the hidden assassin to shoot a poisoned bolt from a hand-crossbow at Roggo. Barring spectacular PC intervention, Roggo is doomed. The PCs should be able to fight off the attackers and the assassin flees if he is in any danger whatsoever.

The PCs enter Krestible and contact Hasten Weisspeer. They can pass on whatever information they have and Hasten congratulates them on their efforts. At this stage the end of the module has been reached. Word arrives that Kârl Hüssen has led his band on a successful attack against the humanoids and wiped them out. The PCs know that he was behind it all the time but they don't have enough proof ... yet.

ALTERNATE PLOT PATHS

- The PCs may just approach Hännè straight out. She will be suspicious but can use subtle Detect Thoughts spells along with Sense Motive to determine the truth.
- They may never meet the Hüssen spearmen. If their actions mean they don't raise enough suspicion.

Time may not permit them tailing Roggo Das. In this instance, Hännè asks them to intercept Roggo after he has passed on Kàrl's last message and reported back.

INTRODUCTION

It is a mild spring evening as you approach the outskirts of the city of Krestible. Darkness fell almost an hour ago and the roads are all but empty. In a short while you will be safe within the city walls and comfortably ensconced in one of the city's inns. It is worth traveling in the night to enjoy a good meal and a pleasant drink.

You approach the first of the corrals that surround the market city. Now that winter has loosed its chill grip on the land, horse breeders are gathering to sell their steeds to discerning buyers. Their presence draws people from far and wide to the city. With so many strangers present the opportunity for adventure is heightened.

Tonight the horses seem restless, snorting and stamping nervously. Strangely enough the guards don't appear to be making any effort to calm them. In fact, there doesn't appear to be any guards at all. As you are pondering this a group of people leading horses hurry out of an open gate and all but run into you. Wait a minute, they're hobgoblins!

As adventurers are wont to do, the party has stumbled on a spot of nighttime horse rustling. A band of hobgoblins has sneaked into the corral, overcome the guards, and are stealing some young ponies, a delicacy to hungry hobgoblins.

As luck would have it, the hobgoblins have run out of the corral and straight into the PCs. The hobgoblins and PCs are both surprised at this point, so proceed to normal initiative rolls.

The hobgoblins intention is to get out alive – with some horses if they can manage it. They don't really have the stomach for a proper fight and will do all they can to flee as their first priority.

In addition the PCs should notice that the gate has been left open, and some curious horses are looking as if they might like to go for a wander. After three rounds of the gate being open, horses start leaving the corral at a rate of two per round.

APL 2 (EL 2)

🐉 **Hobgoblins (4):** hp 5 each; see *Monster Manual* page 119.

APL 4 (EL 4)

🐉 **Hobgoblins (8):** hp 5 each; see *Monster Manual* page 119.

Note: All combatants who don't have darkvision attack as though their opponents have one-quarter concealment (10% miss chance) due to the prevailing lighting conditions (moderate darkness).

Once the hobgoblins have fled or have been defeated, the party can look around in detail. Only the hobgoblins' weapons are worth looting, as their armor and shields are in too poor a shape to sell. The PCs soon discover three guards, who are unconscious at 0 hp each.

🐉 **Stejn Nachtkrijzen:** Male human War1.

🐉 **Willem Nachtkrijzen:** Male human War1.

Stejn and Willem are 16-year-old twins. Both are mortified that they have, in their opinions, failed in their duties. If any horses were stolen they are all for chasing after the hobgoblins immediately, regardless of their condition.

🐉 **Alein Gretwik:** Male human War2.

Originally from Highfolk, Alein is in his late 40s, and is a calm fellow who sees the risk of chasing humanoids in the hours of darkness. He wants to report the incident as soon as the corral is secured.

All of the men are members of, or are working for, the Weisspeer clan. They are grateful for the PCs intervention and consider them saviors and heroes.

The scuffle with the hobgoblins raises a general alarm and nearby people quickly come to help. Once the situation is under control, and the PCs role is brought to light they are honored for their heroics. One of the locals introduces himself as Freydrik Weisspeer, stating that his brother runs a fine inn called The Silver Saddle. Freydrik introduces the PCs to his brother, Henk, asking that they be accommodated free of charge, as Freydrik plans to pick up the tab.

Whether or not they accept the offer is up to the PCs. The Silver Saddle is a reasonable inn that is comfortable without being outstanding. Regardless, some locals insist on escorting them to the city gates. There the locals inform the guards about what has happened, and the PCs are welcomed into the city heartily. Word of their exploits spread, such that wherever they stay for the evening, they are served free drinks by approving locals all night long.

The party should be made to feel comfortable and extremely welcome, as well as happy with their night's work.

WITHIN KRESTIBLE

Krestible's primary purpose is as a gathering spot. Originally a site for clans to gather and trade, it is now a permanent and important settlement. Indeed, its importance far outweighs its size. The current *Voorstadmann* (mayor) is Ust Rondhuis of Clan Rosrijder.

Krestible is not a large city by any estimation, having a permanent population of around 7,000, but it has a large number of travellers passing through. As the home of the premier horse market in Perrenland, it hosts any number of traders and other visitors. It is also the first major port of call for merchants traveling from Ket and the West. Thus the city is a hub of activity.

ENCOUNTER 1: A REQUEST FOR HELP

Your morning meal is hearty and filling. The inn is much quieter than last night, a fact welcomed by those of you who overindulged the previous evening.

As you enjoy breaking your fast, the side door opens and a lad of thirteen or so years approaches your table. From his appearance he seems to be from a family of some wealth. The look he gives your group is not an unfamiliar one, curiosity mingled with respect and a little wariness.

"Gúdmorgen!" he says, "Are you the folk who fought the hobgoblins at the corral last night?"

The lad introduces himself as Kel Weisspeer. He is the youngest child of Hasten Weisspeer, who is the brother of Voormann Kelernin and thus the acting chief of the clan Weisspeer. Kel does not provide this information, as he assumes it is known. He merely states that his father, Hasten Weisspeer, has sent him to ask the party if they would be so good as to meet with him this morning. If the PCs ask why Hasten wants to speak with them, Kel enthusiastically replies, asking if they are adventurers, aren't they? Obviously his father has something adventurous for them to do! In truth however, Kel has no idea what his father wants.

☙ **Kel Weisspeer:** Male human Com1.

Should the PCs hesitate, the innkeeper's wife, hovering nearby, explains who Hasten Weisspeer is, and any PCs of the Weisspeer clan know this automatically anyway. If need be she hints that ignoring the summons of a clan chief, even if only an acting one, is not wise. Assuming the party agrees to follow Kel, proceed with the following:

Kel leads you to an old but well-built stone house in the wealthier part of the city. A number of Weisspeer clan spearmen are on guard outside, and the clan banner hangs above the iron bound wooden doors, and statues of rearing horses flank the stone steps that lead to the entrance. The building appears to be some three or four centuries old, and is of a moderate size. It would seem to be a place of work, perhaps offices, rather than a residence. (In fact, it is the city 'headquarters' of the Weisspeer clan, from where their trade is managed.)

Entering the house, Kel continues to lead you along a rather foreboding entry hall, some twenty feet long, each side of which has rows of spikes where there are placed the mummified heads of prominent clan enemies. Incense sticks burn constantly to keep the air pleasant. At the end of the hall are carved wooden doors, the designs are, of course, horse motifs, above which is a wheel of ancient weapons. However, you pass these doors by and take a short corridor to the left, to a rather plain single wooden door. Kel knocks and a muffled voice beckons you to enter.

Give the PCs a chance to catch their breath and then continue.

Your youthful guide leads you into a small neat office. A single window allows light into the room, which is dominated by a large oak desk, roughly carved by hand it would seem. Shelves line the walls to each side, and these are stacked with scrolls and tomes.

Sitting in a simple wooden chair is a heavy set man, once heavily muscled but now running a little towards fat as he approaches middle age. His long hair is graying at the temples and his drooping moustache is well tended. He appears to be man of prominence.

As you enter he stands and gives you a grin, which would have looked somewhat feral in his youth.

"Greetings. Your reputations precede you." Hasten's voice is deep with a rough edge. "I was hoping you might be of some assistance to me..."

☙ **Hasten Weisspeer:** Male human Ftr4/Clr6; CR 10; Medium-size humanoid (5 ft. 10 in. tall); HD 4d10+6d8+20; hp 64; Init +1 (Dex); Spd 30; AC 11 (touch 11, flat-footed 10); Atks +10 melee (1d8+3/x3, shortspear); SA spells; AL LG; SV Fort +11, Reflex +4, Will +9; Str 15, Dex 12, Con 14, Int 13, Wis 17, Cha 13

Skills and Feats: Concentration +9, Diplomacy +7, Handle Animal +5, Heal +5, Knowledge (military) +3, Knowledge (religion) +3, Ride +9; Cleave, Combat Casting, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample.

Possessions: noble's outfit, dagger.

The man is Hasten Weisspeer, younger brother of Voormann Karenin, and acting chief of clan Weisspeer. Hasten is a cleric of Allitur and has a reputation as a fair but firm minded man. His only failing as such is an overt dislike of Clan Hüssen.

Hasten will initially make small talk about the previous night's activities, commenting upon the characters' bravery and resourcefulness, and thanking them for saving the clan the embarrassing loss of several valuable steeds. Should any of the characters be known for any particular deeds, Hasten makes note of them as well.

Eventually Hasten turns to the real reason he asked the PCs along. He wishes to make use of their services for a mission of some sensitivity, a task that requires them to tread lightly and keep their wits about them.

It should be made obvious to the party that Hasten is a powerful and influential man with a reputation for fair play. His favor would be worth earning. Hopefully the group agrees to help Hasten without resorting to quibbling over trivialities like rewards and payments. Should this happen, Hasten looks somewhat disappointed and offers them 100gp each. If it comes to this they do not earn his favor upon successful completion of the mission.

The task that Hasten has for the group is to determine what is happening with his niece Hännè, the only child of Voormann Karenin. Hännè, an intelligent and sensible young woman, has recently become romantically involved with Kárl Hüssen, the heir of the chief of Clan Hüssen. It is patently obvious that Hasten

has little regard for Karl, merely from the air of distaste when he speaks his name. Until recently Hännè has, in private, been quite scathing in private about her feelings for Kârl. Now she seems quite taken with the fellow and Hasten suspects skulduggery has taken place. To be blunt, he thinks Hännè has become the unwitting victim of a charm spell.

Hasten wants the PCs to travel to Yatilsskaad, a garrison town along the Krestingstrek at the base of the Western Yatils. Kârl Hüssen camps there, leading a company of Hüssen clan warriors. Hännè is there with Kârl, seemingly acting like a foolish lovesick girl. The PCs are required to go to Yatilsskaad and determine what exactly is going on, and to report to Hasten with their findings. If Hännè has indeed been magically charmed then they are to rescue her from Kârl Hüssen's clutches.

If he is asked why he doesn't use his own clan's resources, Hasten explains that he wants to keep things quiet in case he is mistaken. He doesn't want to stir up trouble unnecessarily.

Hasten appears to be speaking truthfully, without any hint of duplicity.

If need be, Hasten loans mounts to the group, quality Weisspeer hill ponies, so that their passage is swifter. He recommends that they stay in Yatilsskaad at an inn called The Stables. Should they decide to, they should inform the innkeep that they are there to perform a task for Hasten Weisspeer.

ENCOUNTER 2: YATILSSKAAD

The town of Yatilsskaad is the last real town of Perrenland along the Krestingstrek. Certainly there are other settlements along the trail to Ket, but these are either purely military camps or too small to count as towns. Thus Yatilsskaad represents the frontier.

The fifty miles that lie between Krestible and Yatilsskaad contain some of the most dramatic scenery to be found in the country. Rugged hills demand a twisting path be taken in your travels, whilst all the while the looming bulk of the Yatil Mountains dominate the horizon.

After three long days of travel along the steadily rising Krestingstrek you reach the garrison town of Yatilsskaad. Huddled in a valley flanked by the sheer slopes of two towering peaks, it appears to be a thriving place. The walled town itself would hold no more than a several hundred people, but a clutter of buildings sprawl outside the walls, and brightly colored tents mark the presence of travelers using the town as a resting place.

Under normal circumstances, Yatilsskaad could be an interesting place to visit. However, on this occasion you have a task to attend to...

IN AND AROUND YATILSSKAAD

The Town of Yatilsskaad lies at the base of the Yatils, nestled in a valley between two tall peaks, one to the northwest (ridgeline running NW-SE) and another to the southeast (ridgeline running SW-NE). The town's walls completely block the valley's floor, running between two

small fortresses, which face each other across the valley. The southwestern wall stands approximately thirty feet high and is called the Old Wall. Standing twenty feet high, the northeastern New Wall is a century younger than its counterpart. Both walls have battlements for soldiers to defend from, but the New Wall has a few smaller gates allowing quick access for trusted residents. Running in front of the Old Wall is a parallel pair of defensive ditches, each about thirty foot wide and ten foot deep. The battlements atop the Old Wall afford a clear view of these ditches, which are vulnerable to missile fire. Between the ditches and the Old Wall are 'The Spikes,' a line of sharpened poles upon which are mounted the heads of slain enemies and criminals.

As the town is approached along the Krestingstrek from the northeast, there is a cluster of newer houses lying to the north of the road. To the south lies a graveyard, beyond which, are, corrals and pens for livestock. On the southwestern side of the town, beyond the Old Wall and the ditches, lies the "Canvas Stad," a tent settlement where merchants and other travelers rest and await clearance to pass through the town and on to Krestible.

Beyond the Canvas Stad on the southern slopes are the ruins of an old watchtower that are rumored to be haunted and subsequently avoided by locals.

Listed below are details on key features on the Yatilsskaad map (see Appendices), as well as some prominent NPCs.

- High Fortress:** This is the major garrison post and is home to soldiers of the 6th Field Force. The garrison consists of 300 men (150 pike/halberd, 100 mace/sword/spear & shield, 50 heavy crossbow) as well as an auxiliary company of 50 archers trained in Highfolk. In addition the Clan Hüssen provides a company of 50 clan warriors under the command of Kârl Hüssen.

The standing force (garrison plus archers) is split into three shifts, and is spread between the two fortresses, the walls, and the town when on duty. One quarter of the troops are on patrol in the pass at any given time.

The garrison commander is Édulf Brockenbôrd of Clan Vuurzward. He is known to dislike Kârl Hüssen, who has publicly criticised the commander for his inability to stop the increasing attacks by humanoids.

✚ Édulf Brockenbôrd: Male human Ftr6.

- Bruinhuis:** A private residence owned by Clan Hüssen, this is where Kârl Hüssen resides when in Yatilsskaad. The house is richly appointed and is easily the most impressive building in the town, which is exactly how the leaders of Clan Hüssen want it. The servants are all clan members and, regardless of their personal feelings, never voluntarily surrender any details as to what goes on within the house.

There is a small gatehouse on the wall, which allows access between the Bruinhuis and the Hüssen barracks.

The Bruinhuis is very well guarded, just in case enterprising PCs decide to sneak in and poke around. Stress this. Should someone still try, they will most likely be noticed. This results in a beating and a warning that next time they'll hang for thievery.

Note: Kârl Hüssen is an invisible menace in this module, and never actually makes an appearance. Thus his stats are not detailed.

- 3 **Hüssen Barracks:** The 50 Hüssen clan warriors are comfortably stationed here. All are completely loyal to Kârl Hüssen. These warriors are members of the elite clan soldiery and are well aware of it. Each has mastered the art of arrogantly swaggering. They are kept in check by a youthful clan Skâmtêguler (Shame Crier) Mêrjam Fjoerdûnser.

☞ **Hüssen Clan Warriors (50):** Male human War2.

☞ **Mêrjam Fjoerdûnser:** Female human Brd1.

This young woman is the clan shame crier. Her screams of abuse on the battlefield keep warriors in line and provide important tactical information. Mêrjam does not like Hännè as she has a thing for Kârl herself, and does whatever she can to separate the pair.

- 4 **Oostgate:** The East Gate, the main way through the New Wall, is the smaller of the two main entrances to Yatilsskaad. There are four soldiers, two crossbowmen and two archers here at all times. The gates themselves are two sets of great wooden doors bound in iron. They have been treated in special resins to be resistant to fire and are extremely strong. The space between the two doors makes an ideal killing zone should the town be attacked.
- 5 **The Stables:** This is actually the biggest inn in Yatilsskaad, built on the original site of some stables. The stables still remain, but are dwarfed by the large inn, which can hold up to 200 guests. In the busy trading months, the inn is often full.

☞ **Mika Salan:** Male human Com3.

The proprietor of The Stables is a short slender fellow in his mid-forties. His dark skin attests to his Kettite heritage, as he is the bastard of a trader from that realm. Mika is quite knowledgeable about the goings-on of the town. He respects Hasten Weisspeer and assists the party in any way if he learns that they are representing the man.

☞ **Eléna Salan:** Female human Com1.

This pretty 16 year old is Mika's daughter, the result of a dalliance with a passing adventurer. The woman left the girl with Mika and continued on her way. Eléna has inherited her mother's adventurous spirit and longs to leave Yatilsskaad. She tries to attach herself to any interesting looking male PCs in an effort to achieve her

aim. She does whatever she thinks may earn their approval and make them take her with them.

☞ **Silas Littling:** Male half-elf Com2.

The inn's ostler is a 30 year old half-elf who considers himself something of an expert on horseflesh. He may well be correct. As he is quite often hidden from view tending to patrons' mounts, he overhears any number of supposedly private conversations. This makes him a good source of gossip and rumor.

- 6 **Mistress Kaldi's:** A small but well appointed guesthouse, this is where Hännè is residing, as it would be inappropriate for her to stay in the Bruinhuis. Currently Hännè is the only guest and there is room for several more. Mistress Kaldi, however, is very particular as to whom she accepts as a guest.

☞ **Mistress Kaldi Robinwood:** Female halfling Com2.

This bustling little woman runs a neat and well-organized household. She is neutral in her feelings towards Kârl Hüssen, though she adores Hännè. As such she is tight-lipped about their relationship. If the PCs attempt to convince her that Hännè is in danger, she is skeptical to start with, and requires some convincing before she considers assisting the PCs.

☞ **Gêrt Kleistad:** Female half-orc Com1.

Mistress Kaldi's assistant is normally a nice enough young woman. When it comes to Hännè, however, she is a victim of extreme envy, as the other girl is everything Gêrt is not, attractive, intelligent, graceful, confident and charming. Gêrt does whatever she can, including telling outright lies, to show Hännè in a bad light.

- 7 **Town Square:** The center of town is a gathering point for public speeches and is also the site for executions. As a popular meeting place it is often quite busy in daytime hours, though quite empty after dark. Perceptive eavesdroppers might pick up some useful gossip by carefully skulking in the town square.
- 8 **The Flowers:** One of the more popular establishments in town is this high-class brothel. The proprietress, Lina Grijsdal, tolerates no mistreatment of her girls. In addition to the obvious services, clients can also enjoy witty conversation with their peers and choose from a selection of semi-legal intoxicants. As Lina is careful to ensure her clients do not become too stupefied by such goods, the garrison commander turns a blind eye to these transgressions. Should anyone inquire, base prices are 1 gp for simple pleasures with a 'trainee' (or a bath with a pretty attendant) and a minimum of 10 gp for one of Lina's well-trained 'professionals'.

☞ **Lina Grijsdal:** Female half-elf Rog4/Brd4. Before becoming a brothel keeper, this athletic woman was a spy in the employ of Voormann Karenin. Old habits diehard

and Lina keeps a finger on the pulse in Yatilsskaad and reports on the comings and goings of travelers in the region. She may help the PCs if she thinks they are people worth having "in her pocket". Likewise, she is assisting and guiding Hännè, and may arrange a meeting if she finds out the truth behind the PCs mission.

Scroob, Son of Scroob: Male half-orc Ftr3.

This behemoth is Lina's chief enforcer. Despite his somewhat hideous looks he is always immaculately attired and is actually rather intelligent. Scroob overhears many conversations as several of Lina's patrons consider him to be a dolt barely capable of speech.

- 9 **Well Fortress:** The second, smaller fortress is nonetheless important as it guards the spring that provides the town's water supply.
- 10 **Vestgate:** The gate in the Old Wall is bigger and stronger than the Oostgate, lying as it does on the 'foreign' side of the town. There are usually 8 soldiers, four crossbowmen and 4 archers on duty at any time.
- 11 **Khalad's Rest:** Originally established fifty or so years ago by a Kettite exile, this enormous marquis has become a permanent fixture of Canvas Stad. It is now a gambling den and tavern frequented by travelers halting in the area, as well as Yatilsskaad locals. The term "den of iniquity" is quite appropriate to describe Khalad's Rest, and some very shady characters patronize it indeed. Though there is always the risk of losing considerable sums of money within, the place is a great source of rumor and scuttlebutt.

♦ **Hazan the Black:** Male human Rog5.

The current proprietor of Khalad's Rest takes his name from the darkness of his skin. The popular rumor is that he did away with the original owner, Khalad, before assuming control. The truth, though, is that he helped Khalad flee some debt collectors and paid off the debt to own the tavern. His dangerous reputation helps Hazan run things with little complaint and he maintains an air of subtle menace.

- 12 **Ruined Watchtower:** This old watchtower has been abandoned since minions of Iggwilv slaughtered its inhabitants. Their ghosts are rumored to roam the ruins, and this is enough to keep locals well away from the place. Less superstitious folk, often involved in shady affairs, recognize its value as a place to deal away from prying eyes.

GATHERING INFORMATION IN YATILSSKAAD

This is very much the freeform stage of the adventure, and is dictated by the activities of the PCs, rather than by any particular events. The major NPCs have been detailed

previously, but characters should by no means be limited to these people only.

This whole sequence should take no more than half an hour to forty-five minutes. Though the players will not know it, this is not the crux of the storyline, and too much time should not be wasted. Once they have had a bit of time to ask around, and thus come to the notice of various people, have the party approached by the rogue Niki and they can proceed to Encounter 3.

Listed below are a number of rumors known throughout the town. Some are relevant. Others are not. Likewise some are true whilst others are outright lies.

As far as the atmosphere in and around Yatilsskaad is concerned, it is very much a frontier town. Whilst there are those who would like to bring a bit of culture to the region, it is pretty much a rough and ready sort of place with the typical Perrenlander streak of independence. Fistfights are the most common way of settling disputes, and the garrison troops turn a blind eye to infractions that would result in arrest in larger towns. Because it is the first major town entered when arriving in Perrenland from the west, Yatilsskaad has a high number of foreigners passing through briefly. Though officially a holding of the Hüssen clan, Yatilsskaad is an army town, resulting in a mixed population demographic.

Fact, Rumor and Malicious Gossip

- There have been numerous attacks by bands of humanoids on the Krestingstrek. Several caravans have been overrun. [TRUE]
- Garrison Commander Édulf Brockenbôrd has been inundated with complaints, but his troops never seem to be able to find the attackers [TRUE]
- Someone in the garrison is selling information on caravans and patrols to the humanoids [FALSE]
- Kârl Hüssen has been questioning the commander's ability to resolve the situation. [TRUE]
- Kârl Hüssen knows something about the humanoid bands' whereabouts and is biding his time so that he can play the hero. [TRUE]
- The commander is being paid to leave the humanoids alone. [FALSE]
- An Ogre Mage who is a servant of Iuz is leading the humanoids. [FALSE]
- Hännè Weisspeer is sleeping with Kârl Hüssen in return for large amounts of gold. [FALSE]
- Kârl Hüssen is trying to use Hännè to get information on the Voormann's activities. [TRUE]
- Kârl Hüssen has employed the services of a witch to ensnare Hännè Weisspeer. [FALSE]
- Hännè Weisspeer has employed the services of a witch to ensnare Kârl Hüssen. [FALSE]
- Hännè is actually negotiating a pact between Kârl, representing the Hüssen clan, and her father, that will see Karenin retain his position as Voormann, with Kârl as a senior adviser. [FALSE]

- One of Commander Brockenbôrd's lieutenants, Stefan Hitdrijver, is trying to woo Hännè away from Kârl. [TRUE]
- Hännè is sleeping with both Kârl and Stefan, and enjoys playing them off against each other. [FALSE]
- Hännè dines frequently with the commander and his officers. [TRUE]
- Hännè has been seen carefully entering and leaving The Flowers at nights. [TRUE]
- Hännè is working as an upper class prostitute for Lina Grijsdal. [FALSE]
- Lina Grijsdal has banned Kârl Hüssen from The Flowers for mistreating the girls. {TRUE}
- An unwary band of adventurers camped at the old watchtower and were eaten by the ghosts. [FALSE]
- The rumors of ghosts are false and the tower is the base of a team of mercenary spies. They've concocted the ghost story to keep unwanted visitors away [FALSE]
- The tower is actually the home of a reclusive gnome illusionist [FALSE]
- The ghosts are real enough, but they never do any worse than scare people [TRUE]

Should an imaginative DM come up with any other little gems of wisdom, feel free to throw it into the mix.

The Truth

- Kârl Hüssen is passing information about troop movements, caravans, etc to a band of humanoids.
- He uses the scout Roggo Das as his go-between.
- The garrison monitors all caravans and troop movements. Details of incoming caravans are sent by the patrols out in the passes. They also report their own movements.
- Kârl Hüssen is getting this information from Stefan Hitdrijver, who is the garrison's administrative officer, by blackmail. He knows that Stefan has some 'personal habits' that would alienate his fellow soldiers.
- Hännè Weisspeer has attached herself to Kârl to keep a close eye on him.
- Hännè has been making subtle use of her skills and spells to allay any suspicions he has.
- Hännè is also trying to determine where the leak in the garrison is, and now suspects Stefan.
- Hännè has been visiting The Flowers to meet with Lina and 'compare notes'.

ENCOUNTER 3: NIGHT-TIME VISITS

By this stage the PCs should have spent a day or two in Yatilsskaad, enough time to pick up some useful (and useless) information, and also enough time for them to

come to the notice of both Hännè Weisspeer and Kârl Hüssen.

The end of the day approaches and you have gathered to share information. Getting people to tell you something hasn't been all that difficult, as folk here seem chatty enough, but working out which snippets of information are useful to you is the hard part.

As you rest weary feet and enjoy a meal and a drink, you notice that you are not alone. A short scruffy child, no more than ten or eleven years of age, nonchalantly picks his or her, it's hard to tell, nose and waits for you to notice him. When the child sees that you are paying attention you are regaled with a cheeky grin and a wink.

"You're the ones what want to know about Kârl Hüssen 'n' that Weisspeer bird, right? Well, if you grease my palm I can take you to someone who knows 'bout what Hüssen 'n' his gang are up to. Interested?"

Though it's hard to tell under the dirt and baggy clothing, the child is a boy, and his name is Niki. If asked if he's a boy or a girl he is briefly quite offended and states that he's a boy!

He is loathe to admit it, but Niki himself has very little useful information for the party, though he may give the party any stray rumors not already used from the list in Encounter 2. He was paid a copper pfennig to act as a messenger and tell the party to meet an unknown benefactor at the ruined watchtower. The meeting is to take place two hours after dark. If asked who sent him, as he has been told not to tell, Niki claims that some bloke who looked like he had Nomad blood in him paid for the message. This is, of course, an outright lie. Niki will get a bonus of a silver kleinmark if he can get the PCs to go to the tower, so he uses his wiles to get them there. Note that he has no idea that it is a trap.

Whether or not the PCs believe Niki is up to them, but he says that the tower is used for people "in the know" for meetings away from prying eyes. If asked about the ghosts he scoffs at such superstition, laughingly claiming that it's a ruse by "sneaky types" to keep nosy folk away.

An interesting tale the lad has. What sort of person would want to meet you in the hours of darkness at a supposedly haunted tower? One who possibly might have some important news for you?

AT THE HAUNTED TOWER

Smart people will be suspicious at the very least about the situation, but it is the only solid lead they have so far.

Needless to say, the situation is indeed a trap. Kârl Hüssen has learned of the PCs sniffing around asking questions and has decided that they pose too much of a risk to his plan. Thus they have to die. He has set a number of his warriors to execute an ambush. Thankfully, he has possibly underestimated the PCs abilities and has likely not sent enough men.

Should the party prove to be stubborn and not go to the tower, have the ambush take place in a quiet alleyway after dark. It's less dramatic but just as effective.

Hopefully, though, at least some of the PCs will swallow the bait and go to the tower.

Whether or not the tower is haunted, it certainly looks the part. The ruined walls catch stray beams of moonlight, casting eerie shadows across the mountain slope. The wind moans along the pass, adding its own creepy melody to enhance the mood. Hopefully your mystery contact will show up soon and you can get away from this place.

There is, of course, no mystery contact hidden in the ruins just a number of warriors waiting to waylay and kill the PCs. The details of the warriors' attempts to be stealthy are listed below. Should the party make no attempt to scout around then they are caught completely by surprise.

Play up on the creepiness of the environment. Shadows form shapes that might just look like those of people. The moaning wind sounds like that of a crying person. Even the stones of the tower seem to creak in the wind and pebbles trickle from atop the ruin. It's a frightening place for people who let their imagination run wild.

TIER 1 (EL 3)

➤ **Hüssen Warriors (3):** Male human War2; CR 1; Medium humanoid (5 ft. 10 in. tall); HD 2d8+4; hp 12; Init +1 (Dex); Spd 30; AC 14 (touch 11, flat-footed 13); Atks +3 melee (1d8+2/x3, shortspear), AL N; SV Fort +4, Reflex +1, Will +0.

Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +3, Jump +2, Move Silently +2, Ride +2; Power Attack.

Possessions: shortspear; studded leather armor.

TIER 2 (EL 5)

➤ **Hüssen Warriors (5):** Male human War2; CR 1; Medium humanoid (5 ft. 10 in. tall); HD 2d8+4; hp 12; Init +1 (Dex); Spd 30; AC 14 (touch 11, flat-footed 13); Atks +3 melee (1d8+2/x3, shortspear), AL N; SV Fort +4, Reflex +1, Will +0.

Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +3, Jump +2, Move Silently +2, Ride +2; Power Attack.

Possessions: shortspear; studded leather armor.

The warriors have had time to hide; causing the PCs to have to make a successful Listen check (DC 15) or be surprised, and they endeavor to drop obvious spellcasters or PCs with missile weapons first. If things turn against them they attempt to flee, though they will not abandon fallen comrades. All combatants who don't have darkvision attack as though their opponents have one-quarter concealment (10% miss chance) due to the prevailing lighting conditions (moderate darkness).

Unbeknownst to all participants in the little fracas, Hännè herself has followed the PCs to see what they're up to. She knows who they are, having heard about them from a passing clansman the previous night. If it looks

like the warriors are about to spring their surprise, she fires a sling bullet near one of them, allowing the PCs a Listen check at DC 15 to be alert.

If it looks like the fight is going badly for the group, Hännè provides assistance with spells and, if really needed, physical intervention.

Note that you should allow the party every opportunity to resolve the combat themselves. Only have Hännè assist as a last measure should things look particularly dire.

➤ **Hännè Weisspeer:** Female human Brd4/Rog2; CR 6; Medium humanoid (5 ft. 6 in. tall); HD 6d6+6; hp 24; Init +2 (Dex); Spd 30; AC 15 (touch 15, flat-footed 13); Atks +7 melee (1d6+2/18-20, rapier), +6 ranged (1d4-1, sling); SA spells; AL N; SV Fort +2, Reflex +9, Will +8.

Str 12, Dex 14, Con 12, Int 16, Wis 14, Cha 18.

Skills and Feats: Bluff +10, Concentration +11, Decipher Script +11, Diplomacy +12, Gather Information +10, Hide +9, Innuendo +8, Knowledge (history) +6, Listen +10, Move Silently +6, Perform +13, Sense Motive +10, Spot +6; Alertness, Iron Will, Leadership, Weapon Finesse.

Possessions: rapier +1, sling, ring of protection +3.

Spells Known (3/3/1; base DC = 14 + spell level): 0 – dancing lights, daze, flare (x2), ghost sound, light; 1st – charm person, cure light wounds, mage armor; 2nd – detect thoughts, invisibility.

HÄNNÈ MAKES HER ENTRANCE

Hännè Weisspeer is a slender pretty young woman in her early twenties. She has straight dark brown hair that she ties back in a loose tail and steady gray eyes. Her mouth is often quirked in a slight smile, as if she views the world with a cynical air. She is pragmatic and utterly competent, though in Yatilsskaad she has been putting on a guise as an empty headed young thing. She is certain that Kârl Hüssen is up to no good, and is using all her wiles to find out what he is up to, with the aim of thwarting any wicked schemes he might have. The PCs present themselves at an opportune time, and she thinks they might make useful agents.

After the fight, Hännè makes her presence known to the group, rendering assistance with healing if need be. Assume that she has had the opportunity to previously cast *detect thoughts* on one of the PCs to determine their motives. Thus she knows what they're up to.

Hännè assures the PCs that she means them no harm. She also states that the idea of her falling under a charm spell is ludicrous. In fact she is spying on Kârl, trying to win his confidence. The PCs have turned up at an opportune time, as they can be of assistance. Hännè has a firm confident manner that makes arguing seem pointless. She says that if they care anything at all about the realm then they will assist her. She has the following information...

- Kârl is up to no good. He is involved in something illegal.

- She suspects he has something to do with the current streak of humanoid attacks.
- He has an agent, a half-orc called Roggo Das, whom he meets with clandestinely.
- Roggo often seems to disappear up into the Yatils. She is sure that he's doing something for Kârl.
- She wants the PCs to follow Roggo and find out what he is doing.
- Whatever it is she needs concrete proof of Kârl's activities, if they are indeed foul play.
- Thus they should be careful not to alert Kârl or Roggo until they have discovered what's going on.
- This might require the testimony of Roggo, if they can arrange it, but first they must find out what he does for Kârl.
- They can't stay around Yatilsskaad asking questions, as Kârl will find other means to remove them.

Therefore Hännè wants the PCs to lie low and watch Roggo Das, who is currently in town. She wants them to follow the half-orc into the Yatils and see what he is doing. Once that is done they need to get some solid proof that can be presented to her father and the Council.

ENCOUNTER 4: TAILING ROGGO DAS

After a bit of stealthy poking around the traps in Yatilsskaad you manage to identify the scout known as Roggo Das. A more nondescript fellow you've never seen, even if he is a half-orc. Roggo is the sort of man who makes up the numbers in taverns and never gets noticed. If he is some sort of agent for Kârl Hüssen then he's perfectly suited to the job. Still, it's your task to follow him. Hopefully he isn't too slippery a character.

It won't take the PCs too long to track down Roggo and to put him under surveillance. Luckily enough, soon after they spot him, the scout leaves town, off on another errand for Kârl Hüssen.

Of course, the party can't just traipse along merrily behind Roggo. He's a suspicious-minded fellow and keeps an eye on what's going on around him. As such, the PCs are going to have to be a little sneaky.

Roggo Das: Male half-orc Rgr2; CR 2; Medium humanoid (6 ft. tall); HD 2d10+6; hp 16; Init +1 (Dex); Spd 30; AC 15 (touch 11, flat-footed 14); Atks +4 melee (1d6+2/x3, handaxe) +4 ranged (1d6/x3, composite shortbow); SA favored enemy – humans; AL N; SV Fort +6, Reflex +2, Will +0.

Str 14, Dex 14, Con 16, Int 12, Wis 10, Cha 10

Skills and Feats: Climb +6, Hide +5, Intuit Direction +2, Knowledge (nature) +5, Listen +3, Move Silently +5, Search +3, Spot +3, Wilderness Lore +5; Endurance, Track

Possessions: composite shortbow, arrows (20), handaxe, dagger, studded leather armor, buckler.

Roggo Das is not a villain. He is a victim of circumstances more than anything else. He is Kârl's agent, certainly, but not by choice. Kârl Hüssen has Roggo's sister Reggi held captive somewhere, in order to ensure Roggo's loyalty. Because Roggo can speak both the goblin and orcish tongues, he is useful to Kârl, who has him pass information along to the humanoids that Kârl is manipulating as part of his plan. Roggo himself doesn't really know what Kârl is up to, only that he has been having Roggo pass on information as to the movements of patrols and caravans to the humanoids. This is why the current attacks have been so successful.

Roggo's loyalties are to himself and his sister. So long as he thinks Reggi is in danger he will work for Kârl, but the half-orc has no loyalty to his master, in truth, he detests him. But he will not do anything to endanger Reggi.

RUNNING THE GAUNTLET

Whilst following Roggo each PC should make a Move Silently test (DC 12) to tail Roggo without his being aware of them. Should this fail he becomes much more alert and take a more circuitous path, requiring each PC to make a second Move Silently test, this time with DC 15. Should they fail the second test, Roggo becomes hyper-alert, following a trail that leads the PCs past a number of traps.

If the PCs do not alert Roggo they are still going to have to get past two traps. Along the way they encounter the spear trap. As they near the end of their little jaunt they have to avoid an alarm trap.

If they do alert Roggo he takes them past the log trap, the spear trap, the spiked pit, and then the alarm trap.

➤ **Log Deadfall Trap:** CR 1; +10 ranged (1d8); Search (DC 20), Disable Device (DC 20).

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

➤ **Spiked Pit Trap (10 Ft. Deep):** CR 2; no attack roll necessary (1d6); +10 melee (1d4 spikes for 1d4+1 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

➤ **Alarm trap:** CR 1; no attack roll necessary (rings cowbells); Search (DC 20), Disable Device (DC 20).

With a bit of luck and some common sense, the party should be able to follow Roggo to the encampment of one band of humanoids.

WHAT IF THEY ATTACK ROGGO?

It's entirely possible that the team might decide to just waylay Roggo out in the wilderness and do a bit of impromptu interrogation. That's not entirely unexpected and, if they trip the alarm, probably rather wise.

The only problem that this could cause is affecting the timing of the game. Never mind. Should they nab Roggo and interrogate him they get the same information as they would in Encounter 6. It just means they don't get to see the humanoid camp.

However, you might like to have a scouting band of hobgoblins in the area. Have the PCs make some Move Silently or Hide checks to avoid encountering this band, and use the stats for the scouting party listed in Encounter 5. If an encounter happens it starts at a range of 120 ft. This should allow the party to use missile weapons to good effect. As soon as it looks grim for the humanoids (use your judgment) they flee, intending to report back to camp.

Should any humanoids escape it should be obvious to the PCs that it was a scouting party, and there might be others in the vicinity. Hopefully they'll take the hint to grab Roggo and get the heck out.

ENCOUNTER 5: A GATHERING OF HUMANOIDS

Though it's really only a handful of miles from Yatilsskaad, the region that Roggo has led you to is as remote as if it had been hundreds of miles away. You could hide a whole army in these parts and none would notice. Now there's a discomforting thought.

After almost a whole day's travel you pass through a hidden gully, you wouldn't have known it was there if not for Roggo, and pass into the upper slopes of a large valley. Below you, huddled on the edge of a small mountain tarn, is a sizeable encampment. There must be almost two hundred of them in the camp. If your eyes don't deceive you the group seems to consist of goblins and hobgoblins, and maybe a bugbear or two. Better not let them notice you, or there'll be hell to pay!

The state of the camp depends very much on whether they've tripped the cowbell alarm or not. If they haven't, the camp is mostly quiet and they should be able to sneak in close to see what is going on.

If they have been silly enough to trip the alarm then the humanoids are on full alert, and the chances of them getting in close are low indeed. In fact, a scouting party is sent out to investigate.

Regardless of the state of affairs, Roggo intends on entering the camp and passing on the latest message from K  rl. He is informing the humanoids about a caravan filled with weapons that will be passing through the area in a little over a week. Though Roggo doesn't know it, the information is false. K  rl is setting a trap for the humanoid band. This is his chance to play the hero!

For the party to discover this information, they need to meet two conditions.

- They must get close enough to listen in on the conversation. This requires a successful Move Silently check (DC 15) for a quiet camp, (DC 20) for an alert camp.

- The PC who gets close must be able to speak the goblin tongue.

Failing in the first requirement could be extremely dangerous. The PCs will have to run for their lives. Hesitation can be disastrous, as they encounter attacking humanoids. If this happens, have the PCs attacked by the scouting party as listed below, and start the combat at a distance of 80 feet.

THE SCOUTING PARTY

APL 2 (EL 2)

   Hobgoblins (2): hp 5 each; see *Monster Manual* page 119.

   Goblins (4): hp 4 each; see *Monster Manual* page 106.

APL 4 (EL 4)

   Hobgoblins (4): hp 5 each; see *Monster Manual* page 119.

   Goblins (8): hp 4 each; see *Monster Manual* page 106.

The goblins harass the party with missile fire, while the hobgoblins attack in melee. Due to the woodsy environment, all ranged combat is under one-half concealment (20% miss chance), and further lighting conditions may apply if the encounter occurs at night increasing concealment to Nine-tenths (40% miss chance).

As soon as the effective EL of the group falls below half, they retreat. Should any PC decide to loot the bodies, only the metal weapons are in any condition to sell.

ENCOUNTER 6: NABBING ROGGO

When this encounter takes place is up to the PCs. They may follow Roggo to the humanoid camp, or they may not be so patient. Whatever the case, the information that Roggo has remains the same.

If the PCs followed Roggo to the humanoid camp then they at least have something to use in their interrogation. They've seen that he's up to something with their own eyes, and if the PCs overhear and understand his conversation with the humanoids, all the better for them.

Of course, this assumes that they manage to capture Roggo alive. This is the vital point of the module. If they fail in this, they've failed their ultimate mission. They have to return to Yatilsskaad and explain the situation to H  nn   (and subsequently to Hasten). Assume that both their 'employers' are intuitive enough to determine if the party at least tried their best to do the job. If this is the case, then they are rewarded for their efforts anyway, the Weisspeers respect honest toil.

ROGGO'S INFORMATION

The characters are going to have to get the information out of Roggo somehow. The preferred method is to learn about his sister and offer to help rescue her. Torture is not a preferred method, though some teams might resort to it.

A successful Sense Motive check (DC 15) reveals that Roggo wants to tell the PCs, but something is stopping him. A successful Diplomacy check (DC 12), (DC18) if the Sense Motive was unsuccessful, or a Bluff (DC 15), (DC20) if the Sense Motive check is unsuccessful, will convince Roggo to give up the information about his sister.

Otherwise a successful Diplomacy check (DC 25) or Bluff check (DC 30) test is required to get the information. Good roleplaying and use of previously gathered information can make these checks easier. The reverse is also true.

The information, in the most likely order of it being revealed, is as follows...

- Roggo has a younger sister, Reggi, who has been held captive by Kârl Hüssen for almost a year to ensure that Roggo does what he is told.
- Kârl has been using Roggo as a spy and an agent since that time.
- Roggo has been giving the humanoids information on the movements of caravans and patrols, as well as numbers of guards, surprise attacks and so on. This has been under direct orders from Kârl.
- He thinks Kârl has one of the garrison officers (not the commander) in his pay. He can't be sure about this.
- The last piece of news was the movements of a caravan loaded with weapons traveling to Ket, and when and where it is due to camp.
- He does *not* know what Kârl's plan is.
- Roggo does not voluntarily testify unless he is promised that his sister will be rescued.

ENCOUNTER 7: BACK TO BASE

Assuming the characters manage to get the pertinent information, they can now return to Yatilsskaad to tell Hännè what they have learned. She is pleased with their efforts and urges them to escort Roggo to Krestible, where he can be handed over to her uncle, who can make best use of the information. Hopefully Kârl's activities can be brought to light.

The journey back to Krestible is uneventful, although the team should be made to feel a little unsettled and out in the open. Eventually, though, they can get to the city gates of Krestible and start to relax a bit. This is a shame really, as Kârl Hüssen has discovered that they have Roggo, and has arranged a little ambush to resolve matters.

Note: If Roggo has been killed or the PCs were otherwise unsuccessful, they still have to report back to Hasten. Any additional information and speculation they've picked up is most useful.

It's a nervous journey back to Krestible, realizing as you do that the information you have is worth killing for. As is the man you are escorting. Three days of looking over your shoulders takes its toll, and it is a weary group that arrives at the city walls of Krestible.

At least you are back in civilization and in a relatively safe area. It's good to see the guards on the gate are vigilant, and pay attention to folk who enter the city. Good! Soon you can hand Roggo over the Hasten Weisspeer and relax a bit.

The guards on the city gates are imposters. The real ones have been overcome and are tied up inside. The imposters have been hired by an assassin, Einrik Krijgboot, whose job it is to kill Roggo. The others are to attack the party and provide a diversion for Einrik, killing the PCs if possible. Once Roggo is down the assassin flees, as he has no interest in a face-to-face melee.

The PCs may each make a Sense Motive (DC 18) check to determine that the 'guards' mean to attack them. Unless they succeed they are surprised. Should players specifically state that they are suspicious, drop the DC to 12.

☛ **Einrik Krijgboot:** Male human Rog6/Ass2; CR 8; Medium-size humanoid (5 ft. 8 in. tall); HD 8d6+8; hp 32; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30; AC 17 (touch 14, flat-footed 13); Atks +6 melee (1d6+1/19-20, shortsword), +9 ranged (1d8/19-20, light crossbow); SA Sneak attack +4d6, death attack; SQ Evasion, Uncanny dodge (dex bonus to AC, can't be flanked), poison use, spells; AL NE; SV Fort +3, Reflex +11, Will +3; Str 12, Dex 18, Con 12, Int 14, Wis 12, Cha 14

Skills and Feats: Balance +12, Climb +9, Disable Device +10, Disguise +8, Escape Artist +10, Forgery +4, Gather Information +8, Hide +15, Innuendo +6, Jump +7, Listen +11, Move Silently +15, Open Lock +8, Search +8, Spot +11, Tumble +10; Alertness, Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: shortsword, light crossbow, poisoned bolts (10), studded leather armor.

Spells Prepared (2): 1—obscuring mist, spider climb.

APL 2 (EL 4)

☛ **Mercenary Imposters (4):** Male human Ftr1; CR 1; Medium-size humanoid; HD 1d10+1; hp 11; Init +1 (Dex); Spd 30; AC 14 (touch 11, flat-footed 13); Atks +2 melee (1d8+2/x3, longspear); AL NE; SV Fort +3, Reflex +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +5, Wilderness Lore +4; Cleave, Power Attack.

Possessions: longspear, studded leather armor.

APL 4 (EL 6)

➤ **Mercenary Imposters (6):** Male human Ftr1; CR 1; Medium-size humanoid; HD 1d10+1; hp 11; Init +1 (Dex); Spd 30; AC 14 (touch 11, flat-footed 13); Atks +2 melee (1d8+2/x3, longspear); AL NE; SV Fort +3, Reflex +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +5, Wilderness Lore +4; Cleave, Power Attack.

Possessions: longspear, studded leather armor.

The imposters' tactics are simple. Stick longspears in the PCs and kill them as quickly as possible. As soon as Roggo is obviously down and is grievously injured, they endeavor to get away before things get out of hand. They have no wish to be identified as imposters and would rather avoid being caught. If any of their number falls and they can't get them out, they dispatch them so as to leave no witnesses.

Einrik shoots Roggo with a poisoned crossbow bolt. Wyvern poison (2d6 Con/2d6 Con) requires a successful Fortitude save DC 17. As soon as he is down he departs. The odds are good that the PC never see him. As it is, PCs require a successful Spot check (DC 30) to notice him lying in wait. Anyone who does this can have a free move equivalent action to "take the crossbow bolt," suffering the damage (regular and poison), and saving Roggo.

AFTER THE FIGHT

If Einrik shoots Roggo, he's a goner, no doubt about it. He survives long enough to gurgle out "Remember my sister" and then die. What a shame.

Should any of the guards survive the fight they explain that they were mercenaries hired by a mystery man (Einrik) to attack the group. They don't know much at all. They just get paid to fight and they do the best job they can. They can't identify the Einrik, as he kept his features hidden all the time. He did have a Perrenlander accent though. The imposters are all clan outcasts.

Note: The PCs cannot claim the imposters' equipment as spoils of war, as it belongs to the real guards. Though they might have some explaining to do when real guards arrive, the PCs should now be able to make their way to Hasten.

CONCLUSION: MAKING SENSE OF IT ALL

The odds are good that Roggo is not going to survive this adventure. This might leave the players feeling a bit hard done by. This is a reasonable reaction.

However, when they report to Hasten he commends them for having done their best. It is not their fault that their enemies are obviously skilled and well prepared. Nevertheless they have discovered that Kârl Hüssen is up to no good and can keep him under observation. That alone is highly commendable and the PCs efforts played no small part in that.

Should Roggo miraculously survive to be handed into Hasten's custody, he is still killed by the assassin by the next morning. But at least the PCs did their bit.

News arrives that Kârl Hüssen has masterminded an ambush of the marauding humanoids and he and his band have wiped them out. Kârl is now the hero of the moment. Can you hear those PCs teeth grinding?

So long as the PCs have put honest effort into performing their tasks, they are rewarded by Hasten, even if they ultimately failed. But if they were disorganized and incompetent then they only get a partial reward (50gp each).

The proper reward is a Weisspeer war pony each. These sturdy little beasts are a cut above the usual mount, a very fine reward indeed. In addition, the PCs are now well regarded by important members of the Weisspeer clan. They have each earned 1 Influence point within Clan Weisspeer.

The game concludes with Hasten reiterating his congratulations and assuring the PCs not to worry, Kârl will get his comeuppance. If the PCs are lucky, they may have a part to play in his downfall...

The End.

EXPERIENCE POINT SUMMARY

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

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

Player Introduction

Defeating the hobgoblins 50 xp

Encounter 3

Defeating the Hüssen warriors 100 xp

Encounter 4

Avoiding the spear trap 25 xp

Avoiding the alarm trap 25 xp

Not alerting Roggo 25 xp

<or>

Avoiding the log trap 25 xp

Avoiding the pit trap 25 xp

Encounter 5

Defeating the goblin scouting party 50 xp

Encounter 6

Defeating the guards 100 xp

Taking the crossbow bolt for Roggo	50 xp
Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	500xp

TREASURE SUMMARY

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

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

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

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

Conclusion

Weisspeer War Pony (One per PC) (Value 120 gp each): This pony is bred for strength, aggression, endurance, and agility in the mountains. It is an exceptional example of the breed, is more dextrous and has a higher carrying capacity than normal war ponies.

Weisspeer War Pony: CR ¼; Medium Animal; HD 2d8+6; hp 14; Init +3 (Dex); Spd 50; AC 15 (touch 13, flat-footed 12); Atks +3 melee (1d3+2, 2 hooves), +0 melee (1d3, bite); SA none; SQ Scent; AL N; SV Fort +5, Ref +5, Will +2.

Str 15, Dex 16, Con 15, Int 3, Wis 11, Cha 4

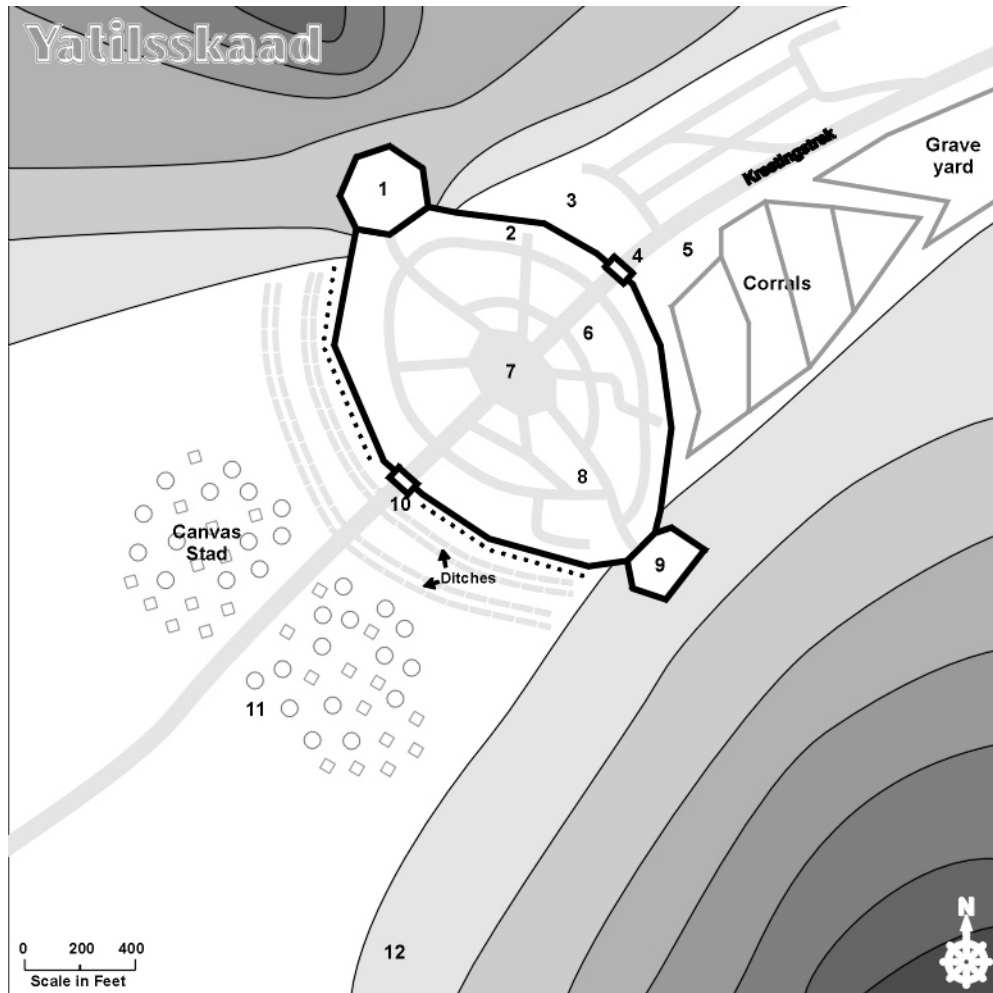
Skills and Feats: Balance +6, Listen +5, Spot +5; Endurance.

Special Qualities: Carrying Capacity: A light load for this pony is up to 150lbs; a medium load, 151-260, a heavy load 261-400. It can drag 1,500 pounds.

Favor of the Clan Weisspeer. (One per PC): You have served this clan well and are highly regarded by important members. Folk of this clan will automatically have a beginning reaction of Friendly towards you. So long as you are in the city of Krestible, or within 30 miles, you will be provided you with basic meals and accommodation so long as you do nothing to break their trust. This results in Lifestyle costs being halved in this area. In addition, you have 1 Influence Point with Clan Weisspeer.

APPENDIX 1: PLAYER HANDOUT

Map of Yatilsskaad



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.