

VELINT4-04

Snow Storm

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

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Quiet, peaceful, Lorrish is high above the war shattering the vale of Luna. So when a jeweler smith hired you for protection while traveling to the mountain diocese it seemed like a great way to earn a few crooks. Oh Rao, why were there no warning signs that Lord Jamorrie's diocese would be pulled apart by the arrest of a traitor? An Introductory Scenario for the Archclericy of Veluna for first level characters only (APL2).

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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Introduction

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

Preparation

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

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

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than 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 the players (and the DM) to keep track of who is playing which character.

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

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to

determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in the Archclerisy of Veluna.

Characters native to Veluna pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Adventure Background

Before the fall of Whitehale there was a robbery of a Noble family of that diocese, the Randis family. The robbery was botched but Roulet, a gnomish bard of the gang, escaped with a large chest full of royal clothes and silverware. She decided to use it in a plan to rob the Church of the Golden Hills by trick and stealth.

Arriving in Lorrish she began to develop the plan to manipulate the small town with a false charge of treason against a well-known and polarizing member of the community. The Old gnome Xenous Treangle is near the end of his years and had become delusional. Believing he was back in the Hateful wars fighting Goblins and Orcs. Roulett needed others to help in the crime. She convinced two other members of the town to join her, an aspiring thief named Kitten and one of the local guards named Loyd with the understanding they would do whatever it took short of killing anyone. They carefully cased the church and the town and formulated a plan to take the valuables. Roulet plans to create

Roulet waited till she could be sure a respectable yet naive member of the town would be returning through the snowy pass. The Town Bishop's younger brother was sent to Veluna City to check on Lord Corbin Jamorrie's granddaughter that suffered from a violent incident. Roulet and her new gang uncovered the old mine tunnel near the road and hid the chest a hundred

feet inside. Without knowing it their actions accidentally awoke a group of animated kobold skeletons buried in the mine tunnel. Awakened, the undead lie in wait for anyone wandering into the depths of the mine.

By coincidence the players are guarding a tradesman to Lorrish for a business deal. Roulet waits above in the snow covered narrow. As the bishop's brother passes the cave the players are close behind. Roulet casts three thunderstones to begin the avalanche. The players become caught in the mine and the adventure really begins.

Adventure Summary

Introduction: The PCs prepare for the trip and meet the patron they are charged with guarding.

Encounter One: On the road an avalanche traps the PCs and the returning cleric in an old mine tunnel. To dig out they search the mine battling the animated dead and discovering a chest. The cleric demands the chest be taken to Lorrish.

Encounter Two: Lorrish's Sheriff Whirly is brought the chest that shows his uncle Xenous is a traitor to Veluna. The PCs are told to stay and his uncle is arrested.

Encounter Three: The PCs choose a place to spend the night and meet a couple of townsfolk.

Encounter Four: The PCs are caught in a snowball fight with the town children who are upset with them for having their favorite person arrested.

Encounter Five: Harred, the patron who hired the PCs, tells them his deal went sour because of the arrest of Xenous.

Encounter Six: Xenous is broken out of jail and the town goes nuts. A fire breaks out, stopping the fight and pulling the town together.

Encounter Seven: The players discover Xenous trapped in a burning hovel and rescue him.

Encounter Eight: The true crime is unveiled and the robbery of the Church of the Golden Hills must be stopped.

Introduction: Lortmil Trek

The PCs begin in Veluna City.

It was cold down in the Vale of Luna but not this cold. The narrow road climbs high into Lorrish Diocese. The higher you travel the more the bright

light of Pelor is blanketed by Telchur's (TEL-churs) dark clouds. The overcast is everywhere over Veluna in these dark days. Traveling gave a chance to escape the depression that has settled over the rest of Veluna for the warm-hearted people of Lorrish.

When the jeweler offered twenty-five gold each to escort him away from the Vales troubles it seemed a good proposition. Everyone prepared for a winter trip and the excursion began.

Let the players decide on any purchases they want to prepare for the trek. It is 36 miles of road from Veluna City to Lorrish, the journey should take 2 full days.

The first day of your journey started out cool but pleasant, but by evening the temperature had begun to fall and a heavy snow had begun to fall. The night was dark and bitterly cold, the snowfall relaxed into light flurries ending just before dawn. The whole of Veluna seems transformed by the blanket of snow.

Let the players introduce themselves as you describe their patron. Anyone without winter clothing, tent or bedroll suffers cold dangers (pg. 302 DMG) through 8 hours rest at night. Unprotected characters suffer cold dangers for the first 6 hours of the next day.

Harred Jewelsmith is a middle aged Oeridian man with olive skin and auburn hair. He wears a brightly colored cloak decorated with a repeating pattern of a hand clutching a bag of coin. He also sports a patterned tunic over close fitting trousers with brown riding boots. He sits atop a gray riding horse and leads an ass laden with two chests. He has said little on this trip besides that he is planning on marriage when he has secured his business in Lorrish and how beautiful Milika his Oeridian wife-to-be is...

Encounter One: White Death

The road is completely snow covered, you are the first to travel here since the snowfall. For some time the canyon walls have been rising on either side and the wind has calmed.

From behind you can hear the muffled trotting of hooves as a man wearing bright blue clerical robes of Rao rides his black horse alone along the road. He does not slow but holds up his hand "Serenity brings peace" he speaks as his horse breaks through the snow-covered road beside you. Harred replies unemotionally "May Risk bring you Profit".

The ground trembles and the air fills with rumbling as a section of snow breaks free high up the canyon wall. About a hundred feet away the Raoan awkwardly wheels his horse around and shouts "Avalanche!" before spurring his horse. In his panic he slips from his saddle and lands on the ground in a puff of white. He climbs to his feet and rushes on foot with his horse toward a dark opening in the canyon wall.

Ask the players what they wish to do. Stress to them there is nowhere else to find safety from the crushing snow coming down on them. If they go into the dark opening, read on. If not then their character takes 12D6 damage Reflex DC 25 for half from crushing tons of snow and trees. There really is no time limit for them to reach the cave, just give it a panicked atmosphere for role-playing.

Harred hurries with his pack animal toward the black break in the snow covered wall. You reach the opening just as the noise becomes deafening. Inside the cleric is helping everyone in. This last sight is lost in a white cloud and frightful roar before everything goes inky black then deadly silent.

A horse neighs and someone coughs before you hear the sound of flint on steel and a flame pushes back the darkness. The cleric stands there with a torch in hand. "Is everyone in? Is everyone OK? My name is Raylen Pendale servant of Rao." He pads his chest before announcing, "by Rao I must have dropped my symbol of the Reasoned One!"

This young man is the brother of Deacon Tarnath Pendale (clr3) of Lorrish. He was on a hurried trip back from Veluna City to report on Lord Corbin Jamorrie's granddaughter. She had some violent problems lately that Raylen is not at liberty to discuss with the player characters. His holy symbol is buried out in the snow someplace. The cleric is well supplied for traveling in winter but has no items like shovels or picks. He thinks that everyone should see if there are digging supplies in what looks to be an old mine.

The Mine starts out 20' wide and continues this width for 30'. Beyond the first 30' it narrows to around 10' wide and begins sloping downward a little.

The snow covering the opening is blocking all light and air from the outside. After 9 hours players will suffer from slow suffocation (page 304 DMG). Those trying to dig out without shovels or picks will clear 1 cubic foot every ten minutes. There is 200 cubic feet of snow between them and freedom. Only 2 people can dig at a time.

Raylen will insist on exploring the mine and will do so alone if the players will not go. Harred is too frightened to proceed into the mine and will stay with the horses.

If the players refuse to go down into the mine Raylen is disappointed in them but goes on alone. He fights and kills the creatures and brings back the chest.

If the players do explore then Raylen follows them.

The torchlight pushes away the darkness. For quite a distance the mine proceeds deeper into the mountainside. Suddenly, up ahead in the darkness you hear a clattering sound. Into the light they step on skeletal legs. Their reptilian skull and tail distinguish these small undead as different. They clasp picks in their bony clawed hands as they advance.

Creatures:

Deacon Raylen Pendale: male humanoid (human) cleric 3; hp 13; see appendix 1.

Kobold Skeletons (10): Small Undead; hp 9 each; see appendix 1.

Tactics: Note that the Deacon cannot cast most of his spells without his holy symbol, nor can he turn undead. A PC can loan him their holy symbol of Rao if they wish.

Development: After defeating the Skeletons the PCs have digging tools. The mine ends here and they find a 5 ft long by 2.5 ft wide by 3 ft tall chest that looks clean and well kept.

By the looks of it this locked chest belongs to a rich noble home. Covered in decorative metal work and semi precious stone, a small folded and sealed paper rests on the top.

Players can identify the seal (Knowledge (Nobility) DC 15) as belonging to the family of Randis of Whitehale. Breaking the wax seal and opening the note reveals a letter written in Gnomish (player handout #1). The highly decorated lock opens on an Open Lock DC25 to break the chest open hardness 5, hit points 15, break DC23. Inside the chest are ornate items emblazoned with the same crest as on the note's seal. There is a tapestry, gold candle holders, wine, and fine tableware valued at (Appraise DC 18) about 1,000 gold. Raylen will tell the players that no good citizen of Veluna would accept these items. With the fall of Whitehale items like these would announce treachery in the war with the "One".

With the picks and shovels each person digging can clear 5 cubic feet every 10 minutes. When the party breaks through to daylight they see an awesome sight.

Snow covers most of the canyon road in huge broken chunks surrounded by fine white powder. From the direction you were heading before the collapse two Flan men wearing fur coats and a long haired reddish dog wade through the hip deep snow and show a look of surprise and glee at the emergence of survivors.

Yanto and Breakle (each expert 1, hunters) were hunting when they heard the commotion and came to investigate. They offer to help dig out everyone and their horses.

Raylen asks the players to help him take the chest to Lorrish and talk to the sheriff. If they refuse Raylen loads the chest up and proceeds on without them. If they accept Harred moans but goes along with it.

The town of Lorrish is two hours ride or four hours walk from the mine through snow and cold weather (pg. 302 DMG)

Encounter Two: Sheriff Whirly

The party arrives in the town of Lorrish as the sun is setting over the mountains. They arrive with Harred, Yanto and Breakle as well as Raylen (if they agreed to come along with them). Whirly the sheriff will look at Elves and Half-Elves with a wary eye since they see few in Lorrish. Half orcs are seen as outsiders since they are normally miners and hunters that live in the surrounding mountains.

If they agreed to go with Raylen

Setting on a hill with the worn Lortmil mountain range behind them is a town of homes half buried in the snow-covered slopes. The two gnomish guards at the guard post wave you in after a quick look over. Entering the town Harred thanks everyone for his safe arrival and hands each of you

The Small Town of Lorrish

Conventional; AL LG; 800 gp limit; Assets 6,400 gp; Population 1,600; Mixed (Oeridian 350, Flan 275, Suloise 175, Rock Gnome 600, Halfling 200).

Authority Figures: Lord Corbin Jamorrie, male gnome Art9.

Important Characters: Whirly Leemal, male rock gnome Exp3 (sheriff); Tarnath Pendale, male Oeridian Clr4 (rao-bishop); Mugly Tinderfoot, male rock gnome Ran7; Epox Brewer, male suel Com4 (mount'n'goat owner); Misset Ringlee, female Oeridian Exp2 (singing lass owner)

the promised coins. Raylen tells him someone might be by to speak with him later about this matter. Harred turns and heads toward what looks to be a stable.

Raylen brings the chest and the party to a stone building with barred windows and a short four-foot tall door. Inside Raylen is greeted by an overweight gnome wearing a military uniform. The five-foot high walls are covered with wanted posters in a variety of ages with a green "x" in the middle of each. A barred cell fills one corner of the room. A gnome sized longsword and scabbard rests on a table.

"Whirly, we found this" Raylen says as the chest is dropped on the floor and the note is given. "I have to report to our Lord." Raylen says with importance "About the business in Veluna City."

Whirly lets out a deep groan "Lord Corbin Jamorrie has already heard the news you speak of and is leaving in the morning to see her in Veluna City. Looks like you're late again Raylen." Whirly reads the note and looks pained and confused. "Your brother was asking for you Raylen so run along. I'll question you later."

With the mention of his brother Raylen excuses himself and steps outside in a hurry. Inside the chest Whirly shakes his head at the clothing and valuables.

If they did not agreed to go with Raylen and instead travel in with just Harred.

Setting on a hill with the worn Lortmil mountain range behind them is a town of homes half buried in the snow-covered slopes. The two gnomish guards at the guard post stop the group and tell them they will be accompanied to the sheriff. The guard leads you into town as the folk watch you move up the hill full of hovels. Harred is put off and grumbles all the way to the jail. There you see a stout gnome wearing a military uniform and sword.

"So you are the blokes that Raylen told me about" the gnome grumbles "Come inside I have a few questions for the lot of ya." He opens the small door and tells the guard to take the mounts down to the stable. Inside the five-foot high stone walls are covered with wanted posters in a variety of ages with a green "x" in the middle of each. A barred cell fills one corner of the room. Beside the wooden desk sets the chest from the mine.

"My name's Sheriff Whirly" he says holding the note "and I have a few questions for the lot of you.

Seems like I have a long night ahead of me so I'm going to start now."

Regardless of how the PC's arrived:

Whirly pulls out a small book and pencil before he asks the players questions while he inspects the note as well as the chest and its contents.

Sample questions:

- Where are you from? Why are you in Lorrish?
- Have you heard of Xenous Treangle?
- What's the name of the man you was traveling with?
- When are you planning on leaving? (He will ask them to stay in town for a couple of days)
- Unless Raylen will take you in, our town has two taverns that let you sleep on their tables at night, Mount'n'Goat and Singing Lass, or the town stables which will you stay in?
- Have you ever been to the city of Whitehale or Castle Sepher? (if so) Do you know of the Randis family? (if so, he looks very interested and scribbles something in his small book)
- Do you know anyone living in Lorrish?

He will take down the PCs names along with the answers they give and tell them not to leave town. If asked questions he is resistant; the PC asking must make a Diplomacy DC 15 to get him to answer.

Some sample questions the players might ask:

Who is Xenous Teangle? My great uncle, he is a three hundred and sixty nine year old wizard here in town. Uncle Xen is a village hero who fought and was captured in the Hateful Wars. He has been acting very odd the last few years.

What do you mean odd? He's been imagining fighting goblins, orcs and kobolds and setting off some wild and dangerous spells in town.

What is the Hateful Wars? A battle fought throughout the mountains by Humans, Dwarf and Gnome ninety-six years ago to drive away evil humanoids and vicious monsters.

What does the chest tell you? It contains fine Oeridian items from the Randis Family of Whitehale. With Whitehale fallen to the "One" it might be war booty from his evil ilk. The note too is from the Randis family from the look of the seal. The note to Xenous paints him as a traitor.

Which is a better place to stay? Whirly looks over the PCs. If there are half-orcs in the party he suggests the Mount'n'Goat. If not then he suggests the Singing Lass.

Before they leave the building he asks them to not get involved with this affair. "I don't need any adventures to help me arrest my great uncle. Just relax and enjoy Lorrish for a couple of days."

Whirly leaves his sword and steps out into the snow with you and locks the heavy door behind him. The snow appears again out of the night sky. Whirly watches you leave before he heads to the top of the hill.

Players that attempt to follow Whirly, moving up the hill 10' per round, have them make Hide rolls DC 14 three times, Successes allows them to see:

1st success: Whirly climbs up to a high street and a large hovel dug into the hillside with three Human guards at the door and ask one something while he points down to his office. That man heads to the office and unlocks the door, brings out the chest, locks the door, and hauls the chest back up the hill to the large house.

2nd success: Whirly walks up the hill after sending the guard to his office. He goes to a very old looking hovel with a burned up tree in the front yard. Whirly knocks and then goes in coming out leading an old gnome in wizardly robes followed by a rat.

3rd success: The two gnomes stop three times on the way back to Whirly's office to hug each other. Whirly then goes into his office and after a few minutes the lights go out.

Any failures on the Hide rolls means the player is seen and must move away missing that information. The next checks will be more difficult with a +5 to the DC.

Encounter Three: Sleep Over

Ask players which place they wish to go to for nightly shelter then use that description.

***Mount'n'Goat** – Rounding the hill by the town stable a loud roar can be heard and a large door bangs open as a Flan comes hurtling out crashing into the snowy street. He coughs a couple of times and gets up, staggers over to a hitching post and begins throwing up onto the street. A big dark skinned Suel holding a bucket is silhouetted in the doorway beneath a stylized foaming mug sign. "Come back when you got some sense!" he empties the bucket's watery contents on the puke and glares*

at the Flan. Seeing the players he wipes his hands on his trousers and limps forward "Travelers! Welcome to Lorrish!"

The Flan in the street is a local shoemaker that's had too much grog. The Suel is Epzo the owner of the Mount'n'Goat tavern. Epzo lets travelers and troubled husbands sleep on the cleared floor after closing for a few coins. There is a hot kettle of meaty stew on the great fireplace on the north side of the common room. Patrons are loud and uninhibited breaking out in song regularly as they swing their stoneware mugs of warm grog or sweet ale. Elvin PCs are not spoken to by the primarily Oeridian and Suel customers, and they look into the elves large eyes strangely giving them a -2 penalty to charisma based rolls. A Half-Orc is treated with indifference by Epzo unless a Diplomacy DC 15 is made by the Half-Orc or on the characters behalf.

If asked about Xenous, Epzo says the wizard has gone a little nutty the past couple of years. Epzo knows there is a strong rumor mill in Lorrish.

Epzo (Commoner 3) is also the cook here. The dishwasher is a female Halfling named Kitten Ironwood who is an aspiring thief who does dishes and cleans up. She and Roulet plan on robbing the Church of the Golden Hills. Kitten's stats are in encounter eight.

Singing Lass – The smell of roasted chicken is carried though the snowy air along with a beautiful flute melody. Half buried in the hillside is an eatery with the words "Singing Lass" carved above a 4-foot decorative entrance; around the corner is a larger plainer door. Warmth and serenity wraps patrons with soft flute music as they enjoy their meals. The female gnome musician performs on a raised stage in the corner of the large room. Five gnomish couples set on stools at small round tables while three human sized tables set opposed to the stage. You see Harred at one of the larger tables devouring a roasted chicken and cooked beets. His bags are piled in the corner of the room with his winter coat laid over it. An interior door opens to reveal an Oeridian woman carrying plates of food for the gnomish patrons. She serves the food then hurries over to help you "You must be the heroes Harred here has spoken of. Please, have a seat and let me get you some tea. My name's Misset" She seats you at the table next to Harred and takes your order.

Misset is the owner of Singing Lass and she is very happy because the local bard has come to perform for her tavern bringing in more patrons. She tells the

players the dark haired attractive flutist is Roulet. Like Harred, Misset will let the players stay the night for a few towers on the floor by the central fire pit. Elven characters are looked at as novel and strange giving them a -2 penalty to charisma based rolls. Half-Orc characters are asked to leave unless Misset is changed from Unfriendly to Friendly Diplomacy DC 25. In Lorrish the only Half-Orc types they see are the ones that live in the surrounding hills and mountains and they are not welcome here.

Misset (Expert 2) looks kindly on the old gnome named Xenous Treangle but she thinks his antics as of late will destroy his family's good name. For the past year Xenous has been here arguing loudly that Lorrish needs to rush to Veluna's aid again. He has been raving to everyone the "One" must have spies in Lorrish the past couple of months as well.

Roulet's stats are in encounter 8. She started the avalanche to trap Raylen to have him find the chest and is planning on robbing the Church of the Golden Hills with Kitten, at Mount'n'Goat, and Loyd a member of the town guard..

The Stables – Low down on the snow covered hill there is a fenced area butted up to an opening in the hillside. A waddle and daub wall and large doors fill the fifteen-foot wide entrance. Inside a Halfling with a large nose is filling a barrow with soiled straw. She seems unemotional and detached as she talks with the group.

Drew is the Halfling and she is only friendly with the animals in the stable. She will let the PCs stay the night in an empty stall for a few hands. Drew knows nothing about Xenous besides recognizing the name. If the characters have mounts she takes loving care of them. To sleep on she lays down fresh straw and woolen blankets.

Roughing it – The snow continues to fall for hours as the wind gusts down onto the town of Lorrish.

Those who start the game without enough gold to pay upkeep must sleep outside. Hunkering out of the **cold weather** the character experiences Cold Dangers (page 302 DMG) if they have a cold weather outfit, blanket, bedroll or tent they get a +5 for each to their fortitude roll. The night lasts 8 hours. The Cold Dangers are in addition to the normal o gp upkeep penalties.

Encounter Four: Storm Warning

The night passes with howling winds as the air gets deathly cold. The morning brings more snow drifting down from gray skies.

By the time the players are up tongues all over Lorrish have spread the news that Xenous has been arrested for possible treason and the Treangle family suffers from humiliation. This has divided the town between those that think he's a traitor and those that cannot believe it. Those that believe Xenous is guilty and think the PCs are heroes are Misset and her family, the local miners guild, the well to do of Lorrish and the Church of Saint Cuthbert. They will treat the PCs as friendly. Those that see him as innocent and the PCs are part of a conspiracy are Lords of the Golden Hills, Epöz, the common labor, jewlers and craftsmen and most of the bards in town. They will treat the PCs as Unfriendly or worse. Raylen has had time to sleep on it and is torn between guilt and innocent. Lord Jamorrie and Drew also has not sided.

These factors may influence how the PCs are awoken. The Singing Lass will be gracious and offer a lot of hospitality. Epöz will want the PCs out and will not listen to them. Enjoy making them feel very welcome or hated. Those that rough it in town are ambushed in the morning. Others are attacked when they go outside.

The snow dances around the hillside, leaving drifts growing in their wake. From above a shout is heard and a swarm of snowballs begins the ambush. There you see a great white snow fort has been erected and tiny children in cold weather clothing are tossing their arsenal of packed snow down. "Destroy the Liars!" a tiny girl yells before raising her small fist in defiance. "Free our hero! Free Xen!" others holler.

Twenty of the town's children are venting their frustration. Uncle Xenous is one of their favorite people in town and they are out for revenge. Hopefully the PCs can handle this encounter without killing their enemies. No town wants their children hurt. A successful opposed intimidate check will route the snow castles defenders and bring laughter from many of the townsfolk. To do battle with their chosen weapons players can make snowballs by taking a move equivalent action to scoop and another move equivalent to pack then are thrown at a -2 because of the irregular shape, has a range increment of 10 ft, and does only 1 point of non-lethal damage (no strength

bonus allowed because the snow breaks apart on cotact). Doing 12 points of non-lethal damage or smashing the fortress disperses the swarm of children. They have cover (+4 AC) from the walls. Snow walls have 10 hit points per 5 ft section and DR5 bludgeoning.

Creatures:

Child Swarm: Tiny Humanoid (Swarm); hp 12; see appendix 1.

Throughout the combat the townsfolk are cheering and jeering. The players should get the idea that gnomes are cheering for the kids while humans are cheering for the PCs.

Encounter Five: Bad Business

The town in snow looks picturesque like rabbit warrens covering a hill. Ahead you see Harred and he looks depressed. He makes eye contact then frowns before turning to walk the other way.

If the players let him go Harred walks off never to talk to the players again. If approached he lets them know how displeased he is at the turn of events. His deal went sour because the old gnome was arrested. Milika, his beautiful betrothed, will not marry him now. Harred was hoping to hire the party to guard him going back but now he cannot afford it. If the party offers any help Harred is unfriendly towards them. If any players mention that it's not their fault this all happened, Xenous Treangle, the jail or the chest, the Jewelsmith suddenly gets a excited look on his face and quickly excuses himself. If he is asked what he's thinking he tells them nothing. He thinks pleading with Raylen to have Xenous released will calm the town. He is wrong. He has to find a place to stay tonight. He will end up at the Mount'n'Goat.

If players seem a little lost and feeling like leaving town have them approached by a group of Suel and Oeridian town folk. They will pressure the players to stay with promises of a warm meal at their place. They want to hear about the discovery of the chest in the mine. The shop keepers and warehouse workers don't want the traitor Xenous to escape his justice and want to stop the players from leaving.

Encounter Six: Dark Clouds

A shout can be heard, "Xenous is gone! Someone's taken Xen!" Townsfolk drop what they are doing and run through the falling snow to Whirly's jail.

Assuming the PCs follow:

You see a gnome and an Oeridian woman helping Whirly out of the building. Whirly grimaces at the gathering crowd "Someone knocked me out with a spell or something." He looks around holding his head "Then they tied me up and knocked me out."

"They freed the traitor!" someone yells from the crowd pointing at a group of gnomes and a loud roar goes up in protest "No! Vigilantes have taken him to kill him" a gnome shouts shaking his fist at the humans. The townspeople explode into a shouting match with hundreds of voices raised at each other in anger. It won't be long before someone forgets himself and yelling will boil over into a riot. Whirly tries to calm them but no one seems to listen.

Players with diplomacy skill may try and calm the crowd. They must change them from hostile to at least unfriendly a DC 20 (pg 72 PHB). No success (or attempt) means in 1d6 rounds the crowd starts to fight. Now a fight in Veluna is different than fight other places. The people start to throw snow at each other or stuffing it down each other's clothes. The really rough ones throw buckets of water around or worse chamber pot contents. Shockingly 2d6 rounds after the fight starts or the crowd is calmed a roaring fireball erupts from the other side of Lorrish. Black smoke begins billowing into the snowy sky.

Encounter Seven: Fire and Ice

Assuming the PCs investigate the fire (and we all know they will, right?):

Rounding the hill you see a hovel spitting flames from its entrance. Some townsfolk stop, petrified by the sight while others run to the well and begin hauling up water. A voice raised in a battle cry comes from inside the hovel "You blasted goblins you will not take my beloved Lorrish this day!" Through the smoke you can make out a sphere of flame rolling across the floor catching more furniture on fire. At the hovel's entrance rests a badly burnt green melon with a savage face painted on it.

The fastest players trying to get to the place arrive first. Allow them to choose what they will do. The flame licks from the top of the five-foot high doorway. Thick smoke blocks the view inside the home. The floor is covered in burning remains of small sized dummies hacked to the ground. Proceeding inside places the character in a smoke effect (pg 304 DMG) each round and severe heat (pg 303 DMG). Unless PCs stay a long time heat should not play a part.

Twenty feet inside the door is Xenous Treangle.

Xenous's face is covered in soot and pinched in hatred, it quickly brightens to glee "Thank the gods you're here! Now we can drive these horrid creatures from the Lorrish mines forever!"

Xenous is completely lost in his imaginary world. A player can use a heal check DC 15 to make him understand it's not real, a Diplomacy DC 20 to calm him enough to get him out, or a resisted bluff check (vs his sense motive) to trick him out of the burning home. Of course someone could always try to force him out physically. Every attempt is followed with smoke and severe heat. Emerging from the room the town has pulled together to put out the fire and arrived with six potions of healing from the church of Rao.

If players do not rescue Xenous he dies in the fire along with two townspeople who go in and try and save him. Give them a Spot DC 20 to see the robbery at the Church of the Golden Hills.

If they get Xenous out alive he asks where the three are that told him about the goblin invasion? He says it was a gnome a Halfling and a Suel who said they were going to protect the Golden Hills from looting while Xenous held the goblins here.

If they don't save Xenous and they don't make the spot check, the module is over. The PCs will hear later about the robbery of the Golden Hills.

Creatures:

Xenous Treangle: Male gnome Wiz5; hp 18; see appendix 1.

Encounter Eight: Getaway

Running to the church they see two horses, two ponies, a Suel man wearing chain shirt, a Halfling in leather armor and a gnome in studded leather. They are busy tying chests onto one of the horses.

The PCs are 100 ft away when they spot the robbers. The robbers get a DC10 spot check to notice the PCs approaching. The first round of combat is a surprise round (standard actions only), all the PCs are aware, only the robbers who made their spot checks are aware.

Creatures:

Roulet Bardal: Female gnome Bard 3; hp 18; see appendix 1.

Kitten Ironwood: female halfling Expert 2; hp 9; see appendix 1.

Loyd Getheart: male human Warrior 1; hp 8; see appendix 1.

Tactics: The three simply want to escape with their lives and the loot. Lives first, loot second. Roll each of their initiatives separately. Roulet will cast her one sleep spell on as many attacking PCs as possible. She and Kitten will throw tanglefoot bags on rogues, bards, fighters, or monks in that preference and thunderstones on spell casters every round they can. They want to slow down the party so they can get away. They only need 3 move equivalent actions to finish securing the load and then fast mount (DC 20) and Spur their Mounts (DC 15) into full flight double move. They will only spur the mounts the one turn. If the three cannot secure the load, take a casualty or all characters are reduced to half hit points or less they will attempt to escape without the loot or the horse that holds it. If they cannot escape they will drop their weapons and surrender. Their mounts will not fight, they are not trained for battle.

Conclusion

If they stop the thieves:

With the robbers caught Whirly comes forward to thank the heroes. He searches the thieves finding a key to Xenous's home and his key to the jail. "Looks like Lord Jamorrie will have some justice to hand out when he returns. Thank you very much travelers." Whirly says before dragging them off to jail.

The church of the golden hills rewards the players handsomely for their service to Lorrish and the church and Harred will hire them for his return trip.

If the thieves escape but loose the loot:

Whirly comes forward to thank the heroes. He wonders if this has anything to do with Xenous and the whole traitor thing.

The church of the golden hills rewards the players handsomely for their service to Lorrish and the church.

If thieves and loot are gone:

Whirly comes forward. "It's a horrible injustice that they stole our church valuables. Between that and the trouble with Xenous our town will be hard to muster up courage in the battles ahead."

The players will receive no reward from the church.

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 (objectives plus roleplaying) to each character.

Encounter One: White Death

Defeat Kobold Skeletons:

120 xp

Encounter Seven: Fire and Ice

Save Xenous from the fire:

120 xp

Encounter Eight: Getaway

Defeat robbers:

120 xp

Discretionary Roleplaying:

90 xp

Total Possible XP:

450 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 (i.e., 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 treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two: Sherrif Whirly

Payment from Herrad:

L: 0 gp; C: 25 gp; M: 0 gp

Encounter Eight: Getaway

Reward from the church:

L: 0 gp; C: 375 gp; M: 0 gp

Total Possible Treasure

400 gp

Appendix 1: NPC's

Encounter 1: White Death

Deacon Raylen Pendale: male humanoid (human) cleric 3; CR 3; medium oeridian; HD 3d8; hp 13; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 size, +1 Dex, +3 armor]; Atk +3 melee [1d6+1, light mace, x2]; SQ Turn Undead (but no holy symbol); AL LG; SV Fort +4, Ref +2, Will +7; Str 12, Dex 13, Con 13, Int 10, Wis 15, Cha 9. Height 5 ft. 6 in. Weight 152 lb.

Skills and Feats: Diplomacy +4, Heal +5, Knowledge Religion +5, Listen +7, Sense Motive +5, Spot +4; Skill Focus (Knowledge (Religion)), Alertness, Negotiator, Iron Will.

Spells: (4/4/3; Save DC 12 + spell level): oth- Create Water, Light, Read Magic, Resistance; 1st- Bless, Endure Elements, Detect Secret Doors, Bless Water; 2nd- Bear's Endurance, Consecrate, Detect Thoughts.

Possessions: Light Mace, Chain Shirt, Horse, Saddle, Bridle, Backpack, 5 Trail Rations, Torches x6, Flint and Steel, Water Skin x2, Healers Kit, Hunk of Cheese, Cold Weather Outfit, 24 crook.

Kobold Skeletons (10): CR 2; Small Undead; HD 1d12; hp 9; Init +6; Spd 30 ft.; AC 16 (touch 14, flat-footed 13) [+2 Dex, +1 size, +1 natural, +2 leather armor]; Atk +0 melee (1d4-1, small heavy pick, x4); Space/Reach 5 ft/5 ft; SQ DR 5/bludgeoning, darkvision 60 ft, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +2, Will +2; Str 9, Dex 15, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Encounter 4: Storm Warning

Child Swarm: CR 0; Tiny Gnome/Halfling; HD 2d8; hp 12; Init +1; Spd 20 ft.; AC 13 (touch 13, flat-footed 12) [+1 Dex, +2 size]; Atk +3 ranged, damage 1 non-lethal, snowball; Space/Reach 10ft/0 ft; SQ Half damage from slashing or piercing; AL N; SV Fort +1, Ref +1, Will -1; Str 6, Dex 13, Con 12, Int 8, Wis 8, Cha 9; Listen +3, Spot +3 Height 1 ft 4 in.

Encounter 7: Fire and Ice

Xenous Treangle: male gnome Wizard 5; CR 5; Small Rock Gnome; HD 5d4+5; hp 18; Init +1; Spd 20 ft.; AC 12 (touch 12, flat-footed 11) [+1 size, +1 Dex]; Atk +2 melee [Unarmed 1d2 nonlethal x2]; SQ Insanity; AL

LG; SV Fort +1, Ref +1, Will +4; Str 8, Dex 12, Con 14, Int 15, Wis 10, Cha 13. Height 3 ft. 5 in. Weight 43 lb.

Skills and Feats: Concentration +8, Knowledge Arcana +8, Knowledge Architecture and Engineering +5, Knowledge Dungeoneering +7, Knowledge Local (Veluna) +6, Spellcraft +10; Scribe Scroll, Brew Potion

Spells Prepared: save DCs 10 + 2 + spell level: Level 0; Detect Magic, Prestidigitation, Acid Splash, Mage Hand; Level 1; ~~Burning Hands~~, ~~Magic Missile~~, Obscuring Mist, Chill Touch, Level 2; ~~Flaming Sphere~~, ~~Scorching Ray~~, Gust of Wind, Level 3; ~~Fireball~~. He has cast Fireball, Magic Missile, Burning Hands, Scorching Ray and is now controlling a Flaming Sphere though he can't quite see it through the smoke.

Possessions: Scholar's Outfit, Spell Component Pouch, club.

Encounter 8: Getaway

Roulet Bardal: female gnome Bard 3; CR 3; Small Rock Gnome; HD 3d6+6; hp 16; Init +1; Spd 20 ft.; AC 15 (touch 12, flat-footed 14) [+1 size, +1 Dex, +3 armor]; Atk +2 melee [Whip 1d2 nonlethal x2 15" reach] or +4 ranged [Tanglefoot Bag, 10 ft touch (see *Players Handbook* page 129)]; SQ Bardic Music; AL CN; SV Fort +3, Ref +4, Will +2; Str 8, Dex 13, Con 14, Int 14, Wis 8, Cha 15. Height 3 ft. 2 in. Weight 39 lb.

Skills and Feats: Bluff +6, Climb +3, Disguise +6, Escape Artist +5, Gather Information +6, Hide +9, Knowledge Local (Veluna) +6, Knowledge Nobility and Royalty +6, Listen +3, Move Silently +6, Perform +6, Ride +3, Sense Motive +3, Swim +3; Weapon Expertise, Improve Disarm

Spells Known: save DCs 10 + 2 + spell level; Level 0; Daze, Flare, Light, Mage Hand, Read Magic; Level 1; Expeditious Retreat, Sleep, Tasha's Hideous Laughter; *Spells Per Day:* 3/2 (2 cantrips left, 1 first level slot left)

Possessions: Masterwork Whip, Masterwork Studded Leather, 3 tanglefoot bags, 6 thunderstones, sap, 50 ft hemp rope, cold weather outfit, pony with saddle and saddle bags.

Kitten Ironwood: female halfling Expert 2; CR 1; Small Hairfoot Halfling; HD 2d6; hp 9; Init +2; Spd 20 ft.; AC 15 (touch 13, flat-footed 13) [+1 size, +2 Dex, +2 armor]; Atk +1 melee [club 1d4-1 x2] or +4 ranged [Tanglefoot Bag, 10 ft touch (see *Players Handbook* page 129)]; AL N; SV Fort +0, Ref +2, Will +2; Str 9, Dex 14, Con 10, Int 12, Wis 9, Cha 8. Height 2 ft. 10 in. Weight 29 lb.

Skills and Feats: Bluff +4, Escape Artist +7, Hide +11, Knowledge Local (Veluna) +6, Listen +7, Ride +7, Spot +9; Alertness

Possessions: Masterwork Leather, 2 tanglefoot bags, 2 thunderstones, sap, 4 clubs, cold weather outfit, pony with saddle and saddle bags.

Loyd Getheart: male human Warrior 1; CR 1/2; Med. Suel; HD 1d8+1; hp 8; Init +0; Spd 30 ft.; AC 16 (touch 10, flat-footed 16) [+4 armor, +2 shield]; Atk +2 melee [short sword 1d6+1 19-20/x2] or +1 ranged [light crossbow 1d8 80 ft]; AL N; SV Fort +3, Ref +0, Will -1; Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8. Height 5 ft. 8 in. Weight 160 lb.

Skills and Feats: Climb +5, Ride +4, Spot +1; Quickdraw

Possessions: Chain shirt, heavy wooden shield, cold weather outfit, short sword, horse with saddle and saddlebags and second horse for pack.

Ponies (2): hp 12, 13; see *Monster Manual* page 277.

Horse, Light (2): hp 19, 17; see *Monster Manual* page 273.

DM Aids

Lorrish Guide

The players may want to look around Lorrish.

Most of the town's buildings are at least half constructed in the hillside. Their tall stone chimneys protrude beside the home above them. Very few buildings stand free on the hill with medium sized doors and windows. Stone streets twenty feet wide snake through the town from doorway to doorway. The townsfolk seem to take great pride in keeping the streets clear of snow while children dart about chasing dogs and cats with glee.

The Church of Saint Cuthbert: One freestanding building is the church of Saint Cuthbert a solid imposing timber structure with a training ground to one side. There in the snowy clearing the billets can be seen practicing with mace and shield. Above the double doors framed in iron is inscribed, "The Cudgel will break the back of evil, when wielded with calloused hands" At the church the players will be greeted warmly for aiding in locating a traitor of Veluna. Right now the superior clerics are in the vale fighting the war. Those here are training in hopes they will be sent to fight, instead of train soon. Currently in charge is Cludge Hardcoat (clr3)

The Church of the Golden Hills*: is extends from the hillside to a jutting rock some fifty feet away from the hillside. The sculptures along and over the great door show many gnomish figures are sculpted in stone. One in peasants clothes carries a flaming hammer, One serious looking gnome holds a scared warhammer, the other side of the door has a gnome wearing a helmet with a candle on the front also carrying a warhammer, above him is a gnome carrying a spear whose face bares familiarity with a raccoon, above the door stand a gnome dressed in playful garb leaning on a battle axe and holding a chunk of gold above his head. Because of the arrest of Xenous the members of this church will treat the players coldly, even gnomes. Currently in charge is Goldbrother Krisalstrike (garl glittergold clr4) the acolytes of the church are called goldchild.

The Church of Rao: Placed near the hilltop is the blue and white church of Rao. A ten-foot tall bronze statue of the reason one sets before the doors of the church. Human workers are busy adding a section onto the church. Bishop Tarnath Pendale has put Raylen in

charge while he travels with Lord Corbin Jamborrie to Veluna City. Raylen has grown doubtful of the traitor accusations leveled against Xenous. He may confide in the players about his worries if they seem to be wondering the same thing. Raylen thinks the avalanche was too convenient and wonders if he or the adventurers were herded into the mine opening. If asked if there was anything else unusual he says in all the excitement he might have heard a cracking sound before the snow came tumbling down, but he's not sure. On a side note, is brother said before he left to "Watch the flock and make sure no wolves get in."

Lord Corbin Jamorrie's home*: Built into the hillside Lord Corbin Jamorrie's home has two human's guarding the double front doors. The doors ornate shining trim and crossed brass battleaxe door handles match the guards' uniforms. Two places to the right and left of the entrance are tow wings also built into the hillside. Stained glass windows decorated in interlocking battleaxes are centered in these two wings. The guards will waive off players that want to see the Lord who has asked not to be disturbed. He is planning to leave for Veluna City first thing in the morning. The Lord has left a minor noble Sir Glib in charge of keeping order in town and watching the bishops brother Raylen.

Xenous Treangle's hovel*: This hovel has a heavy wooden purple round door with a shuttered square window tilted 45° is on it's left. The door and shuttered window has an arcane lock cast on it so radiates a weak abjuration aura when detect magic is cast on either. If the players somehow gain entrance they find a sprawling set of dimly lit rooms from around 15 ft x 15 ft to a couple of feet square. There is an alchemical lab, supplies for writing scrolls and stocks of magic components on a night stand next to the small bed is a spell book with a fine quill pen and ink setting next to it. Rough paintings are freshly covering the walls with images of open-mouthed goblins and orcs brandishing swords.

The house of Sir Glib Seanthru: Built into the hillside is a simple small hovel with a heavy wooden door and shuttered windows.

Mount'n'Goat Tavern: This Tavern has a thick slate roof that is part of the upper city road. The tavern is right above the stables where horses are kept. The front shows a crest held on the left by a pony raised on it's hind legs and on the right by a powerful looking goat

also on it's hind legs. The owner Epzo is more than happy to serve the players after Xen is arrested.

Singing Lass Tavern: A small door is to the right of the tavern coming out of the hillside. To the right of that is a medium sized entrance is squeezed next to a wall of stone. Gnomes, Halflings or Misset will not want the players in this tavern and will not serve them after Xen is arrested.

Stables*: The stables here have only ponys and riding dogs in it unless the players rode in on something else that needed stabling. Stabling cost is included in standard adventuring cost.

Businesses: Some of the homes have trade signs outside. They are shoemakers, furriers, tailors, barbers, blacksmiths, a jeweler*, a baker, a pastry maker*, a used clothes shop, a mason, a mercer, a cooper*, a chandler, a hat-maker*, a butcher, a beer seller, a locksmith*, a spyglass maker*, and an alchemist*.

Gnome/Halfling Town Residence*: Most of the homes only have their doorways sticking out from the hillside. The four to five foot high round heavy wooden doors hang on solid iron hinges with peek hole in the upper section. Some of the homes have pigpens by them with a pig or two sleeping in shelters dug into the rocky soil. Most entrances have a religious symbol above them honoring a gnomish god

Human Homes: Several homes are human sized shuttered windows and six-foot high doorways. They are two stories tall with the first floor made of stone and half buried in the hillside and the second floor made of waddle and daub. The peak of each slate roof is crowned with a stone chimney; smoke curling from its central fireplace. In the large round homes a dozen or more people live, made up of several generations of a family. Near their entrances you see a small shrine to Rao and/or Saint Cuthbert.

Warehouses: Old mining halls near the stream are used to store ore from around the mines covering the Lorrish dioceses and the wagons and horses needed to ship it. Two warehouses belong to Lord Corbin Jamorrie and have his coat of arms hung, burned and stamped on everything from the entrance and uniforms of the workers to crates and horses. His warehouses employ only a couple of big Oeridian's and a few dozen gnomes. Also there is the Silver Star and High Roads Trading Company with warehouses employing mostly human workers.

Wells: Two ornate and ancient wells provide water for the town. Several buckets and rope are there for

retrieving water. At ten foot wide and sixty foot deep the shaft is deep enough to not freeze all winter long.

Lorrish Commons: The fenced in area at the top of the hill surrounds old broken castle walls. Several townsfolk keep their cows here year round.

*Occupied or operated by Gnomes or Halflings.

Gather Information

When Gathering Information keep in mind how the NPC feels about Xenous's arrest. If they are glad a traitor is captured they will be friendly (-5 DC) if they think he has been falsely accused it will be un-friendly (+5 DC).

General Information

DC	Information
10	Lord Corbin Jamorrie heard stories from a bard about his granddaughter who is still very upset after being attacked by a cult.
15	The snow has been very heavy this season the clerics are saying it is from the war down in the vale. There are several bards in town. They come to perform at the taverns and churches.
20+	Heralds have been sent out into the hills to try and recruit half-orcs from the surrounding villages to go fight in the war.

Xenous Treangle

DC	Information
10	Xenous has been thrown in jail for Treason by his own nephew. The Lord says he will deal with it when he returns in a few days.
15	The whole town is divided and Lord Corbin leaves. We need his leadership in this time of turmoil.
20	Xenous has been setting off spells in town raving about goblins attacking Lorrish. I heard he thinks he is still fighting in the Hateful Wars. Last week he attacked Bishop of Rao.

Lord Corbin Jamorrie

DC	Information
10	The Lord has left Sir Glib Seanthru in charge of the town. The knight isn't worth much though since he got his title without fighting in a single battle.

15 Lord Corbin received word on his daughter's distress in Veluna City from a bard passing through Lorrish from Veluna. He was overcome with such concern he rushed to be with her.

20 Bishop Tarnath Pendale insisted he go along to keep our Lord company. Everyone thinks it's to court Corbin's favor to build Rao's church even larger.

Is there anyone who would hate Xenous?

DC Information

10 Brother Warthow of the Church of Saint Cuthbert is angry because Xenous burned down half their orchard. But he's gone to fight the "One".

15 Half-orcs in the mountains had been threatened by Xenous last summer after he caught them being rude to townsfolk.

20 Everyone loves Xenous but the humans in town think he is out of control while the gnome and halfling populations just see him as eccentric. All the humans clear out whenever Xenous is out for a walk.

Player Handout #1

Dear Wizard of Lorrish Xenous Treangle,

Our cause in Whitehale has been greatly aided by your actions. The city was taken easily and now garrisons much of our army, thanks to you. In addition to Lorrish being spared the wrath of my master I offer you this small token of his appreciation. Soon my master, the true Canon of Veluna, will hold the rest of the Vale.

Lieutenant Dark Grave