

The Dark Crypt of Farament

A 4e D&D adventure for 3 level one players. By Wonka aka Kabump Version: 07/20/08

Farament

Population: 200 permanent residents (85% Human, 5% Elf, 5% Halfling, 5% other)

Government: Baron Stockmer (Baron of Harkenwold), Local mayor Jackson Terrick (level 5 G Human Wizard)

Defense: 25 local militia (on call)

Religion: Mostly Pelor, Temple of Pelor (Balasaar Pritz, level 4 Cleric of Pelor Dragonborn, Good)

Commerce: Agriculture, Lumber, Iron Bucket Inn (Sedgwick Tallidic, Unaligned Halfling Rogue(3) owner)

Farament is a small hamlet in the Barony of Harkenwold. It is one the newest and smallest of the villages and hamlets that make up the Barony. It was settled about 8 years ago by farmers and woodcutters looking to find new areas of opportunity. It has relatively quickly started to build up, as its location and wealth of resources could not be overlooked and attracts new citizens. Just recently it was accepted into the Barony. The hamlet consists of a main “square”, where the merchants set up as they pass through, as well as the mayor's residence, the Iron Bucket Inn, and a newly started temple of Pelor. All around this central location are the residencies of the villagers. To the west behind the merchant's market lies the Harken forest, where the woodcutters go to apply their trade.

Recently, starting a few months ago, the hamlet has been under assault by bands of goblins, harassing citizens and merchants alike as they go about their daily business. The bands come in, steal what they can and retreat back into the Harken forest. As of yet, pleas for help from the central Barony have been cut short, as the few volunteers brave enough to go for help have not made it there alive. The word is starting to get around about the goblin attacks on the hamlet, and fewer and fewer merchants are stopping through on their travels. In addition to the goblin attacks, 2 days before the PCs arrived, 3 of the towns children went missing. Valdred Kelson, son of one of the more successful woodcutters in town, and his two friends Karl Horbick and Deedra Chesecks were out in the Harken forest the day before and never returned. A search party sent out the next day found Valdred's short sword, bloodied and discarded, along with what appears to be Deedra's shoe. The townsfolk believe the goblins have finally become more bold, and were responsible for the taking of the children. In actuality, Valdred has set into motion his master's plan to make undead slaves of the hamlet's residents, and had his goblins kill his friends and take them to his crypt hideout while he set up the staged kidnapping scene (See the section on Valdred for more information).

Upon entering the hamlet for the first time, read the following out loud to your players:

“As you enter the small village, you notice a scant few buildings around a trampled square of earth, with a row of merchants off to the sides near some woods. You see a sign that says “Welcome to Farament” as you stroll in and head towards the center square.”

How the PCs arrive at the hamlet is up to the DM and players themselves: they could have heard of the troubles and have come to see if they can be of assistance. Or possibly they are just passing through the hamlet and hear of the troubles while in town. Use whatever you feel works best for your players. Regardless of how the players arrive in town, at some point they will head to the market square to find out what's going on. When the players arrive, market square seems to be pretty active. There are 3 merchants brave or ignorant enough to set up shop in the square, while the residents seem to have some free time and are gathered up, conversing. The goblin attacks are the obvious word of the day, PCs will overhear someone talking about them for free if they are not aware of them already. The PCs may ask around for information about the goblins and/or missing children, but before they can leave the square, they hear the shouts of the merchants and see the people around start to run for the church of pelor. Goblins are attacking the square! (See: Attack in Market Square!)

Hooks

Goblin attack: After the goblins are dead, Balasaar emerges from the church (if he hasn't come out to help) and thanks the PCs, as do the multitude of citizens that were there. Balasaar then asks them if they could do something about the goblins, since they are getting more and more bold. He is willing to offer a 200g reward for proof of the demise of the goblins. He also directs them to the Kelson's, if they haven't been already.

Reward: 450xp and 200g (Minor)

Missing Children: a DC 15 streetwise check, or after talking to Balasaar, gets the PC knowledge of the missing children, and the fact Kendrick Kelson (father) is offering a reward to anyone who will save his son. Talking to the family reveals the story of the children if not already known, and Kendrick offers a 100g reward for information about his child, and another 100g if returned safely.

Reward: 450xp and 100g (since it's impossible for the safe return of Valdred) (Major quest)

Information

Crypt:

- Balasaar has heard rumors of a crypt somewhere in the woods, maybe 2 or 3 days away from town. He gives you the proper directions if the PCs ask him if he has any ideas on where to start looking.
- Sedgwick knows exactly where the crypt is, as he explored it a few years back while still an adventurer. He said at the time it was home to a gang of bandits, and concludes it could be a good hide out for the raiding goblins. He tells the PCs exactly where to find it with a successful streetwise check on him, DC 16.

Valdred:

- a streetwise (dc:15) check after the goblins gets you information that Valdred was a quiet child, and he didn't have very many friends in the hamlet. He always seemed quiet, and was quite the opposite of his old man in just about every way save for looks.

Goblins:

- The PCs hear about the goblins with little trouble, as it seems that is what everyone is talking about. Asking around takes a DC 5 streetwise check, and nets you various random comments about how the trouble started a few months ago, how all the couriers sent to help don't seem to have made it, and other random fluff you wish to add about stupid goblins.

Valdred the Pale Elite Level 1 DeathMaster

Medium natural humanoid

XP 200

Initiative +4

Senses Perception +5

HP 50 Bloodied 25 AC 15 Fortitude 12 Reflex 12 Will 14

Speed 6 Action Points 1

⊕ **Melee** (standard; at-will) ♦ **Weapon**

+3 vs. AC; 1d8 damage.

⊕ **Magic Missile** (standard; at-will) ♦ **Force**

Range 20; +5 vs. Reflex; 2d4 + 4 force damage

⚡ **Dancing Lightning** (standard; recharge ⏏⏏⏏) ♦ **Lightning**

Range 10; +5 vs Reflex; 1d6+4 lightning damage vs 3 targets in range, targets must be within 3 squares of either other target

⚡ **Thunder Burst** (standard; encounter) ♦ **Thunder**

Area burst 1 within 10 squares; +5 vs. Fortitude; 1d8+4 thunder damage, target is dazed (save ends)

⚡ **Call of the Grave** (standard, encounter)

Range 10; 4 undead minions appear within range, act immediately after being summoned

Shroud of the Grave (necrotic) aura 5

All undead within 5 squares of Valdred lose their vulnerability to radiant damage.

Staff of the Warming +1 (daily; magic item)

+1 to attack and damage, extra 1d8 on a crit. As a free action when using a power with a burst or blast, increase the size by 1.

Alignment Evil

Languages Common

Skills Arcana +6

Str 10 (+0)

Dex 14 (+2)

Wis 17 (+3)

Con 12(+1)

Int 18 (+4)

Cha 12 (+1)

Loot: robes, ¼ staff, note, staff of the war mage +1

Valdred Kelson

Valdred has never enjoyed the life he was leading. He hated his parents and the lifestyle in which they lived, but never let it show, always keeping his broodings to himself. He spent every free moment figuring out how to make enough gold to leave his hamlet. One day shortly after his 15th birthday, fate brought him the change of pace he so richly desired. He has been secretly learning the Dark Arts of necromancy after a chance encounter 2 years ago. A mysterious follower of Vecna, Tellondris, has been teaching him since in secret. Valdred has been tempted by the promises of power and knowledge, and has shown talent in the ways of necromancy. He has recently been approved by his master to start a plan to put his hamlet in chaos and add forces to his master's army. Given some goblin underlings by Tellondris, he was to use those in a manner of his choosing to acquire bodies to add to his master's undead army. The recent goblin attacks have thus been the doing of Valdred. He wanted to scare up the residents, make them suffer, before putting his plan into action. Valdred has only recently begun to put his plans into action, leading a group of 2 of his friends out into a field where they were to be ambushed and taken to their crypt hideout. After he is defeated, the players find a handwritten note from Valdred addressed to Tellondris, detailing the start of his plans and when he can expect to move to the next phase. It reads as follows:

Tellondris~

Phase one of the plan has begun. I have setup the ambush as you suggested and have succeeded in raising my first minions! Your teachings were wise and powerful, I start my plan here in order to serve you and strengthen your army for your grand vision! Now that I am "dead", I will continue the attacks on Farament. without hassle. That village is weak and too stupid to cause any problems, and once I am ready I will inform you of my intentions to enter the next phase of your grand plan for this world! Lady Vecna watch over us all!

~Valdred

Attack on Market Square! [XP:200]

Goblin Cutter		Level 1 Minion
Small natural humanoid		XP 25
Initiative +3	Senses Perception +1; low-light vision	
HP 1; missed attack never damages minion		
AC 16; Fortitude 12 Reflex 14 Will 11 Speed 6		
Ⓢ Short Sword (standard; at-will) * Weapon		
+5 vs. AC; 4 damage, 5 if they have CA		
Goblin Tactics (immediate reaction, at-will)		
When missed by a melee attack, the goblin may shift 1 square		
Loot leather armor, short sword		
Alignment Evil		Languages Common, Goblin
Skills Stealth +5 Thievery +5		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)

As the PCs are venturing around Market Square, they hear the shouts of citizens and see 8 goblins emerging from the woods and into market square. As NPCs race to get into the temple of Pelor, the goblins at first attempt to follow them and cut them down. The positions marked are suggested first round movements, but they initially emerge from the woods behind the merchant's setup.

Tactics: The goblins at first try to get fleeing citizens. When they realize they PCs pose a threat, they try to gang up on the closest one, and use *goblin tactics* to achieve flanks. They are scared, and once the PCs outnumber the goblins, the remaining ones turn and flee for the woods. If any get away, add that number to the encounter in room one of the crypt.

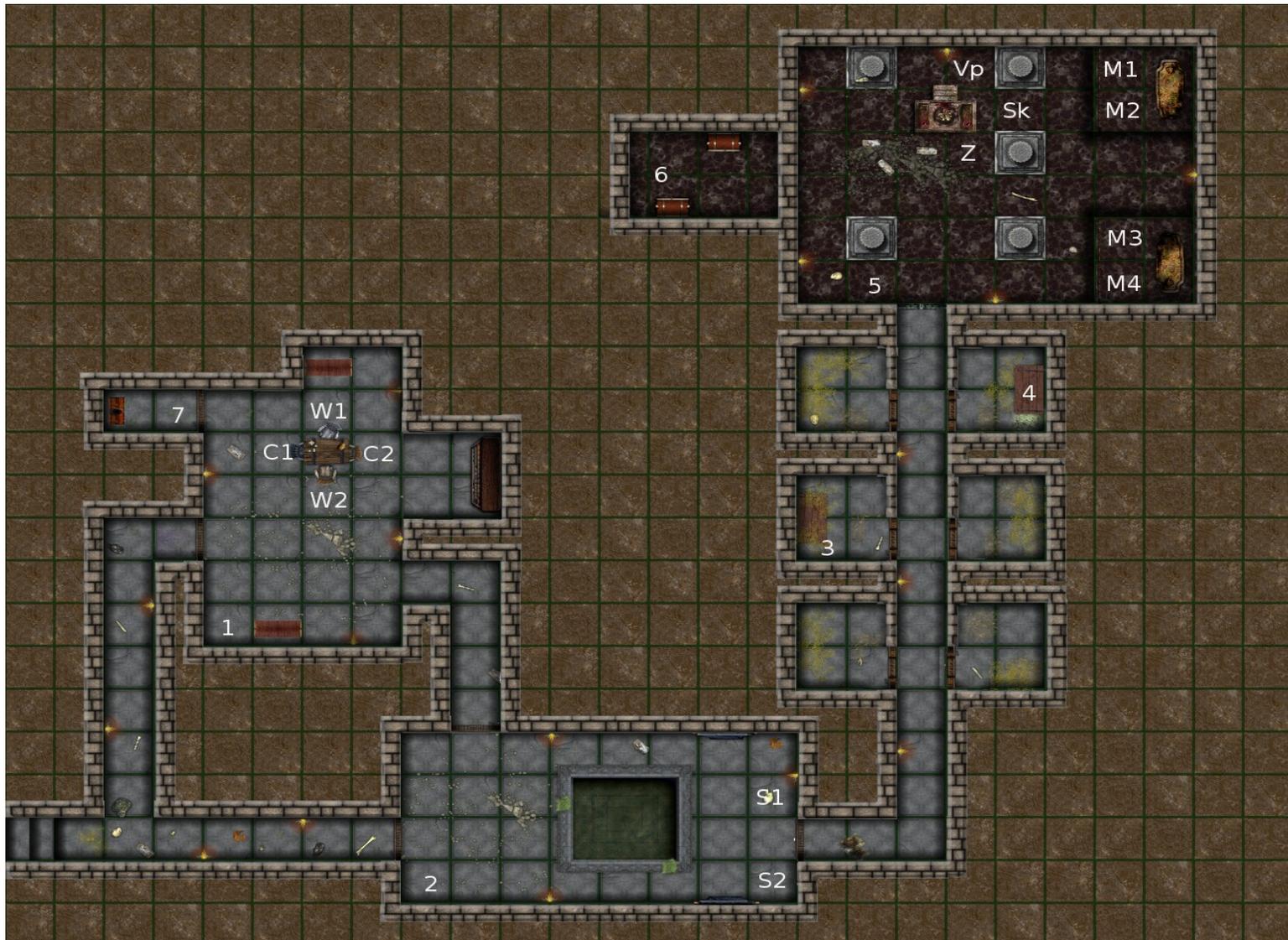
Terrain: The merchant carts provide cover, and it takes a DC 10 Athletics check to climb over a cart. If broken they become difficult terrain in the squares they occupy.

Treasure: The goblins have a total of 25s on them, plus their equipment, the armor is unusable as it reeks of goblin and is too small. The swords can be used.



To The Crypts

Upon arrival to the crypt, the PCs find it in a small clearing roughly a day and a half away from Farament. It is located in a small clearing in the Harken Forest. There are stairs descending into the earth along with fallen debris from what used to be stone structures around the entrance. A DC 15 nature or dungeoneering check will reveal the tombs to be very old: if through nature you realize the plant growth on the debris would have taken nearly 100 years. If you get there by dungeoneering, you can tell from the weathering of the fallen stone. Regardless of how the PCs arrive at this conclusion (if they even do) one thing that is obvious is that the ground around the crypt is littered with fresh foot prints, a DC 12 nature check reveals them to be goblin footprints. There is nothing of value around the site, and the stairs down lead to a stone door that is unlocked and opens quietly and effortlessly.



Entering the Crypt

As the PCs enter the crypt, read the following aloud: “As you enter the crypt, the faint smell of sulfur wafts across your nose. The air feels heavy and thick, and hangs ominously around your head. Littered across the floor is various debris of broken stone, vegetation and what appears to be bone. Wall scones light your way and two hallways are obvious. One to your left and the one you are in now which ends in a wooden door.”

Room 1 (10 ft ceilings)

This room appears to have been converted into a barracks of sorts. A few cots line the wall, and in the center of the room is a table that some goblins are sitting around and betting on dice. If any goblin cutters from town escaped, they are in here.

Level 1 Encounter [XP: 250]

2 Goblin Warriors [W]

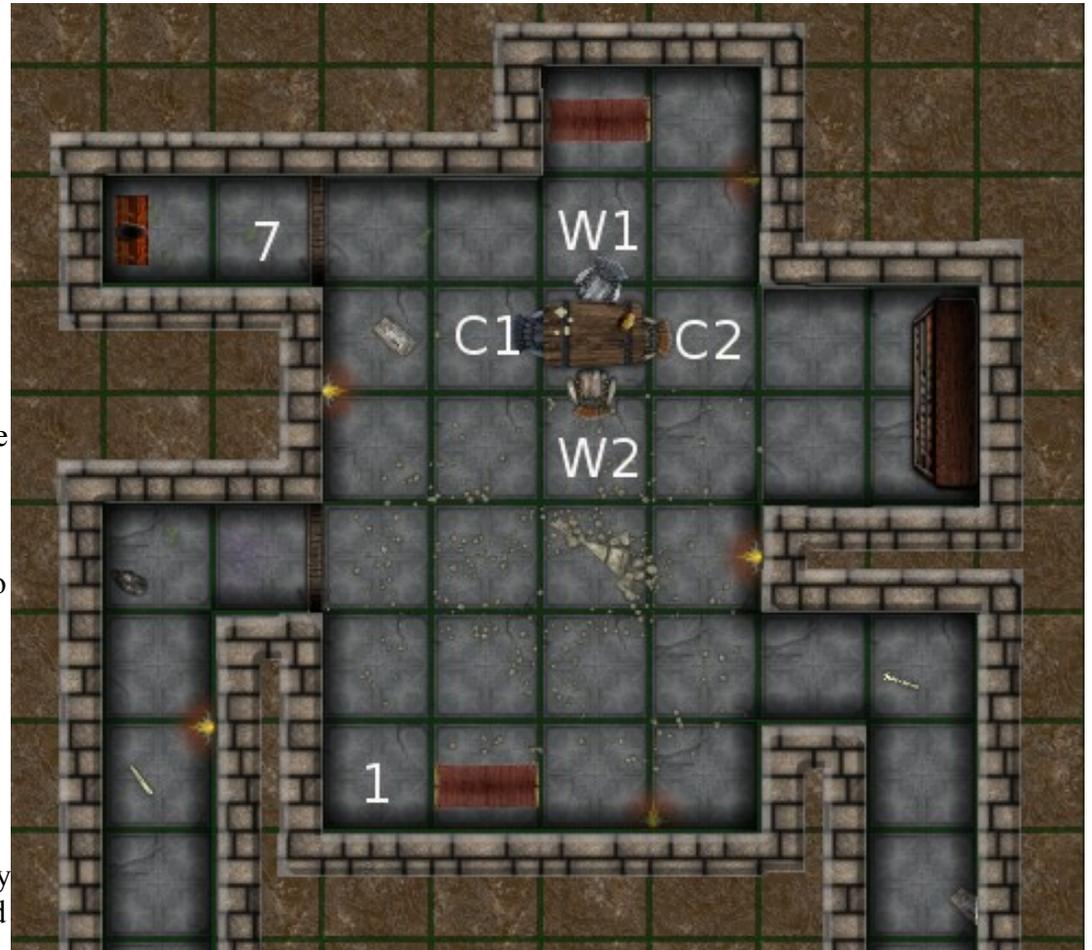
2 Goblin Cutters [C]

Tactics: If the PCs go to room 2 first, the goblins in this room hear the battle, and send the cutters into room 2 to help while the warriors hide near the bookshelf. Otherwise the warriors try to get range on the PCs to use *great position* coupled with its *mobile ranged attack*. If in melee they will try to shift into flanking positions. The last remaining goblin runs into room 2 to try to get away. The cutters try to gang up on a single target and flank.

Treasure: 60g, 90s, goblin's gear

Room 7

This is a bathroom. Any character who enters is overwhelmed by the stench and must make a DC 15 Endurance check or be dazed (save ends).



Room 2 (40' x 20' x 10' ceilings)

Wall tapestries adorn the wall in this room. They are midnight blue in color and are adorned with the cracked skull symbol of Vecna (DC 20 religion check to recognize the symbol). The same symbol adorns the skull caps of the Skullcleavers, the two larger goblins guarding the door, with skull caps on their heads and a mean look in their eyes. In the center of the room is a 15x10 pool of greenish-brown sludge.

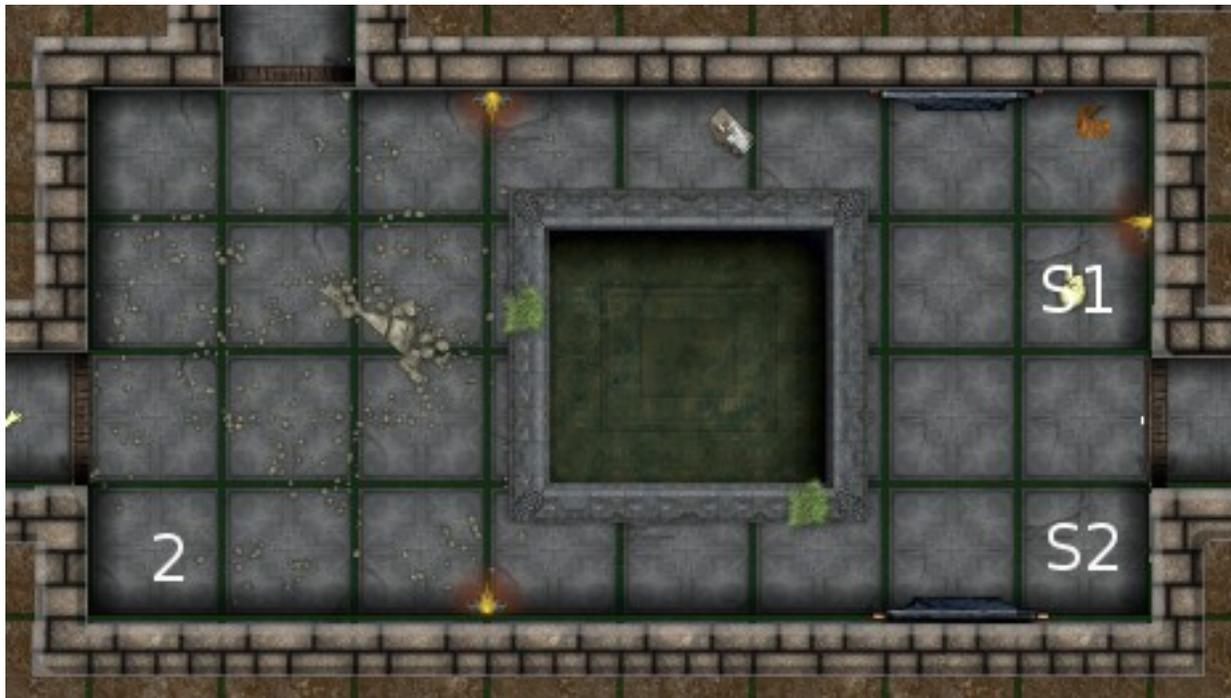
Level 1 Encounter [XP: 300]

2 Goblin Skullcleavers [S] (one has +1 to saves)

Tactics: The skullcleavers are uncharacteristically brave, and will not retreat. They fight to the death. They will charge into battle recklessly. If the PCs enter room 1 first, the skullcleavers ready themselves to charge the first person through the door (even another goblin), otherwise they are standing at attention and ready for anything.

Hazards: There is a large pool in the center of the room full of greenish-brown sludge. It is 10' deep, with 5' of sludge. Anyone who falls in or ends their turn in the pool is immobilized (DC 13 strength check to break). The sludge is considered difficult terrain, you can move through but if you end your turn in the pool you are also immobilized. Its a DC 10 athletics check to climb out if you fell in, and if anyone falls in the pool they take 1d10-4 damage.

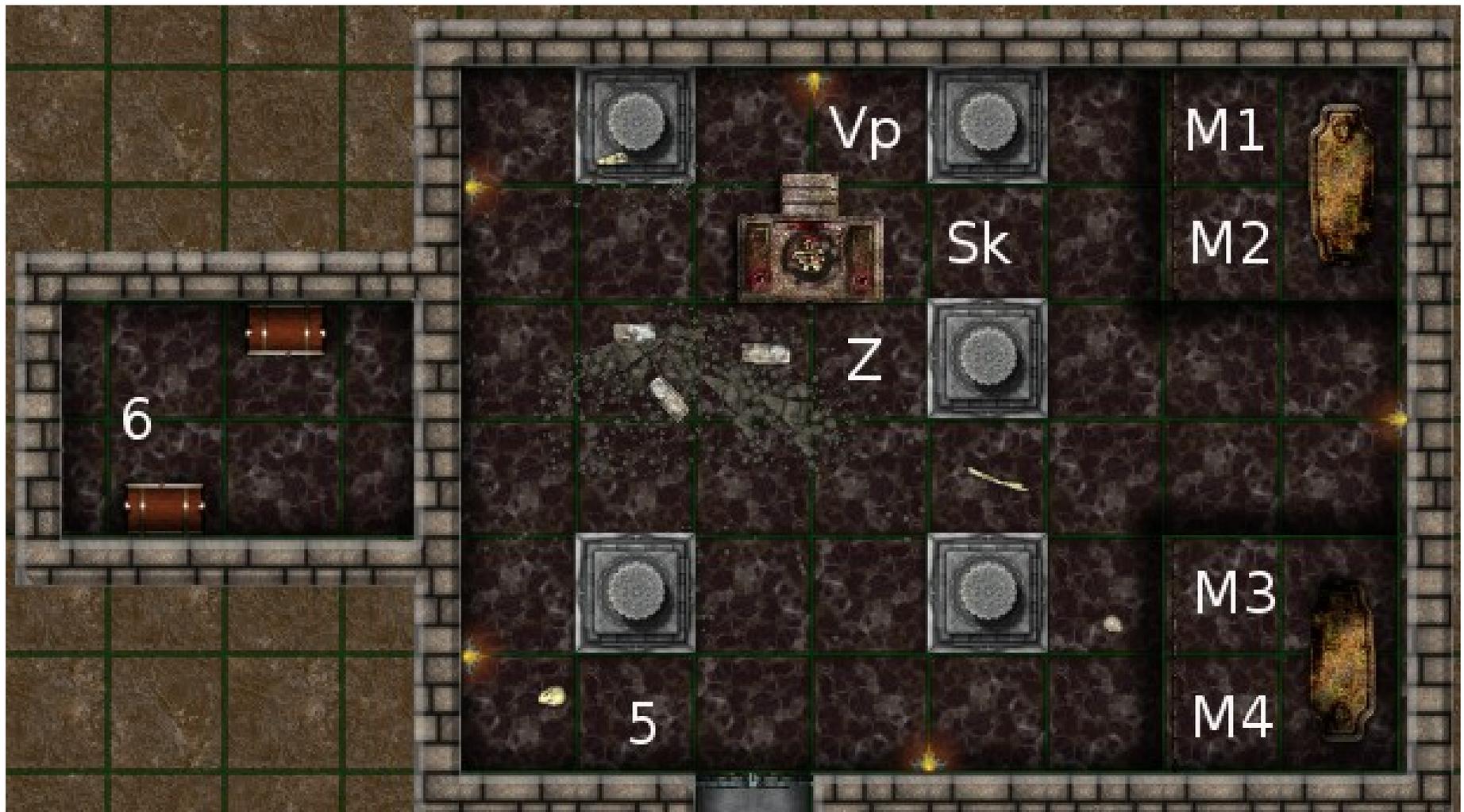
Treasure: On the goblins there is 30g, a *cloak of resistance +1* and their equipment.



Rooms 3&4 (10'x10'x10' each cell)

Six prison cells line this hallway. A few of them look like they have been used recently (rooms 3 and 4). Room 3 there is a bit of blood on the floor. DC 15 Heal check finds the blood to be freshly dried. In room 4, a DC 20 perception check locates a loose brick in the wall, behind which is hiding a small chunk of amber worth 100g.

Rooms 5 (5:40'x30'x20')



This is the room Valdred uses to make his minions. This room is filled with an unnatural aura that makes the PCs skin tingle. It emanates from the altar located in the back of the room. A DC 20 religion check tells the players this is an unholy altar of Vecna, and that this is the source of the unholy aura filling the room. The altar can be destroyed [Alter of Vecna: HP: 25, AC/R: 5 F: 10] This room is 20' tall and has 6 large columns supporting the ceiling. One of the columns has toppled over from ruin. To the right of the entrance are two raised platforms (5' off the ground) containing 2 sarcophagi. Cobwebs cover these platforms. As the PCs open the door, Valdred looks up from his altar and speaks:

“ Who in the Nine Hells are you? Did those fools from Farament send you to find me and my “friends”? Or are you merely unlucky adventurers who stumbled onto the wrong crypt? No matter. I don't intend to go anywhere, and it seems you won't be either. I will add you to my collection! Vecna will pleased with such worthy additions!”

Level 3 Encounter [XP: 500]

Valdred the Pale [Vp]

4 Decrepit Skeletons [M#]

1 Zombie [Z]

1 Skeleton [Sk]

Tactics: After he finishes his speech, Valdred moves to climb onto the platform and then summons his minions. He hides behind them and *Magic Missiles* while the skeleton and zombie move into melee. Should the PCs clump up near the platforms, Valdred uses his *Dancing Lightning* attack. The summoned Decrepit Skeletons shoot their bows at the PCs.

Hazards:

- Columns: The columns provide cover if line of sight is blocked. The broken column is difficult terrain.
- Altar: any creature ending their turn adjacent to the altar is “attacked” by the altar: +4 vs Fortitude; 1d4 necrotic damage.
- Platforms: Being on the platforms grants cover against attacks from those below. It takes a DC 10 Athletics check to climb up the platform as part of your move action, DC 10 Athletics check to climb down.

Treasure: The sarcophagi take a DC 20 str check to open. Inside is nothing but a skeleton. Valdred has 40g, robes, a hand written note (the text is in the Valdred the Pale section) and a *Staff of the Warmage +1*. A DC 20 Perception check finds the secret door on the left hand wall for room 6.

Room 6: (10'x15'x10')

Inside this room is a desk and two treasure chests. It takes a DC 15 thievery or a DC 20 strength check to open the chests. On the desk a DC 15 perception check finds a map of Farament with what appear to be battle plans for goblins and undead. It appears he was going to attack the village once he had enough zombie troops. Unless the PCs prevent from being scryed, Tellondris takes note of his pupil's death, and scrys on the PCs and watches them, setting up a hook for a further, as of yet written adventure.

Treasure: One of the chests contains 300g, the other contains a set of *Black Iron Scale Mail +1*

Returning to Farament

After the PCs return to Farament, a crowd of people gathers around as they approach. “Did you find the children?” someone yells out. Balasaar hangs his head in mourning after hearing the news. He was fond of the child, and hates to see his soul having been corrupted like it had. If the PCs were on the mission from Balasaar, Keldred being taken care of is proof enough (provided they brought back the note, or any of the materials in Valdred's secret study room). The Kelsons, on the other hand, refuse to believe the news, and call the PCs liars and murderers. Unless the PCs produce the handwritten note, the Kelsons will not believe their story. If they show the note to them, they are stunned, and apologize for their accusations. They ask them to stop by their house later for their reward for their trouble.

Note:

This adventure was pre-made with my normal players in mind. As such I made assumptions as to classes. The treasure as laid out in this adventure is of course supposed to be tailored to your players. Also, I play in a small group (4 people, so 1 DM and 3 players) so as such I wrote this for a group of 3 players, below the new assumed 5 man team. Below are ways to account for more players in the group.

Adjusting the Adventure for More Players:

For 4 PCs:

- For the Goblin Attack! encounter, add 4 more Goblin cutters.
- In room 1, add one goblin warrior and 1 goblin cutter
- In room 2, add one goblin warrior
- In The Valdred fight, add another zombie and 3 Zombie Rotter Minions (stats on page 274 of MM)
- Add another level 4 magic item to the chest in room 6

Monster Stat Blocks for The Dark Crypt of Farament

Goblin Warrior Level 1 Skirmisher

Small natural humanoid XP 100

Initiative +5 **Senses** Perception +1; low-light vision

HP 25; **Bloodied** 12

AC 17; **Fortitude** 13, **Reflex** 15, **Will** 12 **Speed** 6

⊕ **Spear** (standard; at-will) * **Weapon**

+6 vs. AC; 1d8+2 damage

↘ **Javelin** (standard; at-will) * **Weapon**

Range 10/20; +6 vs. AC; 1d6+2 damage.

↘ **Mobile Ranged Attack** (standard; at-will)

The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.

Great Position

If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn..

Goblin Tactics (immediate reaction, at-will)

When missed by a melee attack, the goblin warrior can shift 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10 **Thievery** +10

Str 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)

Loot: leather armor, spear, 5 javelins in sheath

Goblin Skullcleaver Level 3 Brute

Small natural humanoid XP 150

Initiative +3 **Senses** Perception +2; low-light vision

HP 45; **Bloodied** 22

AC 16; **Fortitude** 15, **Reflex** 14, **Will** 12 **Speed** 5

⊕ **Battleaxe** (standard; at-will) * **Weapon**

+6 vs. AC; 1d10+5 damage or 2d10 + 5 while bloodied

Bloodied Rage (while bloodied)

The goblin skullcleaver loses the ability to use **Goblin Tactics** and can do nothing but attack the nearest enemy, charging when possible

Goblin Tactics (immediate reaction, at-will)

When missed by a melee attack, the goblin skullcleaver can shift 1 square.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +10 **Thievery** +10

Str 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)

Loot: chainmail, battle axe

Goblin Cutter Level 1 Minion

Small natural humanoid XP 25

Initiative +3 **Senses** Perception +1; low-light vision

HP 1; missed attack never damages minion

AC 16; **Fortitude** 12 **Reflex** 14 **Will** 11 **Speed** 6

⊕ **Short Sword** (standard; at-will) * **Weapon**

+5 vs. AC; 4 damage, 5 if they have CA

Goblin Tactics (immediate reaction, at-will)

When missed by a melee attack, the goblin may shift 1 square

Loot leather armor, short sword

Alignment Evil **Languages** Common, Goblin

Skills Stealth +5 **Thievery** +5

Str 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)

Zombie Level 1 Brute

Medium natural animate (undead) XP 100

Initiative -1 **Senses** Perception +0; darkvision

HP 35; **Bloodied** 17

AC 13; **Fortitude** 13, **Reflex** 9, **Will** 10 **Speed** 4

Immune disease, poison **Resist** 10 necrotic

Vulnerable 5 radiant

⊕ **Slam** (standard; at-will)

+5 vs. AC; 2d6+1 damage

⬇ **Zombie Grab** (standard; at-will)

+3 vs. Reflex; grabbed until escaped, -5 on escape check

Zombie Weakness

Any critical hit to the zombie reduces its HP to 0 instantly.

Alignment Unaligned **Languages** -

Str 14 (+2) **Dex** 6 (-2) **Wis** 8 (-1)

Con 10 (+0) **Int** 1 (-4) **Cha** 3 (-3)

Skeleton Level 1 Soldier

Medium natural animate (undead) XP 100

Initiative +6 **Senses** Perception +3; darkvision

HP 30; **Bloodied** 15

AC 17; **Fortitude** 14, **Reflex** 15, **Will** 14 **Speed** 5

Immune disease, poison **Resist** 10 necrotic

Vulnerable 5 radiant

⊕ **Longsword** (standard; at-will) * **Weapon**

+8 vs. AC; 1d8+1 damage and target is marked until the end of the skeleton's next turn

Speed of the Dead

When making an opportunity attack, the skeleton gets a +2 to hit and deals an extra 1d6 damage.

Alignment Unaligned **Languages** -

Str 15 (+3) **Dex** 17 (+3) **Wis** 14 (+2)

Con 13 (+2) **Int** 3 (-3) **Cha** 3 (-3)

Loot: chainmail, heavy shield, longsword

Decrepit Skeleton Level 1 Minion

Medium natural animate (undead) XP 25

Initiative +3 **Senses** Perception +2; darkvision

HP 1; a missed attack never damages a minion

AC 16; **Fortitude** 13, **Reflex** 14, **Will** 13 **Speed** 6

Immune disease, poison

⊕ **Longsword** (standard; at-will) * **Weapon**

+6 vs. AC; 4 damage

⊕ **Shortbow** (standard; at-will) * **Weapon**

Range 15/30; +6 vs. AC; 3 damage

Alignment Unaligned **Languages** -

Str 15 (+3) **Dex** 17 (+3) **Wis** 14 (+2)

Con 13 (+2) **Int** 3 (-3) **Cha** 3 (-3)

Loot: heavy shield, longsword, shortbow, quiver w/ 10 arrows

Valdred the Pale Elite Level 1 DeathMaster

Medium natural humanoid XP 200

Initiative +4 **Senses** Perception +5

HP 50 **Bloodied** 25 **AC** 15 **Fortitude** 12 **Reflex** 12 **Will** 14

Speed 6 **Action Points** 1

⊕ **Melee** (standard; at-will) ♦ **Weapon**

+3 vs. AC; 1d8 damage.

⊕ **Magic Missile** (standard; at-will) ♦ **Force**

Range 20; +5 vs. Reflex; 2d4 + 4 force damage

↘ **Dancing Lightning** (standard; recharge Ⓜ) ♦ **Lightning**

Range 10; +5 vs Reflex; 1d6+4 lightning damage vs 3 targets in range, targets must be within 3 squares of either other target

✱ **Thunder Burst** (standard; encounter) ♦ **Thunder**

Area burst 1 within 10 squares; +5 vs. Fortitude; 1d8+4 thunder damage, target is dazed (save ends)

↘ **Call of the Grave** (standard, encounter)

Range 10; 4 undead minions appear within range, act immediately after being summoned

Shroud of the Grave (necrotic) aura 5

All undead within 5 squares of Valdred lose their vulnerability to radiant damage.

Staff of the Warmage +1 (daily; magic item)

+1 to attack and damage, extra 1d8 on a crit. As a free action when using a power with a burst or blast, increase the size by 1.

Alignment Evil **Languages** Common

Skills Arcana +6

Str 10 (+0) **Dex** 14 (+2) **Wis** 17 (+3)

Con 12(+1) **Int** 18 (+4) **Cha** 12 (+1)

Loot: robes, ¼ staff, note, staff of the war mage +1