

- I. Hebron
  - A. The Electrum Mine and the Temple to the Fire Mother (lvl 2)
- II. West Rock
  - A. Road to West Rock
    - 1. Assault on the road!
  - B. The Southeast Gate
    - 1. Meet Secunda Barba
  - C. Gnaeus Aufidius Sura the Magistrate's Manor
    - 1. Courtyard
    - 2. Guard Captain (lvl 3)
  - D. The Temple to the Fire Mother
    - 1. Intruder, Duc Tran, lays in wait
    - 2. The Sword Sisters send the party into the Catacombs "Remains, To be Seen"
  - E. The Sewer
    - 1. The Canal
    - 2. Secunda Barba's Hiding Place (lvl 4)
  - F. The Lighthouse (+100 XP, 200 GP Mission Complete)
    - 1. Scouting Party - 2 Bandits, 3 Scouts, 1 Archer (225 XP) + 3 traps (25 XP each)
    - 2. 2 Archers (280 XP)
    - 3. Mateo, the Revolutionary, 2 Bandits (500 XP)
  - G. The Portside Ambush
    - 1. 1 Veteran, 1 Bandit Captain, 4 Bandits (250 XP, 150 GP)
  - H. The Bricklayer's Guild (+100 XP, 200 GP Mission Complete)
    - 1. 20 Bandits (250\* XP, 110 GP)
    - 2. 1 Bandit Captain, 2 Thugs, 4 Bandits (150 XP, 90 GP)
    - 3. 1 Mage, 1 Animated Armor, 1 Thug (520 XP, 80 GP, +1 Arcane Grimoire)
  - I. The Woods of Fornunfor - corrupted by presence (+100 XP Mission Complete)
    - 1. Will O' Wisp x 2, Violet Fungus x 3 (210 XP)
    - 2. Shambling Mound (can feign death) (360 XP)
    - 3. Faceless One, Nightmare, Fire Elemental, Revenant (1080 XP, 50 GP) (lvl 5)
  - J. The Mines (+200 XP, 100 GP Mission Complete)
    - 1. 2 Bandit Captains, 1 Thug (200 XP, 45 GP)
    - 2. 1 Berserker, 1 Bandit Captain, 1 Thug, 2 Bandits (210 XP, 65 GP)
    - 3. Assassin (780 XP, 60 GP)
  - K. The Mines (+200 XP, 200 GP Mission Complete)
    - 1. 4 Skeletons, 2 Ghouls, 2 Cultists (210 XP, 20 GP)
    - 2. 1 Wight, 1 Ghast, 1 Ghoul, 2 Skeletons, 2 Cultists (300 XP, 10 GP)
    - 3. Necromancer, 2 Skeleton (480 XP, 60 GP)
  - L. Abscond with the Princess!
    - 1. Ambush en route
    - 2. Recover the princess