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Sacred Shrine

A Short Adventure for Four
2nd Level Characters

Version 1.2

Credits

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The Sacred Shrine is a short adventure for use with the d20 system by Wizards of the Coast®. It requires the use of the Dungeons & Dragons® Player's Handbook, 3.5 Edition, published by Wizards of the Coast®. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission under the d20 system license (see the LICENSE section).

The Sacred Shrine is a D20 module created for the Open Gaming World campaign setting. This adventure is for four 2nd level player characters. The adventure takes place on and around a shrine of Aqual, the elemental god of water. The shrine has been abandoned for several months

due to the local of the village nearby believing that ghosts haunt the area.

The shrine is located just outside the town of Four Winds. Four Winds is located within the kingdom of Zym. The nearby mountains and forest lay just to the west of the shrine. To get a good feel for the area lookup the Zym map on the Open Gaming World website (www.opengamingworld.com)

This adventure is meant for four characters of 2nd level but can be upgraded in difficulty by adding additional creatures to each of the encounters.

Preparation

You (the DM) need the D&D core rulebooks, including the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual to run this adventure. Featured monsters include duergar, skeletons, zombies, and snakes. This scenario utilizes the D&D v.3.5 rules, but it can easily be used with the 3.0 rules as well. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times.

Adventure Background

The town of Four Winds is small and located along the trading route between the city of Skykeep and Wallfort. Many caravans stop here along the trading route, therefore the town prospers during the summer and fall trading months. Without the caravans to help support the town Four Winds it would simply be a small hamlet with a few farms.

The nearby mountains and forest present the local danger to the inhabitants of the town. There are many bands of kobolds, goblins that occasionally try raiding the town. The local militia of Four Winds is experienced in repelling these attacks.

The shrine of Aqual is located outside of the town near the foothills of the mountains nearby. It was built many years ago by an old priest named **Colebrun**. The shrine is actually located just above a natural underground river that descends from the mountains. A man-made well of water is the heart of the shrine. The water well descends down into the underground river where fresh water can be pulled up from the well bucket. The priest Colebrun established this shrine several decades ago when dry weather had caused the death of many town people. Since this time the shrine has been a most revered and religious place in the hearts of the towns people.

Recently two events have occurred to cause the townsfolk to worry. A few months ago the shrine had become haunted with undead ghosts. A young boy named **Mercus** was nearly killed when he was gathering water from the shrines well one day. He was attacked by an undead creature that came out of the well. This sent a panic through the townsfolk and since this time nobody has gone to shrine. The local militia had investigated the shrine but never found any monsters.

The second problem to plague the town is that the Sunmore creek is drying up. This creek is the main water source for the town and passes through its center. The creeks water flow has demised so much that it is causing the merchant caravans to pass by the town of Four Winds. Without the water from the creek the caravans cannot refresh the thirst of their horses and other animals.

Many of the Towns people believe that Aqual has forsaken them and is punishing the citizens of Four Winds. Some people have already left town in search of work elsewhere in the kingdom. Many other folk are considering leaving the town for good.

Unknown to the people of Four Winds the underground of the shrine was inhabited by a small tribe of kobolds. They had made their home within the caverns formed by the natural underground river. The kobolds had actually

been living there for many years undetected until just a few months ago.

A group of duergar dwarf warriors descended from the mountains in search of food and stumbled upon the kobold caves. The duergar managed to slaughter all the kobolds and overtake their cave dwellings. The dark dwarves also discovered a large deposit of gold within the underground river. Since waylaying the kobolds they have been busily mining the gold nuggets found in the stream.

Since this time the duergar have managed to dam up a part of the underground river in order to search for more gold deposits. A powerful duergar cleric also came and went from the area. He cast some raise dead spells in order to ward off any snooping humans from visiting the shrine of Aqual from the town of Four Winds.

Adventure Synopsis

The characters must head to the shrine of Aqual and investigate the rumors of ghosts. Once they arrive they will discover that the shrine is infested with skeletons and zombie of undead kobolds. As they descend into the shrines water well they will find the duergar stronghold. They must seal off the cavern passage that leads deeper into the underdark and destroy the underground dam which is diverting water away from Sunmore creek.

Pre-Made Player Characters

There are four pre-made player characters at the end of this adventure. These characters can be used by the players or customized characters can be used. The pre-made characters are a small adventuring group that have been together a short time. This will be their first real test together.

Adventure Hooks

The PCs may come to Four Winds for any number of reasons. As the DM, it is your job to de-

cide how best to involve them in the adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- The PCs live in Four Winds and know many of the Towns people who own merchant stores that are close to going out of business.
- The characters can come upon the town and here of the plight of its people. They can talk to the local priest of Aqual who would offer them a small reward for solving the problems at the shrine.
- The PCs may stop at the shrine for water and be attacked by the kobold undead. They could hear about the Towns troubles and decide to investigate the underground river of the shrine.

Beginning the Adventure

Unless the PCs arrived at the shrine by some other means, the adventure begins when they arrive in Four Winds. The players should hear rumors about a haunted shrine which has cursed the small town. This will be the main adventure hook for the PCs.

Four Winds

The town of Four Winds is a small but prosperous town along the northern trading routes of Zym. The town depends heavily on the passing caravans and merchants. The nearby region is not the best for farming and Four Winds is situated strategically along the northern trade routes. Most caravans stop in Four Winds to replenish their food and water before continuing north to the city of Wallfort.

Since the town is situated close to a small set of mountains there are occasional problems with raiding goblins and kobolds. Some nastier creatures inhabit the mountains, but are rarely ever seen.

Two problems plague Four Winds at present. The Towns beloved shrine of Aqual has been overrun with undead creatures and the Sunmore creek which passes through the town has almost dried up completely. Because of this the caravans are no longer stopping in Four Winds over the last several months and the town is slowly dying. Several families have already left their stores and homes abandoned.

A. Around the Town

The NPCs encountered in the town can explain plainly the events of the past few months. They can direct the characters to the local priest of Aqual, the mayor or the militia.

The town of Four Winds is a small place and some of the buildings seem deserted. A few children play in the streets near a dried up creek bed, but there is little else of interest. This place has definitely fallen upon hard times.

A1. Priest of Aqual

Bragus is the young priest who recently took over the duties of caring for the shrine of Aqual. He will be quite pleased to see the PCs arrive at his door. Bragus will offer the characters a small reward for clearing out the shrine of all creatures. He can offer up to 100 GP.

Bragus knows of the history of the shrine and will explain all that he knows, including the injury of the young boy Mercus. The priest knows nothing about the duergar dwarves or the kobold undead. He is totally oblivious as to what has happened underneath the shrine that he cares for.

Because of a broken leg injury Bragus has been unable visit the shrine in the last several months. His leg has healed recently but he is unable to walk very far.

Bragus: male human priest; hp 4; level 0 priest of Aqual

A2. Militia

The local militia can also be questioned. They have investigated the shrine several times, but haven't encountered any monsters. The militia are responsible defenders of the town but are unable to give the PCs any further information.

Lately the local Militia has been forced by the mayor to transport drinking water by horse into the town. They investigated the creek mouth where the water flows out of the ground. They noticed that the water flow was very low, but did nothing about it. They can tell the characters that creek starts flowing from out of the ground not far away from the shrines location.

Tartanian: male human fighter; hp 5, level 0 fighter; leader of the Towns militia

A3. Town Mayor

The mayor of Four Winds is actually a woman named Catherine. She is under a lot of pressure from the townsfolk lately. She has a sign hanging outside her door saying "trespassers will be arrested."

If the characters approach her door for information she is a bit abrasive at first, but softens up quickly when she realizes the group may be able to help her. She seems overly concerned with water flow in the Towns creek. She has been using the militia daily to bring water in from a stream an hour away. She is doing this to try and entice the caravans and merchants to stop in Four Winds as per normal. But the militia cannot transport enough water to supply all the townsfolk and outsiders that may visit.

Catherine seems totally unconcerned with the happenings of the shrine and doesn't know any more about it than the priest Bragus. She will pay the PCs as much as 250GP if they can figure why the creek isn't flowing properly or better yet correct the creeks water flow problem.

Catherine: female human; hp3; mayor of Four Winds

A4. The Boy who Cried Monster!

Mercus can be found playing in the streets of the town with his friends. Any child playing on the streets of the town can point out Mercus for the PCs.

The young boy doesn't like talking about his confrontation with the undead at the shrine. If the characters offer him a few coins he will open right up to them. Mercus is a born liar and tends to tell lies mixed with truth to make himself feel more important.

If given enough coins Mercus will tell the characters the truth about his undead encounter. The lie he has told the town people is that he saw ghosts at the shrine and they attacked him. The truth is that he pulled up the shrines water bucket to see a skull head floating in the water. The skull was from a kobolds head, but Mercus is too young to know the difference. The skeleton head actually did try biting the boy and Mercus will tell the PCs about this event. If pressed for more information the young boy simply smiles, shrugs his shoulders and says he doesn't know.

Mercus: male human; hp 2; boy attacked by undead

A5. Shops

In the town the PCs can purchase most equipment and merchandise found in the Players Handbook. Though because there are shortages lately, there is a 50% chance that the items they are looking for are out of stock. The shops in Four Winds are very low on provisions due to the fact that caravans are no longer stopping.

B. The Creek and Foothills

Should the PCs go to investigate the creek mouth they will find an underground waterway exiting some foothills. The creek flows out from underneath the foothills and it is impossible to enter the caves under the shrine from this area. The amount of water coming from out of

the ground is only one quarter of the creeks normal flow. The water appears normal and clear. The taste of the creeks water is normal.

B1. Creek Mouth

The mouth of the creek seems to come from underground as a small trickle of water bubbles out of the ground opening.

The ground in this area is soft and spongy and full of moss. There is no way to enter the caves from here. The water flows out of a very small and muddy opening in the ground. If the characters try desperately to enter the underground where the creek runs out of the hills they will be attacked by a small viper snake. The snake makes its home near the mouth of the creek and will only attack if pressed. There is also an old potion of cure light wounds stuck in the mud where the snake is located. It must have belonged to a previous victim of the snake.

🐍 **Viper Snake, Small:** hp 4, see Monster Manual

Treasure: Potion cure light wounds.

B2. Foothills

The rolling foothills lead towards the mountains off in the distance. The grass here is patchy as the hills are made of moss-encrusted rock. Occasionally you hear skittering noises of different wild animals.

Should the PCs decide to investigate the foothills near the creek mouth they will encounter two dire rats. The dire rats make their home in the foothills and will attack anything that gets close.

🐭 **Dire Rats (4):** hp 5 each, see Monster Manual

C. The Shrine of Aqual

This place will appear different depending on when the PCs arrive. During the day the shrine seems peaceful and there are no monsters to be found. During the night the shrine is haunted by several undead skeletal kobold. The skeletons rise up from the shrines well every night and roam the area. They never stray too far from the shrine but will attack anything within a hundred feet from the shrines edge. When daylight comes they climb back down the well to avoid the daylight.

C1. Shrine

The shrine of Aqual rests upon a small hill. There is a well worn path that leads from the town of Four Winds to the shrine.

The shrine rises up on a hill. At the top of the hill you can see a ring of stones which represent the edge of the sacred shrine. In the center of the stones is a well made of wood. It is ornately built and has several symbols of Aqual carved into it.

The PCs will encounter skeletal kobolds around the shrine only at night. When daylight arrives the skeletons climb back down the well to the caves below. These skeletons were animated by a powerful duergar cleric. They were reanimated to protect the well and scare off any curious snoopers.

Note: Should the players arrive at the shrine during the day the skeletons will not be above-ground. Rather, add these skeletons to the number in the encounter underground in D1.

Should the players arrive at night read this additional excerpt.

Looking closer by the moonlight you see several undead walking around inside the shrine. They appear to be small standing only about three feet high. They seem to be attracted the center of the shrine.

✂ **Skeletons, Small (8):** hp 3 each, see Monster Manual under Skeleton

C2. Water Well

The water well descends 50 feet down into the water below. Should the PCs look down the well they won't be able to see anything. They will however be able to hear water trickling. There is no water that can be obtained from the well as it has dried up along with Sunmore creek in the town.

The shrines water well is made of wood and has ornate water symbols of Aqual carved into the base. There is also a rope with a wooden bucket attached to an old pulley system to pull water from the well.

Trap: Pit Trap; CR 2; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20); There is a trap on the pulley system of the water well. The kobolds placed it before they were killed by the duergar. The trap is set to spring should anything heavier than a bucket of water weigh down the rope attached to the pulley; for instance should someone were to climb down the rope. If this happens then the pulley will break and send the victim plugging into the well.

D. Underground River

The underground river can only be entered from the shrine of Aqual. The water well from the shrine descends 50ft from the surface into the underground. Unknown to the townsfolk is that the duergar have dammed the underground

river. This is the reason that no water is flowing in the Sunmore creek and the town of Four Winds. Instead the duergar are mining for gold just past the dam in areas D2 and D3 on the underground river map. The duergar have also re-animated the kobolds to protect the area of D1 from any land dwelling intruders.

D1. Undead Kobolds

The water well leads into a large dark cave with a small trickle of water flows at its center. There is also a group of small undead skeletons and two undead zombies. Their undead eyes glow with hatred and they move to attack.

This area is overrun with undead kobolds. The skeletal undead of the kobolds have been re-animated to protect this section of the river. The skeletons will not stop attacking until their foes are dead or they have been destroyed. There is also two more powerful undead kobold zombies in this area. These zombies were once the leaders of the kobold tribe.

As soon as combat begins in area D1 the rest of the duergar in the underground will be on alert. The duergar will immediately gain the surprise on any further encounters for area D2 and D3.

✂ **Skeletons, Small (8):** hp 3 each, see Monster Manual under Skeleton

✂ **Zombies, Small (3):** hp 7, see Monster Manual under Zombie

Tactics: The skeletons are aimless monsters and they will fight till they are destroyed. They will do random things that make no tactical sense such as expose themselves to attacks of opportunities just by moving randomly.

D2. Duergar Miners

This area is filled with overturned river stones and mud. There are three large piles of rocks off to one side.

Here the dark dwarves have been mining for the loose gold in the rocks of the underground river. There is not much gold left here as the duergar have sifted through the riverbed. Though should the PCs investigate the rocks they will find 5gp worth of gold for every one hour they search, to a maximum of five hours. The dark dwarves will attempt to ring a large brass bell to warn the others at the first sign of trouble.

Handling the Duergar

The PCs have several options in trying to deal with the duergar dwarves. Should the PCs decide to attack the duergar head on they will probably be all killed in encounter D3. Once the duergar have felt the PCs presence they will be ready for any further attacks. Should the PCs try attacking as best they can one day and then resting the night in town, when they go back the next day they will discover that the duergar will have restocked their numbers. As DM you should restock the duergar encounter areas with the same numbers should the PCs rest in town overnight. Therefore they will have to come up with intelligent ways to be victorious.

- **Get help from Four Winds.** The PCs can go back to town and ask for help by explaining about the duergar. Should they do this Captain Tartanian will send three of his men to help the PCs, the rest are busy getting water for the towns people. The militia are all 1st level fighters with limited fighting skills, but they will each be armed with a scimitar and a light crossbow.
- **Using Fire.** The dam located in area D3 is the main obstacle for the PCs to overcome. In town the PCs will be able to purchase

several barrels of oil to burn it down. How the players get the oil to the edge of the dam is up to you as the DM to decide on. The oil kegs will have a 50% chance of exploding if they are sealed and flame touches them. Fire will not smoke-out the duergar as the cavern system is too large.

✂ **Duergar Fighters (3):** hp 7, 5, 4; CR 1; Medium humanoid; HD 1d8+1; Init +2; Spd 15 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Atk +2 melee (1d6+3/18–20, masterwork handaxe) or +2 ranged (1d8/19–20, masterwork light crossbow); AL LE; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8. **Special:** +4 to move silently; immune to paralysis, phantasms, magical and alchemical poisons (but not normal poisons); spell-like abilities 1/day – enlarge and invisibility as 3rd level wizard; darkvision 120ft; light sensitivity -2 to Atk, Saves, Chks in bright sunlight or daylight spell; Listen +1; Spot +1; Alertness feat.

Tactics: If they hear the sounds of melee combat in area D1 than the duergar will be ready for the PCs. If they are forced into melee combat they will fight to the death. The duergar will gain surprise on any combat and will be huddled behind piles of stones and will attack with their crossbows. The dark dwarves will be half concealed behind the rocks and the PCs will have a 50% of missing on any missile attack.

D3. The Dam Wall

A large wooden dam rises up 15 feet from the cavern floor. Along the top of the dam are several barriers. There is only a trickle of water seeping through the dam, but you can hear heavy sounds of rushing water on the other side.

By this time the duergar will be ready for the PCs after hearing the sounds of combat from area D1 and D2. Sound the players manage to

avoid any melee combat in those areas then they can sneak up on the duergar defending the dam. Along the top of the dam there are two duergar sentries guarding the area from enemy advancement. These two duergar will immediately be joined by four more duergar fighters from area D4 after the first round of combat. The dam allows up to four duergar to defend it at any one time. When a duergar falls another will take its place immediately, until they are all killed.

Destroying the Dam

Doing this isn't easy as the duergar construction is solid. The PCs can attack the dam from the ground to destroy it, but they may be swept away with the water that drains away from the dam. It is not possible to destroy the dam by melee from the top of it. Burning the wood on the dam is only possible with the help of oil. Lighting the dam on fire with the aid of oil will cause it to fall apart in 2d6+4 minutes.

Dam: hp 125

Should the dam be destroyed the PCs will still be able to walk through the underground river to get to the rest of the areas in the underground. The water will be up their waist but it will be passable.

Once the players defeat the duergar along the top of the dam wall they will need to climb up in order to get on top. The climbing DC is an 11 to reach the top.

⚔ Duergar Sentries (2): hp 8, 6; CR 1; Medium humanoid; HD 1d8+1; Init +3; Spd 15 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Atk +2 melee (1d6+3/18–20, masterwork handaxe) or +3 ranged (1d8/19–20, masterwork light crossbow); AL LE; SV Fort +3, Ref +2, Will +1; Str 15, Dex 16, Con 13, Int 10, Wis 12, Cha 8. **Special: +4 to move silently; immune to paralysis, phantasms, magical and alchemical poisons (but not normal poisons); spell-like abilities 1/day – enlarge and invisibility as 3rd level wizard; darkvision 120ft; light**

sensitivity -2 to Atk, Saves, Chks in bright sunlight or daylight spell; Listen +1; Spot +1; Alertness feat.

⚔ Duergar Fighters (4): hp 6, 5, 4; CR 1; Medium humanoid; HD 1d8+1; Init +2; Spd 15 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Atk +2 melee (1d6+3/18–20, masterwork handaxe) or +2 ranged (1d8/19–20, masterwork light crossbow); AL LE; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8. **Special: +4 to move silently; immune to paralysis, phantasms, magical and alchemical poisons (but not normal poisons); spell-like abilities 1/day – enlarge and invisibility as 3rd level wizard; darkvision 120ft; light sensitivity -2 to Atk, Saves, Chks in bright sunlight or daylight spell; Listen +1; Spot +1; Alertness feat.**

Tactics: The duergar sentries will attack with their light crossbows and have a +1 to all attack rolls while firing missile weapons from the top of the dam wall. The duergar also have a concealment advantage and the PCs will have a 40% chance of missing to hit them while they are hiding on top of the wall. Should the duergar be in trouble of being defeated one of them will spend a partial action to ring a bell to warn the remaining duergar in area D6.

D4. Duergar Quarters

This room is filled with leather beds and two crude stonework tables. A large pile of waste is located in one corner of the room. There is also a small metal chest beside one of the leather beds.

If the PCs managed to knock out the two duergar sentries in area D3 without making a sound then there will be three duergar fighters waiting here. Use the duergar fighters stats from the end of area D3 if this happens. Most likely this room will be empty of dark dwarves.

There is however a nasty badger that has been trained to attack anything that is not a duergar. The badger is like a pet dog to the duergar who we're working here.

✂ **Dire Badger (1):** hp 18, see Monster Manual

Trap: In the room there is a metal chest that contains two potions (potion of cure light wounds and potion of heroism) and several gold nuggets. The duergar that owned this chest trapped it with a acid that shoots out from the lock. The acid does 3d6 damage and it is a DC 12 to disable the locks trap. The DC is 10 to pick the lock.

D5. Kobold Quarters

This cave contains the remains of a kobold living area. There are several dead kobold corpses in the center of the room. Ringing around the edge of the room there are several old straw beds just the right size for a small kobold body. The room is damp and a small pool of water forms the center of the room.

This was the main living area for the kobolds that once called these underground caves their home. Searching room reveals one rusty old short sword and two broken daggers. Unknown to the duergar the kobolds had hidden away a stash of gold nuggets behind a secret door in this room. The door is very small and is only large enough for a small humanoid to enter, but the PCs can open it and pull out the gold hidden away inside it. The secret door was trapped by the kobolds to protect it. The gold nuggets in the secret door total 425 GP.

Trap: Crushing Hand Trap; CR2; no attack roll required (1d6); Search (DC 18); Disable Device (DC 20); This trap on the secret door will pin the hand of anyone pushing open it. The trap will also cause a loud whistling sound to emit from crack in the door. This trap was meant to

pin any hand trying to open the door. The trap only causes damage if the PC tries to pull their hand out of the trap. To free the hand from the trap the PC must roll a reflex save to avoid the damage.

D6. Duergar Leader

You approach a small underground cave as the passage narrows. This room has a dimly lit candle on a table that radiates light. You can also hear a loud snoring sound from some humanoid. The cave roof here seems rather unstable.

This area is the headquarters of the duergar activity in this underground river system. This room was freshly dug out not long ago and leads further into the duergar underdark. This room is where the duergar leader has been organizing the mining of the river. Unfortunately for the duergar leader he has been fast asleep during the entire arrival of the PCs. The duergar leader is laying on a leather bed and several empty bottle of duergar ale rests at his side. When the PCs enter the room they will hear him snoring. As soon as any of the characters speak or if the duergar is attacked he will awake immediately.

The roof of the cave roof is unstable here and could easily crumble with several precise hits. Destroying this cave will permanently block the duergar from reaching the gold in the underground river.

✂ **Dkril'Umiq**, Duergar Captain: Male duergar fighter 3; CR 3; Medium humanoid; HD 3d8; hp 15; Init +2; Spd 15 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (2d4+1/18–20, masterwork falchion) or +4 ranged (1d8/[TS]3, masterwork composite longbow); Full Atk +3 melee (2d4+1/18–20, masterwork falchion) or +4 ranged (1d8/[TS]3, masterwork composite longbow); SQ favored enemy (humans +2), wild empathy +2; AL LE; SV Fort +3, Ref +5, Will +3; Str 12, Dex 15,

Con 10, Int 14, Wis 10, Cha 13. Height 5 ft. 9 in., weight 170 lbs. **Special:** +4 to move silently; immune to paralysis, phantasms, magical and alchemical poisons (but not normal poisons); spell-like abilities 1/day – enlarge and invisibility as 3rd level wizard; darkvision 120ft; light sensitivity -2 to Atk, Saves, Chks in bright sunlight or daylight spell; Listen +1; Spot +1; Alertness feat.

Concluding the Adventure

Whether or not the PCs had help, they become heroes in Four Winds after defeating the duergar. If they received of gold reward than they will be paid and offered free room and board for a week. Should the players be interested in more profit the town mayor would be willing to hire on the PCs for limited time to make sure that there are no more duergar trouble.

Further Adventures

The possibilities to further expand this adventure into a longer running campaign are possible. If the players didn't destroy the passage that leads further into the underdark then they could journey further into the duergar domain. This could lead to more adventures in the underground and the PCs could discover the whereabouts of the powerful duergar cleric. The players could also search out to find the whereabouts of more kobolds in the hills. The kobolds could be planning an attack on the outskirts of the town in order to replenish their dwindling food supplies. The players may discover that the kobolds and duergar have been at war with each other in the mountains north of Four Winds for quite some time. The PCs could search out a way to stop the war.

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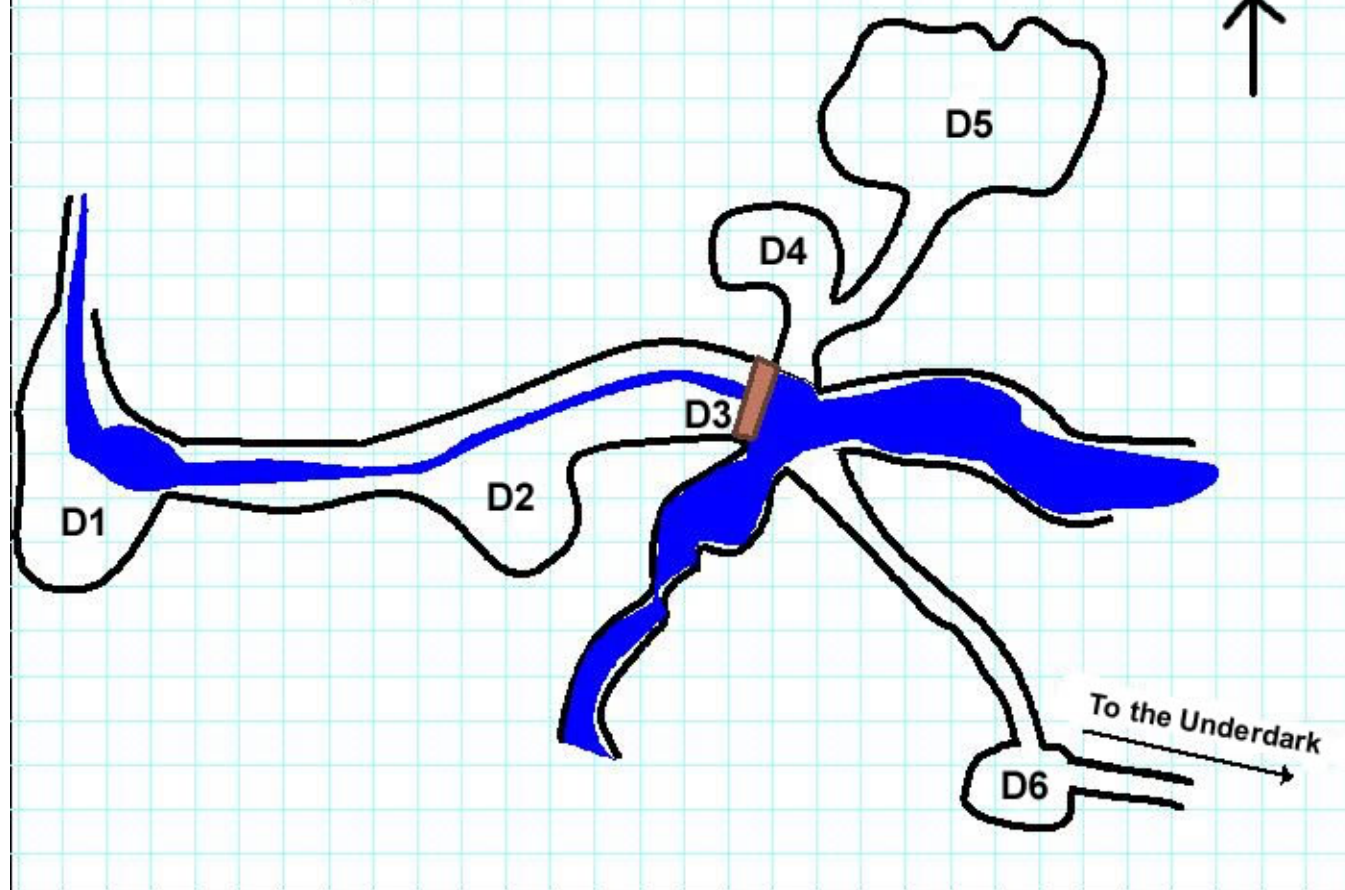
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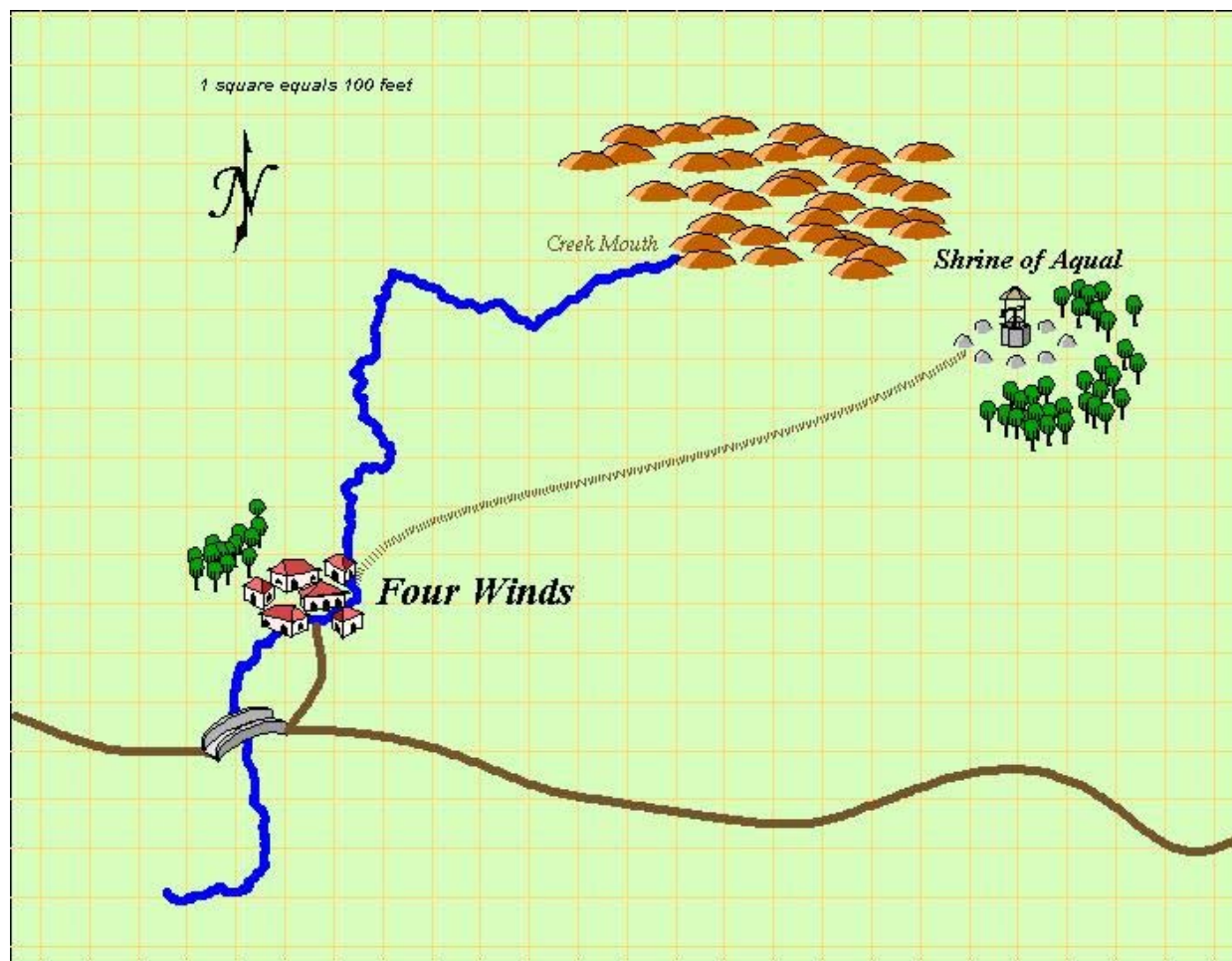
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Underground River





Veric (Human Male, Fighter 2, Neutral Good)

Ability Scores

Strength	17	(+3)	Size:	Medium
Dexterity	15	(+2)	Height:	6' 3"
Constitution	15	(+2)	Weight:	250 lb
Intelligence	10	(+0)	Eyes:	Blue
Wisdom	6	(-2)	Hair:	Blond
Charisma	13	(+1)	Skin:	Tan

Total Hit Points: 22

Speed: 30 feet

AC: 17 = 10 + 4 [chain shirt] + 1 [light steel] + 2 [dexterity]

Touch AC: 12

Flat-footed: 15

Saving Throws

Fortitude save: +7 = 3 [base] + 2 [constitution] + 2 [great fortitude]

Reflex save: +2 = 0 [base] + 2 [dexterity]

Will save: -2 = 0 [base] -2 [wisdom]

Madness check: -2 = -2 [wisdom]

Attack (handheld): +5 = 2 [base] + 3 [strength]

Attack (missile): +4 = 2 [base] + 2 [dexterity]

Grapple check: +5 = 2 [base] + 3 [strength]

Languages: Common

Feats: Great Fortitude. Power Attack, Cleave, Stealthy

Weapons & Armor

- Spear* [1d8+3, crit x3, range incr 20 ft., 6 lb., two-handed, piercing]
- Short Sword* [1d6+3, crit 1-20/x2, 1 lb, light, piercing]
- Scimitar [1d6+3, crit 18-20/x2, 4 lb, one-handed, slashing]
- Composite Shortbow [1d6, crit x3, range incr. 70 ft., 2 lb., piercing]
- Chain shirt [light; +4 AC; max dex +4; check penalty -2; 25 lb.]
- Light Steel Shield [+1 AC; check penalty -1; hardness 10; hp 10; 6 lb.]

Skills

Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc. Modifier
Appraise	Int	0 =	+0		
Balance	Dex*	2.5 =	+2	+0.5	
Bluff	Cha	1 =	+1		
Climb	Str	5 =	+3	+2	
Concentration	Con	2 =	+2		
Diplomacy	Cha	1 =	+1		
Disguise	Cha	1 =	+1		
Escape Artist	Dex	2 =	+2		
Forgery	Int	0 =	+0		
Gather Information	Cha	1 =	+1		
Handle Animal	Cha	3 =	+1	+2	
Heal	Wis	-2 =	-2		
Hide	Dex*	4 =	+2		+2 [stealthy]
Intimidate	Cha	1 =	+1		

Jump	Str*	5 =	+3	+2
Knowledge (dungeoneering)	Int	1 =	+0	+1
Listen	Wis	-2 =	-2	
Move Silently	Dex*	4 =	+2	+2 [stealthy]
Ride	Dex	2 =	+2	
Search	Int	0 =	+0	
Sense Motive	Wis	-2 =	-2	
Spot	Wis	-2 =	-2	
Survival	Wis*	-2 =	-2	
Swim	Str*	6 =	+3	+3
Tumble	Dex*	3 =	+2	+1
Use Rope	Dex	2.5 =	+2	+0.5

* = check penalty for wearing armor

Equipment

44 lb **Weapons / Armor / Shield (from above)**

6 lb Arrows (quiver of 20) x2

2 lb Backpack

5 lb Bedroll

n/a Bell

n/a Candle

n/a Flint and steel

4 lb Grappling hook

3 lb Lantern (bullseye)

2 lb Oil flasks x2

1 lb Pouch x1

5 lb Rations (1 day) x5

10 lb Rope (50', hempen) x1

1 lb Soap

1 lb Whetstone

n/a Treasure Map

84 lb Total

Description: Veric is an orphan who's father was killed at birth. His mother raised him in a small town called Riverglen in the south of Zym. Veric spent his boyhood days delving into the mountain caves near his home. In one of his cave adventures he uncovered a small treasure chest that contained gold and a map. Taking the gold he decided to outfit himself as an adventurer. Veric left his home and hired out his sword to work as mercenary on several caravans. It was here that he met his female friend Evirial. Veric has a crush on Evirial, but is afraid to say anything to her about his feelings. He is attracted to her half-elven beauty but doesn't really want to ruin their good friendship. Her skill as a thief complements his fighting skills. Together Evirial and Veric travel in search of work as adventurers. Veric keeps his treasure map secret, but is always looking for the location of the unknown cave. Veric is trying to form a small adventuring group starting with Evirial and himself. Recently they have been traveling with Jehsop the cleric for several weeks having met up with him back in Wallfort. Veric just recently invited the elven wizard Saelthir to join their adventuring group. Though, he isn't sure about the wizard as he senses tension between Saelthir and Evirial.

Evirial (Half-Elf Female, Rogue 2, C.Neutral)

Ability Scores

Strength	12 (+1)	Size:	Medium
Dexterity	16 (+3)	Height:	5' 3"
Constitution	11 (+0)	Weight:	95 lb
Intelligence	11 (+0)	Eyes:	Green
Wisdom	9 (-1)	Hair:	Light Brown
Charisma	16 (+3)	Skin:	Light

Total Hit Points: 10

Speed: 30 feet

AC: 15 = 10 + 2 [leather] + 3 [dexterity]

Touch AC: 13

Flat-footed: 12

Savings Throws

Fortitude save:	+0	= 0 [base]
Reflex save:	+6	= 3 [base] + 3 [dexterity]
Will save:	-1	= 0 [base] -1 [wisdom]
Initiative modifier:	+7	= +3 [dexterity] + 4 [improved initiative]
Fear check:	-1	= -1 [wisdom]
Horror check:	-1	= -1 [wisdom]
Madness check:	-1	= -1 [wisdom]
Attack (handheld):	+2	= 1 [base] + 1 [strength]
Attack (missile):	+4	= 1 [base] + 3 [dexterity]
Grapple check:	+2	= 1 [base] + 1 [strength]

Languages: Common, Elven

Feats: Improved Initiative

Weapons & Armor

- Dagger [1d4, crit 19-20/x2, range inc 10 ft., 1 lb., light, piercing]
- Dart [1d4, crit x2, range inc. 20 ft., 1/2 lb, piercing]
- Sap [1d6 nonlethal, crit x2., 2 lb., light, bludgeoning]
- Short Sword [1d6, crit 1-20/x2, 1 lb, light, piercing]
- Shortbow [1d6, crit x3, range inc. 60 ft., 2 lb., piercing]
- Leather armor [light; +2 AC; max dex +6; check penalty 0; 15 lb.]

Skills

Skill Name	Key Ability	Skill Modifier	Ability Modifier	Rank Modifier	Misc. Modifier
Appraise	Int	4 =	+0	+4	
Balance	Dex*	6 =	+3	+3	
Bluff	Cha	6 =	+3	+3	
Climb	Str	5 =	+1	+4	
Concentration	Con	0 =	+0		
Diplomacy	Cha	5 =	+3		+2 [half-elf]
Disable Device	Int	4 =	+0	+4	
Disguise	Cha	4 =	+3	+1	
Escape Artist	Dex	3 =	+3		
Forgery	Int	1 =	+0	+1	
Gather Information	Cha	6 =	+3	+1	+2 [half-elf]
Heal	Wis	-1 =	-1		
Hide	Dex	4 =	+3	+1	
Intimidate	Cha	3 =	+3		
Jump	Str	1 =	+1		

Listen	Wis	0 =	-1	+1 [half-elf]
Move Silently	Dex	8 =	+3	+5
Open Lock	Dex	7 =	+3	+4
Ride	Dex	3 =	+3	
Search	Int	5 =	+0	+4 +1 [half-elf]
Sense Motive	Wis	-1 =	-1	
Spot	Wis	0 =	-1	+1 [half-elf]
Survival	Wis	-1 =	-1	
Swim	Str	2 =	+1	+1
Tumble	Dex	6 =	+3	+3
Use Rope	Dex	4 =	+3	+1

* = check penalty for wearing armor

Half-Elf Special Abilities

Immune to magical sleep; +2 racial bonus on saves vs. enchantments; Low-light vision; +1 racial bonus on listen, search, and spot checks; +2 racial bonus on diplomacy and gather information checks

Rogue Special Abilities

Sneak Attack +1d6; Trapfinding; Evasion (level 2)

Equipment

22 lb Weapons / Armor / Shield	1 lb Locks x1
6 lb (from above)	1 lb Manacles x1
2 lb Arrows (quiver of 20) x2	2 lb Mirror
5 lb Backpack	1 lb Pitons x5
2 lb Bedroll	3 lb Rations (1 day) x5
n/a Caltrops	5 lb Rope (50', silk) x1
n/a Candle	5 lb Sacks x1
n/a Chalk	1 lb Spyglass
n/a Fishhook	1 lb Waterskins x1
n/a Flint and steel	4 lb Whetstone
n/a Ink vial	1 lb Thieves' tools
n/a Ink pen	
1 lb Lamp (common)	63 lb Total

Description: Evirial is a half-elf from the city of Skykeep. She grew up on the streets of the city, escaping her abusive father at the age of nine. She nearly died on the streets until she joined the Thieves Guild and was apprenticed by an older boy named Marl. After several years of thievery she was caught by the city guards and thrown into the dungeons of Skykeep for three years. During her imprisonment she was abused and violated by an evil guard. When she was finally released from prison she hunted down the abusive guard and killed him in his sleep. Evirial escaped Skykeep and has vowed to never go back again. She began working as a mercenary for hire. She was hired to make sure thieves did not steal from the caravans she worked. On one such caravan journey she met Veric a human male fighter. She likes Veric, but her history with abusive men does not let her get close to anyone. She has adventured with Veric for several months now and thinks he is keeping a secret from her. Evirial is following Veric's idea of forming a adventurers group, but isn't sure she trusts Jehsop the new Cleric. Jehsop seems to talk to himself a lot and Evirial is very unnerved by it. She thinks Jehsop is a little crazy to say the least.

Jehsop (Human Male, Cleric 2, Neutral Good)

Ability Scores

Strength	16 (+3)	Size:	Medium
Dexterity	13 (+1)	Height:	5' 9"
Constitution	11 (+0)	Weight:	220 lb
Intelligence	11 (+0)	Eyes:	Dark Brown
Wisdom	17 (+3)	Hair:	Dark Brown
Charisma	9 (-1)	Skin:	Tan

Total Hit Points: 15

Speed: 30 feet

AC: 16 = 10 + 4 [chain shirt] + 1 [light steel] + 1 [dexterity]

Touch AC: 11

Flat-footed: 15

Deity: Aqual, elemental god of water

Domains: Healing, Water, Protection

Saving Throws

Initiative modifier:	+1	= +1 [dexterity]
Fear check:	+3	= +3 [wisdom]
Horror check:	+3	= +3 [wisdom]
Madness check:	+3	= +3 [wisdom]
Fortitude save:	+3	= 3 [base]
Reflex save:	+1	= 0 [base] + 1 [dexterity]
Will save:	+6	= 3 [base] + 3 [wisdom]
Attack (handheld):	+4	= 1 [base] + 3 [strength]
Attack (missile):	+2	= 1 [base] + 1 [dexterity]
Grapple check:	+4	= 1 [base] + 3 [strength]

Languages: Common

Feats: Improved Turning, Skill Focus (Heal)

Weapons & Armor

- Dagger [1d4, crit 19-20/x2, range inc 10 ft., 1 lb., light, piercing]
- Heavy Mace [1d8, crit x2, 8 lb., one-handed, bludgeoning]
- Sling [1d4, crit x2, range inc. 50 ft., 0 lb, bludgeoning]
- Chain shirt [light; +4 AC; max dex +4; check penalty -2; 25 lb.]
- Light Steel Shield [+1 AC; check penalty -1; hardness 10; hp 10; 6 lb.]

Skills

Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc. Modifier
Appraise	Int	0 =	+0		
Balance	Dex*	1 =	+1		
Bluff	Cha	-1 =	-1		
Climb	Str	3 =	+3		
Concentration	Con	0 =	+0		
Diplomacy	Cha	-1 =	-1		
Disguise	Cha	-1 =	-1		
Escape Artist	Dex	1 =	+1		
Forgery	Int	0 =	+0		
Gather Information	Cha	-1 =	-1		
Heal	Wis	9 =	+3	+3	+3 [skill focus]
Hide	Dex	1 =	+1		

Intimidate	Cha	-1 =	-1		
Jump	Str	4 =	+3	+1	
Knowledge (geography)	Int	1 =	+0	+1	
Knowledge (history)	Int	1 =	+0	+1	
Knowledge (religion)	Int	2 =	+0	+2	
Listen	Wis	3.5 =	+3	+1	
Move Silently	Dex	1 =	+1		
Ride	Dex	1 =	+1		
Search	Int	0 =	+0		
Sense Motive	Wis	3 =	+3		
Spot	Wis	3 =	+3		
Survival	Wis	4 =	+3	+1	
Swim	Str**	4 =	+3	+1	
Use Rope	Dex	1 =	+1		

* = check penalty for wearing armor

Spells

Zero-level Cleric spells: 4 per day

First-level Cleric spells: 3 (2 + 1) per day + 1 from a domain:

Cleric Special Abilities

Alignment Aura; Spontaneous Casting (heal); Turn Undead (2x/day); High wisdom gains bonus spells daily; Domain choices give additional abilities

Equipment:

Weapons / Armor /	10 lb	Pot
40 lb Shield (from above)	1 lb	Pouch x1
15 lb Sling bullets (group of 10) x3	5 lb	Rations (1 day) x5
	1 lb	Sacks x2
2 lb Backpack	8 lb	Waterskins x2
5 lb Bedroll	1 lb	Whetstone
n/a Bottle	1 lb	Healer kit
n/a Candle	n/a	Holy symbol (wooden)
n/a Fishhook	2 lb	Spell component pouch
n/a Flint and steel		
	91 lb	Total

Description: Jehsop is a devout priest of Aqual, the god of elemental water. He was born in the seaport town of Wayfleet and has always had an affinity to the sea. Jehsop was born to a wealthy merchant and his father sent him away to be educated in the religion of Aqual. During his second year of training on the Winter Isles Jehsop's convent was sacked by pirates. Several of his best friends were killed during the attack. Soon after Jehsop began training as a combat priest with the purpose avenging his dead friends. He realized this was wrong, but continued his combat training. After becoming a full priest he left to search out his purpose in Aqual's eyes. He soon found himself traveling from place to place aiding his deity's followers. Jehsop recently befriended the rest of the group and journeys with them in search of the next task appointed to him by Aqual. Jehsop has imaginary discussions with god Aqual throughout the day. This leaves others to believe that he is slightly obsessed.

Saelthir (Elf Male, Wizard 2, Lawful Neutral)

Abilities

Strength	15 (+2)	Size:	Medium
Dexterity	17 (+3)	Height:	5' 5"
Constitution	9 (-1)	Weight:	155 lb
Intelligence	20 (+5)	Eyes:	Blue
Wisdom	12 (+1)	Hair:	Gray
Charisma	11 (+0)	Skin:	Pale

Total Hit Points: 8

Speed: 30 feet

AC: 13 = 10 + 3 [dexterity]

Touch AC: 13

Flat-footed: 10

Savings Throws

Fortitude save:	+ 0 = 0 [base]
Reflex save:	+ 3 = 0 [base] + 3 [dexterity]
Will save:	+ 4 = 3 [base] + 1 [wisdom]
Initiative modifier:	+ 3 = + 3 [dexterity]
Fear check:	+ 1 = + 1 [wisdom]
Horror check:	+ 1 = + 1 [wisdom]
Madness check:	+ 1 = + 1 [wisdom]
Attack (handheld):	+ 3 = 1 [base] + 2 [strength]
Attack (missile):	+ 4 = 1 [base] + 3 [dexterity]
Grapple check:	+ 3 = 1 [base] + 2 [strength]

Languages: Aquan, Common, Dwarven, Elven, Goblin, Orc, Sylvan, Draconic

Feats: Combat Casting, Scribe Scroll

Dagger [1d4, crit 19-20/x2, range inc 10 ft., 1 lb., light, piercing]

Quarterstaff [1d6/1d6, crit x2, 4 lb., two-handed, bludgeoning]

Skills

Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc. Modifier
Appraise	Int	7 =	+ 4	+ 3	
Balance	Dex*	3 =	+ 3		
Bluff	Cha	0 =	+ 0		
Climb	Str	2 =	+ 2		
Concentration	Con	-1 =	- 1		
Decipher Script	Int	7 =	+ 4	+ 3	
Diplomacy	Cha	0 =	+ 0		
Disguise	Cha	0 =	+ 0		
Escape Artist	Dex	3 =	+ 3		
Forgery	Int	4 =	+ 4		
Gather Information	Cha	0 =	+ 0		
Heal	Wis	1 =	+ 1		
Hide	Dex	3 =	+ 3		
Intimidate	Cha	0 =	+ 0		
Jump	Str	2 =	+ 2		
Knowledge (arcana)	Int	7 =	+ 4	+ 3	
Knowledge (dungeoneering)	Int	6 =	+ 4	+ 2	
Knowledge (geography)	Int	6 =	+ 4	+ 2	
Knowledge (history)	Int	6 =	+ 4	+ 2	
Knowledge (nature)	Int	5 =	+ 4	+ 1	

Knowledge (nobility)	Int	5 =	+ 4	+ 1
Knowledge (religion)	Int	5 =	+ 4	+ 1
Knowledge (planes)	Int	5 =	+ 4	+ 1
Listen	Wis	3 =	+ 1	+ 2 [elf]
Move Silently	Dex	3 =	+ 3	
Ride	Dex	3 =	+ 3	
Search	Int	6 =	+ 4	+ 2 [elf]
Sense Motive	Wis	1 =	+ 1	
Spellcraft	Int	9 =	+ 4	+ 5
Spot	Wis	3 =	+ 1	+ 2 [elf]
Survival	Wis	1 =	+ 1	
Swim	Str	3 =	+ 2	+ 1
Use Rope	Dex	3 =	+ 3	

* = check penalty for wearing armor

Zero-level Wizard spells: 4 per day

First-level Wizard spells: 4 (2 + 2) per day

Elf Special Abilities

+ 2 dexterity / -2 constitution (already included), Immune to magical sleep, + 2 racial bonus to saves vs. enchantments, Low-light vision, Proficient with longsword, rapier, longbow & shortbow, + 2 racial bonus on listen, search, and spot checks

Equipment

Weapons / Armor /	5 lb	Rations (1 day) x5
5 lb Shield (from above)	1 lb	Sacks x1
2 lb Backpack	1 lb	Sealing wax
5 lb Bedroll	n/a	Sewing needle
3 lb Blanket, winter x1	5 lb	Torches x5
n/a Candle	1 lb	Vial (for ink or potions) x2
n/a Flint and steel	8 lb	Waterskins x2
n/a Ink	1 lb	Whetstone
1 lb Mirror	2 lb	Spell component pouch
n/a Parchment sheets x2	3 lb	Spellbook x1
1 lb Pouch x1		
		44 lb Total

Description: Saelthir is a gray elf from the Sylvan forest of Ealandar. He grew up in the wilds of the great forest. He was raised by his father, a great wizard of much renown. His father taught him about the duality of magic, and how its power can corrupt people to do evil. Saelthir had long wished to journey into the world of Zymlandia and when he came of age he left his homeland in search of adventure. He traveled first to the city of Wallfort and accidentally got embroiled in plot to kill a rich merchant. His naiveté was taken advantage of by some unscrupulous thieves. He was made to believe that the merchant had abducted several infants to sell as slaves. He didn't find out till it was too late that the thieves had planned revenge for the merchant not paying their extortion fees. The merchant was killed right before Saelthir eyes and with his own dagger. He escaped Wallfort before the thieves could kill him, but knows that they are still hunting him. He was also blamed for the merchant death. Saelthir is now cautious of any thieves and now doesn't trust anyone in that profession. He ran into the other party members along the road a few nights ago. He shared a fire with them and Veric asked Saelthir to join them along the road south. He is cautious of the other group members, but willing to adventure with them. Though, he doesn't trust Evirial the thief.