

First Challenge Material Expansion

A WEB ENHANCEMENT FOR *THE SECRETS OF MAEVIS*

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INTRODUCTION

Quirin Adventure #5: The Secrets of Maevis contains only basic information to material already described in Quirin Adventure #2: First Challenge. The following web enhancement provides a customer of *The Secrets of Maevis* with the additional information (not crucial to run *The Secrets of Maevis*) to Clearwood, three areas of the small town (the entrance gate, barracks, and temple of Dorain), and the *holy tome*. Furthermore, the web enhancement solution prevents any customer of Quirin Adventure #2: First Challenge from paying for the same text twice (if he buys the sequel). Each section should match up with the appropriate section in Quirin Adventure #5: The Secrets of Maevis.

WEB ENHANCEMENT+ SCALING

This web enhancement for *The Secrets of Maevis* is intended for four 2nd level characters, but it can be modified for parties of different sizes or levels. Consider adapting the web enhancement as follows:

1st level PCs: Run the web enhancement as written.

3rd level PCs: Run the web enhancement as written.

4th level PCs: Run the web enhancement as written, but with the following adjustments:

- B.1: Add a dog and a militia member (EL +1-1/2).
- C: Increase the caster level of the *glyph of warding* trap to seventh (EL +1).

5th and 6th level PCs: Run the web enhancement as written, but with the following adjustments:

- B.1: Add a dog and a militia member (EL +1-1/2).
- C: Change the stone golem to a greater stone golem (EL +5). Increase the caster level of the *glyph of warding* trap to seventh (EL +1).

7th and 8th level PCs: Run the web enhancement as written, but with the following adjustments:

- B.1: Add a War3, two dogs, and three militia members (EL +4-1/2).
- C: Change the stone golem to a greater stone golem (EL +5). Change the *glyph of warding* trap to a *greater glyph of warding* trap (EL +3).

9th and 10th level PCs: Run the web enhancement as written, but with the following adjustments:

- B.1: Add a War4, two militia lieutenants, two dogs, and three militia members (EL +5-1/2).
- C: Change the stone golem to a greater stone golem (EL +5). Change the *glyph of warding* trap to a *destruction* trap (EL +4).

Treat parties of a single PC as being 1 level lower than actual. For parties of two and three PCs, which are slightly less powerful than actual, run the web enhancement as written. Treat parties of five and six PCs as being slightly more powerful (run the web enhancement as written), and parties of seven or eight PCs as being 1 level higher than actual.

Feel free to adapt the material presented here as you see fit to make it work with your campaign. Remember that changing the Encounter Levels should raise or lower the amount of treasure in the web enhancement.

FIRST CHALLENGE MATERIAL EXPANSION

THE TOWN OF CLEARWOOD

Clearwood is a small town in the Kingdom of Ankhalon. It was founded 1,156 years ago. After nearly 100 years passed, the hamlet was fortified and used as an outpost against monstrous threats from the south. Since the outbreak of the Divine War, Clearwood has steadily grown. The reasons for its growth are the relative security of the region, and its trading routes to the lands of dwarves and gnomes. The old part of the town (fortified hamlet), called Inner Clearwood, was nearly destroyed by a great fire about 350 years ago. The rebuilding process lasted many years. Several decades ago, a chaotic wizard named Kither lived in Clearwood. Following a magical mishap with a scroll that saw his tower explode and result in several injured people, the wizard was asked to move away from the town. About 35 years ago, a group of bandits led by the notorious ogre called Urugg terrorized the surrounding area of Clearwood. Defeated by a band of Golden Storm mercenaries, Urugg's head became the trophy of their leader, a human named Ristan. However, an unknown thief stole the ogre head several days later. It was not found again.

Most town buildings fall into two categories. The majority of buildings in the town – small residences, shops, warehouses, or storage sheds – are simple, one-story buildings, built side by side to form long rows separated by secondary or main streets. The inn and successful businesses – in particular the miller, the Clearwood Trading Company, and other businesses that require extra space – are generally large, free-standing buildings with up to three stories. Several of these buildings have businesses on the ground floor, with offices or apartments above.

Most town buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. A typical lower-story wall is 1 foot thick, with AC 3, hardness 8, 90 hp, and a Climb DC of 25. Upper-story walls are 6 inches thick, with AC 3, hardness 5, 60 hp, and a Climb DC of 21. Exterior doors on most buildings are good wooden doors that are usually kept locked, except on public buildings, such as shops and the inn.

There exist eleven 40 feet high towers along the 20 feet high town wall. In front of the 15 feet high town gate is a wooden drawbridge. The old hamlet wall is 15 feet high. The six old towers along it are each 30 feet high.

• **Wooden Drawbridge:** 6 in. thick; Hardness 5; hp 60 (per 10-foot section); Break DC 20; Climb DC 21.

y **Iron Town Gate:** 4 in. thick; Hardness 10; hp 120 (per 10-foot section); Break DC 28.

y **Superior Masonry Town Walls:** 5 ft. thick; Hardness 8; hp 400 (per 10-foot section); Break DC 35; Climb DC 25.

y **Old Iron Portcullis Hamlet Gate:** 2 in. thick; Hardness 10; hp 60 (per 10-foot section); Break DC 28; Lift DC 25.

y **Old Masonry Hamlet Walls:** 5 ft. thick; Hardness 8; hp 400 (per 10-foot section); Break DC 35; Climb DC 20.

☞ **Clearwood (small town):** Conventional; AL LN; 800 gp limit; Assets 37,360 gp; Population 934; Mixed (humans 79%, dwarves 9%, gnomes 5%, half-orcs 3%, half-elves 2%, elves 1%, halflings 1%).

Authority Figure(s): Duke Awajan of Clearwood (LN human fighter 8).

Important Characters: Canon Gantee (LG human cleric 5 of Dorain), town priest; Hanan (LN human fighter 5), captain of the militia; Umar (LN human warrior 3), owner of the Clearwood Inn; Alisara (LN human fighter 3), blacksmith.

Militia: Warrior 2 (2), warrior 1 (7).

The following topic pertinent to *The Secrets of Maevis* can be researched in Clearwood: Clearwood.

TALES OF CLEARWOOD

Gather Information

Check Result

Information Learned

10

Clearwood is situated in the Kingdom of Ankhalon.

15

The old part of the town (fortified hamlet) is called Inner Clearwood.

About 35 years ago, a group of bandits lead by the notorious ogre called Urug terrorized the surrounding area of Clearwood. Ristan and his band of Golden Storm mercenaries defeated them.

Several decades ago, a wizard named Kither lived in Clearwood. He destroyed his tower and injured several persons through a magic mishap with a scroll.

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Since the outbreak of the Divine War, Clearwood has steadily grown. The reasons for its growth are the relative security of the region, and its trading routes to the lands of dwarves and gnomes.

Inner Clearwood was nearly destroyed by a great fire about 350 years ago. The rebuilding process lasted many years.

After his magic mishap, Kither has been asked for moving away from the town.

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Nearly 100 years after its foundation, the former hamlet was fortified and used as an outpost against monstrous threats from the south.

30

Clearwood was founded 1,156 years ago.

The following descriptions are keyed to locations on the town map found in *Quirin Adventure #5: The Secrets of Maevis*.

A. THE ENTRANCE GATE (EL I/2)

The entrance gate of Clearwood, the primary entry, is set into the town wall. The gate is open during the day and barred at night. Usually, it lets in travelers after sunset and is staffed by a guard who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the guard).

Creatures: During the day, a guard stands in front of the entrance gate. To enter, the characters have to pay a 1 cp gate toll.

☞ **Clearwood Militia:** Male human War1; hp 5; see Appendices of *Quirin Adventure #5: The Secrets of Maevis* or *Quirin Adventure #2: First Challenge*.

Information: The guard can tell general things about Clearwood (see DC 10 information from the Tales of Clearwood table above).

Read or paraphrase the following when the characters enter Clearwood.

This is not a typical small town. Within the 20 feet tall walls of the town exists another, older wall. Behind is the old part of the town, called Inner Clearwood. You see many people, mostly humans, as well as some dwarves and gnomes, while walking down the main street.

B. BARRACKS

Read or paraphrase the following when the characters come close to the barracks.

An old, long military building stands along the town wall near the entrance gate. These barracks appear unused, but the front presents a great place for parades.

The barracks were built decades ago. There is space and equipment for more than 100 soldiers and horses. Parts of this building are used as the town jail in these days.

Creatures: The barracks are the home of Hanan, the captain of the militia, Calley, the animal trainer and scout, seven warriors, and two lieutenants. Furthermore, five dogs live here. Three heavy warhorses and seven light warhorses are stabled here.

Hanan is a strict and loyal middle-aged man. The duke and his militia underlings respect him due to his great competence gained as a veteran in the Divine War two decades ago. Born in a village far to the west, he came involuntary to Clearwood after a personal tragedy in a greater battle. No one except the former canon Wace (see area C) knows exactly what happened. Since then he has said nothing about his darkest moments in life. Hanan's way to digest the horror of the war is through his work and painting.

Calley (male human Exp2), a servant of the duke, is a good tracker and animal trainer. The forty-three year old loves to sleep in the wilderness in his spare time.

All militia members work three eight-hour shifts, with 3 warriors and Hanan on a day shift (8 A.M. to 4 P.M.), 2 warriors and 1 lieutenant on an evening shift (4 P.M. to 12 A.M.), and 2 warriors and 1 lieutenant on a night shift (12 A.M. to 8 A.M.), excluding any additional guard dogs. During the day shift, some of the guards on duty (2 warriors and a dog) are patrolling the streets. During the other two shifts, a single guard on duty (1 warrior and 2 dogs) is patrolling the streets. At any given time, a guard on duty is stationed at the town's entrance gate, while the remaining guard on duty (Hanan during the day shift or 1 lieutenant during the evening and night shift) is stationed at the barracks, where he can respond to nearby alarms. If need be, one of the two street patrol guards from the day shift is stationed at the jail at any given time.

The dogs are trained animals. Calley taught them the following tasks on command: attack, defend, down, guard, heel, and track (see Handle Animal under Skill Descriptions in the SRD).

TOWN LAWS

The characters may find themselves in Clearwood's jail for a number of different crimes.

For suspicious behavior or other minor offenses against the law, the PCs have to sit in jail for a few hours. Brawlers have to serve a sentence of one day per 10 gp worth of damaged inventory or at least a few hours. Theft under 10 gp is a minor offense, due to an agreement with the local thieves' guild. For stolen goods worth more than 10 gp, the thief has to serve a sentence of one week per 10 gp stolen. Deception counts as theft.

Murderers are given a short trial and are then hanged on a tree outside the town. Breaking out of jail meets with resistance on behalf of the guard on duty, and possibly the guards in the barracks.

Characters that do harm to the small town itself or the local authority Duke Awajan of Clearwood are banished from Clearwood forever.

†**Hanan:** Male human Ftr5; hp 42; see Appendices of Quirin Adventure #2: First Challenge or Quirin Adventure #5: The Secrets of Maevis.

†**Clearwood Militia Lieutenants (2):** Male human War2; hp 11, 13; see Appendices of Quirin Adventure #5: The Secrets of Maevis or Quirin Adventure #2: First Challenge.

†**Clearwood Militia (7, 4 here):** Male human War1; hp 4, 5, 6, 6; see Appendices of Quirin Adventure #5: The Secrets of Maevis or Quirin Adventure #2: First Challenge.

†**Dogs (5, 4 here):** hp 6, 6, 6, 7; see Appendices of Quirin Adventure #5: The Secrets of Maevis or Quirin Adventure #2: First Challenge.

†**Heavy Warhorses (3):** hp 27, 30, 33; see Appendices.

†**Light Warhorses (7):** hp 19, 19, 22, 22, 22, 25, 25; see Appendices.

Treasure: A locked (Open Lock DC 20) chest hidden (Search DC 15) in the wardrobe of Hanan's private chamber contains 100 pp, 1,000 gp, 1,000 sp, a gold necklace worth 50 gp, and a small quality painting of a young armored human man worth 100 gp. It can be unlocked with his iron key.

A DC 20 Search check reveals in the painting the same gold necklace hanging around the young man's neck.

Development: If anyone sounds the alarm, the remaining guard on duty inside the barracks arrives 1d6 rounds thereafter. The resting militia members appear 1d6+1 minutes after the alarm. They wear hastily donned armor (armor check penalty and armor bonus are each 1 point worse than normal).

1. IN JAIL (EL 1/2)

Read or paraphrase the following when any of the characters is in jail.

You are in an uncomfortable 100 feet square room. The guard has locked the iron door behind you. The only light shines through a barred window opposite of the door.

Parts of the barracks are used as the town jail in these days. Six "cells" are at Hanan's disposal.

‣ **Iron Door:** 2 in. thick; Hardness 10; hp 60; Break DC 28; Open Lock DC 25.

‣ **Masonry Wall:** 1 ft. thick; Hardness 8; hp 90; Break DC 35; Climb DC 20.

Creatures: If needed be, Rolund, a militia member, watches over the prisoners. He has the key for the door.

†**Clearwood Militia:** Male human War1; hp 5; see Appendices of Quirin Adventure #5: The Secrets of Maevis or Quirin Adventure #2: First Challenge.

C. TEMPLE OF DORAIN (POSSIBLE EL VARIES)

Read or paraphrase the following when the characters enter the Temple of Dorain.

This holy place is old, very old. The light, shining through the glass of the windows, illuminates the simple interior decoration. A large stone statue of a beautiful, poorly dressed human woman stands behind a stone altar. Field crops as offerings and some copper pieces as a donation for the church lie in bowls atop the altar.

The original Temple of Dorain in Clearwood was destroyed in a great fire about 350 years ago. The actual temple was rebuilt on the ruins by clerics of Dorain and townsfolk.

Creatures: This temple is the home of Canon Gantee, Dara, Harkin and Jerrick.

The reserved Gantee maintains the only temple in town. He is in his late forties, black-haired and thin. The canon is an expert on fighting undead. He alone faced a mummy in the Divine War two decades ago. With his deities blessing he survived the encounter. After five years on the front Gantee was assigned Clearwood by the church hierarchy. He became canon here after Wace, the former canon, died of old age several years ago.

Dara is the second-in-command and Gantee's assistant. With his patience and enthusiasm, this young cleric has the potential to be a great servant of Dorain.

Harkin and Jerrick are the new acolytes in the temple. Most of the time, they learn from Dara the history and dogmas of Dorain.

(EL 11) The large stone statue resembles Dorain. It is actually a very old stone golem, which guards the temple and all clerics of Dorain. Gantee and Dara know about his existence and purpose. The golem has not moved in a long time. A DC 25 bardic knowledge check reveals that a mysterious temple guardian exists.

†**Canon Gantee:** Male human Clr5; hp 36; see Appendices of Quirin Adventure #5: The Secrets of Maevis or Quirin Adventure #2: First Challenge.

†**Dara:** Female human Clr2; hp 16; see Appendices.

†**Harkin:** Male human Clr1; hp 10; see Appendices.

†**Jerrick:** Male human Clr1; hp 10; see Appendices.

†**Stone Golem:** hp 107; see Appendices.

Other Possible NPCs: Potentially, anyone in town.

Trap (EL 4): A "holy" chest in Gantee's private chamber has been locked (Open Lock DC 25) and trapped with a *glyph of warding* spell by him. It can be unlocked with his crystal key. The trap is set to ignore those of Dorain's religion. Otherwise, it activates.

‣ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 3d8 sonic, DC 14 Reflex save for half damage), multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Treasure: Inside the chest, Gantee keeps 50 pp, 2,000 gp, an amethyst worth 150 gp, 3 doses antitoxin, 2 flasks of holy water, 2 smokesticks, and the *holy tome* (see Appendixes).

Scrolls/Potions/Services: Gantee creates scrolls and potions and gives them to those who donate to the church (Dara, Harkin, and Jerrick occasionally create scrolls). He has the following scrolls and potions already prepared:

SCROLLS

Bless	25 gp
Cure light wounds	25 gp
Aid	150 gp
Neutralize Poison	375 gp
Remove Disease	375 gp

POTIONS

Potion of cure light wounds	50 gp
Potion of hide from undead	50 gp
Potion of protection from evil	50 gp
Potion of owl's wisdom	375 gp

NEW MAGIC ITEM

The Holy Tome: This thick leather-bound tome is over 1000 years old. It contains the dogmas and history of Dorain as well as the histories of the old and new temple. Furthermore, the religious knowledge of former canons is collected in it. A user of this tome gains a +10 competence bonus on his Knowledge (religion) checks. The tome was saved from a great fire about 350 years ago. A very old passage in it describes the overwhelming presence of a Dorain avatar who was a guest in the old temple then. The *holy tome* is not for sale.

Faint transmutation; CL 5th; Craft Wondrous Item, *bless*; Price 10,030 gp; Weight 5 lb.

MONSTER STATISTICS

Heavy Warhorse: CR 2; Large animal; HD 4d8+12; hp varies (see text); Init +1; Spd 50 ft.; AC 14, touch 10, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, hoof); Full Atk +6 melee (1d6+4, 2 hooves) and +1 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Light Warhorse: CR 1; Large animal; HD 3d8+9; hp varies (see text); Init +1; Spd 60 ft.; AC 14, touch 10, flat-footed 13; Base Atk +2; Grp +9; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3, 2 hooves) and -1 melee (1d3+1, bite); Space/Reach 10 ft./5 ft.; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Stone Golem: CR 11; Large construct; HD 14d10+30; hp 107; Init -1; Spd 20 ft. (can't run); AC 26, touch 8, flat-footed 26; Base Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Construct Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Cannot heal damage (though regeneration and fast healing still apply, if present). Not subject to critical hits, nonlethal damage, ability damage, ability drain, or energy drain. Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell-like ability that allows spell resistance. In

Gantee also casts spells for any willing to make a donation (50 gp for 1st-level spells, 100 gp for 2nd-level spells, and 150 gp for 3rd-level spells). He is willing to donate spells or scrolls to a cleric of his faith who is undertaking some task for the church or the town.

APPENDICES

addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

NPC STATISTICS

Dara: Male human cleric 2; CR 2; Medium humanoid; HD 2d8+4; hp 16; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, masterwork heavy mace) or +0 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1, masterwork heavy mace) or +0 ranged (1d8/19-20, light crossbow); SA Turn undead 4/day; AL LG; SV Fort +5, Ref -1, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +4, Diplomacy +2, Heal +7, Knowledge (history) +2, Knowledge (religion) +6, Spellcraft +2; Scribe Scroll, Skill Focus (Knowledge [religion]).

Languages: Common.

Cleric Spells Prepared (4/4; base DC 12 + spell level): 0 – *create water, cure minor wounds, detect poison, purify food and drink*; 1st – *bless water, detect evil, detect undead, protection from evil*.*

*Domain spell. Deity: Dorain. Domains: Good (cast good spells at 3rd level) and Law (cast law spells at 3rd level).

Possessions: Masterwork heavy mace, heavy steel shield, half-plate armor, light crossbow, 19 bolts, *potion of enlarge person, potion of protection from arrows*, everburning torch, silver holy symbol, pouch containing 1 pp, 13 gp, 10 sp.

Harkin: Male human cleric 1; CR 1; Medium humanoid; HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 17, touch 9, flat-footed 17; Base Atk +0; Grp +1; Atk +2 melee (1d4+1/19-20, masterwork dagger) or -1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d4+1/19-20, masterwork dagger) or -1 ranged (1d8/19-20, light crossbow); SA Turn undead 8/day; AL LG; SV Fort +4, Ref -1, Will +4; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +4, Diplomacy +2, Heal +6, Knowledge (history) +1, Knowledge (religion) +2, Spellcraft +2; Extra Turning, Scribe Scroll.

Languages: Common.

Cleric Spells Prepared (3/3; base DC 12 + spell level): 0 – *light, mending, read magic*; 1st – *comprehend languages, command, protection from chaos*.*

*Domain spell. Deity: Dorain. Domains: Good (cast good spells at 2nd level) and Law (cast law spells at 2nd level).

Possessions: Masterwork dagger, heavy steel shield, splint mail armor, light crossbow, 20 bolts, wooden holy symbol, pouch containing 8 gp, 10 sp.

Jerrick: Male human cleric 1; CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +3; Spd 20 ft.; AC 17, touch 9, flat-footed 17; Base Atk +0; Grp +1; Atk +2 melee (1d8+1, masterwork heavy mace) or -1 ranged (1d8/19-20, light

crossbow); Full Atk +2 melee (1d8+1, masterwork heavy mace) or -1 ranged (1d8/19-20, light crossbow); SA Turn undead 4/day; AL LG; SV Fort +4, Ref -1, Will +4; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +4, Heal +6, Knowledge (history) +1, Knowledge (religion) +3, Spellcraft +2; Improved Initiative, Scribe Scroll.

Languages: Common.

Cleric Spells Prepared (3/3; base DC 12 + spell level): 0 – *detect magic*, *light*, *read magic*; 1st – *comprehend languages*, *cure light wounds*, *protection from evil*.*

*Domain spell. Deity: Dorain. Domains: Good (cast good spells at 2nd level) and Law (cast law spells at 2nd level).

Possessions: Masterwork heavy mace, heavy steel shield, splint mail armor, light crossbow, 20 bolts, wooden holy symbol, pouch containing 8 gp, 10 sp.

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