

NYR1-10

THE GREAT SCAVENGER HUNT

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

Version 1

by John Jenks

A small child gave you the flyer—Adventurers wanted at the Alchemists' Guild. A bored apprentice asked for your help. Now you are trudging around looking for a flower, and it's starting to rain, again. An adventure for characters 1-6.

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

PREPARATION

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core 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, 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.

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

IS IT A FULL MOON?

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

LIFESTYLE

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

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

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

Common: You have common lodgings, and eat common quality food. You have normal clothing for

your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

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

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

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

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

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

ADVENTURE SUMMARY AND BACKGROUND

It is currently the ninth month of Common Year (CY) 591. Nyrond is beginning to recover from the suffering caused great during the Greyhawk wars; and things are not quite as bad as they used to be even a few short months ago. With the radical policy actions of the Reformer King, Lynwerd I, much work has been done in restoring the Kingdom of Nyrond to its former glory. The Royal Mail Service has returned to active duty, new towns and villages are being founded, and adventurers are finding work throughout Nyrond, as cleanup from the wars continues at a furious pace.

However, all of this great recovery work is rather bittersweet to Lynwerd himself. The young king has done an amazing job of holding together a land that is doing its level best to tear itself apart. While he should be proud and pleased of all he has accomplished, poor Lynwerd has something else on his mind.

His fiancée, Lady Xenia Sallavarian, the daughter of a prominent noble family of the Duchy

of Urnst and cousin to Jalarzi Sallavarian herself, has been stricken down. Officially, word has gone out that she had collapsed of heatstroke, and is recovering in a secluded retreat. Of course, the truth is a bit different. Xenia lies, instead, in a poison induced coma, deep in the depths of the castle. All attempts to awaken her have failed, and the king feared she would never recover. Luckily, on the eve of the king's anniversary of coronation, a somewhat auspicious event, there was found some hope for the Lady Xenia. The Flinty Hills Greater Gnomish Union of Apothecaries, Alchemists, Abjurationists, and Astrologers (sometimes known as the Quadruple A, AAAA, or the Alchemists' Guild) discovered the possibility of a cure in an old copy of a particularly rare tome.

While they know that several rare and symbolic ingredients must be brewed into a special potion, one that, hopefully, will neutralize the poison and allow Xenia to recover, they are not sure of the exact brewing details. Unfortunately, their copy of this book was damaged, and part of the recipe was missing. Now, both the ingredients and the recipe need to be recovered. Luckily, another copy of this tome exists and the Guild even knows where it is, in the keeping of a former graduate of the Guildhouse.

This is where the Characters come in. The King knows that sending the army to recover these items will be problematic at the least; and most likely be seen as a declaration of his intent to the kingdom's enemies. Something else must be done. The King has decided that this mission is best served by several bands of adventurers going on a "scavenger hunt."

"Ah ha," thought the king. "Now if there was only a way to get the adventurers to do this without tipping my hand..."

Reenter the Alchemists' Guild. This group can "hire" several groups of adventurers to recover the necessary ingredients, nice and neat, or so everyone thinks. They seem to have forgotten the fact that "someone" deliberately poisoned Xenia and is, probably, still out there.

The party is informed of the Guild job, by receiving a flyer from a small child. Arriving at the Guildhouse, they are greeted by a bored gnome apprentice who is eventually won over by the party's tales of daring and adventure. He gives them a few details about retrieving the missing book, and then sends them on their way.

When the party arrives at the former student's home, they find that he was killed by a group of assassins sent by the original poisoners, who are still busy searching the home for the same missing book. A brief fight ensues, and afterward, a quick check of the house allows the party recover the needed tome.

Upon returning to the Guild, the party is met by Guildmaster Binik, and informed that retrieving the book was only the first part of their mission. Several ingredients for the fiancée's cure will need to be recovered. A few of these are known, while the rest

will be researched using the recovered recipe. The party is sent back out to recover these known items.

In no particular order, the party needs to recover some local flowers, glowing lichen, the skin of a ghoul, and a rare gem.

The flowers are located just outside of Rel Mord, and “guarded” by a family of dire skunks, which need to be overcome without the flowers being destroyed or sprayed; diplomacy would be the best option here.

The lichen is found in the sewers of Rel Mord, guarded by a family of carrion crawlers.

The ghoul in question is still wearing his skin and can be found just north of Rel Mord in a small river cave.

Finally the gem can be retrieved from a local gem merchant. Of course the gem merchant isn't looking to part with this particular item.

Once the party has recovered these items, they can return to the Guild, only to be attacked by another group of assassins sent to stop the party from helping make the cure. Some clues about the ultimate villain behind the plot will be uncovered, and the party can receive their reward.

Introduction

The party is out walking the streets of Rel Mord. A young girl approaches the heroes. She hands them a flyer (handout 1) offering them a job from the alchemists' Guild.

Optional Encounter

If the heroes refuse to visit the Guildhouse, an optional encounter can be used to reinforce the point of the scenario. It should be used both to show how boring things are in Rel Mord at present, and to give out a few more flyers as bait.

The Guildhouse

The party arrives at the alchemists' Guildhouse to be greeted by a bit of a line. A short period of waiting allows the party to gather a few rumors from others in the line. Grov, a gnome apprentice alchemist meets them, and eventually offers them the job.

Along the Way

The party arrives just as a group of assailants begins ransacking Stelph's home. The assassins didn't find the book, allowing the characters to continue the search for the missing tome. It can be found after a thorough search of the premises.

Return to Rel Mord and The Reception

When the characters return to Rel Mord with the book, Grov fetches his superior, Guildmaster Binik. He relates that the Guild is searching for a cure for a young girl stricken with a nasty poison. He also asks if they would like to continue their employment with the Guild.

Optional Ending – A Missed Opportunity

If the characters don't continue working for the Guild, there is an optional sub-ending where the characters are attacked by a second group of assailants. If the characters win, they learn that this quest could have been very important, but the Guild is unwilling to re-hire them after they learn of the attack. The scenario ends here.

On the Road Again

After the characters agree to continue the hunt, the Guildmaster asks that they find several items for him. He'll even call it a scavenger hunt. The Guildmaster also gives them a letter of credit to be used to obtain item 4 from a local merchant.

The characters know what items to find, and roughly where to find them, so the next few sections are listed only in one possible order, while the characters can visit them in any order they like.

Item 1 – Local Flowers

This is a section for druids to shine. The Characters easily find a clump of the somewhat rare local flower being used as a nest by a mother skunk. The characters need to remove the skunk and get the flowers without being sprayed (as the aroma ruins the flowers).

Item 2 – The Sewer Trek

Here the party needs to collect glowing lichen from the sewers under Rel Mord. The lichen is being guarded by a couple of carrion crawlers. This is a straight combat encounter.

Item 3 – The Ghoul

Next, the party will need to explore the depths of the Duntide River, looking for the skin of a lacedon ghoul. This is another combat oriented scenario, but one where clerics can be very useful.

Item 4 – The Gem Merchant

Finally, the characters need to find an expensive stone. The letter of credit they get from the Guildmaster should be enough to purchase the gem they need from a local gem merchant (Marda Blitto). However, she is in a nasty mood and refuses to sell the gem for a reasonable sum. The characters need to either negotiate with the merchant (bards or sorcerers are useful here), or else break in and steal the item (rogues). Either event should be easy, although a visit from the city guard could occur if the characters mess up in robbing the place.

Last but Not Least

Just as the characters are returning with the last item from their list, they are ambushed by another group of assassins. The assassins have been ordered to make an example of the characters, and to plant a note as a warning to the Guild about searching for a cure.

Conclusion

When the characters do eventually return to the Guildhouse with the items, they are rewarded and given the opportunity to make some discounted purchases. Then they are sent on their way to their next adventure.

INTRODUCTION

Rel Mord, the capital of Nyrond, a home for some. For others it is a place to do business, and a rather wet place with all the rain recently. What brought you to this place is your own concern. What brought you to this event was coincidence.

You had left your rooms at the local inn, and set off on personal matters. It was when walking along that a small girl stops you. Wordlessly, and apparently awestruck, the girl hands you a rolled parchment. Then she takes off into the crowds of passersby.

Curiosity got the better of you, and you have opened the parchment. It reveals nothing more than a crudely drawn, map of the city. Marked with a large red "X" is a building known as the Guildhouse of the Flinty Hills Greater Gnomish Union of Apothecaries, Alchemists, Abjurationists, and Astrologers, usually referred to as the Quadruple A, AAAA, or simply the Alchemists' Guild. Next to the marked Guildhouse is a drawing of a full and bright sun. You guess that it means noon.

Give the party *Players Handout 1 – The Invitation* at this point. This way they have a minor map of Rel Mord. They are allowed to keep this map should they so desire.

If the party decides to visit the Guild house, skip to scene 1. Otherwise, use the next section: Optional Encounter

Optional Encounter

Use this encounter only if the characters refuse to visit the Guildhouse. If they delay, but eventually visit the Guildhouse, let them.

Periodically, more children, bearing flyers exactly like that given to the party earlier, approach the party. Continue having children appear and give them flyers until they are nearly overloaded with them. This should be enough to set most parties in line, but if they continue to be recalcitrant, then have them overhear a group of "out of work" individuals. These people are talking about the job offer, and how they are paying vast sums of money for relatively simple work (obviously hopefully thinking, but a relatively reasonable fabrication nonetheless). If the party continues to stall, then simply end the scenario early, and proceed to the conclusion and voting.

ENCOUNTER 1: THE GUILDHOUSE

The characters have been handed an invitation to visit the Alchemists' Guild.

When they arrive at the Guildhouse, there are many other groups waiting in an impromptu line. Every few minutes, a group emerges from the Guildhouse, looking dejected. A smallish individual wearing Guild-colors then invites the next group inside and the line moves slightly forward. It will take nearly an hour for the line to advance enough for the characters to enter. Throughout this time, the rain will continue intermittently, keeping them just wet enough to be miserable.

If any character states that they are looking around, have them roll a Spot check. *10 or better* – The character notices that these other groups look less like adventurers and more like the unemployed.

15 or better – The character notices that his or her group is the only one with arms or armor.

The other groups in line know little beyond the fact that the Guild is looking for a group to do something. But whatever the job is, it must be dangerous – they've been turning away groups since the beginning.

When the characters reach the head of the line, the Guild member hardly even bothers to look up at them. The gnome simply asks the group to follow him and then heads off down the hallway towards an empty sitting room.

The gnome is an apprentice alchemist by the name of Grov Firebottle-Lightsplitter. He was chosen to interview all the prospective candidates for the job, something he had been looking forward to for many days. He fully expected to be swamped by adventurers, and was planning to enjoy himself immensely listening to all their tales of heroic daring-do. However, he's been bored stiff, having to put up with one group of out of work bums after another. He will speak to the characters, obviously bored out of his mind.

Here we have another group of wet and dripping, wannabe adventurers. Case number 607; tell me a bit about yourselves. Have you done anything interesting at all?

Hopefully the characters start to brag. If they mention anything interesting at all, be sure to start taking notice of them. Almost any kind of heroic deed interests Grov, who has had a very sheltered life. Let them brag for a brief while, having Grov pay more and more attention to them and looking quite shocked if anything truly amazing is mentioned. If the players start off slowly, prompt them for more info, and encourage them to show off a bit.

Eventually, when you judge that Grov is convinced they are adventurers and potential heroes, he interrupts their bragging to offer them the job.

“Amazing! Finally, I found a group of adventurers worth the name. Let me tell you, I was beginning to despair of finding anyone good enough for this mission.”

At this point, Grov tells them about the job, mostly by answering any questions the party might have. Some suggested questions and Grov's answers are discussed below:

What sort of a job is it? ***“It’s actually rather simple. The Guild needs you to recover a book.”***

Why can't the Guild do it themselves? ***“Well, ordinarily we would, but currently we’re rather busy.”***

Busy, doing what? ***“We’re in the middle of a very important project right now, and don’t have someone to spare on something this minor.”***

So what's involved? ***“One of our former graduate students, a fellow by the name of Stelph Margoo, borrowed one of our recipe books, and forgot to return it when he left. We’d like you to pop over to where he lives and bring it back here.”***

Why is it so important that you get it right away? ***“Well, remember that important project I mentioned? Our remaining copy of one of the recipes is damaged. The book that Mr. Margoo kept contains another copy of the needed recipe.”***

Why doesn't Stelph bring it back? ***“Well, you see there was this accident at his lab a few weeks ago, and apparently he lost a leg – makes it hard to travel I hear.”***

Will there be any danger? ***“I don’t see why there would be. The Guild has already contacted Mr. Margoo and he has agreed to return the book should someone come out to pick it up. We’ll even provide directions to where he lives. Should be a simple task.”***

Why do you need adventurers then? ***“A couple of reasons I guess. The king has those new decrees about using licensed adventurers whenever possible. And my superiors told me that I was supposed to hire adventurers to ensure the book’s safety. There could always be bandits or something I suppose.”***

How much will we be paid? ***“Not that much, since this is a rather simple request, but I have been authorized to make several of our more common elixirs available to you upon your return. While you would need to purchase these potions, I could sell them to you at a great discount...”***

Grov does not reveal the primary purpose behind the Guild's need for adventurers; the desire for secrecy. Also, he does not mention that recovery of the book is a test of the party's abilities and discretion. Should

the party guess anything along these lines, have Grov brush it off with some comment about the party's “obvious capability in dealing with such a minor job.”

Once the party has agreed to perform the job, give them *Players Handout 2 – The Directions*. Grov explains that this is a map giving directions to Stelph Margoo's house. He also mentions that this residence is in an infrequently traveled section of Justcrown Province; specifically, a small copse of trees near the boundary of Justcrown, in an area known as the Almorian Borderlands. The journey, one-way, to Stelph's house takes them seven days by foot or three days by horseback. The Guild cannot lend the party horses, but mounts can be purchased from them for standard *Player's Handbook* prices.

Once they seem ready to leave, Grov wishes them good luck and an easy journey. Ask the players if they have any last minute purchases they would like to make. If there are, make sure these are recorded. Once the party is ready to move on, proceed to Encounter 2: Along the Way.

ENCOUNTER 2: ALONG THE WAY

Most likely, the party follow the directions provided to them by the Guild. Assuming they are using horses or other mounts, they will head north from Rel Mord for two days; eventually reaching a small tavern called the “Inn of Good Cheer.” This inn is a simple place that caters to adventurers; the drinks are relatively cheap and plentiful, the food is decent, and the rooms are nearly soundproof. If the party wishes to interact with anyone here, ad-lib through the encounter. Nothing special is planned for here, and even the most die-hard role-player should soon grow bored of the place and continue the journey.

Indeed, the majority of the journey to Stelph's home is just as quiet and uneventful. The province of Justcrown is well patrolled and free of most of the common dangers found on Oerth.

However, there is no need to gloss over the trip. Ask the party what sort of precautions they are taking. Be sure to remind them how the rain is still continuing, how wet the roads are, and how miserable it is to travel this way. Check for a watch schedule, and roll a few dice during each segment of the watch to keep the party on their toes. But, no matter the rolls, nothing occurs until they reach the outskirts of Stelph's property. Refer to *Judge's Map 1 – Stelph's Home*.

When the party first reaches the property line (denoted by the edge of the map), make a note of their style of approach. Characters, who take the time to observe the house, or otherwise prepare for trouble, have a chance to surprise the assassins and gain an advantage in combat. Characters who simply

ride up to the front door are most likely surprised themselves instead.

In order to determine when the characters notice the assassins, they need to succeed in an opposed Move Silently vs. Listen check against the assassins, with a +5 circumstance bonus to the assassin's check as they are behind closed doors. Normal Spot checks do not help, as the assassins see the party long before being spotted themselves. If the assassins become aware of the party prior to entering the home, they then hide and plan an ambush for the party's entrance. Use regular opposed Hide vs. Spot rolls for this occurrence.

Unless the characters are taking care to hide, the assassins get the chance to spot them at any distance closer than 100'. If the PC's are hiding, use opposed rolls, with DCs modified by the following:

- *Approaching from the north, -2*
- *Approaching from the south, +2*
- *Wearing of green or brown clothing, +2*
- *Wearing of bright or non-neutral-colored clothing, -2*
- *Approaching at night, +5*

Note that each character sets their own DC, so it is possible for the assassins to see one character while missing another. In any event, if the characters are spotted, the assassins cannot be surprised.

The assassins are busy searching Stelph's home, but periodically check out the windows in case of trouble. They are not expecting the party, and if the party is able to reach the house without being spotted, the assassins will be surprised.

On the other hand, if the assassins spot the party and manage to hide, they should gain automatic surprise on the party. They hide inside cabinets and other out of sight areas. Those characters making search checks to find clues discover the assassins as the assassins launch their attack. Run this as a surprise round.

Use the following stat blocks for the assassins, as all are armored and armed similarly.

APL 2 (EL 4)

➤ **Assassins (3):** Male human Rog1/Ftr1; CR 2; Medium-size humanoid (human); HD 1d6+1d10+5; hp 17; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +4 melee (1d6/19-20, short sword) and +4 ranged (1d8/19-20, light crossbow); SA Sneak attack; AL LE; SV Fort +3, Ref +5, Will +0; Str 11, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Disable Device +5, Escape Artist +6, Hide +7, Listen +4, Move Silently +7, Open Locks +7, Pick Pocket +7, Search +5, Spot +4, Use Magic Device +4; Improved Initiative, Toughness, Weapon Finesse (short sword).

Possessions: short sword, light crossbow, 10 bolts, black studded leather armor.

APL 4 (EL 6)

➤ **Assassins (3):** Male human Rog1/Ftr2; CR 3; Medium-size humanoid (human); HD 1d6+2d10+6; hp 24; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +6 melee (1d6/19-20, short sword) and +5 ranged (1d8/19-20, light crossbow); SA Sneak attack; AL LE; SV Fort +4, Ref +5, Will +0; Str 11, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Disable Device +5, Escape Artist +6, Hide +7, Jump +4; Listen +4, Move Silently +7, Open Locks +7, Pick Pocket +7, Search +5, Spot +4, Use Magic Device +4; Combat Reflexes, Improved Initiative, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: short sword, light crossbow, 10 bolts, black studded leather armor.

APL 6 (EL 8)

➤ **Assassins (3):** Male human Rog2/Ftr3; CR 5; Medium-size humanoid (human); HD 2d6+3d10+8; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +8 melee (1d6+1/19-20, short sword) and +7 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion; AL LE; SV Fort +4, Ref +7, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Disable Device +7, Escape Artist +6, Hide +9, Jump +7; Listen +4, Move Silently +9, Open Locks +9, Pick Pocket +7, Search +7, Spot +4, Use Magic Device +4; Combat Reflexes, Improved Initiative, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: short sword, light crossbow, 10 bolts, black studded leather armor.

Each of the assassins is also carrying *Players Handout 3 – The Job*. Should any of these assassins be captured, they refuse to answer any questions, being far too well trained to reveal vital information. They also attempt to kill themselves at a convenient opportunity, knowing that this is their fate for being captured anyway. If the authorities don't hang them, their employers use alternative methods to ensure their complete silence.

The assassins have killed Stelph, leaving his bloodless corpse on the counter in the kitchen area. The body is covered by a rather heavy blanket, and appears as nothing so much as an unidentifiable lump. If the assassins are hiding when the characters enter, the discovery of the body can serve as a clue that someone is still in the house. If the characters take precautions, use your judgement to determine if these are sufficient to avoid being surprised when the assassins attack.

The assassins are searching for the same book the characters are after, but have yet to find it.

Once the assassins have been dealt with, the characters can search the house themselves. There is little of interest in Stelph's house, as the man led a rather monastic lifestyle. However, he was a rather accomplished alchemist, and possessed the finest tools available. While the assassins have destroyed the majority of the glassware, and poured the reagents down the sink, Stelph's library is still intact, although hidden against accidental discovery or possible theft.

The hiding place of the library can be found with a successful Search check (DC 20). The library is enclosed inside a false panel under the larger fireplace (the one connecting the front room and the bedroom). This hiding place has not yet been discovered. Hence the trap guarding it is still active. The characters may have taken 20 while searching Stelph's home. This is permissible, although doing so does not reveal the presence of the trap. Finding the trap requires an additional Search check as discussed below:

APL 2 (EL 2)

✧ **Globe of Cold:** CR 2; 1-ft.-wide, 20-ft.-radius hemisphere (3d6); Reflex save (DC 13) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 4)

✧ **Globe of Cold:** CR 4; 20-ft.-radius hemisphere (5d6); Reflex save (DC 15) avoids; Search (DC 25); Disable Device (DC 25).

APL 6 (EL 6)

✧ **Globe of Cold:** CR 6; 20-ft.-radius hemisphere (7d6); Reflex save (DC 17) avoids; Search (DC 28); Disable Device (DC 28).

The trap does no damage to the library, whatsoever. The Library of Stelph Margoo is discussed in detail in the treasure section at the end of this scenario.

Contained within the library is a tome entitled, "Sanctorum Elixorum Regia." This is the book the characters were sent to find. There is a bookmark located on one of the pages, along with some handwritten notes. If the characters examine the book, give them *Player's Handout 4 – The Recipe*. Hopefully, there have been six copies of this handout provided so that each player may keep a copy. Note that this is not a certified item, but a special reward for playing in this scenario. The recipe will be generally available on the Nyronde website after the premier of this scenario.

Stelph Margoo's corpse does indeed lie upon the counter in the kitchen. The corpse is missing his right leg below the knee. A successful Heal check (DC 15) reveals that the injury was recent, perhaps a

month or two past. The injury seems to be the result of an acid burn leading to gangrene and amputation.

Should the party use speak with dead, or similar divination magic, the following information can be learned:

- *Stelph was a rather fussy and eccentric (even for a gnome) individual who often forgot his own health in favor of his latest experiment – hence the missing leg.*
- *The assassins surprised him in the middle of his work. They didn't speak or otherwise attempt to communicate, they simply killed him where he stood and then began ransacking the house.*
- *His most treasured possession is his library, which he has well hidden and protected from vile thieves.*
- *While annoyed at the interruption, he did understand the Guild wanting to get the book back, it does contain some rather special recipes.*
- *Does the Guild's request have anything to do with "the Lady?"*
- *Good thing he hid the library after telling the Guild what they wanted to know.*

Nothing the characters do reveals any more information about the last two points. If using a *speak with dead* spell, Stelph's corpse refuses to reveal any more information. Divination magic is similarly useless, since the Grey Seer has protected Lady Xenia and knowledge of her condition from all forms of divination magic available to lower level characters. Also, the Guild swore Stelph to secrecy after they contacted him and obtained the recipe. They knew that he might be a target, and Stelph agreed to serve as a distraction to allow the Guild time to work on the cure. He wasn't expecting to be killed for his knowledge, but was willing to take his secrets to the grave.

Once the characters have recovered the book, they are free to return to Rel Mord and the waiting Guild. Proceed to Scene 3.

ENCOUNTER 3: RETURN TO REL MORD

The return trip to Rel Mord is just as uneventful as the characters departure. However, continue to ask for watches and make rolls. It is best to keep the characters alert. It also serves as yet another place to drop a reminder about the continuing rain. The trip back is as wet and sloppy as the first part of their travel.

The party should have little difficulty in reaching the Guildhouse with the needed book. Grov

meets with them again, lavishing them with praise upon being given the tome.

The alchemist Grov beams with joy when you turn over the missing book.

“Oh, you wonderful adventurers! You’ve done no less than I expected of such a capable group. The Guild is so pleased with your performance, that we have decided that a small token of our appreciation is in order.”

He then drops a small bag upon the table before you. The distinctive sound of coins reaches your ears.

“If you are interested, we have rooms prepared for you; we’d like you to consider yourselves our guests for the next few days. In fact, the Guildmaster himself would like to meet with you. A reception and meal has been scheduled for this evening, giving you time to wash up and maybe get a brief rest before dinner.”

The reward given to the party is 25 Nobles (25 gp) each. If the characters ask, Grov assures them that they are still eligible to purchase potions, and makes sure that they are provided a list of available elixirs while they freshen up. Give them *Players Handout 5 – For Sale*.

Grov knows nothing of the assassins or the documents found on their bodies, and is noticeably shocked if the characters mention seeing them. He is also shocked and saddened at the news of Stelph’s demise. Sense motive or similar attempts to learn more information are useless, since Grov had nothing to do with the assassins.

The party is given a few hours to themselves, the Guild expecting them to prepare for the meeting with the Guildmaster. Nothing untoward happens during this time period. Unless the characters do something unusual, you can skip ahead to Encounter 4: The Reception.

If the characters do engage in unusual activity, use your own judgement, but be aware that certain actions may land them in trouble, and might result in an early end to this scenario:

- Attempting to sneak about the Guildhouse is greatly frowned upon. Various apprentices are sent to inquire about the characters’ business, and politely but firmly show the characters back to their room(s).
- Stealing, or other illegal activity, has consequences as outlined in the Nyrond Judge’s Guidelines. It is most likely discovered by the Guild (if such activity takes place on Guild property), with the additional consequence of removing that character from continuing in the scenario.

Otherwise, resolve any remaining actions accordingly before continuing with Encounter 4.

ENCOUNTER 4: THE RECEPTION

Once the characters are ready, skip ahead to the reception. A light meal of broiled fish, steamed vegetables, and fine wine (or ale) is served. About midway through the meal, the Guildmaster arrives to speak with the characters.

As you are enjoying your meal, Alchemist Grov stands up and clears his throat. Once he has your attention, he announces the arrival of the Guildmaster.

“Allow me to present his regalness, Guildmaster Binik Sandwalker Frostweaver Veinfinder Goldspinner.”

An ancient gnome of surprisingly small stature accompanies the grand announcement. His well-tailored clothes are covered with some sort of long white coat. The coat itself is marred with a wide array of colorful stains and numerous small holes. He wears two pairs of spectacles, one perched on the end of his impressively long nose; the other balanced atop his nearly bald head.

Guildmaster Binik is somewhat forgetful, especially when it comes to names, but he is one of the most respected alchemists in the Flanaess. He is also the alchemist responsible for preparing the cure for Lady Xenia. The following stat block is provided for Guildmaster Binik. Full stats, equipment, and memorized spells are not provided, since the party is not expected to combat him. In fact, should the party attack him, assume that his magical protections and the might of the Guild eliminate any characters foolish enough to do so.

🧙 **Guildmaster Binik:** Male gnome Wiz7/Lor6.

While forgetful about what he calls “minor things”, he is very sharp when it comes to his work. Play him as something of an absent-minded professor, but extremely focused when it comes to making the cure.

The old gnome looks you all over carefully. Finally, seemingly satisfied, he takes the seat vacated by Grov, and takes a couple of bites of the younger gnome’s meal.

“So, you are the ones that recovered my book for me. Very good, you seem talented enough. How’d you like to continue working for us for a bit longer?”

Give the characters an opportunity to reply.

You see, we’re in the middle of an important project, and we’d like to keep that fact quiet. We’d like you folks to gather a few ‘ingredients’ for us. If my assistants were spotted while looking for these items, our current veil of secrecy might become useless, and believe me, the longer we can keep this project quiet, the better.”

Guildmaster Binik is aware of the party’s encounter with the assassins. While he doesn’t know who sent

them, he is able to give the characters a bit more information.

- Someone rather important is suffering from a specific malady. Binik does not mention who is affected or what the malady is.
- The recipe they are working on is a cure for this individual.
- The individual does have enemies who are apparently aware that a cure is being worked on and are attempting to stop it.
- These enemies are able to afford assassins, and knew of the existence of the other book.
- Yes, they probably had something to do with the damage to the original copy of the book.
- If shown the documents recovered from Stelph's assassins, Binik is unable to provide further details. However, he mentions that the destruction of Stelph's laboratory didn't set back the Guild, since Stelph had provided them the recipe when they contacted him earlier.
- Yes, the earlier mission was a test of the party's ability and discretion. They needed to be sure the Characters could be trusted.
- The rest of the job is hopefully a bit easier. There are a few items located nearby that the Guild needs in pursuit of the cure. A couple might be somewhat difficult, but the rest should be rather easy. As Binik phrases it, "consider it to be a great big scavenger hunt."
- The only question the Guild answers concern their knowing of the ghouls cave. They will sheepishly admit that they have allowed the ghoul to live in case he was ever needed, like he is now. "You never know when a part of an undead creature might be needed."

The characters might be somewhat annoyed at learning they were played as dupes, but Binik really doesn't care. He needs to get the cure prepared, and is willing to use anyone just like he used the characters.

Once the characters have agreed to take on the rest of the task, give them *Players Handout 6 – The List*. Should the characters decide not to continue the hunt, there is one more encounter in store for them. Skip to the conclusion entitled *A Missed Opportunity*.

Player Handout 6 is a detailed list of what items the Guild would like the characters to obtain, at least at this particular time. If the characters compare this list with a copy of the recipe, the items are found

there. The characters are also given *Players Handout 7 – The Purchase Order*. This document is a letter of credit sufficient to pay the monetary cost of obtaining the Stone of Protection. This is detailed in *Encounter 5: Item 4* below.

The Guild really wants the characters to gather the items for them. While they might be able to get a few of the items themselves, Binik is worried about the presence of more assassins. Plus, the King and the Grey Seer suggested that using adventurers might be the best route to take. With so many companies of adventurers doing this work, at least one group ought to be able to bring back everything they need.

The characters are welcome to spend the night, and leave in the morning. Binik and Grov have no further information to give the party, since "everything they need to know should be right there on *The List*."

ENCOUNTER 5: ON THE ROAD AGAIN

Once the characters are ready to go, jump to the appropriate scene depending on their choice of which item to find first. There is no requirement to obtaining the items in a particular order, so the characters might visit these in a different order than outlined below. Therefore, finding each item is detailed in its own section.

ITEM 1 – LOCAL FLOWERS

The first item on the list is a local flower called "Bristlecones." These flowers are popular with the local girls of Rel Mord, since they are sweet smelling and hold their color and shape for a long time after being picked.

If the characters should make a wilderness lore, healing, knowledge (arcane), alchemy, or knowledge (nature) check (DC 10), they can learn that these flowers have no special properties in and of themselves, but are useful as a base for healing brews. A successful check also reveals the information in the next paragraph. Either read or summarize the information to the knowledgeable character.

The large blue and yellow Bristlecone flowers are easy enough to find, as they grow throughout the region of Justcrown (and most of Nyronnd as well). Most farmers consider them to be weeds, since they are nearly as common as dandelions and grow just as quickly. They also have rather deep roots and long sharp thorns, making their removal somewhat difficult.

Bristlecone flowers, a common weed, but popular with young girls as personal decoration. They should be easy enough to find, so long as it isn't raining. Of course, it would be while you are out here.

All the party needs to do to find these flowers is to make a successful Wilderness Lore check (DC 15) each day they spend searching, because of the rain, or else hire the services of a young girl of Rel Mord to help them out. Any local girl can find these with little difficulty, as they often pick these flowers during their limited time away from chores and can easily find where they picked them the last time. In any event, the first patch of flowers the characters run across has a surprise in store for them.

A dire skunk and her young have made a den directly beneath this particular flower patch. The mother skunk that calls herself "Blossom," is not particularly aggressive, except when she feels her children are in danger.

A party who approaches quietly and attempts to communicate with Blossom stands a good chance of retrieving the flowers without conflict. Blossom is relatively intelligent for a dire skunk, and should be able to figure out the intentions of a peaceful party. Blossom starts the encounter as 'indifferent.' The DCs of various options are discussed below.

- Animal Empathy (DC 15) to alter Blossom's attitude from indifferent to friendly. This is the easiest non-magical means of communication.
- A *Speak with animals* spell typically works, although circumstances require a successful Diplomacy check (DC 15) to change Blossom's attitude from 'indifferent' to 'friendly.'

The party may consider other options, but these should have limited success, since confused or threatened skunks invariably posture and foot stomp (usually confused with an aggressive or attack response), and then further respond with their musk.

On the other hand, a party with non-peaceful intentions find themselves with a fight on their hands. Also, when picking the flowers, there is a good chance the PC is pricked by one of the thorns, unless that PC specifically mentions avoiding them. If the thorns prick a PC, have him or her make a Fortitude save (DC 15) to avoid crying out and scaring the skunk into spraying. The thorns will not deal damage, but are very painful.

✦ **Blossom:** Female dire skunk; Medium-size animal; HD 3d8; hp 13; Init +4 (Dex); Spd 40 ft.; AC 16 (touch 14, flat-footed 12); Atks +6 melee (1d6+3, bite); SA Musk spray; SQ Scent; AL N; SV Fort +3, Ref +5, Will +3; Str 14, Dex 19, Con 10, Int 4, Wis 12, Cha 8.

Feats: Weapon Finesse (bite)

Musk spray (Ex): The musk of a dire skunk is particularly debilitating and potent. Any individual caught in the spray (Reflex save DC 20 to avoid) must make a successful Fortitude save (DC 18) or be overcome by the stench. Those so overcome take 1d3

subdual damage each round for 1d4 rounds from retching. Other creatures coming within 5 ft. of a sprayed individual also need to make fortitude saves (DC 13) or be similarly overcome. The odor persists for 1 day after being sprayed. It can be washed off, but an unpleasant odor remains with the affected individual for the remainder of the day.

Blossom's two young are non-combative, not yet being old enough to use their musk effectively. They are difficult to raise and train, although a dedicated ranger or druid might be able to do so.

No map has been provided, since the region surrounding the flower patch is mostly open grasslands and plains. The vegetation is mostly common grasses and weeds, with the occasional small bush, shrub or tree.

Should the characters be so unfortunate as to get involved in a fight with Blossom, they are in for one additional surprise. The Guild informs them, holding their noses as they do so, that any flowers caught in the skunk's spray of musk are unacceptable. So they'll have to go out and find another patch after all. Any second grouping of flowers are unoccupied, and easily picked.

ITEM 2 – THE SEWER TREK

The second item is rare glowing lichen found in the sewers beneath Rel Mord.

What a lovely place. The sewers beneath Rel Mord are like those under any other city, wet, slimy, and foul smelling. While it isn't raining down here, the run-off from the world above is keeping you damp. Hopefully you won't be down here for long.

A map of part of the sewer system has been provided as Judge's Map 2 – The Sewers. The sewers beneath Rel Mord have been constructed haphazardly over several hundred generations, leading to the confused jumble they are today. The characters can enter from any direction. Simply assume that a storm drain leads them down to the start of one of the tunnels. The spot marked 'X' is the location of the glowing lichen the characters need. It is also the location of one or more carrion crawlers, depending on the APL:

APL 2 (EL 4)

✦ **Carrion Crawler:** hp 19; see *Monster Manual* page 29.

APL 4 (EL 6)

✦ **Carrion Crawler (2):** hp 19; see *Monster Manual* page 29.

APL 6 (EL 8)

✦ **Carrion Crawler (4):** hp 19; see *Monster Manual* page 29.

The carrion crawler's distinctive odor is somewhat masked by the surroundings, so the characters get no warning of the creatures' presence. The characters need to win a Move Silently vs. Listen contest or the monsters surprise them. The characters can surprise the monsters, but only if they successfully hear the beasts, and then attempt succeed in sneaking up on them. This particular encounter can be very deadly to the party. There is a good chance that a non-thinking party can be eliminated by the creature's paralysis attacks, so be sure to keep the following in mind.

- The carrion crawlers continue to attack so long as there are moving enemies.
- Should the entire party be paralyzed, the creatures proceed to the feast, dealing maximum bite damage each round until the affected character is dead. They feast on one character at a time, starting with a random character. There is a slight chance that a large party may have one or two characters survive by the default of being last in line.
- It is easily possible to lead the creatures away from the lichen. Their low intelligence will keep them following a moving figure such as a PC acting as a lure.

Once the carrion crawlers have been dealt with, the lichen can be collected easily enough.

ITEM 3 – THE GHOUL

The third item needed is the skin of a ghoul (or ghastr). Luckily, the alchemist's Guild knows exactly where one is located. While ordinarily a threat to living beings, this particular ghoul is trapped by the circumstances of his creation, and is less of a threat than normal.

Many years ago, a riverboat carrying a shipment of dwarven weapons was travelling downstream from the Flinty Hills towards Rel Mord. The captain of this ship, Boab Marteen, was a greedy man who often shortchanged his customers in order to spend more money on his desires for food. That night, fate caught up with him.

The sinkhole in the river carried his boat down into a mostly submerged cave. Boab had his chance to escape, but greed forced him back down after a particularly nice dwarven warhammer. This proved to be his undoing. The remains of the ship trapped its former captain, who died as a direct result of his greed, causing him to come back as a lacedon ghoul (or ghastr).

Several months later Shekon, Boab's younger brother, following the path that his sibling took, came upon the sinkhole and the wreckage of the drowned ship. He also encountered his not-quite-dead brother. The two of them now hunger together.

The sinkhole eventually closed up, and the two brothers were trapped beneath the surface. That was several years ago. It has been raining for many days

by the time the characters are given the task of recovering the ghoul skin. That rain has reopened the cave and a dry route down to the waterlogged remains of the boat is available.

The Guild provided an adequate map to the ghoul cave. Hopefully you are prepared for the battle ahead.

A map of the area has been provided as Judge's Map 3 – The Sinkhole. Boab does not travel more than 100 ft. from the water, owing to his semi-aquatic state.

After descending nearly fifty feet along a dusty animal trail, you come into an opening where the scent of stagnant water reaches your nostrils and the whine of mosquitoes' echoes in your ears. This must be the place.

Boab and Shekon are currently residing at the area marked with a 'X'. Neither the characters nor the ghouls can surprise the other, as both sides are aware of each other's presence. The undead brothers are overjoyed at the idea of so much food, and attack the party once they come within 50 ft. of the waterline. They attempt to paralyze one opponent each to the exclusion of all others, and then drag the unfortunate victim beneath the water for consumption.

Use the following statistics for Boab and his brother, noting the differences for the various APLs:

APL 2 (EL 2)

☛ **Boab and Shekon Marteen:** Lacedon ghouls; hp 13; see *Monster Manual* page 97.

APL 4 (EL 4)

☛ **Boab Marteen:** Lacedon ghastr; hp 26; see *Monster Manual* page 97.

☛ **Shekon Marteen:** Lacedon ghoul; hp 13; see *Monster Manual* page 97.

APL 6 (EL 6)

☛ **Boab and Shekon Marteen:** Lacedon ghoul Ftr1; CR 4; Medium-size undead; HD 5d12, hp 40; Init +2; Spd 30 ft., swim 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d8+2 and paralysis, bite) and +4 melee (1d4+2 and paralysis, 2 claws); SA Stench, paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +3, Ref +3, Will +6; Str 14, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +7, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +8, Listen +8, Move Silently +7, Search +6, Spot +8; Combat Reflexes, Multiattack, Weapon Finesse (bite), Weapon Focus (bite)

The two brothers are not interested in working together, and only flank opponents by accident. Once either brother has made a kill, he breaks off

combat to drag the remains into the water. Leaving the other brother to fend for himself.

The water in the back of the cave has a fairly constant depth of about four or five feet. Should either ghoul retreat to the water, he can use it to great advantage in combat. The water will provide a 75% cover bonus, granting a +7 bonus to the ghoul's AC. The characters do not gain this bonus should they enter the water, as the ghouls are adept at fighting in the depths, and are not penalized when doing so.

The Guild requires that the ghoul skins be returned in fairly good shape; so large destructive spells could easily ruin them for Guild use. Assume that if a ghoul should fail a save against a destructive magical effect, and that effect causes the death of the ghoul, then the skin is ruined. Should both skins be destroyed, assign an experience penalty of half of the experience gained for defeating the ghouls.

ITEM 4 – THE GEM MERCHANT

The last item on the list is a rare piece of white jade, also known as the Stone of Protection. This item is currently in the possession of a local gem merchant by the name of Marda Blitto. The Stone itself is something of a minor cursed item, as detailed below.

The Stone of Protection was once the property of a long-forgotten temple. In order to protect the temple, a sympathy spell was repeatedly cast upon the stone, drawing worshipers and defenders to stay at the temple. The Stone slowly soaked up some of this magic, and began to emit a low-level compulsion of causing desire for the Stone. This desire started bringing less scrupulous individuals to the Stone, individuals that sacked the temple and stole the Stone.

The Stone changed hands in this way for several generations. The magic aura has faded over the years, leaving only a subtle compulsion effect. The aura is very faint, but still detectable and identifiable with a successful Knowledge (arcane) check (DC 22).

Marda Blitto is a somewhat successful dwarven woman, making a decent living trading gems throughout Nyrond. She has recently come into ownership of the Stone of Protection, having acquired it from an estate sale just a few weeks ago. She considers it the prize of her collection, and uses it to attract new business; it makes a wonderful conversation piece, and draws many visitors to her shop window. Marda has no idea that the magic of the Stone is what caused her to desire it, and why so many people attempt to purchase the Stone from her.

Matters are not helped in that Marda is also a rather sarcastic and short-tempered individual. She has had so many offers to buy the piece of jade that she now acts rather gruffly with anyone who even looks at the stone. She would put it away, but instinctively she knows that it is helping her business. Besides, she still likes to look at it.

Marda Blitto: Female dwarf Rog4; Medium-size humanoid(dwarf); HD 4d6+8; hp 28; Init +3 (Dex); Spd 20 ft.; AC 15 (touch 13, flat-footed 12); Atks +6 melee (1d6/19-20, short sword); SA Sneak attack; SQ Evasion, uncanny dodge (dex bonus to AC); AL N; SV Fort +3, Ref +7, Will +2; Str 10, Dex 16, Con 14, Int 14, Wis 12, Cha 10

Skills and Feats: Appraise +9, Bluff +7, Craft (gemcutting) +9, Diplomacy +7, Forgery +9, Innuendo +7, Intimidate +7, Open Lock +10, Profession (merchant) +7, Sense Motive +8; Combat Reflexes, Weapon Finesse (short sword).

Possessions: short sword, leather armor.

When the characters first approach Marda, she is initially rather friendly. However, any mention of purchasing the Stone turns her mood rather sour. She becomes more and more belligerent, until she eventually tries to get the characters thrown out of her shop. If a character uses Sense Motive, they have a chance (DC 25) to determine that Marda is acting as though magically controlled. It may also be possible to use a detect magic to determine the stone is magical.

It is possible to convince Marda to sell the Stone, but it is going to take a bit of work.

First, the characters are going to need to make some sort of successful diplomacy, intimidate or other check. These are opposed checks using Marda's skills as listed above.

Second, they need to provide some sort of proof that the Stone is controlling her thoughts. While Marda has no special antipathy towards magic in general, she takes great offense at any proof, no matter how minor, that the Stone is using her.

Alternatively, the characters could attempt magic to convince Marda to sell the stone.

Finally, the characters could attempt stealth to steal the Stone. A map of the shop is included as *Judge's Map 4 – Marda's Shop*. While Marda does not employ guards, she has left a few traps for unwary thieves, and her shop is located in a frequently patrolled area of Rel Mord. Use the following information if the characters attempt a stealthy acquisition.

APL 2 (EL 2)

The city watch patrols once every 30 minutes. They notice anything obviously untoward, such as lights inside the shop, broken windows or doors left open. They have a chance to spot smaller signs such as jimmied locks, motion inside the otherwise dark shop, or people moving about on the roof. Assume the watch has a +4 to all spot, listen and bluff checks. Should they catch the party loitering outside the shop after-hours, they politely but firmly discuss the fact that loitering is not permitted, and escort the characters from the area. If the characters are

discovered again, they are arrested on suspicion of theft. Run this event using the guidelines in the Nyrond Judge's Guidelines.

Two traps guard the shop. The first is a simple yet cunning arrow trap designed to fire at any opening window or door unless first disarmed.

➤ **Arrow Trap:** CR 1; +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20). *Note:* Fires once for each portal opened.

The second trap is a large net trap designed to capture any thieves who make it inside the shop. The net will hopefully hold the intruders until the watch arrives.

➤ **Large Net Trap:** CR 1; +5 melee (see note); Search (DC 20); Disable Device (DC 25). *Note:* Characters in a 10-ft. square directly in front of the safe are grappled by the net (Str 18) if they fail a Reflex save (DC 14). A trapped PC can attempt to break free (grapple or escape artist checks) once each minute.

APL 4 (EL 4)

The city watch patrols once every 20 minutes. Members of the watch have a +7 to all spot, listen and bluff checks. See APL 2 encounter for details on loitering.

The traps have been upgraded.

➤ **Arrow Trap:** CR 2; +12 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 25). *Note:* Fires three arrows for each portal opened.

➤ **Large Net Trap:** CR 2; +8 melee (see note); Search (DC 20); Disable Device (DC 25). *Note:* Characters in a 10-ft. square directly in front of the safe are grappled by the net (Str 18) if they fail a Reflex save (DC 17). A trapped PC can attempt to break free (grapple or escape artist checks) once each minute.

APL 6 (EL 6)

The city watch patrols once every 15 minutes. Members of the watch have a +10 to all spot, listen and bluff checks. See APL 2 for details on loitering.

The traps have been further upgraded as well.

➤ **Arrow Trap:** CR 4; +15 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 28). *Note:* Fires five arrows for each portal opened.

➤ **Large Net Trap:** CR 4; +12 melee (see note); Search (DC 20); Disable Device (DC 28). *Note:* Characters in a 10-ft. square directly in front of the safe are grappled by the net (Str 18) if they fail a Reflex save (DC 17). A trapped PC can attempt to break free

(grapple or escape artist checks) once each minute. The net is equipped with barbs, inflicting 1d4 damage each round a character struggles to escape.

No matter the tier, the doors to the shop, and the lock on the safe can all be opened with a successful Open Locks (DC 20), or through the use of a *knock* spell or similar magic.

If the characters remove only the Stone of Protection, the Guild smoothes things over with the city watch, compensating Marda for her loss. Assume that there are no legal repercussions from this event. However, if the characters remove any other items from the shop, and they get caught, they suffer the usual consequences. The Guild wants them to recover the recipe items, not make themselves rich at someone else's expense. Should the characters be arrested for thievery, refer to the Nyrond Judge's Guidelines for further details.

LAST BUT NOT LEAST

Once the Characters have recovered all the items, they are free to return to the Guildhouse in Rel Mord.

The trip back is mostly uneventful, until the characters reach the street leading to their destination. Here another group of assassins sent to disrupt the creation of the cure attacks the characters. These assassins are the same as those found at Stelph's house, with the exception of poisoned weapons. A map for this combat has been provided as *Judge's Map 5*.

APL 2 (EL 4)

➤ **Assassins (3):** Male human Rog1/Ftr1; CR 2; Medium-size humanoid (human); HD 1d6+1d10+5; hp 17; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +4 melee (1d6/19-20, short sword) and +4 ranged (1d8/19-20, light crossbow); SA Sneak attack, poison; AL LE; SV Fort +3, Ref +5, Will +0; Str 11, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Disable Device +5, Escape Artist +6, Hide +7, Listen +4, Move Silently +7, Open Locks +7, Pick Pocket +7, Search +5, Spot +4, Use Magic Device +4; Improved Initiative, Toughness, Weapon Finesse (short sword).

Possessions: short sword, light crossbow, 10 bolts, black studded leather armor.

APL 4 (EL 6)

➤ **Assassins (3):** Male human Rog1/Ftr2; CR 3; Medium-size humanoid (human); HD 1d6+2d10+6; hp 24; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +6 melee (1d6/19-20, short sword) and +5 ranged (1d8/19-20, light crossbow); SA Sneak attack, poison; AL LE; SV Fort +4, Ref +5, Will +0; Str 11, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Disable Device +5, Escape Artist +6, Hide +7, Jump +4; Listen +4, Move Silently +7, Open Locks +7, Pick Pocket +7, Search +5, Spot +4, Use Magic Device +4; Combat Reflexes, Improved Initiative, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: short sword, light crossbow, 10 bolts, black studded leather armor.

APL 6 (EL 8)

✚ **Assassins (3):** Male human Rog2/Ftr3; CR 5; Medium-size humanoid (human); HD 2d6+3d10+8; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +8 melee (1d6+1/19-20, short sword) and +7 ranged (1d8/19-20, light crossbow); SA Sneak attack, poison; SQ Evasion; AL LE; SV Fort +4, Ref +7, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Disable Device +7, Escape Artist +6, Hide +9, Jump +7; Listen +4, Move Silently +9, Open Locks +9, Pick Pocket +7, Search +7, Spot +4, Use Magic Device +4; Combat Reflexes, Improved Initiative, Toughness, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: short sword, light crossbow, 10 bolts, black studded leather armor.

Poisoned Weapons: The poison being used on the assassin's weapons is the same at each tier – carrion crawler brain juice.

Carrion crawler brain juice: Contact (DC 13); Initial damage Paralysis; Secondary damage 0.

Each of the assassins is also carrying *Players Handout 8 – Threat Elimination*. When the assassins are defeated, the Characters can enter the Guildhouse and collect their just reward. Skip to the section entitled Conclusion – Just Rewards.

CONCLUSION

A MISSED OPPORTUNITY

This optional encounter is for those parties that decide not to work for the Guild and begin the scavenger hunt.

After the characters have left the Guildhouse on their way to parts unknown, they are attacked by a group of assassins sent as a precautionary measure. For this combat, use the same statistics and map as provided for the section entitled *Last But Not Least*. However, instead of *Players Handout 8*, these assassins are carrying *Players Handout 9 – Complete Silence*.

Should the characters return to the Guild after defeating these assassins, the Guild has nothing further to do with them. The party's refusal to aid them earlier, combined with their obvious status as hunted targets makes them unsuitable for further

work in this area. Each character should receive a negative influence point with the Guild, or should have a positive influence point removed/cancelled. Also, be sure to tell the characters how the rain continues to fall on them as they leave the Guild. It looks to be a long, and wet, winter.

The End.

JUST REWARDS

When the characters return to the Guildhouse after collecting the various ingredients, they are welcomed back by Guildmaster Binik. He thanks them for their aid in this endeavor, and promises them that the Guild is happy to provide assistance in the future if such is needed. He also gives them a monetary reward of 100 Nobles (100 gp) each as further thanks for a job well done. As the characters leave the Guildhouse, the sun finally breaks free of the clouds. The ever-present rain begins to let up. The city appears nice and clean, and the steam of the evaporating water gives it a soft and quiet ambiance. Things are starting to look up. Maybe this will be a mild winter.

The End.

EXPERIENCE POINT SUMMARY

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

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

Encounter 2: Along the Way

Defeating the Assassins	75 xp xp
Defeating the Trap	50 xp xp

Encounter 3: Item 1

Recovering flower without combat	50 xp
Defeating the skunk	25 xp

Encounter 3: Item 2

Defeating the Carrion crawlers	75 xp
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Encounter 3: Item 3

Recovering the ghoul/ghast skin	75 xp
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Encounter 3: Item 4

Convincing merchant to sell gem	50 xp
Stealing the gem	50 xp

Last but Not Least

Defeating the Assassins	75 xp
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A Missed Opportunity

Defeating the Assassins	75 xp
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Total experience for objectives	450 xp
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Discretionary role-playing award	0-50 xp
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Total possible experience	500 xp
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relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

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.

Along the Way

The Library of Stelph Margoo – This collection of hardbound books would serve an apprentice alchemist well. The books are large and heavy, and not suited to adventure travel. The books need to be stored in a permanent location to prevent damage. This location needs to be written below in ink. They can also be stored in a public library, although this also must be documented below. If the owner is able to access the library, she or he can gain a circumstance bonus of +2 to all Alchemy skill checks made while the library is present.

Value: 150 gp Rare

Weight: 50 lbs

Return to Rel Mord

Reward of 25 gp per character

Opportunity to purchase potions (Value: up to 120 gp)

Conclusion – Just Rewards

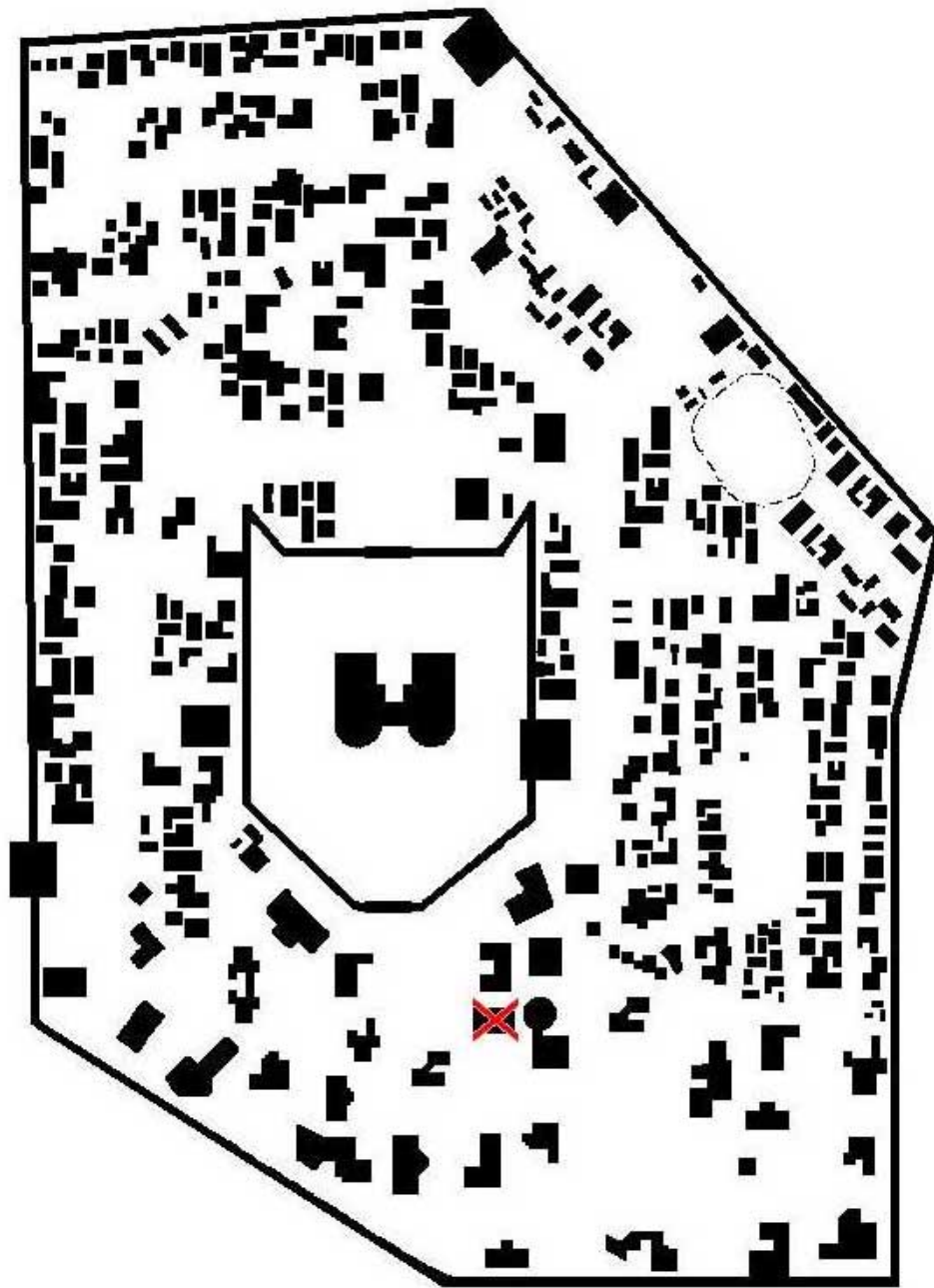
Reward of 75 gp per character

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

Players Handout 1 – The Invitation



Players Handout 2 – The Directions

The following directions were given to you by Grov Firebottle Lightsplitter of the Alchemist's Guild:

Stelph Margoo's home and laboratory are relatively easy to find. He lives within a copse of trees near the northern border of Justcrown province about where it becomes the Duchy of Womtham.

Proceed due northeast from Rel Mord for two days (by horseback, six days if by foot), until you reach the Inn of Good Cheer.

Then proceed eastwardly until you come to a small stream with a cart path nearby.

Follow the cart path to the north. You will reach a grove of birch trees.

Stelph's house lies inside this grove of trees. The house is white with green trim and green shutters. It is also the only house within the grove.

Players Handout 3 – The Job

This note was found on the assassins discovered in Stelph Margoo's home.

The bumbling alchemist must be eliminated. His research poses a risk to our plans. Make sure his tongue stays silent.

Recover his library and all papers you find within that place. Destroy any and all chemicals, elixirs or reagents, and burn the house to the ground. You are to insure that nothing remains behind for the Grey One to latch his claws into.

Our part in this action must not be discovered.

~K

Players Handout 4 – The Recipe

This document was found hidden with the missing Alchemist's Guild book inside the library belonging to Stelph Margoo. The writing is recent, and is apparently the last thing Stelph was working on prior to his assassination.

I've found the recipe that is needed. Apparently the Guild is searching for it as well, as they have contacted me regarding that book I borrowed. I have copied the recipe below, just in case I can use it somehow. I've also made notes on what I think the various items are. Hopefully I've analyzed it correctly.

*The favorite of the local lasses Bristlecone Flowers
And the glow found only in the dark Glowing Lichen
Shall blend with the Stone of Protection Think this is named for a
reason?*

When wrapped in the skin of hungry death Ghoul Skin

*That which rained from heaven shall show the way Star Stones?
When mixed with the waters of the unseen lady No idea here.*

*Fear not the fiends for they are needed Fiends?
To stand in the light of the giving provider Rays of Hope*

*Take back again what was stolen from you Needs more work
here.*

*Like unto the namesake of the greatest foe Greatest foe is a
dragon!*

*For the seasoning of the vast water Salt?
Shall reverse that which comes from the sleeping dead Not a
clue.*

Players Handout 5 – For Sale

The following potions are made available from the Alchemist's Guild as thanks for a job well done.

Alchemist's Fire – There are two vials of this substance available. Each is contained in a thin glass vial with a sealed cork. Cost 10 gold nobles each.

Spider Climb – There is only one vial of this potion available. Cost 25 gold nobles

Cure Light Wounds – This staple of the adventurer's repertoire, there are three vials available. Each contains a single draught of the potion as cast at the first (1st) caster level. Cost 25 gold nobles each.

Players Handout 6 – The List

In order to continue their search for a cure, the Guild has asked you to recover four items from the lands around Rel Mord. These items are as follows:

1. One large bundle of Bristlecone flowers, stems intact, but minus the root structure. The flowers must not be damaged in any way, and must arrive intact. A small wooden box with a tight fitting lid has been provided to hold the flowers.
2. Several fist sized clumps of blue and orange, glowing lichen. This lichen can be found in the sewers beneath Rel Mord. The lichen must be kept in the dark, and protected from the light of the sun. A black silk bag has been provided for carrying the lichen.
3. The skin of a creature that walks the lands between life and death. It is kept from its eternal fate by its all-consuming hunger. You supposedly can find this creature just to the north of Rel Mord in a small cave near the river. The cave will be recognizable by its apparent newness.
4. A gem known as the Stone of Protection. This gem is currently the property of a merchant by the name of Marda Blitto. Her shop can be found in the merchant district of Rel Mord. A purchase order has been provided to cover the costs of obtaining this item.

Players Handout 7 – The Purchase Order

This document is a purchase order from the Alchemist's Guild to one, Marda Blitto, owner of the Stone of Protection for the purchase of that gem.

Be it known that the bearers of this document have been authorized to obtain the item known as the Stone of Protection as representatives of the Flinty Hills Greater Gnomish Union of Apothecaries, Alchemists, Abjurationists, and Astrologers, hereafter known as the AAAA.

Authorization is given for reimbursement of the direct cost of the before mentioned item up to one thousand (1000) gold nobles, payable upon receipt of this countersigned document at the Royal Bank of Nyronnd.

This Purchase Order is proof of sufficient funds lodged with the Royal Bank of Nyronnd towards any costs associated with the acquisition of the before mentioned item. The AAAA will also cover any losses in business or business capital, or other expenses accrued with the sale of this item.

Hereunto signed by,

Binik Sandwalker Frostweaver Veinfinder Goldspinner

Guildmaster of the Flinty Hills Greater Gnomish Union of Apothecaries,
Alchemists, Abjurationists, and Astrologers

Players Handout 8 – Threat Elimination

This note was discovered on the bodies of the assassins sent to kill you just outside the Guildhouse in Rel Mord. The handwriting appears similar to the writing discovered on the earlier assassins' note.

Those would-be heroes are becoming a pain like unto a splinter. See that this source of irritation is removed. They must not be allowed to aid the Guild further. A cure must not be found. **HE** must not be allowed to marry. Plans have been set in motion that will insure that this event never occurs.

Be sure that these heroes never learn of these events.

~ K

Players Handout 9 – Complete Silence

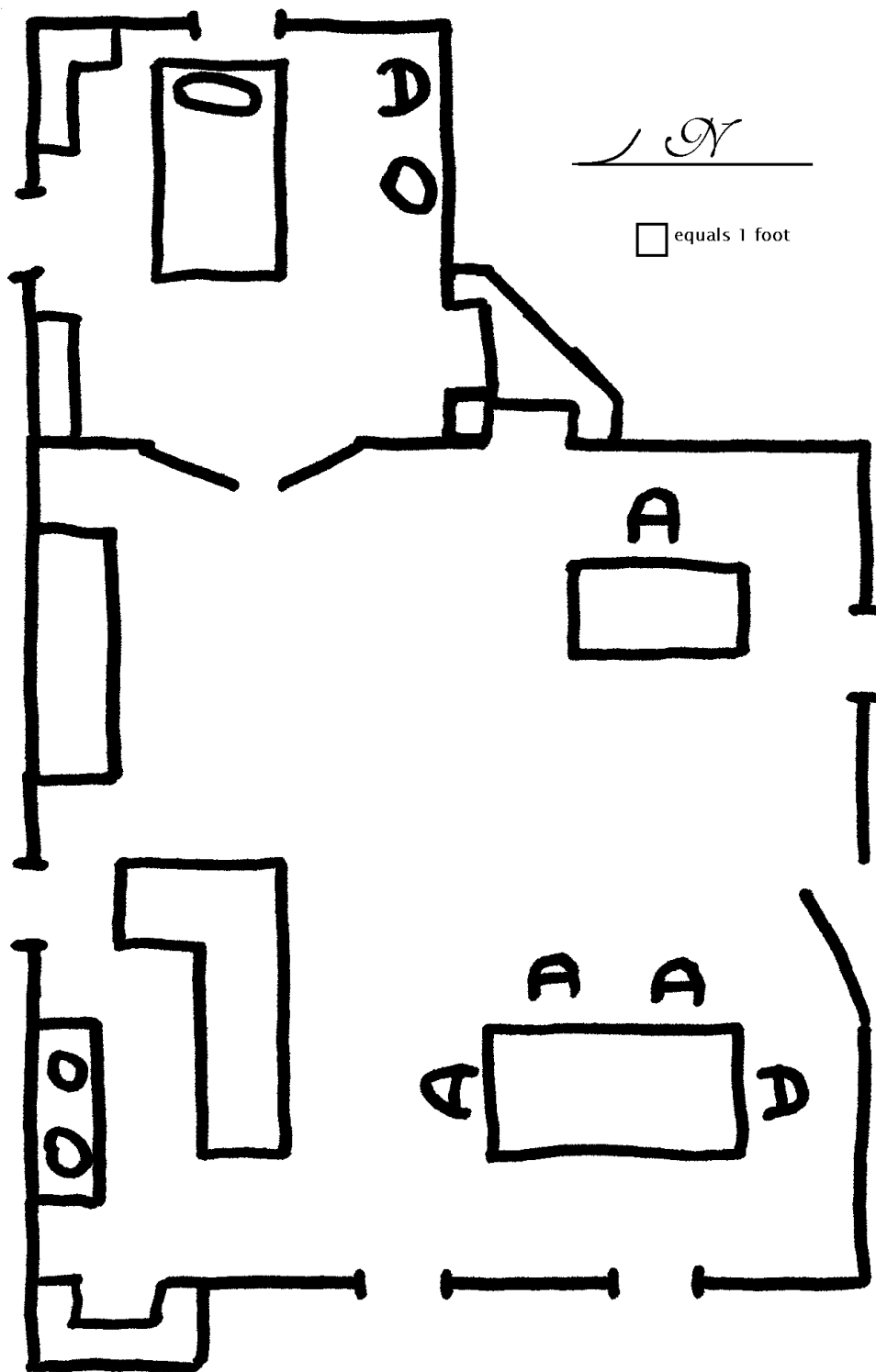
This note was found on a group of assassins sent to kill you outside the Alchemist's Guild. The handwriting appears similar to the writing discovered on the earlier assassins' note.

There are some loose ends that need to be trimmed. Eliminate these supposed heroes and prevent them from learning anything further about our plans.

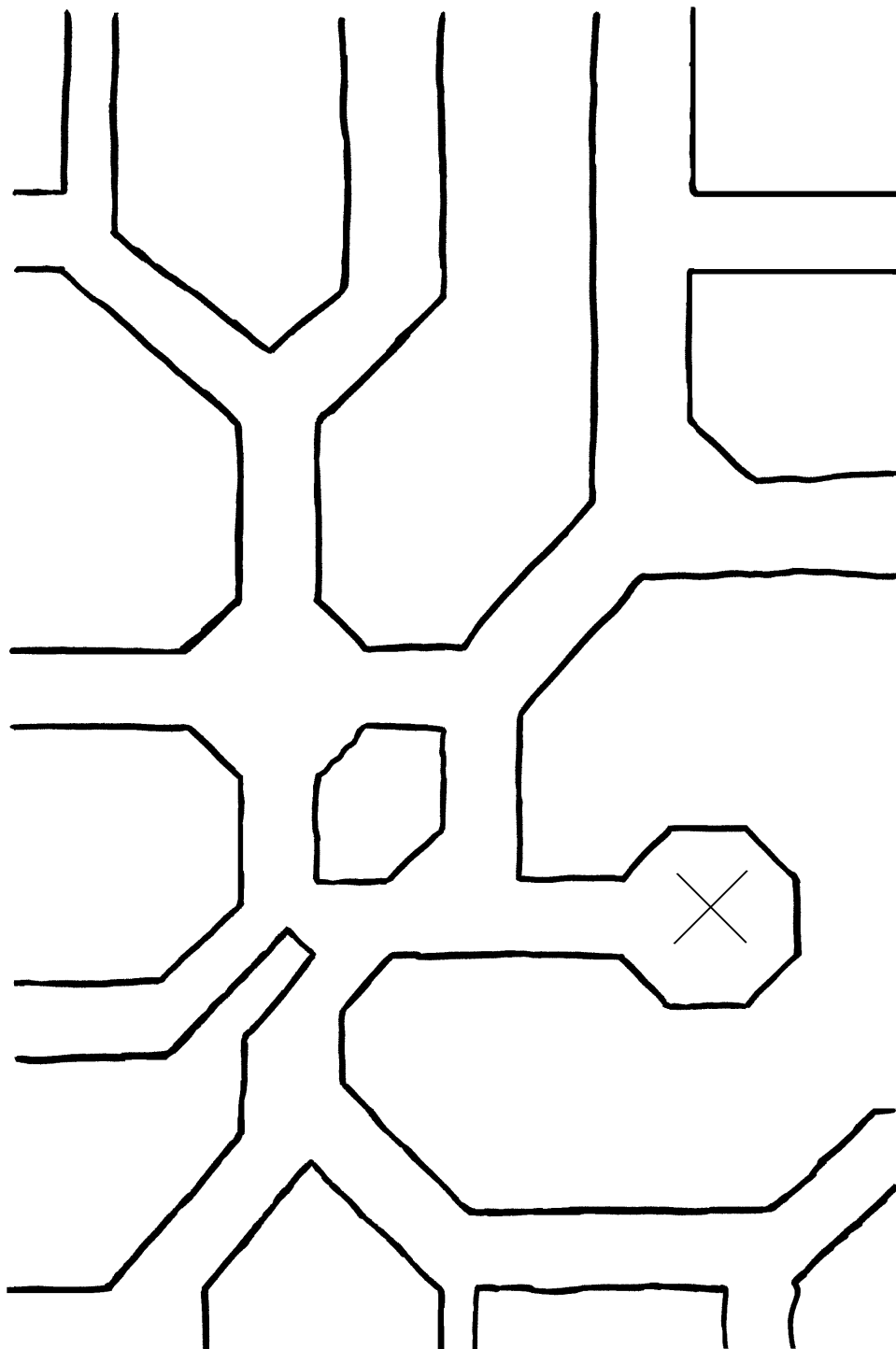
They must not be allowed to help the Guild further.

~ K

Judge's Map 1 – Stelph's House

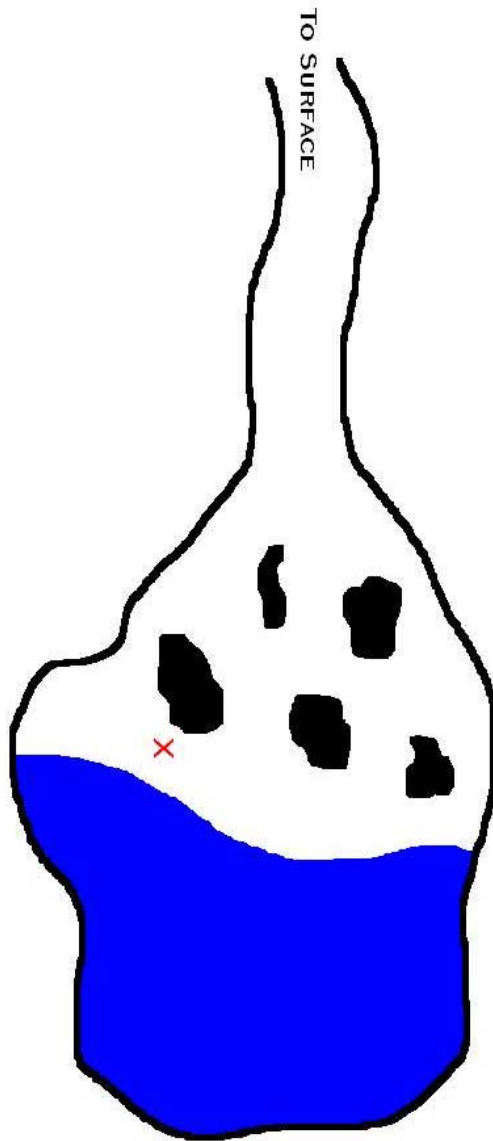


Judges Map 2 – The Sewers
Scale: 1 inch = 10 ft.

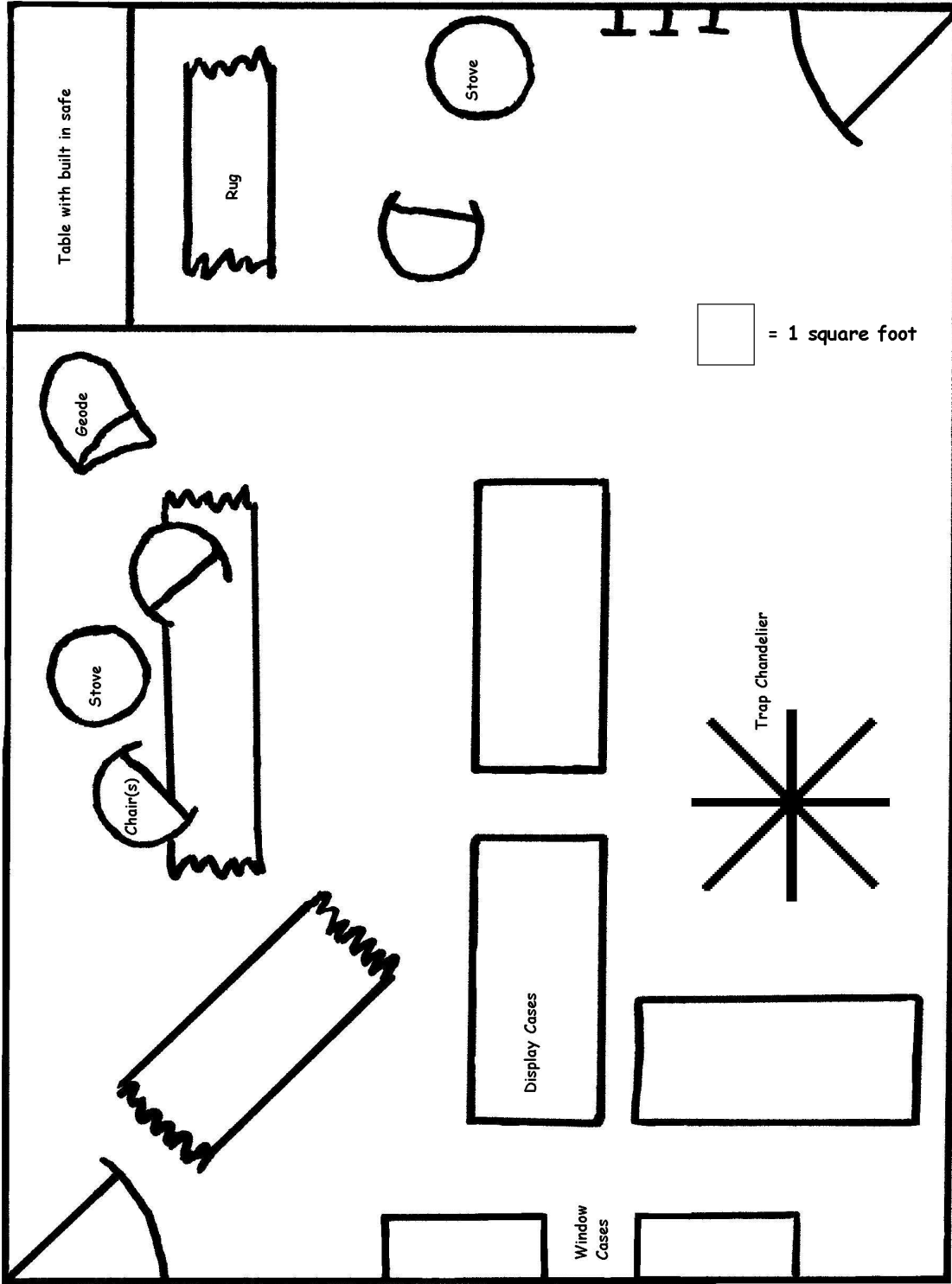


Judges Map 3 – The Sinkhole

Top down view. The Duntide River is to the south, and located off the bottom of this map.
Scale: 1 inch = 20 ft.



Judges Map 4 – Marda’s Shop



Judge's Summary Sheet

The purpose of this summary sheet is to provide information to the Nyronnd Triad to see how events in this scenario influence future happenings in Nyronnd. Return this survey to the event coordinator or the Nyronnd Triad (see the Nyronnd website at nyronnd.oerth.com for more details and contact addresses). Please give PC names, player's names and RPGA numbers where necessary.

1. Did the party work with the Alchemist's Guild throughout the scenario? Or did they only recover the book and refuse to work with the Guild further?
2. Did the party recover all the needed items? Briefly explain any unusual details.
3. As a party, did the Characters act in ways that would make the average Nyronnd resident respect adventurers, fear or hate adventurers, or act indifferently toward adventurers? Explain as needed.
4. Detail the evil or especially heroic actions of the Characters, if any.
5. List the PC names, player's names and RPGA numbers of any Characters that were arrested.
6. Describe any events not outlined in the scenario that you feel could effect the future of the campaign in Nyronnd in any way.
7. Finally, did the sun emerge and the rain stops at the end of the scenario, or can the Characters look forward to more days of rain?

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.