

RTK2-01



A MANY-FACETED GEM

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

Version 1

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A memorable concert by Bilsby Songweaver at the re-opening of the Pregnant Mule Inn is interrupted and the characters become involved in tracking down the thieves who have stolen the Gem of the North, the symbol of the sovereignty of Ratik. This is the second adventure in the Sparkling Gem series. An adventure for characters level 3-8.

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

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

In *Sparkling Gem of the North*, the characters took sides in a confrontation between the Guild Faction and the Arch Baroness' Loyalists. Whichever side they took, they soon discovered they were being manipulated by third parties. If the characters were successful, they informed the leaders with whom they had become involved. During that fateful night, the Pregnant Mule Inn was set afire by provocateurs. This evening, the characters are attending the opening night of the rebuilt Inn.

Whether it is coincidental or a part of careful planning to take advantage of this distraction, the conspirators have chosen this night to steal the Gem of the North from the Arch Baroness' Treasury. The characters are enlisted in recovering the Gem. Corble Minker, who used to be a squire to Alain, has just arrived back in Marner, having escaped from Johnsport on one of the coastal trading ships that ply the waters between

Marner and the Bone March. After years of captivity, Corble isn't as mentally stable as he once was. He tells the characters that Alain lives. If the characters carefully interrogate him after giving him some alms, he can tell them that there was another suspicious character on the boat and that he met someone in a "shiny cloak".

The characters start investigating the theft, find some clues, run into an ambush early on and develop a good case. While this is happening, the Gem has been planted on Wyvel Bazzik, head of the Shipwrights Guild. Vionelle Glidden has a personal grudge against him and has been maneuvered into helping with this plan (she has paid for the local "talent" and has been a vital source of information to the agent of the Scarlet Brotherhood) as a way of discrediting him. The agent from the Brotherhood knows that this action will discredit the Guild Faction and force them into extreme courses of action, which could destabilize the nation and enable the Brotherhood to make substantial progress in gaining control of this potentially wealthy country.

If all goes well, the characters confront the agent in a lethal fight. While it is expected the agent escapes, the characters can find critical evidence which conclusively ties Vionelle to the plot. While in *Sparkling Gem* Sir Ardent had been alerted to her possible participation in this plot, he has been unable to find the level of proof necessary before bringing charges against such an important person.

INTRODUCTION

The characters are enjoying the grand re-opening concert in the snugly warm just rebuilt Pregnant Mule Inn. Bilsby Songweaver has completed his last set and is finishing his third encore. Midnight came and went about a half hour ago. Everyone in the room becomes aware of the alarm bell sounding at the Arch Baroness' Castle, which is about 5 or 6 blocks away. When the characters respond, they are dragged into the plot. Before beginning, inform the characters that they are attending a social event and ask them what they have with them and how they are dressed. Martial weapons other than a rapier would be grossly out of place, as would any sort of armor other than leather or ceremonial chain. These items, however, can be checked at the Tavern.

Bilsby Songweaver finished his last set composed especially for this evening's re-opening of the Pregnant Mule Inn. He is nearing the end of his third encore and it must be about a half hour past midnight on this cold, clear night as fall passes into winter. A rude noise intrudes and a look of annoyance swims across his face before Songweaver reaches the same conclusion you have reached: the alarm bell is sounding at the Keep. Everyone piles out of the Inn and hurries the half dozen blocks to the Arch Baroness' castle.

As you approach the castle, you see a knot of men and women raveling and unraveling as some people approach and others leave. At the center of the knot are two men, one of a distinctly martial bearing. His head turns and his eyes look on

yours. "If you have any love of the country, come here! I have work for you!"

Anyone who has been in *Sparkling Gem of the North* or who makes a successful Knowledge (local) check (DC 10) recognizes Bentner. He recognizes any of those characters because well, as head of security for the Arch Baroness, that's his job. The man next to him is the head of the Temple of Trithereon, Silus Freeman. He is concentrating on a Heightened Zone of Truth (as 5th level spell). Bentner questions the characters, particularly the ones he doesn't recognize until he is satisfied they are reliable. Characters who don't agree to accept the assignment are out of the adventure.

Bentner briefs those who stay as follows:

- Someone broke into the castle's treasury, overwhelmed the two guards and stole the Gem of the North, symbol of the Nation's sovereignty. The Gem is a 100-carat imperial (reddish-yellow) topaz set at the top of a slim gold rod about one foot long. It does not radiate any magical auras.
- They managed to escape without being seen.
- The guards reported the theft some time thereafter. They can't provide meaningful descriptions of the thieves.
- "We've sent out patrols looking for two thieves. We need someone with special skills to go over the Treasury for clues while my men are out searching for the thieves." Go with these two (he points to the two guards who were in the Treasury during the theft) and see what you can find out."

You enter a room roughly 120 hands by 120 hands. The simplicity of its granite walls and floor is relieved only by four things: the massive vault door in the rear wall; the beautifully carved, thick double wood doors through which you entered; the frescoed ceiling showing the founding of Marner, and the checkerboard pattern of polished and unpolished granite slabs in the floor. Simple five-foot high wrought iron candlesticks hold four inch thick candles which gently illuminate the room. "While we call this the Treasury, it's really the anteroom to the Treasury," says one of the two guards.

What can be found during the search:

- Spot DC 15: there are cuts in both guards' uniforms, but neither guard can remember being attacked by the thieves.
- Search DC 20: remnants of walnut shells in cracks between the slabs of the floor.
- Search DC 20: if the characters examine the swords of the guards, some threads snagged from the other guard's uniform are on one of the swords.
- Spellcraft DC 15: the walnut shells are components for a confusion spell.

What isn't evident from the scene is that the two guards were hypnotized into forgetting what happened.

Encounter 1

While the characters were searching the Treasury, one of Bentner's patrols spotted something suspicious and sent a runner back to inform him. He turns to the characters as the fastest reinforcements he can send.

Not more than fifteen minutes after you started searching the room, Sir Ardent arrives. "Have you found anything useful?" He is agitated and clearly has something on his mind.

Give the characters a couple of minutes to tell of what they have discovered.

"One of our patrols has sent back a runner," Bentner continues. "They sighted two suspicious characters but lost them as they entered the dock area near Piers 3 and 4. Head down there and help them comb the area."

You head down towards the docks, scanning for suspicious persons.

A successful Spot check (DC 28) enables the characters to see two shadowy figures cross over the crest of a roof. Whether or not they are following the shadows:

You have entered the warehouse district next to the docks. Some distance ahead you see two shadowy figures peering from an alley. When they notice that you have spotted them, they disappear back into the alley. An emaciated beggar lies crumpled at the foot of a wall a few feet from the alley's entrance.

The beggar is Corble Minker, once Alain's squire. He has only recently managed to escape from Johnsport aboard a smuggler's ship returning to Marner. He has nothing to do with the persons who entered the alley and he really does look like death warmed over. Currently, he is sleeping quietly. He is half starved and needs attention soon or he won't last long in the winter chill. The ambush in the alley wakes him if the characters don't before going into the 10-foot wide alley.

In the alley, three other adventurers await the characters. These are the remnants of the earlier patrol sent out by Bentner. They have been *hypnotized* by the enchanter working with the agent of the Scarlet Brotherhood and attack anyone entering the alley. They believe that whoever enters the alley has the Gem.

APL 2 (EL 3)

☛ **Thugs (2):** Male human Ftr1; CR 1; hp 12 each; see Appendix I.

☛ **Thug:** Male human Rog1; hp 7; see Appendix I.

APL 4 (EL 5)

☛ **Thugs (2):** Male human Ftr2; hp 20 each; see Appendix I.

☛ **Thug:** Male human Rog2; hp 12; see Appendix I.

APL 6 (EL 7)

☛ **Thugs (2):** Male human Ftr4; hp 36 each; see Appendix I.

☛ **Thug:** Male human Rog4; hp 22; see Appendix I.

Tactics: The rogue is hiding behind a broken cart lying on its side near one wall of the alley. The two Fighters block the far end of the dead end alley and face off against the characters, drawing them in past the rogue, who then attempts to sneak attack a likely target. Because the attackers have been hypnotized, they are attacking the characters because they think the characters have the Gem but they do not remember anything about the Agent and his colleague. The characters should be able to figure out that these guys should have been able to climb out of the alley if they were the shadows that the characters had been following: those shadows had been running along roof tops.

After the characters exit the alley, or if they should wake the beggar before going into the alley, he announces to them that he is Corble Minker, squire to Alain and that he has seen Alain alive! His eyes have a distant look and he gives the impression, for, indeed it is the case, that he isn't too well grounded in reality. If the characters give him something to eat or some money with which to buy food, he is very grateful. After chattering for a while about how important it is to get word out that Alain is alive, he has a lucid moment when he states, "I saw him again tonight." He doesn't mean Alain. He means the Agent, who came into Marner on the same smuggling ship, as did Corble. If questioned about whom he is speaking, Corble gives a reasonably good description of the Agent: about his own height (5 ft. 6 in.), short brown hair, "the kinda face 'tis hard to remember." If the characters continue to question Corble, he tells them that the guy was "met at the boat by someone in a shiny cloak." This was Vionelle in one of her signature silk cloaks (lined in wool and with a fur collar).

The characters do not find the Agent tonight. He has rendezvoused with Vionelle and he and the Enchanter have gone to plant the Gem in the Shipwrights' Guildhall. Vionelle has headed upriver on a riverboat.

ENCOUNTER 2

The search has not accomplished anything except possibly wounded some of the characters and introduced them to Corble. At this point, they don't have many options beyond reporting back to Bentner. It's about 3 or 4 in the morning.

The wee hours of the morning are disappearing behind you and you haven't any solid evidence on the disappearing duo. The only satisfaction you have was bouncing the bozos in the alley. Without any further direction, you head back to report to Sir Ardent. He has set up a temporary office in the anteroom of the Treasury and, from the pile of messages on his desk (yeah, it's the

same one you saw in his regular office), you know he has been busy. As you enter the room, he glances up at you. His official face in place, he commands, "Report."

Give the characters a few minutes to describe what has happened.

"These guys know what they're doing. I've had reports for a couple of months now that the Scarlet Brotherhood has agents here. As you know, one tried to assassinate Tormund Ukakane in early autumn. It looks like they've sent a more experienced agent this time. The use of a confusion spell on the guards indicates that he's getting help from someone with arcane skills. He can't have been in town long or my men would have come across him. To pull this job off, he has to have had local help. The descriptions we got last time indicated Vionelle Glidden might be the connection, but we haven't been able to prove her involvement. The guards on the river gate report they think they saw her leaving town on a riverboat about a half hour ago. We've also had reports of unusual activity at the fair grounds, someone messing around in the manager's house, which should be vacant. I've already sent out patrols to cover the other leads, but I want you to go out there and talk to the horse traders. They're the only ones supposed to be there this time of year. Oh! Yeah, thanks. I want you to know that your efforts are appreciated. By the way," Sir Ardent looks the characters over, "this might be a good time to catch some sleep. I'm sure you'll want to have your 'working gear' with you from this point on."

Give the characters a chance to rest, choose spells, arm and armor (if they haven't already) before continuing the investigation in the morning.

You travel out the western gate of the city around noon and the fair grounds are only a hundred yards or so away. The remnants of an early snow still cling in clumps to the ground on the north sides of buildings and trees. The horse traders are doing brisk business for such a brisk day. After a short while, one of them concludes a deal and turns to you. "Wadda ya want? Riding or work?"

If the characters mention that Bentner sent them, they have no problem getting the information below. Otherwise, they need to make a successful Diplomacy checks (DC 15) to learn that the traders have heard sounds coming from the Manager's house but haven't seen any lights. They tell the characters that the manager hasn't been home for months as the fair grounds close down except for the horse traders a couple of weeks after the crops are harvested and don't open up again until around late winter when seed is available for sale.

If the character makes the Diplomacy check at DC 30, one of the horse traders says that he thinks he saw someone head into town from the house shortly after moonrise. A successful Knowledge (nature), Profession (astronomer or navigator) check (DC 10) allows a character to know that moonrise was shortly after the beginning of the Bilsby Songweaver concert last night. The trader also remembers seeing a riverboat going up river in the early morning, "The moonlight was glistening off someone on the deck."

If the characters check out the manager's house, they find the doors and windows shut and locked. A successful Open Lock check (DC 20) opens any one of them. If the character opening the lock makes a successful Spot check (DC 15), they notice signs that the lock has been picked already.

Stepping into the dwelling, characters that make a successful Spot check (DC 15) notice footprints in the dust. A successful Track check (DC 20) allows a character to pick out at least two sets of footprints plus some bird droppings on one spot of the floor and a few strands of fabric (silk) caught on a splinter in the leg of a chair. A successful Track check (DC 25) allows a character to distinguish one set of man's boot prints, 1 set of man's moccasin prints, 1 set of woman's shoe prints, and bird droppings. A successful Wilderness Lore check (DC 20) identifies them as owl droppings.

Gnomes notice a faint smell of perfume in the air, as do non-gnome characters that make a successful Search check (DC 20).

ENCOUNTER 3

The characters may have some solid evidence that a woman met with two men, one of whom probably had an owl. They probably could conclude that the owl is a familiar. One of the three people, probably the other man, can pick locks. The horse traders probably saw the woman when she left town on a riverboat sometime after the theft. If Ardent is right, the arcanist is local help for the Scarlet Brotherhood agent who probably picked the lock. The characters can go back into town and try to trace the arcanist with an owl familiar or the agent, who probably is of medium height with short brown hair and a nondescript face. If they try to follow Vionelle, they need to get horses or hire a boat. If they succeed in this, the scenario is over as it takes them days to catch up with her and what can they do then?

There are four probable places the characters can go at this point.

1) The characters can check out the wizard/sorcerer. The best bet is to talk to a local sage, Briar Cobbnickle, for instance, or a local wizard or sorcerer. If one of the characters is a sorcerer or wizard from Ratic, allow them a Knowledge (local) check (DC 15) to know of Briar Cobbnickle. Briar requires payment of at least 5 gp for his services. Failing this, a successful Gather Information check (DC 20) would allow any character to learn of a wizard named Egon Mothriple, who has an owl and lives in a hovel by the river across the street from a tavern.

2) The characters can check out taverns and inns to learn about new guests who might meet the description of the nondescript rogue. A successful Gather Information check (DC 20) allows a character to learn about a stranger who mostly kept to himself but sometimes met with a man in well-worn robes. If the character makes the Gather Information check at DC 25 they discover that the robes had bird dung on the back below the right shoulder. They seemed to hang out at the

Hound & Quail Inn.

In this case, have the characters make a Sense Motive check (DC 19) to realize there is something wrong about this information. This latter information is coming from the Agent! He is disguised (Spot check DC 32 to uncover) and is sending the characters into an ambush. If he is recognized, he runs, losing his pursuers and heading back to his room to alert his new accomplice.

3) The characters can check the dock area where the characters encounter Corble Minker again. If the party had given him alms, he willingly tells them he saw a woman and two men by a riverboat sometime between two and three bells. This must have been shortly after the characters encountered Corble last night. Corble announces, "Dressed fine, but a witch all the same. The guy with the owl seemed all excited, kept talking to the bird. There was something about that bird. It looked me right in the eyes. Then its master turned and saw me, said a word to the lady and she got on a riverboat that headed up river. The two men then headed into the shop district."

4) The characters can go back to Sir Ardent. He can give them the wizard's address, but hasn't found anything further about the Agent.

3A THE WIZARD'S HOUSE

When the characters arrive at this thatch-roofed shack in the lowlands close to the river and across from the sawmills and ship building docks, they find the door closed but unlocked. Inside, the place has been ransacked. There is a tipped over bird perch and a small pile of tiny bones near its base. A successful Wilderness Lore check (DC 10) allows a character to identify them as small rodent bones. The bed is a couple of blankets spread over some straw. Or, rather, it was. Now it is scattered on the floor. A successful Search check (DC 20) uncovers a hidden compartment in the desk that contains a pouch with 100 gp. A Search check (DC 25) uncovers a folded parchment with a drawn out plan of the Treasury's anteroom, with notations concerning the number of guards and the timing of their changes. It is hidden between a roof beam and the thatch. The characters need a way to get up to the beam to retrieve the parchment. Egon used his desk, which he then moved away from the spot where the plans were hidden. Among the books scattered on the floor is one entitled *Birds of the North*. When opened, this turns out to be Egon's spellbook. A *detect magic* cast in the room reveals that the small mirror behind the washbasin (currently flat on the desk and partially under the lip of the basin) is magical. As the characters are finishing their inspection:

"What's going on here?" A middle-aged woman stands in the doorway. She continues in her angry tone, "Someone else was here an hour ago making a racket and tossing things around. He lit out after I shouted at him that I'd call the patrol if he didn't leave Egon's stuff alone, and I'll call the patrol on you, too!"

So that's why the intruder didn't find the 100 gp or the plans of the anteroom. A successful Diplomacy check

(DC 15) with a reasonable explanation calms the woman down and allows the characters to get a description of the intruder. Unfortunately, it doesn't match the one the characters have of the Agent. He had disguised himself. If this encounter is run before the inquiries about the Agent, reduce the Spot DC from 32 to 22 during that encounter.

3B THE HOUND & QUAIL

Assuming the characters didn't spot the agent while learning of this location, they enter the two-story building which is built around three sides of a courtyard and find the innkeeper sitting behind a counter. The Hound & Quail is an above average quality establishment. Its kitchen occupies the lower floor of one wing, the common dining room has the lower floor of the central section and the innkeeper's quarters, the stairs to the second floor and the reception desk are on the lower floor of the other wing. See DM's Aid 1.

If the characters haven't spotted the agent yet, the agent is the man behind the counter. He has subdued and tied up the innkeeper, who is now lying on the floor in his quarters. The "innkeeper", when asked about the Agent, directs the characters to the wrong room, saying, *"Always thought there was something odd about him."* He then follows them up the stairs, about 10 feet behind the last character.

When he sees the characters arrive at the inn from the window of the agent's room, his accomplice, a cleric of Erythnul, casts *glyph of warding* (APL 6 only), *guidance* and *resistance* and hides around the corner of the hall. At APL 4 and higher the cleric had earlier cast *bull's strength*, *magic weapon* and *endure elements (acid)* on his own person. If used, the glyph is set about 10 feet before the characters would get to the door they are looking for, so allow a Search check only if a rogue character has declared he is doing that by the time he reaches the first door on the map.

If the characters spotted the Agent and he ran, he waits upstairs and the cleric is down at the counter. The cleric keeps his chain shirt hidden under his jacket while his shield rests on the floor behind the counter. Once the characters head upstairs, he will cast *Guidance and Resistance*, pick up his shield and head up after them. The Agent waits for the cleric to initiate combat before attacking.

This is designed to be a potentially lethal encounter, with the characters sandwiched between the cleric and the Agent. However, the Agent is not a stand-up fighter and flees if he takes more than 1/2 of his hit points in damage. At APL 6 he casts *darkness* on the stairs, and running to the innkeeper's quarters where he bolts the door, casts *change self*, doffs the innkeeper disguise and exits through a window. If he has to, at APL 6 he may cast *spider climb* to scale buildings and make his getaway. Remind any characters who want to cast *fireball* or *lightning bolt* or any fire-based spell that this is a wood building belonging to a civilian.

The surviving characters are confronted with a choice: run after the agent or try to find his room. At APL

6, if the characters are running, or even moving at faster than half speed, down darkened stairs is foolhardy, especially as the Agent has discarded a vest on the stairs: Reflex save, DC 20, or take 1d6 damage and wind up lying prone on the ground floor. Once the agent has made it to the innkeeper's quarters, he essentially has escaped. If the characters run outside, have them roll Spot checks and tell them they don't see the Agent. They find evidence of his innkeeper disguise, not to mention the real innkeeper, in the innkeeper's quarters. He can tell them which is the real room belonging to the agent.

APL 2 (EL 5)

➤ **Pfel Malahom, The Agent:** Male human Ftr2/Rog2; hp 28; see Appendix I.

➤ **K. Otic:** Male human Clr2 (Erythnul); hp 15; see Appendix I.

APL 4 (EL 7)

➤ **Pfel Malahom, The Agent:** Male human Ftr2/Rog3/Asn1; hp 38; see Appendix I.

➤ **K. Otic:** Male human Clr4 (Erythnul); hp 25; see Appendix I.

APL 6 (EL 9)

➤ **Pfel Malahom, The Agent:** Male human Ftr2/Rog3/Asn3; hp 48; see Appendix I.

➤ **K. Otic:** Male human Clr6 (Erythnul); hp 35; see Appendix I.

3C THE AGENT'S ROOM

This 20 feet by 20 feet room has only one item of significance. The characters can find several papers folded in a pocket of a coat. One of the letters turns out to be a letter from Vionelle Glidden outlining the plan. However the contents of the letter are obscured by a *secret page* spell. Presently, the letter appears to be some kind of romantic correspondence. The Agent has set several traps in this room.

Traps:

APL 2

➤ **Modified Pit Trap:** CR 1; 1d6; Reflex save (DC 15) avoids, Search (DC 20), Disable Device (DC 15). The agent has rigged one of the floorboards so that stepping on one end causes the other to swing up and hit the intruder.

➤ **Acid Trap:** CR 1; +10 ranged (1d6); Search (DC 20), Disable Device (DC 20). Treat as grenade-like weapon. If it misses the character, roll for deviation as per Player's Handbook page 138 and splash (1 pt., 5' radius). This trap is triggered if the armoire door is opened without

disabling the trap.

➤ **Modified Poison Needle Trap:** CR 2; +8 melee (1, plus large scorpion venom); Search (DC 22) Disable Device (DC 20). Large scorpion venom requires a Fort save (DC 18); 1d6 Str/1d6 Str. This trap is a needle placed so that anyone putting his hand in the coat pocket to get the papers therein is most likely scratched by the needle.

APL 4 AND 6

➤ **Modified Pit Trap:** CR 3; 1d6 plus sassone leaf residue; Reflex save (DC 20) avoids, Search (DC 20), Disable Device (DC 15). Sassone leaf residue requires a Fort save (DC 16); 2d12 hp/1d6 Con. The agent has rigged one of the floorboards so that stepping on one end causes the other to swing up and hit the intruder. The striking end is lightly coated with contact poison.

➤ **Acid Trap:** CR 3; +10 ranged (1d6 each round for 4 rounds or until doused with water); Search (DC 20), Disable Device (DC 20). Treat as grenade-like weapon. If it misses the character, roll for deviation as per Player's Handbook page 138 and splash (1 pt., 5' radius). This trap is triggered if the armoire door is opened without disabling the trap.

➤ **Modified Poison Needle Trap:** CR 3; +10 melee (1, plus purple worm poison); Search (DC 22) Disable Device (DC 20). Purple worm poison requires a Fort save (DC 24); 1d6 Str/1d6 Str. This trap is a needle placed so that anyone putting his hand in the coat pocket to get the papers therein is most likely scratched by the needle.

ENCOUNTER 4

A messenger from Sir Ardent finds the characters and informs them that a body has been found floating in the river. The clothing suggests it is the wizard that was working with the Agent. The characters are called back to Sir Ardent's command post.

"Say, are any of you guys the heroes?" asks a very young man. "Sir Ardent has sent me to find the heroes and tell them that a body was recovered from the river about two hours ago and we think it is the wizard you guys were looking for. Sir Ardent wants you to join him at the castle."

You follow the young man (where does he get all that energy?) back up to the castle. Sir Ardent is sitting at his desk reading more reports. The strain is beginning to show on him. Lines you hadn't noticed before seem to divide his face into sections. Maybe he's caught forty winks somewhere along the way, but certainly not more than that. In a voice hoarse from the strain, he announces, "The body we found has been identified as Egon Mothriple. His owl is nowhere to be found. He was stabbed in the heart from behind by a thin-bladed weapon, probably a stiletto. Then he was dumped in the river. Anyway, we found him a little while after we received a tip that the Gem of the North was at the Navigators Guildhall. We went there

and found it stashed in Wyvel Bazzik's desk. We've taken him into custody. Thanks for your work. You won't be needed any more. If you need healing, I can recommend the Temple of Trithereon down the block."

Nothing like having spun wheels for almost 24 hours. Anyway, the characters still have information to share with Sir Ardent. If they haven't deciphered the letter from Vionelle, or they haven't been to the Hound & Quail at all, go to Encounter 5.

ENCOUNTER 5

Facing a disappointing climax, the characters return home, or to wherever they are staying. Tormund Ukakane, head of the Goldsmiths Guild, shows up on the doorstep of one of the characters and insists that Bazzik is innocent and needs to be cleared. He selects a character that took the guild faction side in Sparkling Gem first. If none of the characters did that, he goes to one who is lawful good, then neutral good, and then chaotic good.

The sun still hangs in the sky, but not by much. From the gathering clouds, it looks as if snow may begin falling sometime this evening. You plop down in a chair and review the events of the past day. Imagine, Wyvel Bazzik was behind it all along. Never would have guessed that. Too hot headed to have planned things so well. On the other hand, that may have been just what the Scarlet Brotherhood needed to twist him around their finger.

There is a banging on the door. Who is it this time? You pry yourself up from the chair and amble over to the door. Opening it, you see a well-dressed dwarf with a very impressive beard. "Hello. I'm Tormund Ukakane. May I come in?" And before you know it, the head of the Goldsmiths Guild has stepped past you into your room.

"I understand you were working for Sir Ardent on the theft of the Gem of the North. As you know, Ardent has taken Wyvel Bazzik into custody. I know Wyvel isn't the nicest human in Marnier. Moradin knows he can be damned inconsiderate: look how he treats his wife. But I've known him 20 years and he's never reneged on a deal once made. He's as lawful as anyone I know. In fact, that's why he's with us in our push for a House of Guilds. He wants a stronger nation that can negotiate good trade treaties and protect our trade interests. I simply can't believe he's involved in theft, not to mention the theft of a national symbol. Will you help us find the real thieves?"

If the characters didn't encounter the Agent or never found his room, Tormund has heard from the Innkeepers Guild that there's a suspicious stranger at the Hound & Quail and can arrange for the characters to talk to the innkeeper to find out which room is the Agent's. Assume that the Agent, if he hasn't been encountered by the characters yet, has discovered that the innkeeper has informed on him, has bound and gagged the innkeeper as per Encounter 3B and run that encounter.

If the characters encountered the Agent but didn't find his room, the Agent has fled, and the innkeeper managed to work himself free and has been in touch with

Tormund. Have him lead the characters up to the correct room.

When the characters have recovered the letter, they can either take it directly to Sir Ardent or to Tormund Ukakane.

If the characters don't find the letter or don't realize its significance, game over. Assuming they do, go to the Conclusion.

CONCLUSION

Depending upon to whom they showed the letter, read the following:

After having delivered the letter to Sir Ardent/Tormund Ukakane, you waited while arcane spell casters worked around the magical protection to reveal the true message. It turns out to be from Vionelle Glidden instructing the Scarlet Brotherhood about the Gem of the North and telling them that she will have local help available for the theft. Included are the shift schedules for the guards. It suggests planting the gem on Wyvel Bazzik as a means of destroying the guild faction's legitimacy in the eyes of the people.

Only read the bracketed paragraph if the characters gave the letter to Tormund.

[Tormund Ukakane looks as agitated as his dwarven upbringing allows him. He asks, "Do you know what this means? It proves Wyvel's innocent and that Vionelle Glidden is behind all this trouble. Maybe now the Loyalists will see that we aren't troublemakers and will sit down and negotiate in good faith with us. We must get this to Sir Ardent as soon as possible." He pulls on a jacket and accompanies you out of his guildhall.]

You present the letter to Sir Ardent and wait. Having verified its meaning, Sir Ardent thanks you, frowning. "I guess I'm going to have to let Wyvel go. Probably have to apologize to him, too. Seeing as how Vionelle appears to be behind all this disruption that's been going on. She's had it in for Wyvel for years. Maybe we can enter serious negotiations with the guild faction and resolve this dispute peacefully. I'll recommend that to the Arch Baroness."

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the thugs.

APL 2

90 XP

APL 4

150 XP

APL 6 210 XP

Encounter 2

Good roleplay/fact finding.

APL 2 30 XP
APL 4 60 XP
APL 6 90 XP

Encounter 3

Defeat the Agent and the cleric.

APL 2 150 XP
APL 4 210 XP
APL 6 270 XP

Encounter 4 and 5

Figure out that the letter is a fake.

APL 2 30 XP
APL 4 60 XP
APL 6 90 XP

Total Possible Experience

Figure out that the letter is a fake.

APL 2 300 XP
APL 4 480 XP
APL 6 660 XP

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

TREASURE KEY:

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

Encounter 1

Defeat the thugs, strip them of their gear and sell.

APL 2: L: 65 gp; C: gp; M:
APL 4: L: 65 gp; C: gp; M:
APL 6: L: 65 gp; C: gp; M:

Encounter 3

Defeat the agent and the cleric, strip them of their gear and sell.

APL 2: L: 62 gp; C: 0 gp; M: cloak of elvenkind
(Value: 200 gp per character)

APL 4: L: 62 gp; C: 0 gp; M: cloak of elvenkind
(Value: 200 gp per character)

APL 6: L: 62 gp; C: 0 gp; M: cloak of elvenkind
(Value: 200 gp per character)

Total Possible Treasure

APL 2: 327 gp
APL 4: 327 gp
APL 6: 327 gp

Influence with Corble Minker

Influence with Sir Ardent Bentner

Influence with Tormund Ukakane

APPENDIX I: NPCS

APL 2

➤**Thugs (2):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12 each; Init +1; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +4 melee (1d8+2/19-20, long sword); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Jump +6, Swim +6; Cleave, Power Attack, Weapon Focus (long sword).

Possessions: long sword, dagger, splint mail, large wooden shield.

➤**Thug:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +1 melee (1d6+1/18-20, rapier); SA Sneak attack; AL NE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +5, Balance +6, Bluff +5, Climb +4, Disable Device +4, Hide +6, Listen +6, Move Silently +6, Open Lock +4, Pick Pocket +6, Spot +6, Tumble +6; Alertness, Improved Initiative.

Possessions: rapier, dagger, masterwork studded leather armor.

APL 4

➤**Thugs (2):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20 each; Init +1; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +5 melee (1d8+2/19-20, long sword); AL NE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Jump +7, Swim +7; Cleave, Combat Reflexes, Power Attack, Weapon Focus (long sword).

Possessions: long sword, dagger, splint mail, large wooden shield.

➤**Thug:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +2 melee (1d6+1/18-20, rapier); SA Sneak attack; SQ Evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Balance +7, Bluff +6, Climb +5, Disable Device +5, Hide +7, Listen +7, Move Silently +7, Open Lock +6, Pick Pocket +7, Spot +6, Tumble +6; Alertness, Improved Initiative.

Possessions: rapier, dagger, masterwork studded leather armor.

APL 6

➤**Thugs (2):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36 each; Init +1; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +8 melee (1d8+5/19-20, long sword); AL NE; SV Fort +6,

Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +10, Jump +10, Swim +10; Cleave, Combat Reflexes, Improved Bull Rush, Power Attack, Weapon Focus (long sword), Weapon Specialization (long sword).

Possessions: long sword, dagger, splint mail, large wooden shield.

➤**Thug:** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22; Init +6; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6+1/18-20, rapier); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Balance +10, Bluff +8, Climb +7, Disable Device +6, Hide +10, Listen +9, Move Silently +10, Open Lock +9, Pick Pocket +10, Spot +8, Tumble +9; Alertness, Improved Initiative, Weapon Finesse (rapier).

Possessions: rapier, dagger, masterwork studded leather armor.

APL 2

➤**Pfel Malahom, The Agent:** Male human Ftr2/Rog2; CR 4; Medium-size humanoid (human); HD 2d10+2d6+4; hp 28; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6+2/18-20, rapier) or +7 ranged (1d4+2/19-20, thrown dagger); SA Sneak attack; SQ Evasion; AL NE; SV Fort +4, Ref +6, Will +1; Str 14, Dex 16, Con 12, Int 14, Wis 13, Cha 14.

Skills and Feats: Balance +8, Bluff +7, Climb +9, Disguise +7, Handle Animal +7, Hide +8, Jump +9, Move Silently +8, Ride +9, Sense Motive +6, Swim +7, Tumble +8; Dodge, Mobility, Point Blank Shot, Shot on the Run, Weapon Focus (rapier).

Possessions: masterwork studded leather armor, masterwork rapier, 3 daggers, cloak of elvenkind.

➤**K. Otic:** Male human Clr2; CR 2; Medium-size humanoid (human); HD 2d8; hp 15; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atks +5 melee (1d8+3, heavy mace); SA Spells; SQ Rebuke undead; AL CE; SV Fort +3, Ref +0; Will +7; Str 16, Dex 11, Con 10, Int 13, Wis 18, Cha 13.

Skills and Feats: Concentration +5, Heal +9, Knowledge (religion) +6, Spellcraft +6; Combat Casting, Weapon Focus (heavy mace).

Spells Prepared (4/3+1; base DC = 14 + spell level): o—guidance, light, resistance, virtue; 1st—bane, change self⁶, magic weapon.

*Domain spell; Deity: Erythnul; Domains: Evil (May cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: chain shirt, large wooden shield, heavy mace, holy symbol of Erythnul.

APL 4

☛ **Pfel Malahom, The Agent:** Male human Ftr2/Rog3/Asn1; CR 6; Medium-size humanoid (human); HD 2d10+4d6+6; hp 38; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6+2/18-20, rapier) or +8 ranged (1d4+2 plus poison/19-20, thrown dagger); SA Sneak attack, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +5, Ref +8, Will +2; Str 14, Dex 16, Con 12, Int 14, Wis 13, Cha 14.

Skills and Feats: Balance +8, Bluff +8, Climb +9, Disguise +10, Handle Animal +7, Hide +11, Jump +9, Move Silently +11, Ride +9, Sense Motive +7, Swim +7, Tumble +8; Dodge, Mobility, Point Blank Shot, Shot on the Run, Spring Attack, Weapon Focus (rapier).

Spells Prepared (1; base DC = 12 + spell level); 1st — *change self*.

Possessions: masterwork studded leather armor, masterwork rapier, 3 daggers (poisoned) *cloak of elvenkind*.

Poison: large scorpion venom: injury DC 18; 1d6 Str/1d6 Str.

☛ **K. Otic:** Male human Clr4; CR 4; Medium-size humanoid; HD 4d8; hp 25; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atks +7 melee (1d8+3, heavy mace); SA Spells; SQ Rebuke undead; AL CE; SV Fort +4, Ref +1; Will +8; Str 16, Dex 11, Con 10, Int 13, Wis 18, Cha 13.

Skills and Feats: Concentration +7, Heal +11, Knowledge (religion) +8, Spellcraft +8; Combat Casting, Power Attack, Weapon Focus (heavy mace)

Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0—*guidance, light, read magic, resistance, virtue*; 1st—*bane, change self*, endure elements, magic weapon, obscuring mist*; 2nd—*bull's strength, invisibility*, sound burst, summon monster II*.

*Domain spell; Deity: Erythnul; Domains: Evil (May cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: chain shirt, large wooden shield, heavy mace, holy symbol of Erythnul

APL 6

☛ **Pfel Malahom, The Agent:** Male human Ftr2/Rog3/Asn3; CR 8; Medium-size humanoid (human); HD 2d10+6d6+8; hp 48; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +9/+4 melee (1d6+2/18-20, rapier) or +10/+5 ranged (1d4+2 plus poison/19-20, thrown dagger); SA Sneak attack, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC), +1 save vs. poison; AL NE; SV Fort +5, Ref +8, Will +2; Str 14, Dex 16, Con 12, Int 14, Wis 13, Cha 14.

Skills and Feats: Balance +10, Bluff +10, Climb +11, Disguise +12, Handle Animal +7, Hide +12, Jump +9, Move Silently +12, Ride +9, Sense Motive +7, Swim +7, Tumble +8; Dodge, Mobility, Point Blank Shot, Shot on

the Run, Spring Attack, Weapon Focus (rapier).

Spells Prepared (2/1; base DC = 12 + spell level); 1st—*change self, spider climb*; 2nd—*darkness*.

Possessions: masterwork studded leather armor, masterwork rapier, 3 daggers (poisoned) *cloak of elvenkind*.

Poison: large scorpion venom: injury DC 18; 1d6 Str/1d6 Str.

☛ **K. Otic:** Male human Clr6; CR 6; Medium-size humanoid (human); HD 6d8; hp 35; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atks +8 melee (1d8+3, heavy mace); SA Spells; SQ Rebuke undead; AL CE; SV Fort +5, Ref +2; Will +9; Str 16, Dex 11, Con 10, Int 13, Wis 18, Cha 13.

Skills and Feats: Concentration +9, Heal +13, Knowledge (religion) +10, Spellcraft +10; Cleave, Combat Casting, Power Attack, Weapon Focus (heavy mace).

Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0—*guidance, light, read magic, resistance, virtue*; 1st—*bane, change self*, endure elements, magic weapon, obscuring mist*; 2nd—*bull's strength, hold person, invisibility*, sound burst, summon monster II*; 3rd—*dispel magic, glyph of warding, magic circle against good*, searing light*.

*Domain spell; Deity: Erythnul; Domains: Evil (May cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: chain shirt, large wooden shield, heavy mace, holy symbol of Erythnul.

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.