

ONW2-03



TROUBLE AT MILL

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

Version 1

by Robert Wills

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A simple escort job takes an unexpected turn. What unknown evil lurking in the Headlands of Onnwal could be responsible? Can you recover that which is missing? Do you want to put your lives in danger for a single man's personal wealth? An adventure for characters level 3-6.

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

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

PREPARATION

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

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

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

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

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

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

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

Text that appears in ***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 nonplayer 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 Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Onnwal. All characters playing in region 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. Characters playing out of region pay double these amounts.

CAMPAIGN CONSEQUENCES

- Did the sorcerer Vejar escape?
- Did they return the silver?
- Did the Characters retrieve the text?
- Did the Characters try and steal silver?

- DID THE SCARLET BROTHERHOOD AGENT/S ESCAPE?

ADVENTURE SUMMARY AND BACKGROUND

This module begins in the Town of Sornhill, though much of the module takes place in the surrounding land and in the Headlands.

The characters begin having heard about a convoy in great need of protection, a caravan traveling out of the High Headlands to its final destination of Sornhill. The players need to link up with the caravan at the foot of the Headlands where there will be a guard change. In fact the characters have been selected for their specific talents, but they do not know this and never will.

The caravan never gets to the meeting place however, as it has been ambushed and its cargo taken. The characters have the opportunity to investigate, track down the bad guys, (or not as the case may be) and take back the cargo. Fairly simple, however Scarlet Brotherhood agents are tracking the same group for their own reasons.

The attackers are a Sorcerer named Vejar and his thief partner, a Hochebi named Dade, who have recruited a group of monsters (ogres and hochebi (hobgoblins) left behind when the Scarlet order withdrew), and are using them to steal as much wealth as they can, using the war as cover. They have made the mistake of attacking the Scarlet Brotherhood as well as Free Onnwal though, resulting in a Scarlet Brotherhood team being sent out to look for them; it may have been a costly mistake.

Vejar's other problem is that four ogres that have been assisting him have decided they have as much treasure as they can carry for now and have left taking a large quantity of the silver with them. He lost four hochebi in the last battle, and another ogre lies dieing in his hideout. This only leaves him with one ogre, three hochebi including the thief and his cat. So when the Characters arrive he is not happy to see them.

Note: There are some options during the module, the player's control what happens by their action, one encounter may be more or less difficult depending on their previous actions, and the order of events during Encounter 3 may change depending on whether the Characters have and use tracking skills.

INTRODUCTION

Since the Characters begin this adventure as if they are already a group, this would be a good time for them to introduce themselves to each other. When they are ready begin...

You have recently heard about a caravan traveling out of the Headlands that may need protection, a convoy with unknown

origin and, as yet, an unknown destination. Having been advised that the man to see is a chap called Dirkwall who is normally at Land House, a hostel of sorts in the harbor town district of Sornhill, you have decided to look into this caravan. Heading off to find this Dirkwall fellow, your companions and yourself find the streets are busy, as is usual for a sunny day in this part of the town. The hostel isn't hard to find, as it is a large two story stone building standing back to back with another similar property. There is a large wooden door at the top of a short set of steps and a large window each side of the door. There is a symbol engraved in the center stone above the door.

A successful Religion check (DC 12) reveals the symbol as that of Zilchus, the Lord of Coin.

ENCOUNTER 1: THE JOB AT HAND... BABYSITTING

The hostel is a place for merchants; esteemed ones only of course, to stay in the town whilst on their travels, at this moment in time seven out of its ten rooms are empty.

As you walk up the stone steps to the door you notice a man watching you from the left downstairs window, he moves to the door as you approach. You hear a faint voice inside then the door opens slowly. A plain man, in common clothes with brown hair and a short beard opens the door and greets you "How can I help you?"

This man the senior janitor and doorman, his name is Kulval. He is pleasant chap, and helps the Characters if he can. Once they have identified themselves and mentioned Dirkwall, he gets them off the street as soon as possible. Kulval has a counterpart Rantis, who is currently covering the door with his crossbow, just in case there is trouble.

Read to players upon entry into Land House:

As you enter you see a second man lowering a crossbow, he appears to have been covering the doorway. The doorman speaks again "Forgive the precautions, they are necessary. I am Kulval, please make your selves comfortable in the lounge and I will send for Dirkwall". He indicates an open doorway to your left, light spill's in from the window, illuminating a plush living room. "Rantis, fetch Dirkwall, tell him there are people here to see him." instructs the mild mannered janitor addressing the man holding the crossbow.

Roleplay any information extracted from Kulval, if the Characters don't ask questions on specific subjects he tells them nothing about that subject. The information is largely unimportant to the current adventure but the Characters may find some of it useful.

☞ **Kulval:** Male human Com1.

WHAT KULVAL KNOWS?

- A large shipment of Silver is expected to be transported to Sornhill in the next few weeks. (He does not know where from).
- Dirkwall is hoping to hire some stout chaps for a task of importance, they are to be admitted to Land House and shown every courtesy.
- He suspects the people are here to guard the caravan, though will not ask their business.
- He also knows that the caravans do not normally come out of the headlands to Sornhill, but this one has been diverted for reasons as yet unknown to him.

◆ **Rantis, Kulval's assistant:** Male human Com1.

Allow a few moments for the players to interview Kulval, if they haven't already. If no one speaks up quickly, continue...

Kulval stays with you, keeping an eye out the window to the front door, after about fifteen minutes he straightens up, moves to the front door. A moment later a human enters. He is unremarkable, dressed in above average clothing and wearing a short sword at his hip. He stands at around 6ft tall and has short kept brown hair.

"I am Dirkwall, I assume, by the looks of you, that you are here to offer services for the escort of my caravan? It's a dull task, but one that is important to me, I have no men at arms stationed in Sornhill as I am from Killdeer you know. Your task will simply be to meet up with my caravan traveling out of the Headlands, replace the existing guard and provide escort to this building. Any questions?"

◆ **Dirkwall:** Male human Nob1.

Dirkwall is a pleasant chap, but like any politician, he can be very evasive when questioned. He is such a believer in Free Onnwal that he would die for the cause, and unless the Characters are very, very pushy he does not tell them the real purpose of the Silver for fear of endangering it.

Again the information below has to be extracted, if the Characters don't ask they don't get!

WHAT DIRKWALL KNOWS?

- **What is the caravan's cargo?**
"The caravan is carrying Silver ore, a seasons worth of mining from my mine in the Headlands."
- **Why is the caravan going to Sornhill?**
"The caravan would normally head for Killdeer, but has been diverted to Sornhill."
- **Why the diversion?**
"The caravan has been diverted to Sornhill due to the level of Hochebi activity in the Headlands."
- **Any reference or question relating to the nature of the attacks in the Headlands.**

"There have been the normal Hochebi attacks and savage attacks by creatures defiantly NOT Hochebi."

- **How do you know some attacks are not Hochebi?**

"Trackers have been unable to identify the footprints though whatever creatures made them they have larger feet than Hochebi."

- **What is the purpose of the Silver or its uses?**
"None of your concern, but as you asked it is my personal wealth, my entire years income. Without it I am done for, I have creditors you know."

If the characters push this point he will pick a single character (paladin or cleric preferably) and tell that person directly and in front of the others what the silver is for...Arms for Onnwal.

- **How long will the journey take?**
"The journey will take around 6 days, two days to get to the meeting place and 4 days to escort the caravan back"

- **How much are we to be paid?**
*"I will give you the sum of *100gp* for your kind assistance, I think this is a fair amount for the easy part of the journey?"*

Dirkwall haggles the Characters down if the party is less than five players, otherwise he will pay up to 150 gp for their services if the Characters try to haggle.

Note: Dirkwall does not own the Silver. This is a lie to protect the shipment. The Silver is the property of Free Onnwal, and he is responsible for its delivery to the local authorities. Due to his politician-like manner the Characters may have difficulty to tell if he is being truthful. Sense Motive check (DC 26) if anyone wants to try.

When questioning is complete continue below:

"As the Hochebi stay higher up in the hills, you will replace the existing guards so that they may proceed with other duties. The meeting is to take place in two days; you had best leave in the morning. If you don't have horses I can loan you some, but if you don't bring them back, it comes out of your pay."

Dirkwall will supply them with up to two light riding horses and one pony as required, on loan. He will hold to his conditions no matter what the outcome. If the Characters do not look after their horses, they could end up owing him money. Without the mounts it would mean the CHARACTER would have to leave this evening to reach the meeting place on time.

ON THE CHARACTERS DEPARTURE

If they have horses read:

"You may stay here this evening, we have rooms empty, and someone had better take this"

If the Characters don't have horses read:

"You will have to leave this evening to make the meeting place on time, and someone had better take this"

The man has removed a signet ring from his finger and holds it out in the palm of his hand along with a scroll, which he removed from a belt pouch.

The ring has the symbol from above the front door on it interwoven with another symbol. The scroll is a map showing the location of the meeting place in relation to Sornhill and a description of the meeting place, which reads, "Red moss rock, next to the falling waters of the Saltirn." (Give the players the handout map)

The 'other' symbol intertwined with that of Zilchus, is the symbol of the house of Zelthred. If a character asks Dirkwall he will tell them what it is. If the character want to check for themselves (or just don't think to ask, they must make a successful Knowledge (heraldry) check (DC 10) to know. The symbol is roughly a royal blue sail with yellow sunburst in the center of it. The 2nd symbol requires a Religion check (DC 12) to reveal it to be the symbol of Zilchus, Lord of Coin and god of business. The players may already know what this symbol is from the front door.

Whether the Characters are leaving immediately or in the morning, give them a brief opportunity to make any last minute purchases before leaving.

INFORMATION GATHERING

Characters leaving in the morning have the opportunity to use Gather Information in the evening, should they choose to do so. Gather Information used in town could reveal some or all of the following.

Any attempt to gain info on Dirkwall.

You investigations reveal that Dirkwall is a member of the noble house of Zelthred, based in Killdeer. They were, before the war, strong members of the merchant's community and there are unsubstantiated rumours that they have given assistance to the government of Free Onnwal.

If the players ask at the temple of Zilchus any of the priests will tell the Characters that Dirkwall is a follower of good standing and an Onnwal patriot.

Gather information on the Headlands

(DC Under 12) – "Bands of goblins 100 strong roam the headlands, they ware big boots to hide their size and number."

(DC 12) – "The Hochebi are gathering their strength for an attack, and they have some demons helping them"

(DC 16) – "Trackers have been unable to identify the footprints or recent attacks, though whatever creatures made them they, have larger feet than Hochebi."

When ready and the Characters have rested the night the journey continues... Go to Encounter 2 below.

ENCOUNTER 2: THE AMBUSH

The journey is unremarkable as you travel through farmland at first, then open countryside, with the Headlands getting a little bigger each hour as you get closer. Your journey takes you along the main road as it travels south, following the river most of the way. The two days pass very slowly, it is mid afternoon on the day of the meeting and you find yourselves approaching a small overhanging cliff with the waters of the Saltirn flowing gently over the edge. There is a green moss-covered rock at the base of the cliff in a position hidden from the weather. There is a horse trail leading over the lowest part of the cliff, not too difficult to traverse, you surmise that is where the caravan will come from.

A successful Knowledge (local) check (DC 10) about Red Moss Rock reveals that Red Moss Rock is so named because an unknown maiden once leapt from the cliff and died on the rock, temporally turning the moss red.

The characters can wait as long as they want, but the caravan never arrives. It has been ambushed some two miles away. If the characters wait till total darkness they will see a faint light, un-moving in the distance uphill. It is the light from a campfire now unattended.

If the characters travel back to town, Dirkwall sends them back out to find out what happened to his men and the Silver, though more worried about his men. If the characters refuse or are hard to convince he reveals who really owns the Silver.

Note: The rest of the adventure may take place in the dark or light depending on the characters actions, take this into account when travelling and tracking.

THE AMBUSH

The Characters can follow the horse trail easily, in daylight or darkness.

After a brief journey of around an hour, following the track and the river, you come across a ruin, of what might once have been a mill, its wheel lies on the ground, rotten through, though water still travels through the watercourse that fed it. The walls of the mill stands about eight to ten feet high depending on where you look and the roof is completely collapsed. It looks to be about twenty feet by forty feet with grass and small bushes growing inside. A camp fire is still burning on the floor inside the mill walls, though your eyes fall instantly on the bodies of a number men at arms and ponies, scattered over the area.

A savage fight has taken place here and the bodies of the ponies and men are mixed up together indicating great confusion. You also notice that four of the bodies are Hochebi. There are small trees and brush all around and the steep sides of the craggy hills, common to the Headlands, make the river valley only fifty feet wide at the bottom where the ambush took place.

What Has Gone Before

Vejar the sorcerer who had gained information whilst lurking in Sornhill, regarding the caravan, waited in ambush and took it by surprise and sheer brute force, casting mage armor on his strongest ogre and then

surprising the caravan with a color spray spell. The caravan was ahead of schedule and he attacked in the early morning, some hours ago. After the attack, one of the mules was roasted for human consumption, and the 'others' ate several RAW, and took one, or most of it, for a snack later.

Searching the area

The characters are expected to search the area. The following information can automatically be found out.

There were seven men and nine mules, one of which has been cooked and partly eaten, the others appeared to have been chewed on. The caravan cargo is all missing and there are few weapons to be found. The attackers have moved off to the East, the footprints are odd. The men of the caravan appear to have been made up of five guards wearing armor and two teamsters in common clothing. One of the armored bodies has a letter in a shirt pocket and on all the bodies you also find an assortment of silver coin.

Weapons to be found here include two half spears, a quarterstaff, two short swords, one of which is broken, and a warhammer. All the chain mail the men were wearing has been ripped apart, with bits now missing. None are fit for re-use or repair.

Give out Player Handout #2: The letter

Tracking would be useful

The tracks for now could be followed by a child, so any character can follow them, however if a check is made to determine what happened follow instructions below, if not, the characters have to get along without this information. If more than one checks, give results based on their individual checks.

(DC Under 12) - *You are unsure how the tracks were made. They are not natural and what ever made them had big feet.*

(DC 12) - *Some of the attackers were very large and there were around twelve of them. They were all heavier when they left heading east.*

(DC 16) - *The attackers were very large, there were five of them, accompanied by three or maybe four humans, they were all heavier when they left, heading East.*

(DC 20) - *Half of the attackers were very large; there were four of them, accompanied between four and seven of human size and something else. There was a well-prepared ambush, though the attackers were here for at least two days before the ambush, setting up and waiting. They were all heavier when they left, heading east.*

(DC 25) - *As (DC 20) but the something else is a large cat.*

ENCOUNTER 3: THERE'S SILVER IN THEM THERE HILLS

This chapter is very flexible, and depends greatly on the actions of the Characters, and their success at following the tracks.

TRACKING

The quarry where the Sorcerer has one of his hideouts is about three hours travel away, taking into account that the Characters are tracking, and you can't do that from horseback. This requires two tracking checks as below.

You follow the tracks eastwards for an hour or so, and then the tracks cross a bog, with a stream in the middle.

The bog has absorbed the tracks, the mud has washed off in the stream and therefore it is a little tricky to see where they exited. A successful Wilderness Lore/Track check (DC 7) is required for the Characters to continue tracking. (Soft ground +10, -1 creature size, -2 for number of people being tracked = 7; add an additional +3 to the DC if they are tracking in darkness)

If they fail, go to Encounter 3a. If they succeed continue.

You retrace the tracks of the attackers for two long hours.

If it isn't already evening, they dusk is drawing in fast, and it is getting dark. Leave it up to the Characters whether or not they want to continue tracking now or in the morning. However, if they have already had a full day of travel, you will want to impose the forced march rule from the Player's Handbook page 143.

As you continue your task, the tracks enter a copse of trees on the side of a hill; there is scree all around, though it is a dark red stone.

A successful Wilderness Lore/Track check (DC 17) required for the Characters to continue tracking. (hard ground +20, -1 creature size, -2 for number of people being tracked = 17; add an additional +3 to the DC if in darkness or a +1 to DC if the players rest till the morning.

If they fail, go to Encounter 3a. If they succeed continue.

You have a great deal of trouble following the tracks; it takes all your skills, but you prevail. Your quarry continues south, and you follow with some pride. You notice that the tracks are mixed up between large footprints and some human ones, with the human ones perhaps following? After a short distance the second set of tracks branch off to the east, and the larger prints continue south, which way?

South = Go to Chapter 3a below

East = Go to chapter 3b

NOTE: Should the players choose to split up, be sure that you continue the story with *both* groups so that both are at a point just before combat at the same time. You can, at this point, either run both combats simultaneously, or one and then the other. However the split group will not be able to help out their friends while they are apart.

ENCOUNTER 3A: VEJAR'S QUARRY

Following the large tracks ten minutes later a steep incline greets you, as you climb toward the top, the ground becomes stony under foot, and you hear echoed munching noised far off in the distance, mixed with some grunting and growling.

There is a huge stone quarry hollowing out this hill, there are one or two Hochebi sitting directly below the characters position some 30ft down inside the quarry which the characters are climbing up the outside of. He/they are currently eating bits of a pony (snatched from the ambush) and weather alone or not the guard is grumbling about having to be on guard all the time voicing his opinion quite loudly. Anyone able to speak Hochebi can understand what is being said.

As you peer over the top of the hill you see a huge disused stone quarry stretching out in front of you, almost completely hollowing out the hill, the stone is a dark color almost red? The quarry is some 180 feet across and about sixty feet deep. There is a pool of water at the bottom some distance away though your attention is drawn to the Hochebi half way down the steep stony incline. The side of the quarry is made up of lots of loose stone and looks as though it would be noisy and difficult to traverse.

The Hochebi is guarding a hollowed out cave behind him, the Characters cannot see this unless they circle around for a better look.

COMBAT 1 - TO ARMS, FIRST BLOOD

This is a tricky combat; due to the ground conditions (steep, loose stone) the characters can't just run down the hill. The characters will have to travel at half their movement and make a successful Climb check (DC 5) to avoid slipping and falling down the slope. Any attempt to run or charge results in the offending character falling.

As soon as the hochebi notice the characters, one ducks inside to warn the master, while the other remains to hold them off. If only one hochebi is present, then he moves into the cave to warn the master, leaving the opening undefended.

The Characters have a choice:

- They can wait till one or two of these creatures go to see the master, in which case they will only have to face one of them. Something that happens after the Characters have been watching, unnoticed for an entire minute.

- They can attack now, making lots of noise and taking on a harder fight.
- They may circle the quarry to get a better look. If they circle there is a 20% chance (role for each character individually who does this) that a 10-foot deep sinkhole will open up under an individual character. (1d6+2 damage from the fall and the rocks falling in on top of him/her)
- They can wait longer, this will simply result in a single Hochebi relieving the existing guard every 6-8 hours.
- They can attempt to sneak up. A character wishing to creep up can make a Move Silent check (-5) for a half move (which is considered a maximum move because of footing restrictions) the player will have to make this oppose role twice to make the 30ft or;
- To move the 30ft in one round, the character can make a Move Silent check (-10) for a full move + a Balance check (DC 17) to prevent falling over.

Note: Hochebi Listen skill is (+7).

Any character that wishes to traverse to the Hochebi location must move at half movement or make a Balance Check (DC 15) to move at their full movement per round of movement.

Tactics: The guard/s are observing the quarry bottom and are alert to anyone approaching from 'within' the quarry. They are however alert and appear so. At the first sign of danger the Hochebi will call out, and leg it inside the cave to warn the others.

THE HOLE THAT IS A HOME

Once the Characters have dispatched the guard they have access to the tunnel leading inwards and down into their lair.

The cave entrance to this stone hovel smells like a dog has rolled in dung and not washed in a month. The entrance is about fifteen feet wide and about nine feet high, there is a rough stone staircase leading straight down, into darkness.

When they indicate they wish to continue read:

As you get half way down the stairs you can make out a faint light perhaps from a torch revealing an open area another fifteen feet ahead of you.

LISTENING

Occupants not aware of party

A successful Listen check (DC 5) reveals low conversation and eating sounds some thirty to fifty-foot distant. They are talking about killing the mules and how much fun it was, in hochebi.

Occupants aware of party

Listen check (DC 18) they hear someone whisper 'stay still' in hochebi and nothing more.

This is a simple cave, two areas very open, not plush, no fancy traps, just a group of nasty creatures awoken by the sound of combat or caught flat-footed if the characters managed to take care of the guard and descend with stealth. Take into account that anyone wearing metal armor down a stone staircase with stonewalls will not be able to move with any stealth. Make this clear to the characters as they descend by describing their armor scratching on the walls and so forth. A non-metal armored character can make an opposed Move Silently/Listen roll against the Mountain Lion in the back of the cave. If the lion hears the character, he roars and growls, alerting all to danger.

Note: The lion's Listen skill is +6.

See map Appendix 1 before continuing.

COMBAT 2 - TO ARMS AGAIN, MORE BLOOD

The difficulty of this encounter is dependent in part on the Characters actions. There may be one or two more Hochebi if the Characters have let some of the guards come inside earlier.

Tactics: Pick the appropriate section for the state of readiness of the Bulbold's.

Ready for the Characters

The sorcerer Vejar, holds the lion back in his area out of site, ready to defend him if needed, his friend the thief is also in this area but acts independently trying to use his sneak attack. Vejar will cast mage armour on the Lion for good measure.

The rest wait to the right of the stairs, ready to charge the Characters as they enter. Then, they try to fall back to allow Vejar and the thief to assist from the back room. As this happens they all attack without mercy. If it looks like Vejar's forces are going to win or there is an un-defended mage in view Vejar releases the Lion, revealing himself and pointing at the mage shouting 'KILL!'

As the characters Enter read:

As you descend the stairs your eyes adjust to the light. Ahead of you, can clearly be seen a large Ogre! It leans against the wall as it sleeps.

Not ready for Characters

The creatures will be to the right of the door, two stood (determine at random) the rest sitting and resting. The sorcerer and the cat will be resting in the back room, but come to aid the others at the first sign of combat. The others can be caught flat-footed on the first round of combat.

As the Characters Enter read;

As you descend the stairs your eyes adjust to the light. Ahead of you, can clearly be seen a large Ogre! It leans against the wall as it sleeps. You also see a second Ogre and some Hochebi who are

not asleep, but some sat down, as you look around the room you make eye contact with one of the Hochebi who spits a bit of meat from his mouth when seeing you...

Note: Once the characters have entered the cave the Scarlet Brotherhood agents will be on top of the ridge that the characters just left, if not encountered previously. They attack as soon as anyone leaves the cave, intending to kill the victors and take the spoils. This includes Vejar if he makes a run for it or wins.

See encounter 3b.

ROOM 1

This place is truly a hovel; there are two rooms if you can call them that. The first is about sixty feet, across and about ninety feet wide, stretching seventy or so feet off to your right. This area has piles of animal skins on the stone floor rotting, obviously beds for the fowl creatures, there is a large pile of animal furs piled up at the far end of the room. Directly across from the entrance is the other room, through an opening about 10 feet wide.

The pile of animal furs hides the main haul, the silver ore 1000 sp worth of silver in its natural state (Current weight 250lbs) It easily fills four backpacks to the brim. The Characters can't smelt the ore here, so they have to carry it, or use their horses to carry it.

ROOM 2

This room is a little cleaner than the first room, though the odor is still as strong; there are two beds in here. The bed to the left has a desk of sorts with a tree stump as a stool and the one to the right has a small chest at its foot.

THE TABLE

The table has two drawers on the left hand side and a small shallow drawer along the rest of its width.

First drawer left: Ink, quill, and a drawstring bag containing 50 sp

Second drawer left: Blank paper. (8 sheets)

This drawer possesses a cunning secret bottom, Search check (DC 16) to find. The false bottom contains a small chipped ruby (5 gp).

Long drawer: Text document in the Sylvan language that describes the hollow tree stump stool and a body of water in Death Fall Quarry where he has indicated he has hidden treasure.

In fact Vejar made the note several days ago and had intended to hide the silver ore in the pool at the bottom of the lake, but as the ogres took most of the silver ore, the remainder has not yet been hidden and is still in the living area. The characters can fish all they like in the water, there is nothing but dark red rock which is a bright red when wet.

Tree stump stool

There are two arcane scrolls in the tree stumps hollowed out bottom, but the Characters will not find that unless

they specifically state they are going to up end it, no Search check will notice anything wrong with the 'stool'. The scroll will only be there if the sorcerer Vejar did not use it in the fight, and he uses it if he can.

THE CHEST

There is a small wooden chest about a foot square, there is no lock, but a catch holds the lid shut.

The catch holds the lid firmly shut there is no trap here but the catch is held in place by a straight metal spring, so would resist as such when lifted.

The chest contains a small ornate jewelry box, and a pouch with assorted silver and gold coins. (total value of 10gp)

Note: If the Characters have attacked the Scarlet Brotherhood in their camp continue to Encounter 4. If not, then continue to Encounter 3b below.

ENCOUNTER 3B: SCARLET BROTHERHOOD ATTACK

This encounter continues on after the Characters have attacked the Sorcerer Vejar in his den.

COMBAT 3 - 'EEK! WHERE THE HECK DID THEY COME FROM?'

Let the characters root around in the cave for as long as they wish. If they have posted a guard outside who can be seen from the top of the hill (from the same location as the characters viewpoint earlier), then this attack will happen as soon as the guard is in place. Otherwise the Scarlet Brotherhood will attack when two characters are in view and appear to be leaving the hideout.

Tactics: The priest (leader) knows that he is out numbered but hopes he can kill the Characters before they get to the top of the hill, he targets spell casters first if possible, or uses cause fear on a dangerous looking opponent (one in heavy armour).

The Brotherhood agents use the top of the hill to give half cover whilst using ranged weapons, and back away if anyone gets to them, so that they cant be the target of ranged fire from the other side of the hill.

Use the cleric's spells as you see fit. It is suggested that if the characters decide to stay and sleep in the cave, the cleric should cast silence after the sun has set, and move in to attack, attempting to kill a single guard and fall back, and continue as such through the night. The priest does not allow the characters to sleep unless he is out of spells, in which case he withdraws and searches for horses, which the ranger easily finds, and take them as a second prize. This removes potential XP, treasure, and the characters horses. "Cowardice, or hiding in a hole, is not rewarded by friend or enemy!"

Note: This will be a tricky combat; due to the ground conditions (steep, loose stone) the Characters can't just run up the hill. The Characters will have to travel at half their movement making successful a successful Climb

check (DC 5) for each move, in order to get to the top without slipping and falling. Any attempt to run or charge will result in them falling automatically. A CHARACTER with the Balance skill can make the distance at normal speed with a Balance check (DC 15). (Remember it is 30 feet to the top)

Continue to **Chapter 4.**

ENCOUNTER 3C: SCARLET BROTHERHOOD CAMP

This encounter ONLY happens if the Characters are unable to follow the tracks, and have not yet attacked the Quarry.

As you follow the tracks over through the steep craggy hills you begin to wonder if you made the right decision. As this thought wanders through you mind you come over the top of a small craggy hill, ahead of you, by about twenty feet, see a backpack on the ground unattended, as you look sharply around, you see no-one about?

As soon as one of the Characters does ANYTHING at all read:

As you (whatever they did) a small group of figures appear 30 feet on the opposite side of the backpack, there is a moment out of time, nothing moves. You are looking directly at each other, one of the men is dressed in dark robes and leaning on a thumb stick. He nods and the man next to him who swiftly draws his bow...

COMBAT 3 - 'EEK! WHERE THE HECK DID THEY COME FROM?'

The ground is fairly open on top of the hill, there is nowhere to hide, except behind the rock.

Tactics: Well there aren't any, there's no cover, no plan of action, no nothing! The cleric will use his silent spell on a robed character or any other obvious spell caster. Then all hell will break loose!

On completion of the combat when the bodies are searched the Characters find a piece of paper, a map! It's written in Suel and as such someone needs to be able to read it to know what it says. Small X = Camp, and can be identified as the Characters current location. Large X = Thief Hide Out, and can be identified as being some distance off and towards where the tracks split up.

You find a map on the fighter in leather armor, it has two things of note on it, an X with a word" written next to it and a second larger "X" with another word on.

What Has Gone Before (DM INFO ONLY)

The Scarlet agents have tracked the Sorcerer and have located his lair, they are just returning to there camp to prepare to assault the Sorcerer as he leaves his lair. They are not expecting the Characters and as a result, are not ready for them!

To continue go to Encounter 4.

Encounter 4: The Long Slog Home

If the Characters have no horses, they may have a long journey home. Let them argue about what to do, when they set off continue below. If they have no horses skip the first paragraph.

After your long journey, you approach Sornhill exhausted. In the distance, and approaching at speed form the Land Gate, rides a tall man, sitting high in the saddle, you do not know him, and he rides directly at you.

Allow for reactions, (but continue with the next paragraph before they shoot him!)

As he gets within hearing distance he calls out. "I am Maricos Radine, a captain of the guard, and trusted of Sornhill, I approach in friendship". As the man gets closer you can see he is indeed dressed as member of the guard, you catch a glimpse of a ring on his right hand.

Marricos Radine: Male human Ftr4.

The ring is of the same design as the one Dirkwall gave them. Role-play this out fully if you have time.

Markus is a friendly chap, tall and lanky, though looks as if he could easily be stronger than he appears. He is wearing chainmail, with a solid breastplate. He knows what cargo the Characters should have, as he is a friend of Dirkwall, and identifies himself as such using the ring. He has been on the look out for the group to aid them on their return. When he has positively identified them, he signals the gate with a sweep of his arm over his head, fresh horses and men are brought out of the town to escort the party inside.

Dirkwall greets the Characters at Land House, and gives them the payment he offered. He also extends his hospitality to all. Regardless of whether the Characters retrieved the coded map he pays them, though he keeps to his word regarding the horses, if the Characters managed to lose them during the course of the adventure.

If any of the Characters are missing he seems more concerned as to their well being than with the coded map. After he has the full story he takes a quick glance at the map and hands it to Markus and saying, "I can't read this go find someone who can. Tell Hazaraz what happened yourself, and ask him if I may see him this evening."

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 3

Defeat the bandits

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP

Encounter 3b or 3c

Defeat the Brotherhood agents

APL 2	60 XP
APL 4	150 XP
APL 6	210 XP

Total Possible Experience

APL 2	240 XP
APL 4	390 XP
APL 6	510 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is

number of gold pieces a character's 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 3a

All APLs—L—3 gp; C—1 gp; M—arcane scroll of *ray of enfeeblement* (4 gp); arcane scroll of *burning hands* (2nd-level caster) (8 gp).

Encounter 3b or 3c

All APLs: M—potion of cure light wounds (8 gp), divine scroll of *magic stone* (4 gp), divine scroll of hold person (40 gp)

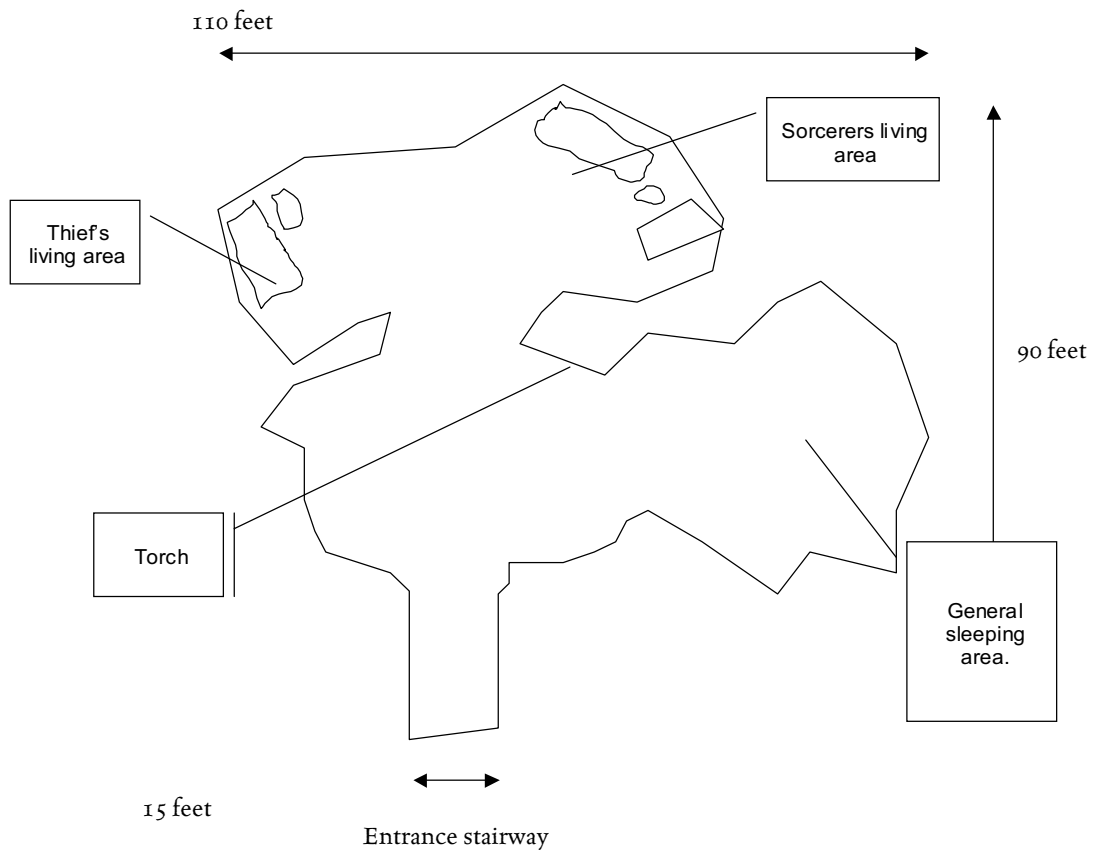
Encounter 4

All APLs: M—up to 30 gp.

Total Possible Treasure

All APLs: 77 gp.

APPENDIX 1: MAP OF BULBOLD'S LAIR



APPENDIX 2: SORNHILL AT A GLANCE

Sornhill (Small Town): Conventional; AL LN/LG; 800 gp limit; Assets 85,360 gp; Population 2134; Mixed (2016 humans, 57 dwur, 32 noniz, 11 half-elves, 9 elves, 5 hobniz, 4 half-euroz).

Authority Figures: **Hazaraz Skullsplitter**, human male (Commander of Rebel forces in the area); **Saielma Relaster**, female human (ruler of the Storm Coast); Cathera of Ogberg, female human (priestess of Pholtus).

Important Figures: **Ceriam Grathenn**, male human (priest of Zilchus); **Dreyan Manasar**, male human (priest of Osprem); **Ement Naersaul**, male human (Captain of *The Peryton*); **Erian Tournavil**, male human (spellcaster for hire); **Gershimon Iilinski**, male human (blind shipwright); **Heramell Senned**, male human (priest of Trithereon); **Iseln Guiral**, male human (Stormseeker and priest of Procan); **Jelal Mullenden**, female human (priestess of Mayaheine); **Jarwar Highflame**, female human (priest of Joramy); **Jornal Surearm**, male human (gem and jewellery merchant); **Kiral Kackrov**, male human (Evoker); **Maren Vidkho**, male human (disgraced priest of Xerbo); **Niara Telk**, female human (Diviner); **Onrulf the "Smith Prince"**, male dwur (skilled weaponsmith); **Patriis Monir**, human male (shipwright); **Randolf of Sornhill**, male human (merchant); **Tahllean Baeltas**, female half-elf (multi-talented individual and member of the Breakers); **Uthather Kais**, male half-elf (powerful Evoker and member of the Breakers); **Velder Hanreth**, male human (priest of Procan).

Named after a local landmark, the origins of which are all but lost in the mists of antiquity, Sornhill is currently the capital of the Storm Coast and the seat of the Relaster ducal family. Occupied by the Brotherhood since 584 CY Sornhill has only recently been liberated.

As soon as the town was recaptured by the rebels family Relaster moved to reassert their dominance of the area. Saielma Relaster, eldest-surviving Relaster, returned to Stormhaven and began the task of rebuilding her shattered holdings. She is ably assisted in this task by Hazaraz "The Skullsplitter" the Captain of her fathers personal guard. Hazaraz is a cunning warrior and tactician and many gossip that it is he who really rules Sornhill. Wags and rakes also whisper that as well as being the de facto Lord of Sornhill he is also the lord of Lady Saielma's bedchambers. The substance of these rumours is unknown.

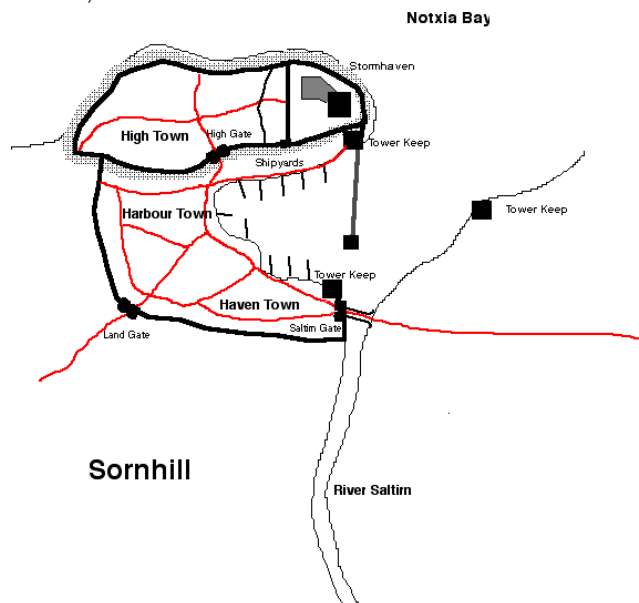
Rebel forces within the town include 3 score marines and almost 400 men at arms. A militia numbering roughly 250, many of which are on duty at any given time, backs up the regular forces. In addition most inhabitants own at least one weapon. Without

exception they all hate the Brotherhood. Equipment and manpower shortages are common here although morale is high and the troops are well led.

Hazaraz can also call upon 3 warships – *The Fearless* (a galley) and *The Tempest* and *The Gallant*, both of which are caravels. *Fearless* is normally stationed within Notxia Bay, lending support to the defenders of Osprem's Light. *Tempest* and *Gallant* patrol up and down the coast, discouraging Brotherhood vessels from coming too close to the town.

Fishing is an important industry to the folk of Sornhill. Many hardy souls still fish the Notxia, although they now avoid that portion of the bay which laps at the feet of the Volanots. Fields, orchards and plantations surrounded the town but many of these were either destroyed in the fighting or deliberately burnt by retreating Brotherhood forces.

Sornhill itself is split into 3 distinct districts - High Town, Harbour Town and Haven Town.



High Town

In days past if you could afford it you lived in High Town. Built on a long, low hill that rises out of the Notxia it is not as cramped as Harbour Town and its inhabitants enjoyed a better standard of living. The Pholtite Chapel of the Blinding Light stands in High Town. In days past it doubled as the lawcourts and it is known that Cathera yearns for the day when it will serve as such again. Onrulf also has his shop here, catering to those with sufficient coin.

Harbour Town

In many ways Harbour Town is the centre of Sornhill as most of the trade carried out in the town passes through this ward at one point or another. The Briny

Halls stand here – a large indoor market devoted to the buying and selling of fish and other consumables - as do many of the temples popular with the populace.

The devout can find the Vault of the Sea here (previously devoted to Xerbo, but now dedicated to Mayaheine), as well as the Stormspire (Procan), the Halls of the Shining Coin (Zilchus), The Hall of the Pursuer (Trithereon) and the Chapel of Fortune (Norebo). Harbour Town was also home to a small splinter sect of Procan. Known as the Stormseekers they are led by Iseln Guiral and believe that their god manifests himself in the midst of storms and tempests. As a result of their desire to worship as close to their deity as possible membership of this group is small.

Prior to the invasion Sornhill was a centre of shipbuilding on the Dragonshead but Brotherhood forces destroyed the 3 shipyards here before fleeing the town. Two of the yards, Patriis Monir's and Gershimon Iilinski's are now operational although Harnshir Jarome's is beyond repair – being little more than mounds of tumbled stone and charred wood.

Haven Town

The most cramped and squalid portion of Sornhill, Haven Town was home to many who could afford to dwell nowhere else. Here the streets are narrow and windy with many buildings packed close together. Open spaces here are rare, although there is a series of wells for the use of the inhabitants.

LOCATIONS OUTSIDE SORNHILL

Osprem's Light

Originally built by the suel, Osprem's Light has guided sailors safely into port for centuries. Located across the bay from the town it commands the approaches to Sornhill proper. Currently Osprem's Light is the focus of much of the skirmishing being carried out in the area. Military strategy dictates that he who controls the temple controls access to Sornhill. Recent hochebi assaults have come close to capturing the installation and so the rebels are currently attempting to strengthen their position here.

The Hanging Gardens

Just outside the walls of Sornhill can be found a small copse of trees known as the Hanging Gardens. It is here that criminals and brigands were sentenced to death for their crimes. Many lawbreakers have been buried here, giving rise to several gruesome legends about this stand of trees.

Local Lore

The first known settlement of any size on the site of present-day Sornhill was founded by the suel after the Great Migrations. Subjugating the local flan tribes they built a small bastion and town, parts of which including the Red Tower and Osprem's Light are still visible today. Much of the town was destroyed however when the oerids swept through the region in the late 590s OR.

They subsequently resettled the area, repairing the shattered fortifications of the town and constructing further defences. Desiring further protection they threw a wall around the whole town and built additional fortifications around the Red Tower, which became known as Stormhaven. It was the oerids that dictated the layout of the town that still survives to this day. Prior to the Wars the population of Sornhill reached the 3000 mark and some building had taken place beyond the town walls. The invasion of the Brotherhood dealt a sharp check to this growth however and today the population is no more than 2200.

The Fall

The story of the fall of Sornhill is much the story of the fall of Onnwal. Here, as elsewhere, treachery played a full part in the defeat of the proud Onnwals. Rohal Soldas, the then mayor of Sornhill, admitted a small highly skilled strike force into Stormhaven. In the ensuing struggle almost the entire Relaster family was captured or killed. Simultaneous assaults against Osprem's Light, although at first repulsed, rendered the garrison unable to engage the Brotherhood fleet that sailed into Notxia Bay on the morning tide.

As wave after wave of fresh Brotherhood troops clashed in the streets with tired and confused defenders, Rohal committed his last treachery striking the Green and Gold of Onnwal and replacing it with the scarlet flag of the invaders. This last heinous act arguably took the fight out of those still resisting and most resistance quickly collapsed.

One man, Barrend Deshend a young marine officer, refused to surrender however and fought a desperate rearguard action with a small group of his fellows allowing *The Tempest*, packed to the gunwhales with refugees and wounded, to escape to sea.

Occupation

The occupation of Sornhill was a grim affair. The Kesh of the town, one Kekarav Madi, was a fervent Brotherhood hard-liner and the people of Sornhill suffered greatly under his authority. Rohal Soldas, the infamous traitor was richly rewarded by his scarlet masters and was put to work rooting out troublemakers and members of the resistance. Many Onnwals were slain, and still more disappeared on vessels bound for Scant. Brotherhood agents here were also able to successfully infiltrate the local Wreckers cell. As a result most of the members of the cell were tortured and then publicly executed.

Liberation

The folk of Sornhill were prostrate before the Scarlet Sign until late in Patchwall 589 CY when rebel forces launched a spectacular surprise attack against Osprem's Light cutting the town off from the Brotherhood resupply.

Rebel Artillerists sank one Brotherhood vessel and severely damaged 2 more that tried to relieve the beleaguered town during a short winter siege lasting into the early days of 590 CY. In Fireseek Brotherhood forces were forced by the worsening supply situation to attempt a breakout from the town. Under cover of diversionary hocchebi assaults on outlying rebel pickets Kekarav Madi's personal vessel, the Scarlet Death slipped its moorings. Braving sustained (and accurate) catapult fire from Osprem's Light it broke the Rebel cordon and disappeared into the night. An attendant vessel, the Scarlet Rage, was not so lucky and fell foul to rebel attacks.

Kekarav Madi and Rohal Soldas personal fates are unknown, as neither body has ever been found. Many suspected that Kekarav Madi is not dead and has again returned to the area intent on taking back what he views as rightfully his.

The hand of Reydrich Sharn penned this treatise in the year 591 CY. It is taken from a series of travelogues, based upon first and second hand observations of Onnwal, accumulated by the author during his travels throughout the Dragonshead.

APPENDIX 3: COMBAT STATS

APL 2

Combat 1 (EL 1)

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

Combat 2 (EL 5)

➤ **Vejar:** Male human Sor1; CR 1; Medium-size humanoid; HD 1d4+2, hp 6; Init 6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, dagger); AL CN; SV Fort +2, Ref +2, Will +2.

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

Skills and Feats: Bluff +4, Concentration +4, Diplomacy +4, Disguise +4, Gather Information +4, Handle Animal +4, Knowledge (arcane) +3, Knowledge (nature) +3, Sense Motive +1, Spellcraft +3, Wilderness Lore +1; Alertness, Improved Initiative.

Languages: Common, Goblin, Sylvan.

Possessions: 2 daggers, long green robe with matching pointy (but bent) hat, scroll: ray of enfeeblement, scroll: burning hands (cast at 2nd level)

Spells Known (5/4; base DC = 13 + spell level); 0 – daze, detect magic, open/close, read magic; 1st – color spray, mage armor

➤ **Mountain Lion (Lion):** hp 32; see *Monster Manual*.

➤ **Dade:** Male hobgoblin Rog1; CR 1; Medium-size humanoid; HD 1d8+1d6+4; hp 16; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +1 melee (1d6+1/19-20, shortsword) or +3 ranged (1d6/x3, shortbow); SA sneak attack +1d6; SQ Darkvision 60'; AL LE; SV Fort +4, Ref +5, Will +0.

Str 13, Dex 16, Con 14, Int 14, Wis 10, Cha 7.

Skills and Feats: Appraise +6, Balance +5, Disable Device +5, Hide +8, Listen +7, Move Silently +10, Open Lock +5, Pick pocket +5, Read Lips +5, Search +4, Spot +7, Tumble +6, Use Magic Device +2, Wilderness Lore +2; Combat Reflexes.

Languages: Common, Dwarven, Halfling.

Possessions: studded leather armour, short sword, short bow, 20 arrows and 3 daggers.

➤ **Ogre:** hp 26; see *Monster Manual* page.

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

Combat 3 (EL 2)

➤ **Error:** Male human Clr1 (Nerull); CR 1; Medium-size humanoid; HD 1d8+3, hp 14; Init +1 (Dex); Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atks +1 melee

(1d4+1/19-20, dagger) or +1 ranged (1d4+1, sling); SA spells; SQ turn/rebuke undead; AL LE; SV Fort +5, Ref +1, Will +5.

Str 13, Dex 12, Con 16, Int 12, Wis 16, Cha 10

Skills and Feats: Concentration +7, Diplomacy +2, Heal +6, Knowledge (religion) +4, Spellcraft +3, Wilderness Lore +5; Toughness, Track.

Languages: Common, Goblin.

Possessions: Chainmail, daggers (x5), backpack, bedroll, 3 days rations, holy symbol (Wee Jas), map, potion of cure light wounds, scroll: magic stone, scroll: hold person

Spells Prepared (3/2+1; base DC = 13 + spell level); 0 – cure minor wounds, guidance, light; 1st – bane, cause fear*, cure light wounds.

*Domain spells. *Domain:* Death (May use death touch once per day. Death touch is a spell-like ability that is a death effect. Must succeed at a melee touch attack against a living creature. When you touch, roll 1d6 per cleric level, if the total at least equals the creature's current hit points, it dies.); Trickery (Bluff, Disguise, and Hide are class skills.)

➤ **Navar:** Female human Rgr1; CR 1; Medium-size humanoid; HD 1d10+2; hp 12; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +3 melee (1d8+4/19-20, longsword) and +3 melee (1d6+2/19-20, shortsword) or +3 ranged (1d8/19-20, longbow); SA Favored enemy (gnomes); AL LN; SV Fort +4, Ref +2, Will +0.

Str 18, Dex 14, Con 14, Int 15, Wis 10, Cha 10

Skills and Feats: Animal Empathy +3, Handle Animal +3, Heal +3, Intuit Direction +2, Knowledge (nature) +4, Move Silently +5, Search +4, Spot +4, Use Rope +4, Wilderness Lore +4; Cleave, Power Attack.

Languages: Common, Gnome, Goblin.

Possessions: Studded leather armour, short sword, longsword, 2 daggers, longbow, backpack, bedroll, 2 days rations, medallion (with symbol of scarlet brotherhood on it).

APL 4

Combat 1 (EL 1)

➤ **Hochebi (Hobgoblins) (2):** hp 5 each; see *Monster Manual*.

Combat 2 (EL 7)

➤ **Vejar:** Male human Sor3; CR 3; Medium-size humanoid (human) HD 3d4+6, hp 16; Init 6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); AL CN; SV Fort +3, Ref +3, Will +3; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 16

Skills and Feats: Bluff +5, Concentration +6, Diplomacy +4, Disguise +4, Gather Information +4, Handle Animal +4, Knowledge (arcane) +5, Knowledge (nature) +3, Sense Motive +2, Spellcraft +5, Wilderness

Lore +1; Alertness, Combat Casting, Improved Initiative.

Languages: Common, Goblin, Sylvan.

Possessions: 2 daggers, long green robe with matching pointy (but bent) hat, scroll: ray of enfeeblement, scroll: burning hands (cast at 2nd level)

Spells Known (6/6; base DC = 13 + spell level); 0 – daze, detect magic, open/close, prestidigitation read magic; 1st – color spray, mage armor, summon monster I

➤ **Mountain Lion (Lion):** hp 32; see *Monster Manual* page 198.

➤ **Dade:** Male hobgoblin Rog3; CR 3; Medium-size humanoid (goblinoid); HD 1d8+3d6+8; hp 28; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +3 melee (1d6+1/19-20, shortsword) or +5 ranged (1d6/x3, shortbow); SA sneak attack +2d6; SQ Darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL LE; SV Fort +5, Ref +6, Will +1; Str 13, Dex 16, Con 14, Int 14, Wis 10, Cha 7.

Skills and Feats: Appraise +6, Balance +6, Disable Device +7, Hide +10, Listen +9, Move Silently +12, Open Lock +7, Pick pocket +5, Read Lips +5, Search +6, Spot +9, Tumble +8, Use Magic Device +4, Wilderness Lore +2; Combat Reflexes, Dodge.

Languages: Common, Dwarven, Halfling.

Possessions: studded leather armour, short sword, short bow, 20 arrows and 3 daggers.

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

➤ **Hochebi (Hobgoblins) (2):** hp 5 each; see *Monster Manual* page.

Combat 3 (EL 5)

➤ **Erron:** Male human Clr3; CR 3; Medium-size humanoid (human); HD 3d8+9, hp 30; Init +1 (Dex); Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atks +3 melee (1d4+1/19-20, dagger) or +3 ranged (1d4+1, sling); SA spells; SQ turn/rebuke undead; AL LE; SV Fort +6, Ref +2, Will +6; Str 13, Dex 12, Con 16, Int 12, Wis 16, Cha 10

Skills and Feats: Concentration +9, Diplomacy +2, Heal +8, Knowledge (religion) +6, Spellcraft +5, Wilderness Lore +5; Combat Casting, Toughness, Track.

Languages: Common, Goblin.

Possessions: Chainmail, daggers (x5), backpack, bedroll, 3 days rations, holy symbol (Wee Jas), map, potion of cure light wounds, scroll: magic stone, scroll: hold person

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level); 0—cure minor wounds, guidance, light, resistance; 1st—bane, cause fear*, cure light wounds, protection from good; 2nd—bull's strength, hold person, invisibility*.

*Domain spells; Deity: Nerull; Domain: Death (May use death touch once per day. Death touch is a spell-like ability that is a death effect. Must succeed at a

melee touch attack against a living creature. When you touch, roll 1d6 per cleric level, if the total at least equals the creature's current hit points, it dies.); Trickery (Bluff, Disguise, and Hide are class skills.)

Navar: Female human Rgr3; CR 3 Medium-size humanoid (human); HD 3d10+6; hp 28; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +5 melee (1d8+4/19-20, longsword) and +5 melee (1d6+2/19-20, shortsword) or +5 ranged (1d8/19-20, longbow); SA Favored enemy (gnomes); AL LN; SV Fort +5, Ref +3, Will +1; Str 18, Dex 14, Con 14, Int 15, Wis 10, Cha 10

Skills and Feats: Animal Empathy +5, Handle Animal +5, Heal +5, Intuit Direction +4, Knowledge (nature) +6, Move Silently +7, Search +4, Spot +4, Use Rope +4, Wilderness Lore +6; Cleave, Combat Reflexes, Power Attack.

Languages: Common, Gnome, Goblin.

Possessions: Studded leather armour, short sword, longsword, 2 daggers, longbow, backpack, bedroll, 2 days rations, medallion (with symbol of scarlet brotherhood on it).

APL 6

Combat 1 (EL 1)

➤ **Hochebi (Hobgoblins) (2):** hp 5 each; see *Monster Manual*.

Combat 2 (EL 9)

➤ **Vejar:** Male human Sor6; CR 6; Medium-size humanoid (human); HD 6d4+12, hp 31; Init 6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); AL CN; SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 18

Skills and Feats: Bluff +5, Concentration +9, Diplomacy +4, Disguise +4, Gather Information +4, Handle Animal +4, Knowledge (arcane) +8, Knowledge (nature) +4, Sense Motive +3, Spellcraft +8, Wilderness Lore +2; Alertness, Combat Casting, Improved Initiative.

Languages: Common, Goblin, Sylvan.

Possessions: 2 daggers, long green robe with matching pointy (but bent) hat, scroll: ray of enfeeblement, scroll: burning hands (cast at 2nd level)

Spells Known (6/7/6/4; base DC = 14 + spell level); 0 – daze, detect magic, ghost sound, open/close, prestidigitation, ray of frost, read magic; 1st – color spray, expeditious retreat, mage armor, summon monster I; 2nd – invisibility, summon monster II; 3rd – lightning bolt.

➤ **Mountain Lion (Lion):** hp 32; see *Monster Manual*.

➤ **Dade:** Male hobgoblin Rog6; CR 6; Medium-size humanoid (goblinoid); HD 1d8+6d6+14; hp 46; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +6 melee (1d6+2/19-20, shortsword) or +7 ranged (1d6/x3, shortbow); SA sneak attack +3d6; SQ Darkvision 60 ft.,

evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +6, Ref +8, Will +3.

Str 14, Dex 16, Con 14, Int 14, Wis 10, Cha 7.

Skills and Feats: Appraise +6, Balance +6, Disable Device +7, Hide +13, Listen +12, Move Silently +15, Open Lock +10, Pick pocket +8, Read Lips +8, Search +9, Spot +12, Tumble +11, Use Magic Device +7, Wilderness Lore +2; Combat Reflexes, Dodge, Mobility.

Languages: Common, Dwarven, Halfling.

Possessions: studded leather armour, short sword, short bow, 20 arrows and 3 daggers.

🐉 **Ogre (4):** hp 26; see *Monster Manual*.

🐉 **Hochebi (Hobgoblins) (2):** hp 5 each; see *Monster Manual*.

Combat 3 (EL 8)

🐉 **Erron:** Male human Clr6 (Nerull); CR 6; Medium-size humanoid; HD 6d8+18, hp 54; Init +1 (Dex); Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atks +6 melee (1d4+2/19-20, dagger) or +5 ranged (1d4+1, sling); SA spells; SQ turn/rebuke undead; AL LE; SV Fort +8, Ref +3, Will +8; Str 14, Dex 12, Con 16, Int 12, Wis 16, Cha 10

Skills and Feats: Concentration +12, Diplomacy +2, Heal +11, Knowledge (religion) +9, Spellcraft +8, Wilderness Lore +5; Combat Casting, Combat Reflexes, Toughness, Track.

Languages: Common, Goblin.

Possessions: Chainmail, daggers (x5), backpack, bedroll, 3 days rations, holy symbol (Wee Jas), map, potion of cure light wounds, scroll: magic stone, scroll: hold person

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level); o—cure minor wounds, guidance, light, resistance, virtue; 1st—bane, cause fear*, command, cure light wounds, protection from good; 2nd—bull's strength, endurance, hold person (2), invisibility*; 3rd—animate dead*, dispel magic, protection from elements, searing light.

*Domain spells; Deity: Nerull; Domain: Death (May use death touch once per day. Death touch is a spell-like ability that is a death effect. Must succeed at a melee touch attack against a living creature. When you touch, roll 1d6 per cleric level, if the total at least equals the creature's current hit points, it dies.); Trickery (Bluff, Disguise, and Hide are class skills.)

🐉 **Navar:** Female human Rgr6; CR 6; Medium-size humanoid (human); HD 6d10+12; hp 52; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +8/+3 melee (1d8+4/19-20, longsword) and +8 melee (1d6+2/19-20, shortsword) or +8 ranged (1d8/19-20, longbow); SA Favored enemy (gnomes); AL LN; SV Fort +7, Ref +4, Will +2; Str 18, Dex 14, Con 14, Int 16, Wis 10, Cha 10

Skills and Feats: Animal Empathy +8, Handle Animal +8, Heal +8, Intuit Direction +7, Knowledge (nature) +9, Move Silently +10, Search +5, Spot +5, Use

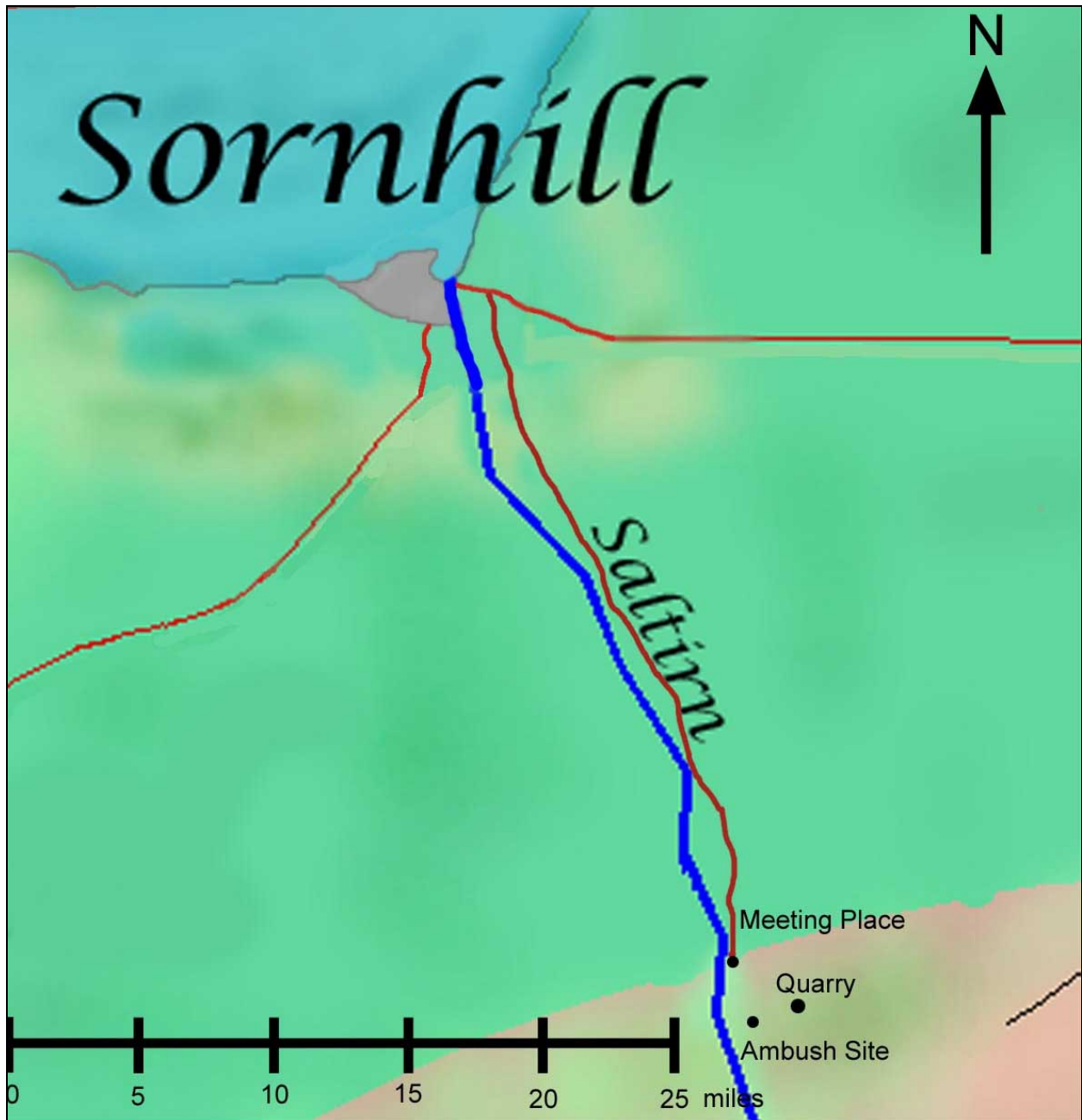
Rope +5, Wilderness Lore +9; Cleave, Combat Reflexes, Expertise, Power Attack.

Languages: Common, Gnome, Goblin.

Possessions: Studded leather armour, short sword, longsword, 2 daggers, longbow, backpack, bedroll, 2 days rations, medallion (with symbol of scarlet brotherhood on it).

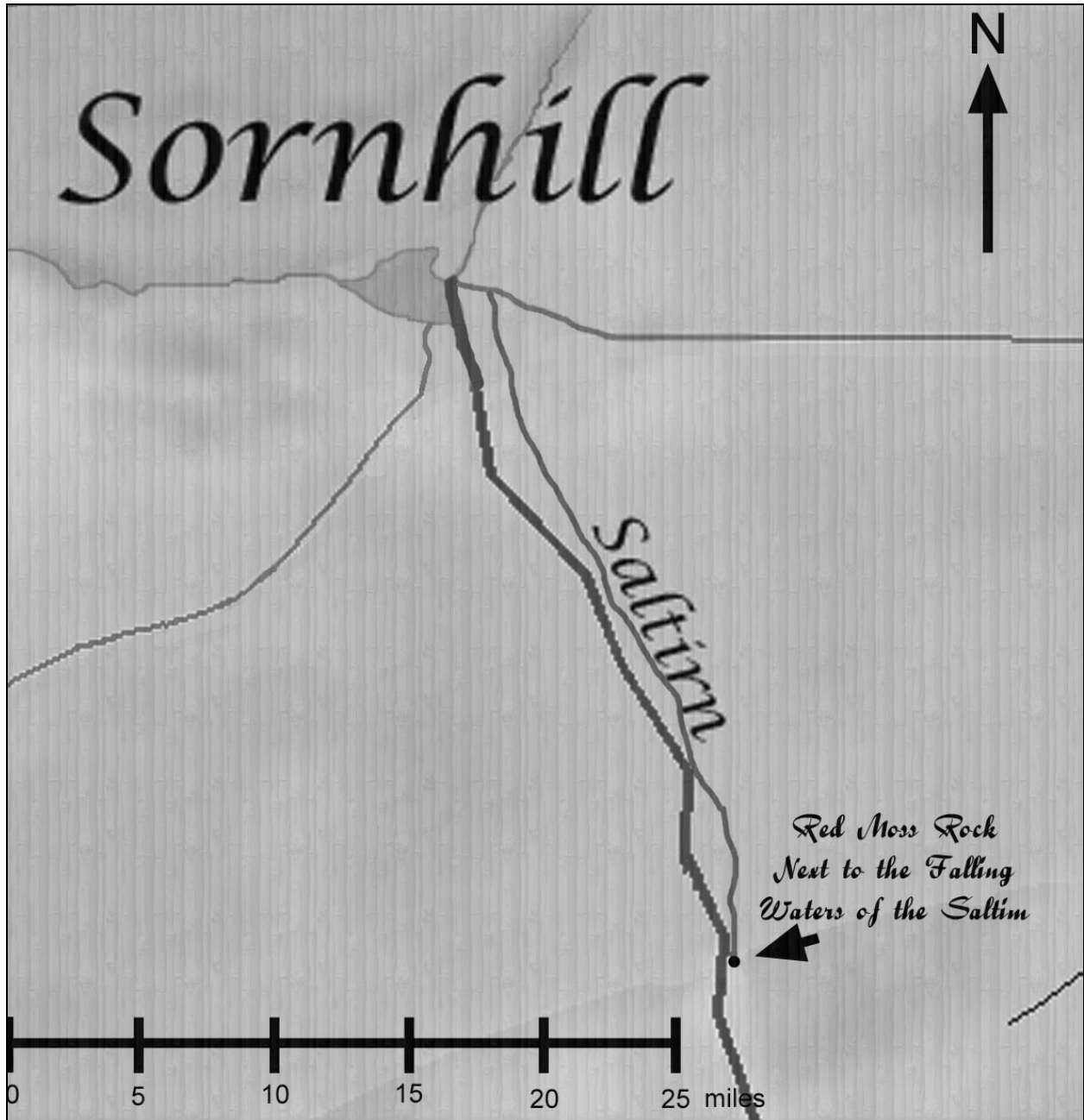
APPENDIX 4: DM'S MAP

By Simon Butler, UK Onnwal Triad



PLAYER HANDOUT #1: SCROLL MAP

By Simon Butler, UK Onnwal Triad



PLAYER HANDOUT #2: THE LETTER

My trusted guard Morton,

Grave news, the Hochebi are attacking everything they see moving in the East of the Headlands. Though I have faith in your abilities and those of your men, I cannot risk the cargo or your lives. Onnwal cannot afford the loss of either.

I have to ask that you bring the Silver by the old route to Sornhill, you know the one, I know it is longer but it will be safer. Bring all the guard you can spare and I will send men to relieve you at Red Moss Rock. The cargo must be here in less than a month to allow for the extra travel time, deliver on the 20th of next month. After you deliver the cargo you may return to your normal duties.

Regards, Dirkwall

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.