

SND2-01



UNITED WE STAND

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

Version 1

by Pierre van Rooden

RPGA HQ reviewer: Christopher Lindsay and Stephen Radney-MacFarland

Another wave of banditry is plaguing the county of Pelsand. No caravan seems safe. No home secure, and while the authorities of New Keep are buying grain cheap from farmers that do not dare risk to lose their cargo, a small group of peasants unite to fight those that destroy their crops. They can do with a bit of help. The Blood of Aerdy Cycle. An adventure for characters level 1-6.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

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

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Sunndi. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

When Sunndi first formed as a Kingdom, Olvenking Hazendel, Protector of the South, instructed all nobles to renounce their connection to the former Great Kingdom by renaming their Aerdy-descended houses.

Count Emuld Donner of Pelsand, an old veteran who's wife, a niece of Hazendel, was killed during the Greyhawk Wars, refused to change the name of his house, the noble house of Darmen. His refusal caused enmity between him and several more fanatic factions, but troubles elsewhere has kept the king too busy to deal with it. Up till recently.

Now, Hazendel has reaffirmed his desire that Donner changes the name of his House and renounce all ties with Aerdy. Negotiation by the Queen's Halls, a religious organisation containing the priesthoods of Lirr, Lydia, and Boccob, failed to bring the two parties closer together.

Hazendel has threatened to install another ruler, and to isolate Pelsand if Donner does not desist. A recent drop in caravans from New Keep has caused many to believe that Donner is attempting to turn the tide by setting up a trade boycott. Donner has also expressed a desire to open up trade with Ahlissa through Naerdy. Donner's threat that he trade with the north regardless of the king's will is a primary concern.

The campaign has become surprisingly successful since the last year, when bandits started raiding on the trade route from Pelsand. The discovery of a spy that passed information to the bandit rings has not diminished the attacks; rather, they have increased, and now seem bent on targeting the grain transports, the primary export product from Pelsand.

The danger of losing their cargo during transport has prompted many farmers to sell their grain for a lower price to a trading organisation in New Keep, known as the 'United Traders of New Keep for the Benefit of the People of Pelsand', also known as The Benefit'.

A few farmers in Paw's Luck, a village in the barony of Dunshore, in turn have started their own organisation, the Federation of Free Trade. Unfortunately, the bandits seem especially eager to target farmers that associate with this new organisation.

A lot of people have been surprised that the bandits have not yet been caught. It is especially strange as the bandits somehow succeed in ambushing the caravans in the Dunshore area, where there is very little cover.

Despite rumours that Donner's men are on the bandit's payroll, the guards have spent quite some time searching the Rieuwood. Unfortunately, they are searching the wrong place.

The bandits are not normal outlaws. They are paid for their raids by an enigmatic organisation known as the Blood of Aerdy. They are the third band; two other groups' attempts at disturbing the trade routes were put down after their contact in the city was apprehended.

They do not have much experience, being a small band of grunts, and low on funds, but their cunning leader, Spannek, has managed to obtain an item that allows them to make an ambush almost without risk.

During a different assignment, he killed an old wizard who had been working on a strange, magical item: the Stepping Stone.

The Stone is an item that allows people to teleport to and from a designated destination, using a keyed item. By touching an item to the stone's surface, it gets attuned to the stone, and henceforth the stone can be used to teleport to that object, while the object can be used to teleport to the stone.

The stone was not entirely finished, and as Spannek has been moving it about, he has damaged it, but it still functions well enough for the bandits to be able to teleport to certain designated areas in the countryside.

When the bandits plan a raid, they let an accomplice place the 'key'. They then use the stone to teleport a group of their men to the caravan to ambush the luckless traders, and teleport back once they find the key itself. They have, for the last two months made more than

twenty successful raids this way, and have been able to avoid capture.

Now the stone is starting to diminish in power, which has made Spannek decide that it may become more worthwhile to target the farming communities, rather than the caravans. The next target is the village of Paw's Luck, with the goal of crushing the Federation of Free Trade.

INTRODUCTION

This adventure starts out in Pitchfield, the capital of Sunndi. It is autumn, time for the harvests to come in, but the markets are not as crowded as they should be. It seems that merchants are waiting for a number of transports that have not yet reached the city.

Business is slow, and the characters find themselves outside "The Speared Boar", a tavern at the edge of Pitchfield's Market district.

Have the characters meet up and, if applicable, explain their reasons for staying in Pitchfield, before moving to the first encounter.

ENCOUNTER 1: PITCHFIELD

A bleak sun is shining through hazy clouds, casting its rays on the front of The Speared Boar tavern, where you are enjoying a drink on the porch while pondering new ventures. The smell of roasted pork wafts from the establishment, making your mouth water, and the booming song of the tavern's cook mingles with the small prattle of the other tavern patrons around you.

Just as you turn to your companions to say that things can't get any better than this, you notice an argument that has broken out two doors further in the street.

A tall thin, almost cadaverous man, dressed in a black suit and cloak, is waving an ornate carved walking stick in front of a young woman, who holds out her hands in plea.

Turning your ear to the conversation, you can catch the last phrase of the old man. "You pay, Miss Neowyn, and you pay me now! Do not think to fool me with stories of your brother, the low-life scum. Now hand over the money you own me, or I will throw you out myself!"

At his last words, he pushes open the door of the building, trying to push himself inside past the begging woman.

Characters familiar with Pitchfield's merchant society recognize the man as Grimm the Moneylender.

Grimm is threatening to throw Althea Neowyn, a young businesswoman; out of the wretched place he is renting to her. She hasn't paid for several months, having spent almost all her money on investments on her new business. She currently owes Grimm 250 gp.

Althea is one of the local brewers, who just joined the guild. Her core of business is to make malted barley, which is in great demand by several brewery's and distilleries across town. While she had saved a lot of money before she started her business, she gave it all to Willen, her good for nothing brother, to buy supplies,

while she overlooked the building of the querns. She had to send him because there hasn't been any caravan from Pelsand for the last two months.

Willen left three weeks ago to Paw's Luck, a small village in Dunshore (Pelsand). He hasn't returned since, and she is afraid something has happened, though she doesn't rule out that he might have run off with the money.

NPCs: Althea is a young, plump woman, whose bright blue eyes are currently red from crying. She spills her whole story when approached, hoping for sympathy and support.

🔱 **Althea Neowyn:** Female human Com1.

Ludger Grimm is a very wealthy man, who owns a lot of buildings in Pitchfield. Most of these buildings are poorly maintained, but he rents them for ridiculously high prices.

Grimm is hard as nails, and he demands payment immediately or he will close the place and take all Althea's stuff.

🔱 **Ludger Grimm the Moneylender:** Male human Ari6.

Development: If the characters interfere, Grimm snarls at them, making snide remarks to Althea about 'calling her goons'. He again demands to have his money.

There are various ways to get rid of Grimm. Diplomacy is the best course here. It is not hard to determine that Grimm is in the right. Let the characters argue with Grimm. Play him as an unpleasant fellow, coldhearted and greedy.

Have the character that is the party's spokesman roll; a Diplomacy check (DC 10). A successful check means Grimm can eventually be persuaded to extend the rent for one more period (one month). A failed check means Grimm offers only two weeks to the party to come up with the money.

He then swirls around, and walks away, stating over his shoulder that he expects payment within the offered period, or she loses her business.

A party may also offer to lend Althea the money. Grimm becomes a lot milder when paid, but warns that he will be back for the next month's rent. In any case, Althea can't pay back the party unless they track down her brother.

If the party does not try to persuade Grimm, or if they threaten with violence, the moneylender leaves in fury, but returns that evening with the city guard to throw out Althea and have the building boarded up.

Althea desires either her money back, or the cargo Willen was supposed to buy. She begs the party to help her if they don't offer it themselves. Unfortunately she has no money to pay them for their troubles (not for a long while), but she is very grateful and helps them in their own enterprises. If they need it, she can introduce them to other people, or get them in the merchants' or brewers' guild. If the party refuses, she eventually offers to make them a secret brew that may compensate them.

She needs the barley and her brewery for that, and she can only make a limited supply. Do not make this offer unless the party is really unwilling to help. Since her brother ran off, Althea does not trust many people any more.

This encounter should end with the characters heading for Paw's Luck in search of Willen. Note that depending on the party's diplomacy, they may have more or less time to find him.

It is conceivable that the party does not help Althea. They may either not desire to interfere or contact her, or they may simply find the matter of no import.

In this case, or when the party simply desires to find out more about Pelsand, a Gather Information check (DC 10) is enough to learn that the Merchant Halls have sent out several scouting parties to find out why transports are not coming through. Several of these have been turned back at the border of Pelsand. One group, led by Sullen Warchield, a cleric of Tritherion, recently returned. While the report they filed was classified, enough leaked out to learn that the government of New Keep is now forbidding most merchants to travel the kings' roads without an escort, one that is dearly paid for.

Guildmaster Cessera Folken has made a row at the courts on these matters, but so far Hazendel has not taken any steps.

ENCOUNTER 2: TO PELSAND

Paw's Luck lies in the county of Pelsand, approximately 150 miles from Pitchfield.

Unless all characters have horses, travelling to the village takes at least a week. Depending on the outcome of the previous encounter, the party may have to set some speed to it, hiring ponies for characters from the small races. For guidelines, refer to Chapter 9 in the *Player's Handbook* for overland movement rates.

If all goes well, the party crosses the border with Pelsand after six days.

The road here bends to the south, away from the Rieuwood. Leaving the forest behind you, you enter an area of low, rolling hills. On one side, fields of corn stretch as far as the eyes can see. The other side of the road, divided by a steep ditch, is mostly grass, grazed short by a herd of sheep.

Some way ahead you notice a group of men surrounding a cart. A man is shouting, and as you draw closer you see he is waving his arms, spurring on a large ox. Two other men, obviously farmers, are behind the cart, which you can see now has slipped from the road and is stuck in the muddy ditch. As you look on, one of the men slips and falls face down in the mud. It seems a hopeless case.

The man who was shouting at the ox stops and turns to you as you approach. He is differently dressed than the others. He is short and chubby, and has the clothes of a city man, with tight rousers, faded leather armor, and a tattered cloak. A dark club dangles from his side. His face breaks into a grin as he darts towards you, stretching out his hand.

“Travellers! What luck! We are stuck in the mud, as you can see. Drove the ox right into the ditch, we did. I am less of a driver than I had thought, eh? Hahah! Ehr... You wouldn't be able to lend us a hand, would you?”

The man introduces himself as Willen Neowyn, Althea's brother. He and his companions, Dunk and Goryn Fealey, are on their way to bring a load of grain to Pitchfield.

NPCs: Willen is witty and pleasant to be around, a bit of a braggart, but in an amiable way. Unfortunately, he is too eager to prove his worth, especially to his sister, Althea, who doesn't think too highly of him. As a result, he is prone to overestimate his own abilities, and takes on things that he can't handle. This time, he has offered the farmers to guard the cargo.

The cargo does not contain the barley Althea requested. That harvest still needs to be harvested. Willen plans to return to Paw's Luck as soon as possible to help the village harvest the remaining crops.

♣ **Willen Neowyn:** Male human Rog1; hp 5; see Appendix I.

♣ **Dunk and Goryn Fealey:** Male human Com1.

Development: Getting the cart out of the ditch is not too easy. It is top heavy with bags of grain. It takes four successful Strength checks (DC 25) to get the cart back on the road. This only succeeds if one or more party members help. The cart is pretty large so all characters can cooperate in the attempt.

In the meantime, they can question Willen. He doesn't know much about the bandits, but he can tell them about the Federation of Free trade and the 'preposterous' offer of The Benefit.

ENCOUNTER 3: AMBUSH

Once the cart is out of the mud, the bandits spring their ambush.

As the cart moves back on the road, a cheer breaks out among the farmers. The euphoria is short lived, as a sound makes you turn.

A hundred feet away stands a man in dark maroon cloak. His appearance is quite a surprise, as he couldn't have come over the road. He must have stepped out of the cornfield. From the corner of your eyes, you can sense shadows moving in the fields, and hear the rustling of leaves as something bends the corn.

The man is holding a longbow. An arrow casually rests on the string, as he makes a slight bow as if in greeting.

“Bravo! Well done”. His voice is cold and sneering, despite the ‘compliment’. “How good of you to take that cart back on the road. Now may I suggest you step away from it, and hand over any valuables.” He makes a jerking movement with his head.

While you are still baffled by such arrogance, Willen rises up and raises a cudgel, but before he can even strike out, the man in the maroon cloak lifts the bow and fires it. The arrow hits the young man in the chest and knocks him backward out of the cart. Ignoring the still body, the man motions, and the corn at

the side of the road part. A group of men step out of the field, holding out swords and grinning evilly.

“Take the cart”, the man sneers, “and kill these interlopers.”

The bandits advance, swords drawn. Aldyn, the leader of the group, takes a few steps back and starts firing arrows. Aldyn keeps his distance and continues to use his bow even if his men are in melee; he is an expert with the bow.

During the fight, the farmers drop down and hide under the cart, momentarily safe.

The bandits try to close in to fight. They are very loyal to the cause, and won't give quarter unless subdued or if Aldyn falls.

NPCs: Aldyn is a mercenary hired by Spannek for his ruthlessness and his competence with ranged weapons, and less fanatic than his men. If the men that are engaging melee fall, or if one of the characters threatens him, he realizes he has met with too much resistance. He abandons his attacks and tries to get to the cart, using his Dodge and Mobility feats to avoid harm. At the cart, he starts searching for the key, figuring he might at least teleport back safely.

APL 2 (EL 3)

♣ **Aldyn FyeShield:** Male human Ftr2; hp 16; see Appendix I.

♣ **Bandits (4):** Male human War1; hp 12, 12, 12, 12; see Appendix I.

APL 4 (EL 5)

♣ **Aldyn FyeShield:** Male human Ftr3; hp 22; see Appendix I.

♣ **Bandits (6):** Male human War1; hp 12, 12, 12, 12, 12, 12; see Appendix I.

APL 6 (EL 7)

♣ **Aldyn FyeShield:** Male human Ftr6; hp 46; see Appendix I.

♣ **Bandits (6):** Male human War2; hp 18, 18, 18, 18, 18, 18; see Appendix I.

Tactics: To find the key, a small disc with the imprint of a sun crying a tear of blood, Aldyn needs to get on the cart and search for one full round, and make a successful Search check (DC 18) as the key is below a sack of grain in the cart, and Aldyn is panicking. If anyone engages him in combat before he finds the key, he is forced to defend himself, delaying his search for the key as long as he is engaged.

If he finds the key before anyone engages him in combat, he utters the command word (“United We Stand”) in the round following the one in which he found it, and is whisked away. He leaves the cart and his men, caring more for his own safety.

Treasure: Characters may want to search the cart, especially if they noticed Aldyn searching. If they do, they find a small brooch, pinned to one of the sacks of

grain (see Player's Handout 1). The brooch has a magic aura, but is so faint that close scrutinizing, and a successful Spellcraft check (DC 15), is needed to detect it at all.

Development: This combat should preferably end with either Aldyn escaping, after which the other bandits attempt to flee, or with the characters defeating the bandits.

It is possible that the bandits were captured alive, especially if Aldyn abandoned them. They prove very reluctant to speak, being convinced that their superiors will help them if they are silent. They refuse to reveal how they managed to ambush the cart, though if Aldyn fled successfully, it is easy to discern that magic is a factor.

If the party uses magic, or otherwise manages to force a bandit to speak, they may learn that some arcane device aided the bandits in their ambush, but not what the device is or does.

Willen is still alive, though barely. He stabilizes at -3 hp on his own if none of the characters heal him, though you don't want to let on to this, as it lends an air of urgency to the encounter, and perhaps forces one or more characters to stay out of combat for a round or two, while they stabilize the man.

If Dunk and Goryn survive, they are bolstered with the defeat of the bandits and plan to continue on to Pitchfield. Willen, if revived, plans to return to Paw's Luck to assist with the harvest of the barley he ordered. Even if he does not survive, Dunk or Goryn suggests the party move to Paw's Luck to help, as it is only one more day of travel. There is also a guard tower a few miles back, where they can rest and hand over the bandits to the local authorities.

Characters may also decide to see the farmers safely to Mulnar, which is the nearest settlement. This does, however, delay their journey for four uneventful days.

In the event that the party is defeated, the bandits return to the cart, kill the other two cart men, and teleport back to the camp, taking the cart with them and leaving only the bodies.

ENCOUNTER 4: GUARDS

Once the characters are back on their way to Paw's Luck, it takes only three hours of steady marching, approximately one hour on horseback, to reach the border watch.

After several hours of rolling hills and acres of cultivated land, the vegetation begins to grow wilder once again. Birch trees populate this area, growing into a dense forest of speckled trees.

Up ahead, where the road disappears into the woods, smoke heralds a small settlement. A large wooden tower stands guard, watching over a small building, whose wooden sign marks it as The Dunshore Inn.

Two small buildings, not much more than huts, lay off the road. A man in a chain shirt and adorned with a tunic

displaying a sun shining over mountains of ice or crystal, leans against the tower wall, eyeing you with sullen disinterest.

An old man sits on a stool outside of the inn, but aside from the guard. There is little life to be seen.

The watch is built near the edge of the Speckled Forest, where the road disappears into the woods, on to New Keep, Dunn and Paw's Luck. It consists of The Dunshore Inn, a guard tower, and two houses.

The inn was built about ten years ago, after the road to New Keep was constructed, which was not much more than a trail until then. The tower is even more recent. It was built after the first incursion of bandits on the road, now three years ago.

This is a place where the characters can deliver any captured bandits. They should be prepared to give an elaborate account of what happened though, and answering the guard's questions may take up most of what is left of the day. Any bandits are locked in a wooden cabin at the back of the guardhouse, to be transported for judgment to New Keep in the morning.

NPCs: Most guards in Pelsand's employ are mercenaries, some of them from beyond Sunndi's borders. The guards on this post are of the lowest ranks. They are natives from New Keep, who hate the countryside and especially the guard duty at the border.

Characters hoping on a friendly welcome do so in vain. The guards question the characters at length on why they are here, where they come from, and where are going. They make snide remarks about traveling around without an escort, and demand that a toll be paid (2 sp a head, including horses, and 4 sp for a cart) before they let the party pass peaceably. The toll is a recent addition, and Willen can confirm they paid the toll last time they came through. If the characters captured some bandits alive, and point this out, a successful Diplomacy check (DC 15) allows them to get through without paying the toll, but otherwise the guards, who are bored and distrustful of strangers, insist the toll be paid.

They do not wish to comment upon the bandits, or why they have been unsuccessful to capture any. They direct any questions to Lord Hugher, who resides in the inn and who has some authority.

🛡️ **Guards (3):** Male human War3.

Lord Hugher is a merchant priest of Zilchus, and a high-ranking official of the Benefit. He has recently been touring the surrounding farms to talk to the residents about joining the trade union. He is in a good mood, as he has convinced two more farmers to sell their wares to the Benefit.

He is amiable to the characters and their company, ignoring the cold stares from Willen and the two farmers.

👤 **Lord Hugher:** Male human Clr5.

Argon the Bull, a large man with dark hair and a short beard runs the inn. He is happy with the characters arrival, as he has seen few travelers in the last week.

Argon is from Dunn. He thought that starting an inn at the border would have been a good idea, but a few months ago his partner left, and he now has serious doubts whether he can keep the inn running.

He tries not to show his concern, but a successful Sense Motive check (DC 10) reveals that he is very anxious.

❖ **Argon the Bull:** Male human Com1.

The other house, slightly off the road, is for Pelk, an old man who has lived a life as a trapper for years. Pelk lived here long before the road to New Keep was built. He is left alone by most folk, as he is a cynic, and the guards do not always appreciate his sarcastic remarks.

Pelk generally stays at the inn, keeping Aron company and taunting the guards.

❖ **Pelk:** Male human Rgr2.

Development: The characters may ask Hugher questions, which he is happy to answer, though he is careful when talking about the Benefit. Depending on their questions, they may learn the following things in this encounter. Some questions require a Diplomacy check before Hugher reveals his information:

Q: What is the Benefit?

A: *The Benefit is a trade union for the benefit of the people of Pelsand. It is headquartered in New Keep, and its aim is to support the farmers, by buying their crops and taking care of transport. The organisation currently 'owns' 60% of the harvests in Dunshore, and all harvests in Pelsand and Vicerok.*

Q: Why are you here?

A: *70% of all grain in Pelsand is grown in Dunshore. The Benefit likes these farmers to join them.*

Q: What about the Guards?

A: *There are too few men to guard all transports. If the character that asks makes a Diplomacy check (DC 15), Hugher adds, Only Benefit transports are guarded, and because of this, they have not been attacked.*

Q: Why do we have to pay toll?

A: *Guarding the roads is costly, so the guards demand a small fee from those who travel it. The money goes to the coffers of the New Keep Armed Forces, who hunt the bandits day and night, so it is well spent.*

Q: Who have been attacked?

A: *Most attacks in the last three weeks concerned transports from Dunshore, only one was made at a transport from New Keep. Farms have also been under attack lately.*

Q: What do you know about the bandits?

A: *They presumably hide out in the Rieuwood, though searches have proven futile. A successful Diplomacy check (DC 10), and Hugher adds, A mage from New Keep has found traces of magic*

use at one scene; most likely, evil priestly magic was used. Rumours are the bandits can become invisible at will.

Q: Are there any witnesses?

A: *There was a survivor to one of the last attacks, which occurred ten miles from here. The survivor was an inhabitant of Dunn. The man was questioned, but had little of value to tell. Hugher doesn't know his name.*

Q: Why doesn't he know?

A: *Let the asking character make Diplomacy Check (DC 20). If successful, Hugher tells them, There was some trouble a few months ago, when a Benefit employee turned out to be a spy for the bandits. Commander Kayn Donner of the New Keep guards now leads the investigation.*

If the characters bother to ask Argon about the survivor, he can tell them that he recalls the man arriving at the Inn, bloody and in total shock. He doesn't recall the man's name.

Pelk can tell the characters that the guy was a whining merchant. He recalls the man was called Mason.

Willen doesn't know about any survivors, nor of a man named Mason.

ENCOUNTER 5: PAW'S LUCK

A small group of buildings, most of them hardly more than a cottage, are gathered around a large stone bridge that spans the Pawluck River.

A three-story building of stone similar to that of the bridge towers over the village from the other side of the river. It oddly clashes with the wooden houses with their roofs of yellowing thatch and vine-encrusted, dark green painted walls. It seems to be part of another building, built in yet another style of whitewashed masonry and red roof tiles.

Another large stone structure, possibly a chapel, rises above the remainder of the village on the other side of the river, but the houses there remain otherwise not too different from what you see here.

The village mayor, the scout, and the people of the Federation can be found in the Watch House. When the characters arrive with Willen in tow, the villagers immediately swarm them, asking questions about what happened, and cheering when the bandit defeat is reported. If the characters failed to defeat the bandits, or when Willen is not with them, they may have a much tougher crowd, as strangers are currently not too welcome in Paw's Luck.

Being recognized as friends of the Federation, the characters get free board in the inn that night, though they have to put up with people asking questions about the bandits.

This is also a good time for them to investigate. Everyone in the village can tell the party the following:

- Almost all farmers in Paw's Luck and vicinity have joined the Federation.

- Only Ol'Fix sold his crops to the Benefit, which made him unpopular.
- All crops are stored in the granary, which was especially build for this purpose, at the Old Traveller's Inn.
- Tomorrow, the fields of Thun Babbyl, an elder farmer, are being harvested. The farm is on the outskirts and most villagers fear to be attacked during the harvest, so there is only a small amount of people willing to help.

Most people who know more on the attacks can be found at the inn at one point or another. These characters and what they know are described in the Paw's Luck map key.

Odon and Gheddar eventually approach the characters, asking them if they are willing to help guard the harvests. The village has collected a small amount of money (approximately 260 gp, see below), which they can offer as compensation. Gheddar is reluctant to spend it, and does not bring this up unless the characters ask for it.

Willen can prompt the characters to help by offering his own assistance. He is not interested in the money, as he has already bargained a lower price for the barley he has ordered for his sister.

Paw's Luck Key

Paw's Luck is a small community build around a large wooden bridge that was once a thoroughfare for the transport of ore from Vicerok, a mining community in the south, to Pitchfield in the north.

These days, most ores are brought to New Keep, which has a large market for these wares. Subsequently, the bridge is now rarely used, and the original fortress that was built here to guard has been dismantled, and now functions as the village inn.

The village is mostly self-supporting. Besides the entries detailed below, the villages has a blacksmith, a butcher, a thatcher, a carpenter, and a potter. Most people living in Paw's Luck are farmers, though a few people make a living from fishing and hunting.

🏰Paw's Luck (Hamlet) Conventional; AL NG; 100 gp limit; Assets 535 gp; Population 107; mixed (Oeridian 67%; Suel 8% Rhenee 1%; dwarf 7% halfling 8%; gnome 6% half-elf 3%)

Authority figures: Major Babras Shouten; Scout Odon Duxfell (see below)

Others: 1 Brd1; 1 Rog3, 2 Rog2, 3 Rog 1, 1 Rng1, 1 Com6, 2 Com3, 3 Com2, 84 Com1, 1 War3, 2 War1, 1 Exp2; 3 Exp1, 1 Clr3, 1 Clr1.

1. Mayor's House

This farm is the largest house in the village, with, perhaps, the exception of the inn, and it may as well be the oldest.

Old vines crawl against the main building's front, and the thatch on the roof is brown and withered. Despite its age, it is all very well maintained, and the planking of the walls looks as if they have only recently been given a new layer of dark green paint.

The courtyard, which separates the house from the stables where a number of dark horses are tethered, has its gravel neatly raked. The pit in the center still functions, looking down you can see your own face mirrored by a dark but clear pool of water.

Above the entrance to the courtyard, someone has carefully spelled out the farm's name in large, white letters, pronouncing that you are about to enter "Mare's Reigns".

Mayor Babras Shouten is the richest farmer in the area, an older widower, who still runs his own farm despite his arthritis, to the dismay of his oldest son, who feels he could run the farm much better on his own.

Babras spends the few hours that he isn't bullying his sons, in the village inn. He is a conservative man, who doesn't like change, and feels that a government should keep their nose out of other people's business. Partly because he doesn't bother others, he has been in power for almost a decade, and little has changed in the village since then. He is very suspicious about all recent events, and openly criticizes the Benefit and the nobility of Pelsand for their interference in 'his' business.

It is hard to earn Barbras trust. He generally doesn't like to talk to 'deviants' (i.e. anyone who doesn't agree with what he says). If the characters can muster this, he can relate the following:

- Several of the village farms have been under attack.
- People need to harvest, but are afraid of bandit raids.
- The government of New Keep has raised taxes to pay for the increased security. Well, we haven't noticed any guards! Why should we pay extra?

♣️**Mayor Babras Shouten:** Male human (Oeridian) Com6.

2. Armory

A large dog lies in front of this townhouse. Despite it's huge size it looks harmless enough, bathing itself in the sun and eyeing you lazily.

The house itself looks battered, it's paint peeling. Iron bars are set in the windows, giving it a less than appealing look.

This is the armory, where Odon lives and occasionally holds office if he isn't in the inn or on the fields. The armory holds some weaponry, but it is less impressive. If necessary, it produces two or three versions of any simple or small martial weapon from the *Player's Handbook*, as well as two longswords, three longspears, and a heavy flail.

Odon knows the same things as the mayor, but is more ready to talk to strangers. He spills his thoughts quite eagerly once he has been given a beer.

♣️**Scout Odon Duxfell:** Male gnome War3.

3. Barge House

A cabin stands slightly off the road, it's only window looking out over the river Pawluck, its shallow waters braking on the many treacherous rocks in its stream.

The cabin looks more recent than the other buildings. It's walls are yet unpainted, making it stand out from the rest of the village as a reclusé.

A small pier, a lot older than the building, leads out into the stream. A flat boat is tethered to an iron rung in the dock.

Several months ago, Boddy Weshlink (see Encounter 4) ran into a Rhenee while visiting New Keep. The man, named Reghardt, is a renegade, ousted by his people for some breach of their code. It is unknown what his transgressions were, but they must have been pretty severe, as Reghardt saw himself forced to move to the far domain of Sunndi.

Reghardt is a bargeman, an expert navigator on the Rhenee's shallow boats. His sneers at the local's inability to navigate the treacherous, shallow Paw Luck River drew Boddy's attention.

After a lengthy discussion, he managed to talk Reghardt into accepting a job at the granaries. In exchange for some menial labour, Boddy would give him the means and freedom to prove that the river was navigable.

The house here has been built for Reghardt. The barge is currently in use to ferry grain along the local section of the river, which is less treacherous, but Reghardt still needs to make myriad adjustments to the barge to make it useful for transport further upstream.

☛ **Reghardt:** Male human Rog3.

Reghardt's demeanour is sour and gruff. He feels out of place and it is obvious that he has little love for the people around him. The main motivation to assist Boddy is to prove that he can navigate the river; a proof he needs to show that he is so much better than his fellow men.

4. The Bakery

The street all around here is littered with fragments of wheat stalks and trampled grain.

A wooden sign dangling from an iron chain pronounces this place as the "Ironheart Tavern", but the smells emanating from the building are that of baked bread, not beer or mead, and no sounds of carousing is to be heard. If this is a pub it is not doing well.

Boddy Weshlink, Chairman of the Federation of Free trade, owns this place, which was the original tavern and community house for the village before the Watch House was built. It no longer serves as such, but Dobby left the original sign in place as a reminder of older times. Rumours say the tavern is haunted, and that Gheddar's uncle, who once owned the Inn, mysteriously disappeared one night. His ghost would be haunting the tavern's attic, but nobody ever actually saw it.

The tavern now serves as the town's bakery, with the common room as the store. Many of the former guest rooms are now empty.

At the back of the tavern, a part of the structure has been converted to serve as a granary, to hold the

community harvests. It is overflowing, waiting to be emptied whenever the crops can be transported.

Boddy can be found here mostly during the daytime hours. He starts early in the morning to bake the bread, and closes shop a few hours after noon. Most of the rest of the day is spent helping with the harvest or, on slow days, in the Watch House.

Boddy can tell the characters the following:

- The baroness secretly supports the Federation, but has not been able to give adequate protection, as her men have been ordered to guard the Benefit.
- Mason, a merchant from Dunn who owns some property in Paw's Luck, has survived one attack. He doesn't like to talk about it, as he saw some of his friends die. Mason stays at the mill, which he owns. He is here to help with the harvest.

☛ **Boddy Weshlink:** Male halfling Com1.

5. The Watch House

A massive tower of dark wet stones rise up from the soil, towering high above the village. It is made from the same material as the bridge that spans the river, and a small, now crumbling wall between them suggests that they were built at the same time.

The large inn that has been built to join the tower is from a much later age – it cannot be older than four or five years, as the stones and roof tiles are obviously recent.

It looks light and pleasant, very in contrast with the tower itself, but due to some sort of pattern in the stones used in its foundation, it manages to complete the structure rather than alienate it.

Bouts of laughter drift outside through the open door. A woman's voice rises over the other sounds, singing a rowdy song, which comes to a halt just as you enter. You see the woman, standing on a stool, one hand resting on a man's shoulder, her other in the air, holding a mug of ale.

A sudden silence falls and the men around the woman turn to look at you. There are a few awkward moments; then a dwarf with a large red beard stomps forward.

"Stop staring at 'em like they are demons. Don' ye 'ave any manners?" The men sheepishly turn back to the woman, who immediately falls into another song, as the dwarf comes up to you. "Ne'er mind 'em. They're a bit nervous with the attacks an' all. I am Gheddar, owner of this 'ere place. Can I 'elp ye?"

The stone tower was a structure used by Sunndi soldiers as a defense for the bridge. It was used during the Greyhawk wars by Sunndi forces, but never had much impact on the war, as the Great Kingdom's men avoided the place, instead crossing the river at New Keep.

After the war, the tower was left unmanned. The land was eventually sold and the tower was rebuilt and turned into an inn.

Gheddar Thundergast owns the Watch House. Gheddar built it with his own hands, using the money he got when he sold the town's original tavern, The Traveller's Inn, to Boddy Weshlink.

Gheddar mans the bar with his wife, Elsa. He is very friendly, but can also be very stern. He does not tolerate troublemakers in his inn, and has a set of rules, engraved in a plate above the bar, detailing what he does and does not allow in his establishment. Rule 1 is: No Credit.

Gheddar is a lifetime friend of Boddy Weshlink (Boddy's lifetime), and has been entrusted with the task of Treasurer of the Federation of Free trade. As such he can relate the following:

- The entire village has chipped in so they can hire guards. They have a total of 263 gp, 34 sp, and 179 cp.
- The benefit made an offer to buy out the Federation. The money offered is more than what is otherwise paid for the crops, but the Federation still refused.

☛ **Gheddar Thundergast:** Male dwarf Exp2.

A current residence of the inn is the bard Yubiyen, a young Suel woman with a gifted voice and a captivating appearance. She has bright blue eyes and long blond hair, braided in seven braids that hang to her waist.

Yubiyen is associated with the Queen's Halls in New Keep. The Halls are a shared temple of Lirr, Lydia, and Boccob. It is filled with records of Oeridian and Suel history and culture. Yubiyen is well versed in these records, and can tell almost any story related to the history of Sunndi, especially the wars that were waged.

She also knows a lot of the politics in this region. Yubiyen readily tells her suspicions about the current events, though she is prone to embellish it and add some fiction if it sounds better. She is willing to assist the party with their questions but does not join them in their fight against the bandits, as she is only there 'to watch'.

The following information can be obtained by questioning her:

- Count Donner is in conflict with Hazendel over the naming of his house. Rumours say Donner has started a trade war.
- Donner was married to Hazendel's niece. She died years ago during the wars. Since then Donner has been much more free to operate than other counts.
- The Queen's Halls suspect the bandit attacks are supported by some dark organisation. A possibility exists that the Scarlet Brotherhood is involved.
- The giants of the Glorioles support the bandits. Some rangers have found giant tracks in the region.
- If they show her the brooch, or otherwise ask, she can only tell that 'Aerdie Herouges Epapt' is an old motto from the original Great Kingdom in an old Oeridian dialect that means 'The tribe (blood) of the Aerd stand undefeated while united.'

☛ **Yubiyen d'Alasta:** Female human Brd2.

6. Temple of Pelor

The symbol of Pelor greets you from the large wooden door to this building, which is one of the few stone structures in the village.

For a village temple it is quite large, though the damaged roof and a splintered glass pane in one of the many colorfully inlaid windows indicate that the funds have run dry long since it's construction.

Behind the temple you can see a small graveyard, which, despite the rather unfortunate state of the structure, is well maintained, with trimmed grass and cleaned head stones.

This small chapel is devoted to Pelor, but there is also room for services held in honour of other worthy gods, notably Heironeous and the Oeridian harvest gods.

Head priest of the temple is Brother Luminus, a young and ambitious man, who has grown up in Paw's Luck and knows all the villagers. Luminus hopes to restore the building to its former glory, but has not yet found a means to fund it.

Assisted by the older Dayla, Brother Luminus is one of the few in Paw's Luck who do believe the Benefit is actually attempting to do well. He supports the village's own attempts at dealing with the bandits, but fears that they do not have the means to do so.

He views the characters with some suspicion, as he has had bad experiences with the promises of "adventurers" in the past.

☛ **Brother Luminus:** Male human Clr3.

☛ **Dayla:** Female human Clr1.

7. Ol's Fix Farm

A small thatched roof house, a stable with an ox, and water pit closed off with a wooden hatch is all that makes up this farm.

All is silent here. It seems there is nobody around. For a moment you thought you saw movement behind a window, but it may have been just the wind stirring the curtains.

Ol' Fix sold his crops to the benefit several weeks ago. This has not endeared him to the other farmers, but Fix thinks they are fools. He cannot fathom how they can deal with these bandits when the Pelsand guards can't.

Fix is a bit wary of strangers, and refuses to say anything to them other than to declare everyone in the village mad.

☛ **Ol'Fix:** Male human Com3.

8. The Mill (General Store)

A slow rumble comes from the mill, a small wooden building at the edge of the village.

The rumble of grain being ground to flour is punctuated by the periodic whooshing noise of the mills arms turning gently around in the breeze.

A cart stacked with bags of wheat almost completely blocks the entrance to what seems to be a small store, which occupies most of the foundation on which the mill's head turns to face the wind.

Mason Deluge, who runs a general store, owns the mill. Zed, who has, in recent days, been mostly concerned with the work at the mill, mans the store.

Mason is involved with the bandits. He is being paid handsomely to place the keys for the Stepping Stone on the carts that the bandits rob. He has, on one occasion, made a plant on a cart of his own, so he avoids suspicion. He is a selfish little man who hides between a friendly façade and lies. His cousin Zed does not know about his involvement, and believes Mason is still very shaken by the ambush he was in.

Mason is not too forthcoming with information, claiming to be a very busy man. He avoids the party if possible, letting Zed keep them out of his way. Both of them can tell the following, though Zed needs prompting, as he is not too bright:

- Mason has several claims on crops that still need to be harvested. He deals mostly in small goods, but has recently started to trade in corn.
- Mason survived a bandit attack several weeks ago. He doesn't like to talk about it much, but people insist he tells them the story, though they have to drag it out of him.
- He was travelling with people from Dunn. They were attacked in the Speckled Forest. The bandits attacked from cover in the woods. Nobody saw them coming; they must have been waiting for them.
- He doesn't remember much, as he was knocked out. When he regained consciousness he found the cart gone, and his friends dead. He walked to the guard post, in total shock.
- He has travelled extensively over the last few days. He has been trying to find hired help for the harvests, but few people can be found. He has offered to drive the carts tomorrow.

Note that while the brooch Mason carries is magical, its aura is too weak to be detected.

☛ **Mason Deluge:** Male human Exp1; hp 6; see Appendix I.

ENCOUNTER 6: HARVEST

A total of sixteen farmers can be found that are willing to help with the harvest. Six stay in the village, where they fill bags of barley and grain under the supervision of Barbras Shouten. The other ten farmers travel with the party to Babbyl's farm, where they start harvesting the crop. Seven farmers take scythes to cut the wheat, while three farmers with pitchforks travel between the fields and the muddy road, heaving the crops on a large cart.

There are two carts, which transport the crops between the field and the village granary. Boddy Weshlink and scout Odon Duxfell man one cart, and Mason Deluge and Willen the other.

The characters are assigned to guarding the field. If they want to help out, they are handed a scythe or pitchfork.

After a few hours have passed, and the hard work has tired everyone out, the bandits make their move. They teleport to the field, focusing on the key Mason is carrying, or alternatively, the one the party found. Note that the cart which holds scout Odon is at the village at that time.

It is late in the day when a breeze stirs, causing the heat that has been mounting in the last few hours to cool off. The wind strengthens quickly turning into a stiff breeze for a few seconds, then dies down.

In that brief moment, people have appeared out of nowhere, as if transported here by the sudden gust of wind. Most of them are men clad in shabby dark green leather, bearing swords, but two of them are very different. One is a towering, white haired man with a twisted face and tusks for teeth, who bellows in rage as he whips about him a thick wooden staff with wicked barbs. Another cannot be mistaken for a human. He has dark mottled green skin, hardly concealed by layers of bearskin, and brandishes a scimitar stained with rust... or is it dried blood?

The sudden appearance leaves you flabbergasted, and in the moments that you can come to grips with the threat, the humanoid bellows a sentence that sounds like a vile curse, and a thick carpet of mist spreads out, covering the creature as well as the cart with the harvests.

The hobgoblin Dagak'An appears close to the cart. The barbarian Karat and the other bandits appear at random places, at approximately 30-50 feet from the key.

The party is surprised, but the bandits themselves are slightly disoriented. They get one partial action in the first round, before the characters can react. If someone specifically states he was keeping guard against people teleporting in (i.e. he may have been watching the inside perimeter), that character, and that character only, may make a Spot check (DC 15) when the bandits teleport in. If successful, he can roll initiative as normal, and take one partial action this round, like the bandits, but after Dagak'An, who is not disoriented and gets to act first, casts his spell.

Dagak'An used his action to cast *obscuring mist*, engulfing the cart.

Karat uses this round to enter his barbarian rage and make a partial charge toward the nearest character. He and the other bandits move toward or lash out at the closest nearby person. The bandits attack indiscriminately for the first two rounds. After that they focus their attacks on the characters and Willen.

NPCs: Only three farmers muster the nerve to stand and fight. The seven others panic and flee for their lives, though the bandits attempt to target them, hacking them down as they pass.

☛ **Farmers:** Male human Com1; hp 5; see Appendix I.

Dagak'An is a hobgoblin, an adept from a goblin tribe that was wiped out by Ahlissan forces several years ago. The adept and his assistant Noryt joined Spannek's group mostly for the money. Dagak'An hates humans, and he

has taken a particular delight in killing the people of Pelsand that crossed his path. If Spannek weren't more powerful than Dagak'An, he'd have turned on him too.

Karat is Spannek's closest associate, almost a friend. They know each other from serving the Scarlet Brotherhood. Karat is a brute, unsophisticated and keen on man-to-man fights. Karat is the only one who knows that Spannek made a deal and receives money for the ambushes. He is very loyal to Spannek though, and doesn't reveal anything when captured. The bandits in the group listen to Karat. They take no orders from the 'foul hobgoblin' Spannek hired.

APL 2 (EL 4)

➤ **Dagak'An:** Male hobgoblin Adp3; hp 14; see Appendix I.

➤ **Karat:** Male half-orc Bbn1; hp 16; see Appendix I.

➤ **Bandits (4):** Male human War1; hp 12, 12, 12, 12; see Appendix I.

APL 4 (EL 6)

➤ **Dagak'An:** Male hobgoblin Adp4; hp 18; see Appendix I.

➤ **Karat:** Male half-orc Bbn3; hp 38; see Appendix I.

➤ **Bandits (6):** Male human War1; hp 12, 12, 12, 12, 12, 12; see Appendix I.

APL 6 (EL 8)

➤ **Dagak'An:** Male hobgoblin Adp5/Ftr1; hp 18; see Appendix I.

➤ **Karat:** Male half-orc Bbn5; hp 60; see Appendix I.

➤ **Bandits (6):** Male human War2; hp 18 each; see Appendix I.

Development: The bandits intending to kill as many people as possible and to capture the harvest. They are not too concerned with people escaping, as this is the final raid, but intend to deal out as much death and destruction as possible.

Karat wades into battle brandishing a particularly nasty staff brandished with metal, flesh-tearing hooks. Karat claimed the staff from an opponent during the taking of Idee. While it is less imposing than a large weapon, Karat can make two attacks with it if he chooses to do so, taking the obligatory penalties to his to hit bonuses.

Dagak'An initially attempts to stay away from the battle. He uses *ghost sound* to distract the characters while protected by the *obscuring mist*, and lights a torch to set fire to the fields, pausing only to cast *cause fear* once he has determined the most threatening character. Once the fields are alight, he enters the battle.

A few rounds after the *obscuring mist* engulfs the cart, Mason panics and pushes Willen, if he is still on the cart, off. He spurs the ox and rides the cart from the fields, out of the mist. His main motivation is to get away, but since

he has the key, Dagak'An commands one of his men to stop "the traitor". None of them comply, so after one round he heads toward Mason. Should either the characters or Dagak'An reach Mason, the merchant pulls forth the key and shouts the command word, which whisks him and everything on the cart away to the bandit camp.

Anyone on the cart that does not wish to be transported may make a Reflex save (DC 12) to avoid it. Those who fail are transported to the bandit camp, where Spannek and his men confront them.

If Dagak'An recognizes defeat, he attempts to get away by using his scroll to cast *obscuring mist* before he flees. He does not care for the other bandits, but attempts to return to the encampment by foot.

ENCOUNTER 7: RETURN TO PAW'S LUCK

Returning to Paw's Luck, the party may want to search Mason's home, if they haven't captured him already.

Searching his room reveals, in a cabinet, three brooches (see Player's handout 1), in an envelope, which has scribbled, in hasty writing, '*United We Stand*'. These brooches can be detected as being magical.

The characters should, by now, have a clue that the brooches are used to teleport. Ideally, they have witnessed it at least once otherwise they need to deduce it on their own.

The brooches are all affected in the same way: by speaking the command word, the person holding the disc, and everyone he touches, is transported to the bandit camp. The command words are '*United We Stand*', as written on the envelope.

Once the party has determined how the discs work, they can then teleport to the bandit's camp to retrieve the goods. If they never find out, you can skip the last encounter. After a few weeks, guards find the abandoned camp, but everything of value is gone by then.

ENCOUNTER 8: CAMP

It is possible that the characters find the encampment in another way, for instance by tracking Dagak'An if he fled. In that case, adjust the description below as needed.

You feel a pull, as if you were on a suddenly moving cart, and for a moment you feel like you are falling. The world seems to spin for a moment, and then seems to move very, very quickly, moving in front of your eyes in a blur.

It takes only a moment before the world abruptly turns to normal, only now you are somewhere else. You spin around to see that you are at a large campsite somewhere in a forest. Three tents are half broken up, and there is a small campfire over which a pot is cooking. There is a large cracking noise at the moment you arrive, as if a something large and heavy bursts, though in the few moments that you use to take in your surroundings, it is hard to place where the sound came from.

The characters arrive in the middle of the camp, near the Stepping Stone, who cracks as they arrive, having finally been worn out.

What happens is dependent on how much time has passed after the bandit raid. If too much time (over five hours) has passed, the characters find an abandoned camp. Everything is gone, except the shattered stone and the remains of a tent. In the campfire the remains of a half-burned note can be found (Player's Handout 2).

If the party has made some haste to pursue the bandits, they arrive while Spannek is preparing to abandon camp. If the party captured Mason they have the advantage of surprise, and may make one partial action before the bandits can react. Otherwise they have to deal with bandits who are ready for them.

NPCs: Spannek, the leader of the bandits, is a well-muscled Suel man with long blond hair and bright blue eyes. He is smart but arrogant, seeing his men as tools rather than compatriots. Spannek was once a commander in the army of the Scarlet Brotherhood, when that group invaded Idee. He was not known to be very obedient or trustworthy though, and had difficulty following the orders of the monks and mages that populated the upper hierarchy of the organisation, a position he could never attain.

When Idee fell to Ahlissa, rather than returning to the Peninsula, Spannek, with some of his men and his only friend Karat, deserted and wandered the region, seeking employment as swords for hire. After a rather tricky mission for an enigmatic organisation, involving the elimination of a meddling mage, Spannek was given the assignment to disrupt the economics of Pelsand. Using the Stepping Stone, he has thus far succeeded where prior bandit groups have failed, performing raids without being apprehended.

Among the men who stayed with Spannek after his desertion, one was an ogre known as The Maul. Scarlet Brotherhood agents have dominated the Maul for so many years that his loyalty to Spannek is unrivalled. The Maul was never allowed a weapon by his masters, and prefers to use his fists in battle. His incredible strength has made him feared by Spannek's men, and they stay out of his way when he joins a fight, as the ogre has been known to knock out his own companions on occasion.

Finally, Noryt is the assistant of Darak'An. He is a cowardly little weasel, always picked on by Spannek's men and bullied by The Maul. He is almost harmless without Darak'An and prone to flee or surrender when confronted with any open force. Noryt is not prepared for battle, as he never joins raids and his function is to care for the camp and cook for the other men.

Finally, if any NPCs from earlier encounters (Aldyn, Dagak'An, or Karat) got away, they are also present, and fight in similar ways as described in those encounters.

APL 2 (EL 4)*

*Spannek's aim is to flee, and he is not counted toward this encounter level. If Spannek stays and fights, the EL increases to 5.

☛ **Spannek:** Male Human Ftr2; hp 16; see Appendix I.

☛ **Bandits (4):** Male human War1; hp 12, 12, 12, 12; see Appendix I.

☛ **The Maul (Ogre):** hp 31; see Appendix I.

☛ **Noryt:** Male goblin Adp1; hp 6; see Appendix I.

APL 4 (EL 6)*

*Spannek's aim is to flee, and he is not counted toward this encounter level. If Spannek stays and fights, the EL increases to 7.

☛ **Spannek:** Male Human Ftr4; hp 28; see Appendix I.

☛ **Bandits (6):** Male human War1; hp 12, 12, 12, 12, 12, 12; see Appendix I.

☛ **The Maul (Ogre):** Male ogre Bbn2; hp 49; see Appendix I.

☛ **Noryt:** Male goblin Adp1; hp 6; see Appendix I.

APL 6 (EL 8)*

*Spannek's aim is to flee, and he is not counted toward this encounter level. If Spannek stays and fights, the EL increases to 9.

☛ **Spannek:** Male Human Ftr6; hp 40; see Appendix I.

☛ **Bandits (6):** Male human War2; hp 18, 18, 18, 18, 18, 18; see Appendix I.

☛ **The Maul (Ogre):** Male ogre Bbn4; hp 67; see Appendix I.

☛ **Noryt:** Male goblin Adp2; hp 10; see Appendix I.

Development: Spannek and his men are not really interested in fighting the party. They merely want to get away now that their camp has been discovered.

Spannek orders The Maul to attack the heroes, so he can get out without much resistance. He realizes too late that the Maul also carries the bandit's treasure, and he is forced to flee without it.

A resourceful party may be able to fight and defeat all the bandits, possibly even capturing Spannek, but the DM should not force it on them, as fighting The Maul is challenge enough.

Once The Maul is defeated and the other bandits have fled or surrendered, the camp can be searched. If Mason fled earlier, his body can be found behind the tent. Spannek killed him when he arrived in the camp for revealing its location.

Aside from the bandit's treasure, they find a half-burned letter in the fire (Player's Handout 2). Spannek tried to destroy it, but only partially succeeded.

The camp is at a forested glade, near the Pawluck River, several miles east of Paw's Luck. It takes several hours to walk back to the village.

CONCLUSION

The party may return to Paw's Luck with the captured, or dead bandits and Mason, where they are seen as heroes (each hero gains an influence point with the Federation of Free Trade). In addition, Gheddar offers them the reward the village collected together, even if he hadn't told them about it.

They may also help Willen return to Pitchfield, which earns them the friendship of Althea. Althea has no gold to reward them, but once she has her supplies, is able to make a special brew, a process she learned from the Rieuwood elves. She needs very special herbs, of which she has only enough for three doses, but she gladly parts with it for the character's help. Alternately, they may gain a favour from her.

On the longer term, trade from Pelsand is made possible again, though most farmers have, by now, committed their harvest to The Benefit.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 3: Ambush

Defeat Aldyn and the bandits.

APL 2	60 XP
APL 4	120 XP
APL 6	210 XP

Encounter 6: Harvest

Defeat Dagak'An, Karat, and the bandits.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP

Encounter 8: Camp

Defeat Spannek, the Maul, Noryt, and the bandits.

APL 2	90 XP
APL 4	180 XP
APL 6	270 XP

Conclusion

Discretionary Roleplaying Award.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 3: Ambush

Defeat Aldyn and the bandits and strip them of their gear.

APL 2: L: 21 gp; C: 6 gp; M: 0
APL 4: L: 25 gp; C: 8 gp; M: 0
APL 6: L: 40 gp; C: 8 gp; M: 0

Encounter 6: Harvest

Defeat Dagak'An, Karat, and the bandits, and strip them of their gear.

APL 2: L: 61 gp; C: 5 gp; M: *scroll of obscuring mist* (Value 4 gp per character).

APL 4: L: 66 gp; C: 7 gp; M: *scroll of obscuring mist*
(Value 4 gp per character).

APL 6: L: 66 gp; C: 7 gp; M: *scroll of obscuring mist*
(Value 4 gp per character).

Encounter 8: Camp

Defeat Spannek, the Maul, Noryt, and the bandits, and strip them of their gear.

APL 2: L: 25 gp; C: 48 gp; M: 0

APL 4: L: 47 gp; C: 60 gp; M: 0

APL 6: L: 77 gp; C: 70 gp; M: 0

Conclusion

Return to Paw's Luck with captured or dead bandits.

APL 2: L: 0 gp; C: 84 gp; M: 0

APL 4: L: 0 gp; C: 84 gp; M: 0

APL 6: L: 0 gp; C: 84 gp; M: 0

Total Possible Treasure

APL 2: 254 gp

APL 4: 301 gp

APL 6: 356 gp

INFLUENCE WITH THE FEDERATION OF FREE TRADE: THIS IS USEFUL IN FUTURE ADVENTURES WITH THE FEDERATION OF FREE TRADE.

The characters have the option of purchasing as many as three of these in total:

Althea's Special Brew

This special brew, created from a fine selection of natural herbs and some secret ingredients from the Rieuwood elven communities, grants the imbiber 1d8 additional temporary hit points, as well as a +1 bonus on all Fortitude checks, for a duration of 1 turn (10 rounds).

The potion is not magical.

GP Value: 50 gp; Weight: 1 lb.; Use Restriction: Common

APPENDIX I: NPCS

ENCOUNTER 2: TO PELSAND

☛ **Willen Neowyn:** Male human Rog1; CR1; Medium-size humanoid (human); HD 1d6-1; hp 5; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +0 melee (1d6, club) or +1 ranged (1d4/19-20, dagger); SA Sneak attack; AL CG; SV Fort -1, Ref +3, Will +1; Str 10, Dex 13, Con 8, Int 12, Wis 13, Cha 15.

Skills and Feats: Appraise +5, Bluff +5, Climb +3; Diplomacy +6, Gather Information +6, Hide +4, Jump +4, Listen +4, Search +4, Sense Motive +3, Spot +7, Tumbling +6; Alertness, Dodge.

Possessions: leather armor, club, dagger.

ENCOUNTER 3: AMBUSH

APL 2 (EL 3)

☛ **Aldyn FyeShield:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10; hp 16; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d8/19-20, longsword) or +6 ranged (1d8/x3, longbow); AL CN; SV Fort +3, Ref +3, Will +0; Str 11, Dex 16, Con 11, Int 13, Wis 10, Cha 14.

Skill and Feats: Climb +4, Intimidate +4, Jump +4, Spot +2; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: longbow, longsword, 20 arrows, leather armor, 10 gp.

☛ **Bandits (4):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+4; hp 12 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d8+1/19-20, longsword) or +3 ranged (1d4+1/19-20, dagger); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +5, Jump +3, Spot +2, Swim -1; Toughness, Weapon Focus (longsword).

Possessions: longsword, leather armor, dagger, 5 gp.

APL 4 (EL 5)

☛ **Aldyn FyeShield:** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10; hp 22; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d8/19-20, longsword) or +7 ranged (1d8/x3, longbow); AL CN; SV Fort +3, Ref +4, Will +1; Str 11, Dex 16, Con 11, Int 13, Wis 10, Cha 14.

Skill and Feats: Climb +4, Intimidate +8, Jump +4, Spot +2; Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: longbow, longsword, 20 arrows, leather armor, 10 gp.

☛ **Bandits (6):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+4; hp 12 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d8+1/19-20, longsword) or +3 ranged (1d4+1/19-20, dagger); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +5, Jump +3, Spot +2, Swim -1; Toughness, Weapon Focus (longsword).

Possessions: longsword, leather armor, dagger, 5 gp.

APL 6 (EL 7)

☛ **Aldyn FyeShield:** Male human Ftr6; CR 6; Medium-size humanoid (human); HD 6d10+6; hp 46; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6/+1 melee (1d8/19-20, longsword) or +10/+5 ranged (1d8/x3, longbow); AL CN; SV Fort +3, Ref +4, Will +1; Str 11, Dex 16, Con 12, Int 13, Wis 10, Cha 14.

Skill and Feats: Climb +5, Craft (fletching) +3, Intimidate +8, Jump +5, Ride +5, Search +2, Spot +3; Dodge, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: longbow, longsword, 20 arrows, masterwork studded leather armor, 10 gp.

☛ **Bandits (6):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+5; hp 18 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d8+1/19-20, longsword) or +4 ranged (1d4+1/19-20, dagger); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +5, Intimidate +2, Jump +3, Spot +2, Swim -1; Toughness, Weapon Focus (longsword).

Possessions: longsword, leather armor, dagger, 5 gp.

ENCOUNTER 5: PAW'S LUCK

☛ **Mason Deluge:** Male human Exp1; CR 1/2; Medium-size humanoid (human); HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +0 ranged (1d4/19-20, thrown dagger); AL NE; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 13, Wis 11, Cha 12.

Skills/Feats: Appraise +4, Bluff +4, Handle Animal +2, Diplomacy +4, Innuendo +2, Listen +5, Profession (merchant) +4, Profession (miller) +4, Sense Motive +4, Spot +5, Swim +2; Alertness, Run.

Possessions: Blood of Aerdy brooch, dagger, 10 gp.

ENCOUNTER 6: HARVEST

☛ **Farmers:** Male human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (2d4/x4, scythe); AL NG; SV Fort +1, Ref +0, Will +1; Str 11, Dex 10, Con 13, Int 10, Wis 13, Cha 11.

Skills and Feats: Handle Animal +4, Profession (farmer) +6, Swim +4; Martial Weapon Proficiency (scythe), Skill Focus (Profession – farmer).

Possessions: scythe

APL 2 (EL 4)

☛ **Dagak'An:** Male hobgoblin Adp3; CR 2; Medium-sized humanoid (goblinoid); HD 3d6; hp 14; Init +4;

Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Atk +2 melee (1d6+1/18-20, scimitar) or +1 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +1, Will +5; Str 12, Dex 10, Con 11, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +3, Intimidation +2, Knowledge (religion) +3, Spellcraft +2, Spot +3; Combat Casting, Improved Initiative

Possessions: hide armor, scimitar, short bow, *scroll of obscuring mist*, 20 arrows.

Spells Prepared (3/3; base DC = 12 + spell level): 0 – *detect magic*, *ghost sound*, *light*; 1st – *cause fear*, *obscuring mist*, *protection from good*.

✚**Karat:** Male half-orc Bbn1; CR 1; Medium-size humanoid (orc); HD 1d12+4; hp 16; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d6+3, quarterstaff) or +3 ranged (1d8+3/x3, shortspear); SA Rage; SQ Darkvision 60 ft., fast movement; AL CN; SV Fort +6, Ref +2, Will -1; Str 16, Dex 14, Con 18, Int 8, Wis 9, Cha 7.

Skills and Feats: Climb +0, Intimidate +2, Jump +0, Listen +3; Ambidexterity.

Possessions: chainmail, masterwork quarterstaff, 5 gp.

✚**Bandits (4):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+4; hp 12 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d8+1/19-20, longsword) or +3 ranged (1d4+1/19-20, dagger); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +5, Jump +3, Spot +2, Swim -1; Toughness, Weapon Focus (longsword).

Possessions: longsword, leather armor, dagger, 5 gp.

APL 4 (EL 6)

✚**Dagak'An:** Male hobgoblin Adp4; CR 3; Medium-sized humanoid (goblinoid); HD 4d6; hp 18; Init +4; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Atk +3 melee (1d6+1/18-20, scimitar) or +2 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +1, Will +7; Str 12, Dex 10, Con 11, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +5, Intimidation +2, Knowledge (religion) +3, Spellcraft +2, Spot +4; Combat Casting, Improved Initiative

Possessions: hide armor, scimitar, short bow, *scroll of obscuring mist*, 20 arrows.

Spells Prepared (3/3/1; base DC = 13 + spell level): 0 – *detect magic*, *ghost sound*, *light*; 1st – *cause fear*, *obscuring mist*, *protection from good*; 2nd – *web*.

✚**Karat:** Male half-orc Bbn3; CR 3; Medium-size humanoid (orc); HD 3d12+12; hp 38; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 melee (1d6+3, quarterstaff) or +5 ranged (1d8+3/x3, shortspear); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +7, Ref +3, Will +0; Str 16, Dex 14, Con 18, Int 8, Wis 9, Cha 7.

Skills and Feats: Climb +2, Intimidate +3, Jump +2, Listen +4; Ambidexterity.

Possessions: chainmail, masterwork quarterstaff, 5 gp.

✚**Bandits (6):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+4; hp 12 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d8+1/19-20, longsword) or +3 ranged (1d4+1/19-20, dagger); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +5, Jump -1, Spot +2, Swim +3; Toughness, Weapon Focus (longsword).

Possessions: longsword, leather armor, dagger, 5 gp.

APL 6 (EL 8)

✚**Dagak'An:** Male hobgoblin Adp5/Ftr1; CR 5; Medium-sized humanoid (goblinoid); HD 4d6; hp 18; Init +4; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Atk +5 melee (1d6+1/18-20, scimitar) or +3 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will +7; Str 12, Dex 10, Con 11, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Intimidation +2, Knowledge (religion) +3, Spellcraft +2, Spot +4, Wilderness Lore +4; Combat Casting, Improved Initiative, Spell Focus (Enchantment), Weapon Focus (scimitar).

Possessions: hide armor, scimitar, short bow, *scroll of obscuring mist*, 20 arrows.

Spells Prepared (3/3/2; base DC = 13 + spell level, 15 + spell level for Enchantment spells): 0 – *detect magic*, *ghost sound*, *light*; 1st – *cause fear*, *obscuring mist*, *protection from good*; 2nd – *mirror image*, *web*.

✚**Karat:** Male half-orc Bbn5; CR 5; Medium-size humanoid (orc); HD 5d12+20; hp 60; Init +2; Spd 40 ft.; AC 17 (touch 12, flat-footed 15); Atk +9 melee (1d6+3, quarterstaff) or +7 ranged (1d8+3/x3, shortspear); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +8, Ref +3, Will +1; Str 16, Dex 14, Con 18, Int 8, Wis 10, Cha 7.

Skills and Feats: Climb +4, Intimidate +4, Jump +4, Listen +5; Ambidexterity, Two-Weapon Fighting.

Possessions: chainmail, masterwork quarterstaff, 5 gp.

✚**Bandits (6):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+5; hp 18 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d8+1/19-20, longsword) or +4 ranged (1d4+1/19-20, dagger); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +5, Intimidate +2, Jump +3, Spot +2, Swim -1; Toughness, Weapon Focus (longsword).

Possessions: longsword, leather armor, dagger, 5 gp.

ENCOUNTER 8: CAMP

APL 2 (EL 4)*

*Spannek's aim is to flee, and he is not counted toward this encounter level. If Spannek stays and fights, the EL increases to 5.

➤ **Spannek:** Male Human Ftr2; CR 2; Medium-size humanoid; HD 2d10; hp 16; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d10+1/19-20, bastard sword) or +4 ranged (1d8/x3, longbow); AL NE; SV Fort +3, Ref +2, Will +1; Str 12, Dex 14, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Climb +5, Jump +5, Knowledge (nobility and royalty) +3, Spot +3, Swim -1; Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword)

Possessions: bastard sword, leather armor, longbow, 20 arrows, dagger, 15 gp.

➤ **Bandits (4):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+4; hp 12 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d8+1/19-20, longsword) or +3 ranged (1d4+1/19-20, dagger); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +5, Jump +3, Spot +2, Swim -1; Toughness, Weapon Focus (longsword).

Possessions: longsword, leather armor, dagger, 5 gp.

➤ **The Maul (Ogre):** CR 2; Large giant; HD 4d8+8; hp 31; Init -1; Spd 30 ft.; AC 16 (touch 8, flat-footed 16); Atk +7 melee (1d4+5 subdual, unarmed strike); AL NE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +4, Listen +2, Spot +2; Improved Unarmed Strike.

Possessions: hide armor, large backpack, treasure box (containing 200 gp), tent, blankets.

➤ **Noryt:** Male goblin Adp1; CR 1/2; Small humanoid (goblinoid); HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk -1 melee (1d6-1, club); SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +1, Will +3; Str 8, Dex 13, Con 11, Int 10, Wis 13, Cha 9.

Skills and Feats: Hide +6, Move Silently +6, Spellcraft +1, Wilderness Lore +3; Combat Casting

Possessions: club, 'medicine' bag containing foul-smelling herbs, 5 gp.

Spells Prepared (3/2; base DC = 11 + spell level): 0 – create water, detect poison, purify food and drink; 1st – command, cure light wounds.

APL 4 (EL 6)*

*Spannek's aim is to flee, and he is not counted toward this encounter level. If Spannek stays and fights, the EL increases to 7.

➤ **Spannek:** Male Human Ftr4; CR 4; Medium-size humanoid; HD 4d10; hp 28; Init +2; Spd 30 ft.; AC 15

(touch 12, flat-footed 13); Atk +6 melee (1d10+1/19-20, bastard sword) or +6 ranged (1d8/x3, longbow); AL NE; SV Fort +4, Ref +5, Will +2; Str 13, Dex 14, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Climb +7, Jump +7, Knowledge (nobility and royalty) +3, Spot +4, Swim +1; Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Lightning Reflexes, Mobility, Weapon Focus (bastard sword)

Possessions: bastard sword, masterwork studded leather armor, longbow, 20 arrows, dagger, 15 gp.

➤ **Bandits (6):** Male human War1; CR 1/2; Medium-size humanoid (human); HD 1d8+4; hp 12 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d8+1/19-20, longsword) or +3 ranged (1d4+1/19-20, dagger); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +5, Jump +3, Spot +2, Swim -1; Toughness, Weapon Focus (longsword).

Possessions: longsword, leather armor, dagger, 5 gp.

➤ **The Maul (Ogre):** Male ogre Bbn2; CR 4; Large giant; HD 4d8+2d12+12; hp 49; Init -1; Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atk +9 melee (1d4+5 subdual, unarmed strike); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC), AL NE; SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +6, Listen +4, Spot +4, Wilderness Lore +2; Improved Unarmed Strike, Power Attack.

Possessions: hide armor, large backpack, treasure box (containing 250 gp), tent, blankets.

➤ **Noryt:** Male goblin Adp1; CR 1/2; Small humanoid (goblinoid); HD 1d6; hp 6; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk -1 melee (1d6-1, club); SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +1, Will +3; Str 8, Dex 13, Con 11, Int 10, Wis 13, Cha 9.

Skills and Feats: Hide +6, Move Silently +6, Spellcraft +1, Wilderness Lore +3; Combat Casting

Possessions: club, 'medicine' bag containing foul-smelling herbs, 5 gp.

Spells Prepared (3/2; base DC = 11 + spell level): 0 – create water, detect poison, purify food and drink; 1st – command, cure light wounds.

APL 6 (EL 8)*

*Spannek's aim is to flee, and he is not counted toward this encounter level. If Spannek stays and fights, the EL increases to 9.

➤ **Spannek:** Male Human Ftr6; CR 6; Medium-size humanoid; HD 6d10; hp 40; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +9/+4 melee (1d10+3/19-20, bastard sword) or +8/+3 ranged (1d8/x3, longbow); AL NE; SV Fort +5, Ref +6, Will +3; Str 13, Dex 14, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Bluff +3, Climb +9, Jump +9, Knowledge (nobility and royalty) +3, Spot +4, Swim +3;

Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Lightning Reflexes, Mobility, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Possessions: masterwork bastard sword, masterwork studded leather armor, longbow, 20 arrows, dagger, 15 gp.

🗡️ **Bandits (6):** Male human War2; CR 1; Medium-size humanoid (human); HD 2d8+5; hp 18 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +4 melee (1d8+1/19-20, longsword) or +4 ranged (1d4+1/19-20, dagger); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Climb +5, Intimidate +2, Jump +3, Spot +2, Swim -1; Toughness, Weapon Focus (longsword).

Possessions: longsword, leather armor, dagger, 5 gp.

🗡️ **The Maul (Ogre):** Male ogre Bbn4; CR 6; Large giant; HD 4d8+4d12+16; hp 67; Init -1; Spd 40 ft.; AC 16 (touch 8, flat-footed 16); Atk +12/+7 melee (1d4+6 subdual, unarmed strike); SA Rage; SQ Fast movement, uncanny dodge (Dex bonus to AC), AL NE; SV Fort +10, Ref +1, Will +2; Str 22, Dex 8, Con 14, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +6, Listen +6, Spot +4, Wilderness Lore +4; Cleave, Improved Unarmed Strike, Power Attack.

Possessions: hide armor, large backpack, treasure box (containing 300 gp), tent, blankets.

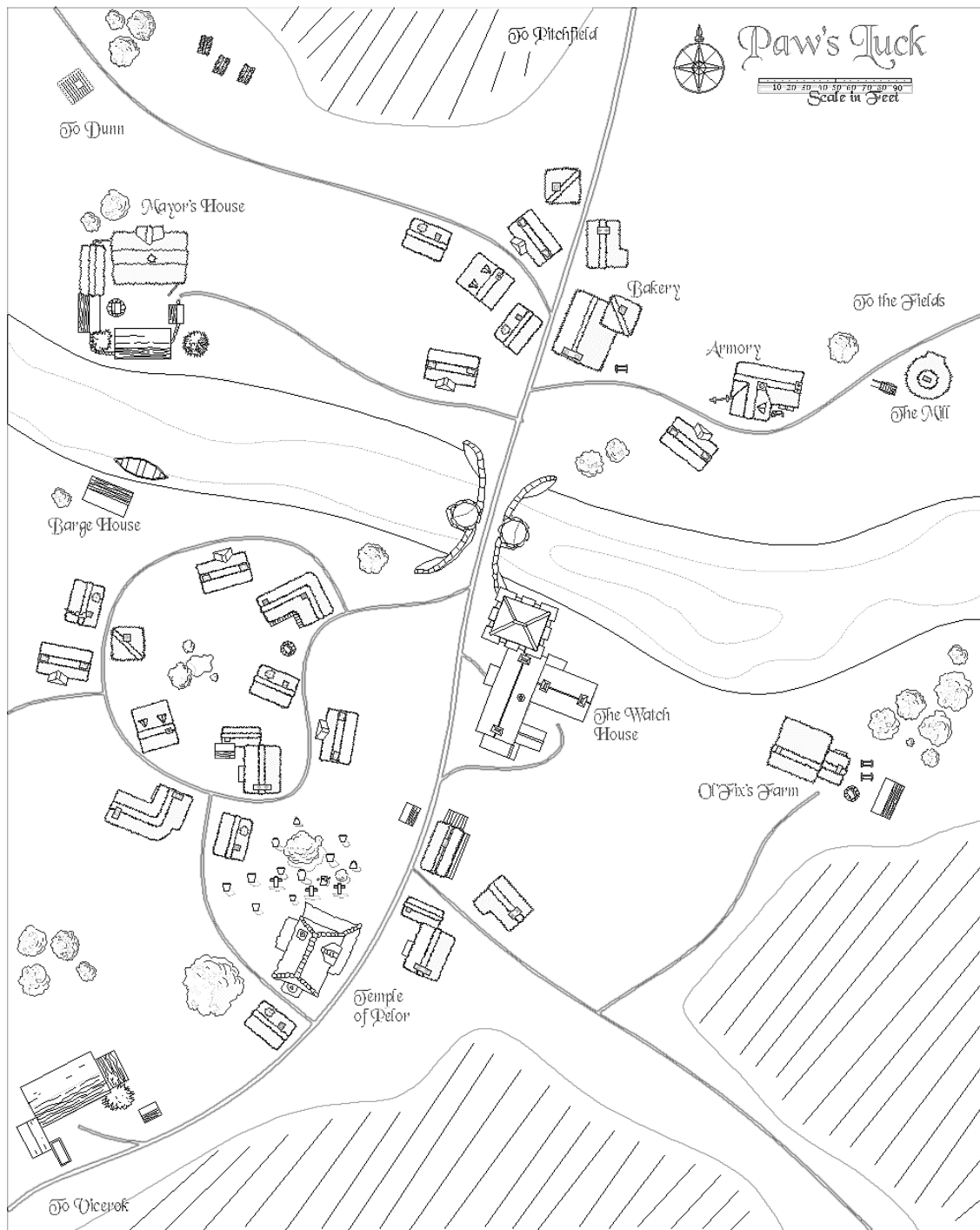
🗡️ **Noryt:** Male goblin Adp2; CR 1; Small humanoid (goblinoid); HD 2d6; hp 10; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +0 melee (1d6-1, club); SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +1, Will +4; Str 8, Dex 13, Con 11, Int 10, Wis 13, Cha 9.

Skills and Feats: Hide +6, Move Silently +6, Spellcraft +3, Wilderness Lore +3; Combat Casting

Possessions: club, 'medicine' bag containing foul-smelling herbs, 5 gp.

Spells Prepared (3/2; base DC = 11 + spell level): 0 – create water, detect poison, purify food and drink; 1st – command, cure light wounds.

PAW'S LUCK MAP



The Stepping Stone

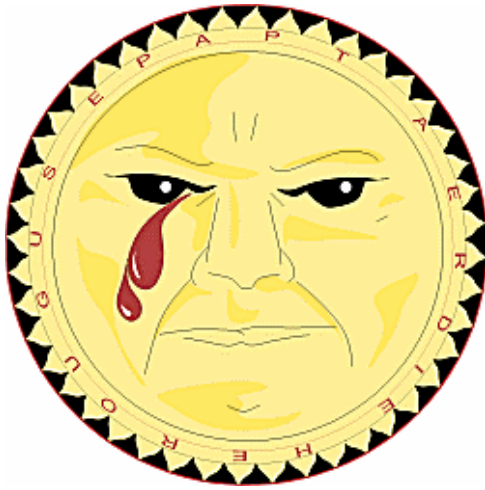
The Stepping Stone is a magical device that allows one to transport groups of people over long distances, provided a keyed item is present.

By pressing a tiny item (such as a brooch) to the stone, and speaking a command word, the item is charged with a portion of the stones power, allowing it to be used as a focus for transportation. Anyone touching the stone can discern the location of the item, and teleport to its location, once per day, taking up to 750 lbs. in people and objects with it. In addition, those holding the focus can transport themselves (and the focus) to the stone, with a predefined command word. This action discharges the focus.

Caster level: 15th; Requirements: Craft Wondrous Item, Empower Spell, Teleport, Discern Location, gp value 150,000

Note: the stone in this adventure is unstable and eventually shatters, making it useless (the gp value is for a working stone)

PLAYER'S HANDOUT 1



This brooch is a small black wooden disc, with a pin on the back to sue for fastening it to cloth. The front has a relief in a yellowish kind of metal. The whole gives the appearance of a golden sun rising up from the surface, and taking up most of it. Two blood red tears run from one of its eyes of the sun's face. Along the edges it says 'Aerdie Herouges Epapt'

PLAYER'S HANDOUT 2

Spannek,

Do NOT trouble me again with your whining.

You are been paid well enough – so dare not ask for yet another boon. We are impressed with your use of the Stone, but we cannot appreciate the rabble you hire, and we will not let you another if you break it. Find your own means. . .

You have your money. Finish the job.

And loose that liable merchant.

You will be richly rewarded when Sunddi fa. . .