

NYR5-08

A Town Under Siege

A One-Round D&D LIVING GREYHAWK® Kingdom of Nyrond Regional Adventure

Version 1.0

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Newtown is not unfamiliar in its dealings with brigands and bandits but the town finds itself feeling helpless with the recent troubles ending and much of the land in flux. With the word that Bortran, the local magistrate and mayor has been killed, Duke Younard has no choice but to send a contingency of adventures to gather information, secure the town and if possible hunt down the bandits until troops can take over Newtown. Can the party deal with the growing crisis or succumb to the same fate of Bortran? A role-playing intense adventure for APLs 2-6 (character levels 1-8).

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to 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 is 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.

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

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

Living Greyhawk

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, 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 discussed in the Preparation section above 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 PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars

paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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.

Time Units and Upkeep

This is a standard one-round regional adventure, set in the Kingdom of Nyrond. Characters native to the Kingdom of Nyrond pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

War has once again ravaged the landscape leaving many outlying towns and villages to fend for themselves. With the end of the civil war, many of the citizens have returned to their homes to find them either destroyed or in shambles. Along with the citizens, bandits too have returned in force. Some of these bandits were once Sewardt's soldiers while others have been commissioned by nobles and landowners who wish to continue to show the citizen's of Nyrond that King Lynwerd is unable and unwilling to help them. Rel Mord is trying to rebuild, so what limited resources King Lynwerd has are not going to be sent to the aid of small towns, further reinforcing the lie that Lynwerd is an uncaring ruler.

Newtown lies close to a major road that is used for trade, which is why this town has seen its share of bandits for years. But, since the end of Nyrond's civil war, bandits have become more brazen in their raids. Repeated cries for help have gone unheard, so Bortran, the local magistrate and mayor, decided to form a militia from the willing and able-bodied citizens of

Newtown. Patrols around the outlying borders of Newtown began in an attempt to deter the bandits from stealing further livestock and goods.

A couple of weeks after Bortran began his patrols, he was found murdered in his bed. Some of its citizens were contemplating abandoning Newtown with the loss of their mayor and seeing no hope for help. Desperate for action, the settlers decided to attempt requests for aid one more time from all neighboring cities within a week's riding distance.

One rider was sent to Mithat, once again requesting help from the Duke of Almor, Duke Younard. Duke Younard was informed about Bortran's murder and he decided that something should indeed be done. However, still lacking the resources to send troops and also lacking a replacement for Bortran at the time, he decided to gather a small contingency of adventures. They would investigate the bandit attacks and report back to him what they had found. Once the party returns, he will decide whether a contingent of troops was truly warranted in Newtown.

The same evening that riders were sent to Mithat and other major cities, the bandit leader, Carimon, and two of his men came riding into Newtown. With them came a forged document from Rel Mord stating that he was to give aid to the town. With the death of Bortran and the proclamation from King Lynwerd in hand, Carimon quickly took over as Newtown's magistrate and began to institute new patrols, citizens on roofs as lookouts, and home searches.

The evening before the party arrived, Carimon received a message from Mithat by carrier pigeon informing him of the party's imminent arrival and of their intentions. With this news, Carimon gathered a small group of bandits to stop the party from making it to Newtown. Their orders were to stop the adventurers or not to return.

The same night that Carimon received the note about the party, he is also told that Garik has discovered the bandits using the Old Granger Hut as their base and that they were forced to kill him to keep it quiet. Carimon ordered his men to have the dogs maul the body to help hide the wounds from the fight. He then had his men leave the body outside of Garik's house, just within the line of trees, for someone to find the next morning.

Adventure Summary

Encounter One – First Signs of Bandits:

This is where the party first meets the bandits that are terrorizing Newtown. The bandits know who have been sent since they have been given word about the adventures. The bandits have been sent by Carimon to prevent the adventures from making it to Newtown.

They will fight to the death believing that they will not be given any quarter from the characters, Mithat, or Newtown. When the players have dispatched the bandits, they should find Player Handout #1 on one of the bodies. If captured alive, the bandits will act belligerent, rude, and may resort to spitting and singing loudly and poorly to anger the party. Nothing the party can do will break the bandits, who "know" their fate is sealed.

Encounter Two – Greetings from Carimon:

Carimon will greet the party as they enter Newtown. He will attempt to bring the party members to his office, where he describes the situation to the party. He wants to make sure that he has a chance to talk to the party before anyone in Newtown does because he is under the impression that many people in Newtown do not trust him. This is also where he presents the party with a forged royal document (Player Handout #2) from Rel Mord authorizing him to help with securing the town, but explains that he has also taken over as magistrate with the death of Bortran. He also introduces the party to his cohorts, who came from Rel Mord with him. His goal is to make sure that he gains the party's trust and learns what the party knows about Duke Younard's plans.

Encounter Three – The Body of Garik:

The party will find the body of Garik in the Shrine of Pelor. Garik was a local man who was found dead by his fiancée Landra the morning of the party's arrival in Newtown. She found his body outside of his home within the line of trees that surround Newtown. Carimon's gang killed Garik the previous night when he followed Kerjon up the path towards the Old Granger Hut. When the dogs alerted the bandits of Garik's presence, the bandits searched for, found, and then killed Garik. They carried his body away from the hut and attempted to make it look like wolves had killed him.

Encounter Four – Try the Beef Stew at the White Sheep Inn:

When the party enters White Sheep Inn, the party can listen in on a few bits of conversations around the tavern from their table or talk to the innkeeper. If the party attempts to talk to the townsfolk, they become angry with the party for eavesdropping on them. At which point Delaine will settle the growing feud.

There are two different versions of this encounter as summarized below.

- If Carimon or any of his cohorts are at the inn.

Delaine asks the party to escort her to the shrine to deliver food to Landra who is mourning the death of her fiancé. She knows that Clevon, Bortran's assistant, and her father want to talk to the party, but she needs

to find a way to tell them. Her idea is to tell them during their walk to the shrine. She instructs them to get a room at the inn and she will come get them when her father and Cleven are ready.

If the party begins talking to Auldrin he will ask them to escort his daughter to the shrine.

- If Carimon and his cohorts are not at the inn.

Delaine will take the party to talk to her father. Auldrin tells them that Bortran's assistant wants to talk to them tonight after the dining hall closes for the evening. He tells them to get a room at the inn and Delaine will come for them when Cleven and Auldrin are ready for them.

If the party begins talking to Auldrin he will ask them to wait in a room upstairs for his daughter to get them so they can talk more privately.

Encounter Five – A Midnight Meeting:

Auldrin and Cleven meet with the party to talk about recent events. Cleven has been in town for about a day, but does not want Carimon to know this. He has remained in hiding at Auldrin's house. When Auldrin told him that adventurers had arrived, he knew that he must speak with them.

Encounter Six – Path to the Old Granger Place:

The party can follow the trail Garik had taken and come across an old hut a few miles away. This is Old Granger's Hut. Here they will find dogs guarding the door.

Once the party deals with the bandits inside of the hut, they will find a trapped and locked chest along with stacks of papers describing items taken, a hit list of people to kill in Newtown, and evidence that Carimon is behind it all. This is Player Handout #3. Inside of the chest they will find a small horde of items taken from Newtown.

Behind the hut the party will find two horses, as well as fresh horse tracks leading back to Newtown if the party has a tracker.

Encounter Seven: The Bandit Leader Exposed

The party will find Carimon and Jentric with packed bags on their horses and the two of them just finishing pouring lamp oil all around the audience hall and Carimon's office. They will also find three bodies lying on the floor dressed in clothes and armor of Carimon and his cohorts, all thoroughly drenched in lamp oil.

Conclusion:

The PCs have hopefully defeated Carimon and earned the gratitude of the town.

Preparation for Play

Before you begin play, take note of anyone in a royal meta-org. If a party member is in a meta-org, the party will be given a mule and a cart with a few items Newtown requested. The Duke knows he can trust these party members to deliver the goods. These goods are mainly dry foods and new tools like picks, forks, spades, and scythes.

The trip from Mithat to Newtown is approximately 96 miles by the road, which is in fairly good repair covering mostly plains the entire way there (no movement penalty if the PCs stay on the road). Use the Movement rules in the PHB to determine how many miles a day the PCs can cover (see *Player's Handbook*, pages 162-164). Most likely the slowest member of the party will be covering 16, 24, or 32 miles per day. That translates to a one-way trip of 6, 4, or 3 days each way. If the PCs are given the cart, that leg of the trip will take 5.6 days regardless of the speed of the PCs, as the cart will slow them to 16 miles per day.

Introduction

The sound of hammering on wood and horse-drawn carts trotting across cobblestone roads outside the window of your room at the Almor Road Inn wakes you early in the morning before dawn's light breaks the horizon. Mithat, like many other cities within Nyron, is still rebuilding after the civil war that ended just a couple of months ago.

A short while later you find yourselves sitting downstairs eating a warm meal of bread and porridge as a herald enters the hall and walks right up to your table. Without a word he bows before you and hands over a rolled up parchment. The scroll is sealed with the crests of Almor. The letter is a summons requesting you to meet with Duke Younard, the ruler of the Duchy of Almor. The herald waits for you all to finish your meal and escorts you directly to the patiently waiting Duke.

"I have called upon you all because the people of Newtown have called for aid. Ever since the time of the usurper they have been under constant siege by bandits who have stolen livestock and goods."

"Newtown has apparently been sending messengers for weeks. Unfortunately, because of pressing issues here we have lacked the resources to send help. But now the situation has escalated beyond just simple banditry. Last week the town's magistrate and mayor, a fellow named Bortran, was found murdered in his bed during the night."

With his murder, I am forced to act but with the limited resources I have, I cannot send troops to help Newtown immediately. I need to know more about the bandits, who is leading them and if my troops are definitely needed. I am asking you all to investigate the matter and report back to me with your findings in two weeks. The trip should take three to six days each way, which leaves you at worst two days to learn what you can. I know that is a short period of time but it should be all the time you need. Will you help the Duchy of Almor and the Kingdom of Nyronnd with this task?"

Wait for the party to agree before continuing or answer any questions they may have. The Duke only knows that Newtown has been dealing with bandits for the past two months and that they have repeatedly requested help, but until Bortran was killed, he had been unable to justify sending help as he is trying to rebuild Mithat. He is guessing that the bandits resorted to killing the citizens after Bortran started up patrols around the town in the form of a makeshift militia consisting of local farmers. He was told that the bandits that have been seen are human but do not have any markings or insignias noting who they work for. There is nothing more he can say about the bandits.

"I thank you for accepting this task. Know that you will be rewarded for your noble deeds when you return. Take the main road northeast to Newtown. While in the town, attempt to gather further information regarding the bandit attacks and, if possible, hunt them down and bring them to justice. After you have completed this task, return here. Again, I need you back and with information in two weeks. Please do not delay in making your way to Newtown for I fear that Bortran's death will not be the last."

If no PCs in the party are a member of a Nyronnd Royal meta-org, read the passage below:

"May Heironeous guide you on your path and protect you on this noble quest." With his final words, you are escorted outside and now stand on the streets of Mithat.

If any PCs in the party are members of a Nyronnd Royal meta-org, read the passage below:

"I also have an additional request of you. Since Newtown has been dealing with the bandits for two months now, their supplies may be running low and with the coming harvest the town is likely in need of new tools and wheat. Outside I have arranged for a small load of goods that we can spare for their aid. See that they are safely delivered. May Heironeous guide you on your path and protect you on this noble quest." With his final words, you are escorted outside and now stand on the streets of Mithat where a mule and a loaded small cart are waiting.

At this time, allow the players to make final purchases of goods, provisions and transportation. When the players agree to head out, get their marching order and have them set up on a battlemat. Draw a generic length of road with some random trees near by as this is needed for the first encounter.

You left Mithat behind you and have headed northeast on the main road towards Kurast's Keep. The land before you has been ravaged by the war. Much of what was rebuilt by settlers after Nyronnd made claim on the land is now in ruins once again. These days, the Sword Road sees more and more refugees, as many have decided to leave their villages and hamlets for jobs rebuilding the cities. Those seeking protection from the increasing number of bandits and humanoids that have plagued the land after the fall of the traitor also travel the road.

Your trip has been uneventful for the last two days. The only encouraging thing to be said about the journey so far has been the rare, but welcome, inn along the road to Newtown. The food may have been overpriced and the beer watered down, but the beds were clean and warm.

Encounter One: First Signs of Bandits

Carimon has received word about the adventurers coming to Newtown per Duke Younard's request. He knows that the party will disrupt his operations and decides to send a group of his men to stop them before they reach Newtown.

It is well past high noon now on the (third, fourth, or sixth – depending on the party speed) day and sun has begun to fall from the sky. You know that Newtown shouldn't be much farther.

The party at this point will need to make a Spot check (DC 24 – Take 10, +2 for distance, +2 for Concealment, +10 skill) to see if they see the bandits hiding behind the trees on either side of the road. At APLs 4 and 6, the bandits are spaced out roughly over 50 feet on either side. They are attempting to surround the party. See the bandit's tactics below.

APL 2 (EL 2)

👤 **Human Rogues (2):** hp 7 each; see Combat Appendix – APL2.

APL 4 (EL 4)

👤 **Human Rogues (4):** hp 7 each; see Combat Appendix – APL4.

APL 6 (EL 6)

🦋 **Human Rogues (6):** hp 7 each; see *Combat Appendix* – APL6.

Creatures: The bandits are human of mixed races. None appear to be of any one breed of human ancestry, but Oeridian is more apparent by the build of body and square cut of face. They are wearing simple clothes under their studded leather armor and do not have any markings on their clothes or skin to distinguish them as a part of a known group or cult. They appear to be ordinary bandits.

These men are working for Carimon who is located in the town of Newtown. They have been dispatched by Carimon to prevent the players from making it to Newtown. If they are captured alive, they believe their fate is sealed whether the players enact justice on the spot or if they are taken to the authorities in Mithat or even Newtown since Carimon will not allow them to live, as it would risk his operations in Newtown. They will act belligerent, rude, and may even resort to spitting, cursing and singing very loud and poorly to anger the players.

Tactics: the bandits are attempting to surround the party and will jump out firing arrows when they believe they have the best tactical position on the PCs. Obviously it's hard to surround the party at APL 2 with only 2 bandits. But at all APLs, the bandits will be evenly divided and hiding about 20 feet off either side of the road. They are using the trees to gain a concealment bonus on their Hide checks. At all APLs, the first two bandits will target the front line fighter or fighters with arrows. At APLs 4-6, the additional bandits will target any clerics in the party knowing they will heal the warriors during the fight. If there are no clerics, they will either target the fighters as well or take any other clear shot if they do not have one to the fighters. Once the first round of arrows has flown, they will enter into melee and attempt to gain flanks for sneak attack damage. Front line fighters and clerics will remain their targets unless presented with a more dangerous foe.

Treasure: The player's should find Player Handout #1 in addition to the normal loot.

👑 APL 2: Loot: 9 gp, Coin: 0 gp, Magic: 0 gp

👑 APL 4: Loot: 17 gp, Coin: 0 gp, Magic: 0 gp

👑 APL 6: Loot: 26 gp, Coin: 0 gp, Magic: 0 gp

Encounter Two: Greetings from Carimon

As the PCs near Newtown, Carimon is alerted by the lookout on the roof. He is hopeful that it is not the adventurers but he expects that no one else should be coming to Newtown from the direction of Mithat. Seeing the adventurers confirms his fears and he

knows that he must act quickly to gain the trust of the PCs. Carimon drinks a *potion of undetectable alignment* before the PCs arrive. He believes this is the best way to buy more time, so he can cut and run from Newtown. However, before he leaves Newtown he needs to know what Duke Younard's intentions regarding Newtown.

The remainder of the daylight is slowly disappearing behind the wooded hills on the horizon. Your destination is now within sight. The town appears to comprise about half-a-dozen houses scattered around the landscape, with three larger buildings in the center. The closer you get, the more the air is filled with the heavy stench of fertilizer and cattle. On the rooftop of the first house leading to Newtown is a man standing and waving a lit torch in what must be an attempt to alert the rest of the town to your presence. As you make your way into Newtown, three well-armed men approach. The two men in the rear are armored in chain shirts and bucklers and carry long spears. The lead soldier is wearing breastplate armor, carrying a large shield with the symbol of Heironeous across the front, and has a longsword slung at his hip. All three are wearing Nyrond Military surcoats. The leader steps forward and waves, "Hail strangers. Stop where you are and identify yourselves."

If anyone wants to know what branch of the military they are part of, have them roll a Knowledge (nobility and royalty) or Knowledge (local Nyrond meta-region) check (DC 15) to guess that they are part of a local militia.

At this point Carimon waits for a player to introduce the party. While Carimon knows these are adventurers from Mithat, he'll be playing dumb to that fact.

"Ah, greetings and well met. I am Carimon and these two men are Jentric and Kerjon. We are here from Rel Mord on orders from my commander - Sir Baldric of Borneven - with the task of aiding Newtown with its bandit problem."

If the PCs ask about Baldric, have them roll a Knowledge (nobility and royalty) check (DC 20) to recognize him as minor noble and military commander stationed in Rel Mord.

- If the PCs have captured bandits with them.

Carimon notices that you have bandit prisoners. "I thank you for your actions against these bandits. I'm sure there is a reward for bringing justice to these vile creatures. I'll get the paperwork started right away. Please allow me to take them off your hands and find them a nice jail cell." He motions to the man on his right that he identified as

Jentric who approaches the party to take the bandits.

Verify that the party is going to allow Jentric to take them away. If they oppose then Carimon will attempt to convince them. If he fails then he will agree to leave them in the hands of the party but sternly notify the party that they are responsible for the bandits and any trouble they might cause while in Newtown.

If the party allows Jentric to take the bandit(s), he will take them to the City Hall jail.

- If the PCs have the cart of goods with them.

After getting your approval, Carimon approaches the cart and pulls the covers up enough to examine the goods. "I thank you for bringing these supplies to Newtown. As you are likely aware, we are in dire need of new farming tools as well as wheat and grain. This stock will help the people get by until we can gain control of the bandit situation. Kerjon, can you bring the cart to the city office and unload the goods into the audience room?" He turns to you and asks, "That is if it is alright for my associate to take the cart and unload the goods?" Carimon then turns back to Kerjon with another request, "When you are finished, come back to the office so we can go over the night patrol route."

"Now, please come with me. I am sure you would like to be briefed as to the situation here in Newtown." Carimon leads you to the tallest of the three buildings in the center of town. A sign above the door tells you that this is Newtown's City Hall and Jail. The other two large buildings appear to be newer than all of the other structures. One is an inn and the second building may be a general store.

Once you reach the City Hall Carimon opens the front door and invites you in. The initial room is large with many chairs sitting before a heavily polished wooden desk. To the left is a door with a sign saying jail. Carimon leads you to an open door behind the desk. It leads to a small office roughly 15 ft. by 15 ft. in size. Inside you find an old wooden desk with a moth eaten plush chair behind it. Against the wall is a small bookshelf with an inkbottle with quill sitting on top. In front of the desk are two simple wooden chairs. Along the walls there are portraits of Heironeous and of King Lynwerd with two flags framing them to either side. One flag bears the Nyronid Royal Crest and the second bears the crest of the Duchy of Almor. Carimon motions for someone to take the two seats and seats himself behind the desk.

"I cannot tell you how relieved I am to see you all here. It has been a trying week indeed. We arrived here the day after Bortran was found

murdered in his bed. We were sent with authorization to give aid to Newtown but now with the death of the local magistrate, I have taken it upon myself to take over as acting magistrate until a replacement can be appointed."

Carimon opens a drawer and pulls out a folded letter and hands it to you. "I am not sure if you know just how dire the situation is here in Newtown. Just this morning we had another death and though it does not appear to be at the hands of bandits, it has shaken the good people of Newtown to the core. A man by the name of Garik had apparently set out into the woods yesterday evening and was ravaged by wild beasts. We have planned his funeral for tomorrow morning. Some people have expressed concern that the three of us, Jentric, Kerjon and I, are not enough to gain control of this situation and quite frankly I am in agreement with them. Any help you can offer would be greatly appreciated."

At this time, Jentric returns with a bowl of steaming soup that smells heavy with onions, beef and spices along with a small chunk of cornbread. He sets it in front of Carimon and leans against the wall behind him listening and watching intently.

This was the old office of Bortran and if asked by the players, Carimon will acknowledge this fact. The walls are bare except where noted in the description above. The note he passed to the players is Player Handout #2 which is a forged document (Forgery DC 25, to recognize this as such) stating he was sent to Newtown.

He will ask questions about where the player's came from if they have not already told him during their introduction, if more troops are going to be sent, and when they may get there. He will also ask how seriously Duke Younard is taking the threat. As he is not lying, a Sense Motive check should reveal nothing particularly devious at this point.

Carimon will take the PCs to see Garik if they wish to see the body. He will not make this offer himself, as he does not want the party to have a close look at Garik's body. At no time will Carimon mention the old rangers hut near where Garik was found. If questioned about the hut, he will attempt to brush off the questions with remarks about how it was searched two days ago, and nothing of import was found. Carimon will question and object to any spell cast in his presence no matter what the spell is or what the PCs tell him.

If questioned he will only talk about events in the town in the following manner. Next to each statement there is a note stating if Carimon is telling the truth or a lie. This is to aid the DM if the party attempts a Sense

Motive check. This check is opposed by Carimon's Bluff check.

- How he came to be in Newtown:

(Lie) - He was part of a conscription of soldiers and laborers in Rel Mord and was sent to give aid to Newtown. There were 10 men in all but 7 died at the hands of bandits and humanoids during their travels. The captain died and he took charge.

(True) - He apparently arrived the day riders were sent to Rel Mord and Mithat. Also he notes that neither of the messengers sent to Rel Mord or Mithat have returned. Galen road to Rel Mord and Cleven, Bortran's assistant to Mithat. (Although Cleven has returned, Carimon does not know this)

- Bortran's Death:

(Mostly True) - The death of Bortran occurred the day before he entered Newtown. He knows that Bortran was beheaded and left in his bed. A funeral had already been performed. It was his assistant Cleven who found him. (Mostly true, as Carimon's men killed Bortran and left him in this fashion).

- Garik's Death:

(Partial Lie) - Garik was found today outside of his family house along the perimeter of the tree lines. He says that Garik must have entered the forest in the evening and the watchmen on the roofs did not see him. (Partial lie, as he was found in that location, but was killed when he was spotted tailing one of Carimon's men)

(True) - He also tells the players that Garik is in the Shrine of Pelor waiting for cremation. It was Landra who found him this morning, the morning after he was killed.

- People Planning on Leaving:

(True) - He knows that the people are not happy with the attention they have been given from Rel Mord, Mithat and others cities. Even though he has been sent, he openly tells the players that the citizens do not trust him or anyone not from Newtown. He hopes with this information, the players will be put more at ease if they happen to talk to citizens and hear strange stories about Carimon and his cohorts.

- Bandits:

(True) - He will only say that all of the bandits have been human and they are becoming more aggressive with their attacks.

He will not pin point any areas that have been hit saying they hit in random areas. Items stolen have been cattle, wheat and grain and leathers to be used for clothes.

- Watchmen on Roofs and Patrols:

(True) - He tells the players that the patrols had been Bortran's idea. The watchmen on the roofs were his idea to help with attacks in the town and fields, and so far it's been quite successful in preventing livestock from being taken.

- The citizen's disapproval:

(True) - If Carimon feels he is making progress with the players in gaining their trust he will make mention about the disapproval the citizens of Newtown show him; in particular Auldrin White, the owner of the White Sheep Inn. He will act very concerned and may even hint at his suspicion of Auldrin working with the bandits by making up stories about seeing him coming and going to Bortran's old house and constant rumors he started spreading about him and his men the day they entered the city.

- Cleven, Bortran's Assistant:

(True) - He has not been seen since he left for Mithat six days ago. He knows that Cleven must have made it there since the party is now in Newtown but he is not sure what happened to him afterwards.

- Anything else:

Shoot from the hip and have fun with the role-playing.

Try and keep in mind that he wishes to gain the trust of the PCs and will tell the party only as much as is required to do so.

If the PCs begin to press for details beyond where Carimon feels comfortable, he will end the conversation as best he can by pointing out that he has patrols to walk before darkness falls. He will then ask Jentric to escort them to the White Sheep Inn. Jentric will also enter and sit down at the bar for a meal. Jentric is there to keep an eye on the party until they head off to bed. He will not follow them to the shrine if they escort Delaine.

If Carimon took the players to see the body of Garik, he will then take them to the White Sheep Inn and bid them goodnight. When the party arrives at the inn, they will find Jentric at the bar having a meal as described above.

If, at any time, the party returns to Carimon's office, they will find the office locked and no one present. If the party breaks in (use standard PHB/DMG rules on locks and doors), they will find paperwork on and in the desk with detailed information regarding items taken from the town, where the items had been taken from, and a list of additional items found in the houses searched. The list of items found during the home searches is mainly jewelry and other valuables. Also, they will find a few notes about traders and merchants that left Mithat, including detailed information regarding the party, the

day they left Mithat for Newtown, and their expected day to arrive.

If the party brought the mule and cart, the goods will be missing from the audience room.

Also, if the party brought bandit prisoners and the party searches the jail, they will find the bodies of the bandits laying abed in their cells, arranged to appear asleep. The bandits have all had their throats cut, and their bodies expertly covered with sheets so as to not raise an immediate suspicion.

Encounter Three: The Body of Garik

This encounter is to help lay down a foundation of further intrigue into the town's blight. There are two bits of information within that help guide the party to Granger's Hut. The first piece is that it was not wolves that killed Garik. Even if the party does not obtain this information, the location where his body was found is also a key to push the party to the path that leads them to the Old Granger Hut. It is Cleven or Delaine who will take the PCs to the path where he was found.

This is a small Shrine of Pelor. The original, larger, building was torn down when Sewardt's army rode into town and claimed it in the name of Sewardt. An acolyte by the name of Fedrick has the shrine ever since Sewardt's men killed the elder pastor when they tore down the old shrine. He is able to cast up to 1st level spells. Fedrick is in the shrine all night to be with Landra. If the party comes late at night they will find Fedrick lying down in a pew asleep.

You are taken to a small barn that has been converted into a Shrine of Pelor. The inside is well lit by the many candles surrounding the room. Before you are rows of seats sitting before a small three-step dais. Hanging high above is a large wooden symbol of Pelor. Sitting at the top of the dais is a table with the body of Garik covered with a white shroud. On the floor and leaning against the table is a young woman with puffy eyes. Her mouth is moving slightly and tears are slowly running down her cheeks. As you approach closer you can see the body is of a young man in his early twenties. It has been cleaned and prepared for his cremation tomorrow. The woman does not react to your presence, but you can now hear here the murmuring of a common prayer to Pelor. Another man, in clerical robes of Pelor, smiles gently with a bow of his head and returns to tending to low or spent candles.

Garik left his house in the evening when he noticed Kerjon sneaking through his fields towards the woods that lead to Old Granger's Hut. He trailed Kerjon all the way to the hut. The guard dogs alerted the bandits

of his presence. He was discovered by the bandits and killed. To hide the method of his death, Carimon ordered his men to have the dogs drag and maul his corpse for a bit. Afterwards, Kerjon and a few bandits carried the body to the edge of Garik's fields, just inside of the lines of trees. Landra, not knowing he was gone since she was asleep when he left, went looking for him the next morning when she woke up. She found him a few hours later. People who lived nearby heard her scream and came to investigate.

Read the following passages based upon whom the party arrived with.

- With Carimon:

"Poor child; to lose your fiancé but also to be the one to find him, it must be very hard to deal with. She found him just inside the line of trees outside of his home. No one is sure why or what he was doing out so late but I am afraid he was found in an area where the watchmen have reported seeing wolves." Carimon points through the covers on his face and torso appearing not to want to disturb the body. "You see here," focusing on some claw and bite wounds, "the wounds are consistent with that of a wolf or maybe a large cat. With the cattle around, you're going to have wolves lurking in the woods. Poor man." He pauses for a moment of silence, and then continues, "I think it is best we leave the young lady to her grief." Carimon then turns to leave.

Carimon is very unsure about showing the players the body of Garik and wants to get in and out very quickly. He hopes no one notices the arrow wounds (see below), but if they do, he will act stupid and interested in the player's findings. If questioned, more about Garik, he will tell them he can show them more in the morning since it is now nighttime and too dark to investigate where Garik was found.

- With Delaine:

Delaine bends down, placing the bowl of stew next to the grieving woman, and wraps her arms around her to give her some comfort. Looking through the cloth you see that much of his face looks unharmed but the rest of his body has been clawed or chewed upon.

The party is allowed to move the covers off the body to get a better look. If the party finds the arrow wounds (see below), Delaine will become angry knowing that once again the bandits are sure to be behind his death. Even if the party does not see the arrow wounds, she will offer to take the players to where his body was found in the morning.

- With no one, having come alone:

As you approach the body of Garik, you can see that much of his body is covered in claw and bite wounds.

The party is allowed to move the covers off the body to get a better look. The players can Spot the arrow wounds in Garik's body with a DC20 with the covers on and over the chest. The DC drops to 15 when exposed. If the players wish to perform a Heal check, see below for findings.

DC 10 – See wounds that may be something other than teeth puncture wounds.

DC 15 – See the puncture wound and know they are from an arrow or crossbow bolt.

DC 20 – Know that the arrow wounds are in areas of the body that would have killed faster than claws or bites from an animal.

Give a person a Knowledge (nature) check (DC 20) to determine that the bite and claw wounds are canine or lupine in nature. DC 30 will allow them to know they are canine.

If the party does wish for clerical services from Fedrick, he is willing to provide cure light wounds spells for a mere 5 gp per spell (he can cast four a day and casts them as a 3rd level caster due to the healing domain). This is discounting the price because he believes it will serve Newtown to give what aid he can. He does not have any magical items for sale, as he has not had the time or materials to craft them.

Encounter Four: Try the Beef Stew at the White Sheep Inn

This encounter is an attempt to get the PCs to agree to meet with Auldrin after the inn closes shop. Auldrin is hopeful that the PCs are the people sent from Mithat. If they are, Cleven wants to speak with them, so Auldrin wants the PCs to meet with him late at night. That way he can bring Cleven to speak with them with little risk of Carimon finding out that Cleven is back in town.

The inn appears to be newer than most of the buildings in Newtown. The sign over the door is cleanly polished and easily legible with the engraving of a large, over-fluffy, sheep with the words The White Sheep Inn across the top and below. As you open the door a strong but pleasant smell of onions and spiced beef wafts toward you. A handful of people sit around the room at various tables eating and drinking. The discussion is lively and the chatter echoes loudly within the hall. Behind the bar is an elderly man with thinning white hair, a stubby beard, and a large potbelly. He quickly fills a couple of mugs from a barrel behind the bar and ladles some soup into a

couple of bowls. A young woman is moving quickly around the room serving food and drinks and cleaning tables. The old man behind the bar gives each of you a stern look before returning back to work.

The man behind the bar is Auldrin White, owner and proprietor of the inn. The waitress is his daughter, Delaine. Obviously the above description needs to be modified if this is not the PCs' first trip to the inn.

The room is roughly 20 ft. x 40 ft. Along the western wall is the bar that stretches from the southern wall and runs 20 ft. Behind the bar is a washbasin, a large pot full of steaming beef stew, and a closed door leading to the cellar stairs. Along the bar are 7 seats with no one occupying them except for Jentric, if he is there eating his meal. At the northwest corner of the room, off of the north wall, is a set of stairs leading up to the rooms. There are 9 tables (6 are occupied) spread throughout the room of various different shapes and sizes. There are 12 people eating meals and conversing. On the eastern wall in the center is a large fireplace; a well lit fire keeping the room rather warm. Inside of the fireplace is a swing arm with a hook used for large cooking pots.

If anyone decides to listen in on the patrons, below are some of the conversations that the party may hear various parts of. Roll a d8 to see what each person hears if they try to Listen (DC 15) in.

1. *Did anyone find out how Garik died? Carimon is feeding us some story about wolves but Garik - being a soldier in the Nyronde resistance - would have known how to deal with wolves since I know he's got sense enough to carry a weapon with him. Poor Landra. Losing her fiancé like that.*
2. *Has anyone seen Cleven? I haven't seen him since he left for Mithat seeking the Duke's help. I wonder if the bandits got to him first or did he leave us here to rot?*
3. *Did you know that up at Old Granger's Hut, I saw smoke coming out of the chimney. Strange since I never heard that Granger had returned from the war.*
4. *These bandits are really evil minions of Sewarndt who can disguise themselves as humans, but I can see through them phony illusions.*
5. *Auldrin told me that he got reliable information about Duke Younard sending aid to Newtown. Too bad it took the death of Bortran to make him see the light of our situation. You can't say the same for Lynwerd. Got his throne back at the cost of our blood and he sends Carimon. More trouble than he's worth I tells you. I can only hope that the help*

we get from Duke Younard is more interested in seeking bandits than searching our houses.

6. *I can only hope for a good harvest this year. It would be better and easier if I had new tools but the bandits take everything that we have been able to gather from Mithat. It is like they know when anything travels between Mithat and here.*
7. *Jentric and Kerjon have reported seeing giants in the north. First its bandits and now giants. Granger would have dealt with them by now. He always talked about his hatred for giants since they killed his mother and brother when he was younger. I wonder if he'll ever return or did he die in the war.*
8. *Yesterday Kerjon and Jentric searched my home. They said they were looking for evidence of me supporting the bandits. They claimed to have proof after interrogating bandits, that they had mentioned my name. Dirty rats! They left a couple of hours later leaving my place a mess. I must have been what, the third or fourth person they've searched claiming to have information about supporting bandits. Not one of us they searched had any evidence of supporting bandits, but they still keep searching houses.*

If the party begins talking to the patrons about what the party has heard, the patrons will become very angry, accusing them of eavesdropping for Carimon. After a bit of verbal feuding between the party and the patrons Delaine will intercede, calm the patrons down, and do one of the two things listing below.

- If Carimon or any of his cohorts are in the dining hall:

Delaine will ask the party to escort her to the Shrine of Pelor where she needs to deliver food to Landra, who is grieving the loss of her fiancé. During the trip to the shrine she will tell the party that her father Auldrin needs to talk to the party about the recent events in Newtown. She asks them to get a room at the inn and wait for her to come get them and bring them down when her father is ready.

- If Carimon or his cohorts are not in the dining hall:

Delaine will take the party to the bar where Auldrin will begin serving them up food while he tells them that he needs to talk to the party, but he can only do it when the dining hall is closed. In the meantime he wants them to get a room and wait for his daughter to come get them and bring them down when he is ready.

If the party walks up to Auldrin use the following to treat his reaction.

- If Carimon or any of his cohorts are in the dining hall:

Auldrin will not talk much about the recent events. In fact he'll try to avoid the questions by asking them to escort his daughter to the shrine where Delaine will tell the party about the meeting that night with Auldrin.

- If Carimon or his cohorts are not in the dining hall:

Treat the same as if Delaine took the party to him.

Since the players are there to help, Auldrin does not charge them for the food or the rooms. At this time, all of the rooms in the inn are open as there have been very few travelers since the end of the Civil War.

Encounter Five: A Midnight Meeting

Cleven, Bortran's personal assistant wants to speak with the PCs and inform them of all he knows or believes about what is going on with Newtown. Cleven will offer whatever assistance he can as long as the risk of his being discovered by Carimon or his cohorts is not too great.

The following is to be read when Delaine leads the PCs downstairs at midnight, as Auldrin requested.

The dining hall is dimly lit by the glow of embers from the hearth. The room has been cleaned but the smell of Auldrin's beef stew still hangs heavy in the air. There is no sign of Auldrin anywhere. A short time later, the door to the inn opens and a man roughly in his late twenties to early thirties enters the hall with Auldrin following.

Auldrin approaches you and speaks in a hushed tone, "This is Cleven. He worked closely with Bortran for many years and was the one who found Bortran decapitated. He was also the messenger sent from here to seek aid from Duke Younard. He has been hiding at my house ever since he returned from his travels to Mithat."

Cleven walks towards you with his hand extended. "It's a pleasure to see you all here and to know that Duke Younard kept his word to me. Yes, it was I who found Bortran after he missed his morning meetings and it was I who road to Mithat for an audience with his grace in hopes to see people of your caliber here to help. When I left Mithat, Carimon was not here in Newtown but we feel his presence has been here the entire time."

Auldrin quickly butts in, "Carimon arrived a few hours after we sent riders to Mithat and Rel Mord."

"Yes," continues Cleven with a nod. "And the Rel Mord rider, a man by the name of Galen, has yet to return. But I do not believe he is in hiding like I am. It is our fear that Carimon killed Galen and then came to Newtown posing as aid from Rel Mord when he found that riders had been sent seeking aid. Though we lack the proof, it just seems too convenient that he shows up bearing a note from Rel Mord the same day we dispatched a request for help to Rel Mord."

"The next day he began searching people's homes claiming to be looking for evidence of people supporting the bandits. Also, there have been people seeing shadows moving through the town late at night heading north towards the direction of Old Granger's Hut. People told Carimon, but he shrugged off the idea. He claims that the people were just seeing ghosts because they're in a state of fear and their minds are playing tricks on them. Please, I beg of you to help us. I can show you where Garik was found and the path to Old Granger's Hut at dawn."

At this point the party can ask questions. The entire time Cleven is going to respond as truthfully as possible and as openly as possible.

- Why is Cleven in hiding:

The same evening when Bortran was killed he was alerted to intruders into his home as well, but the noise from his dogs woke he and his neighbors up, scaring off who ever broke into the house. The next morning he found Bortran when Bortran was late for a morning meeting with the patrol. That is also why he volunteered to travel to Mithat since it gave him the perfect opportunity to get out of town quickly. He returned to Newtown to keep Auldrin informed as to what had been promised by Duke Younard and wanted to stay to speak to the party when they arrived. He honestly does not know why he would have been targeted in the same manner as Bortran, but thinks it most likely because of his position and his close relationship with Bortran.

- Garik's Death:

He does not believe Carimon's explanation of how he died. It was Landra, Garik's fiancée who found him the next morning after searching his house and fields. He openly thinks Carimon had something to do with his death. If the party tells them about the wounds, this will confirm his suspicion.

- Carimon, Jentric, and Kerjon:

He openly distrusts Carimon, Jentric and Kerjon. His men have been searching (he calls raiding) people's homes claiming they are looking for bandit supporters. Auldrin was the first person searched and Auldrin made sure that they did not plant evidence or steal anything by asking Fedrick and Delaine to help watch

them. He also believes him to be a liar when it comes to Old Granger's Hut. Carimon claims that he and his men checked it out and found no evidence of anyone being there for many months. And that only after many people kept pushing the idea that something may be there.

- Granger and his place:

Granger was an old friend of Auldrin. In fact, it was Granger who convinced Auldrin to build his tavern and inn in Newtown. After Newtown received word that Rel Mord had fallen to Sewarndt, Granger packed his belongings and headed up north to join the loyalist resistance that he knew would form. He has not been seen since. He believes that Granger died, but they got word that there was someone in Granger's place a few days ago. Auldrin thinks this may be some of the bandits since he knows his friend would have come down to see him. Garik told Auldrin about seeing shadows in the night walking in that direction.

- The people of Newtown:

They are scared and many are talking about leaving Newtown for places like Mithat in search of better protection from bandits and humanoids. It's also said that jobs helping to rebuild after the civil war are easy to come by in the large cities. His only hope is that the party can help Newtown so he isn't forced to leave.

- Duke Younard:

Auldrin is deeply troubled that it took the death of Bortran to finally get some aid to Newtown. He knows that Mithat keeps the Duke busy but wished for more from a ruler. Cleven will defend the Duke saying he is a very busy man with too much on his plate and too few resources to send aid everywhere help is needed.

- King Lynwerd:

Auldrin thinks King Lynwerd is a selfish coward only thinking of himself. They do not think Lynwerd sent Carimon which means he never sent anyone to help. Now that Lynwerd has his castle and crown back, Auldrin believes that Lynwerd is now looking to fill his coffers with the gold of his people. Cleven will not say anything wrong about King Lynwerd and in fact will reprimand Auldrin verbally for saying ill words about Lynwerd and any royal family. The PCs may get very defensive about King Lynwerd at this point. If they do a good job role-playing, have Auldrin change his mind and begin to see things from their point of view.

- Anything else:

Shoot from the hip and have fun with the role-playing.

Encounter Six: Path to the Old Granger Place

Cleven leads you through the town and to a small house at the most northern end of Newtown. Just beyond the house and inside the line of nearby trees he stops. "Landra found him here," he says pointing to the base of a large tree. There is dried blood everywhere. "This is the path to Old Granger's Hut. I remember when Granger came into town he usually came through this way." Under the stems of weeds and small bushes is a well-beaten path leading north. "Granger's place is about three or so miles up this path. I have to leave you now. May Pelor light your way to salvation and protect you on your journey."

Kerjon, who is currently up at the hut right now making preparations to leave Newtown and the general area, has used the path within the last eight hours. The ground is firm and Kerjon has made considerable measures to hide his trail for the first quarter mile, making the Survival check to detect his footsteps a DC 20 (assuming the PC has the Track feat). Once the path has been pointed out to the party, it is easy to keep track of and not get lost.

The wind is softly blowing from the south and the woods are sparse allowing for fair visibility. You travel for about two miles when you come upon a small hut. The front door is facing toward you, closed, and there is a blanket or some other sort of cloth covering the one window. Two dogs lay on the ground a few feet from the door. A cloud of dust billows up from behind the house and you hear the sounds of horses trotting off. You are roughly 150 ft. from the hut with a couple of trees still between you and it.

- If the party brought the cart from Duke Younard:

On the west side of the hut you see a small cart still hitched to a familiar old mule. A cover hides the cart's load from view.

This is obviously the cart and mule that the party brought from Mithat.

Carimon and Jentric were riding the horses that just left the hut. Kerjon and Galen are inside of the hut. Galen is the person who left Newtown for Rel Mord seeking help. Galen has been the informant for the bandits and took the message meant for Rel Mord to warn Carimon. At this point keep in mind that the dogs have scent ability and the party is upwind which means the dogs will detect them if they get within 60 ft. of the hut. There are some trees and many low laying shrubs to aid in the party if they wish to try and sneak up to the house but when the party gets within 60 ft. of the hut, the dogs will begin to bark causing the bandits in the house to be alarmed and killing any

chance of the party ambushing the bandits. It will take the dogs a move action to determine the direction of the party. At this time the cover over the window will be pulled down and the bandits will attack from within.

If the party sneaks around the back of the house, they will find another door and two horses fully equipped for riding with saddle and a full complement of tackle. Now that the party is downwind from the dogs, they will need to get within 15 ft. from them to be detected.

APL 2 (EL 4)

🐾 **Dog, Small Animal** (2): hp 6; see *Monster Manual*, page 271.

🐾 **Galen, Human Ranger**: hp 16; see *Combat Appendix* – APL2.

🐾 **Kerjon, Human Fighter**: hp 20; see *Combat Appendix* – APL2.

APL 4 (EL 6)

🐾 **Dog, Small Animal** (2): hp 6; see *Monster Manual*, page 271.

🐾 **Galen, Human Ranger**: hp 22; see *Combat Appendix* – APL4.

🐾 **Kerjon, Human Fighter**: hp 28; see *Combat Appendix* – APL4.

APL 6 (EL 8)

🐾 **Dog, Small Animal** (2): hp 6; see *Monster Manual*, page 271.

🐾 **Galen, Human Ranger**: hp 28; see *Combat Appendix* – APL6.

🐾 **Kerjon, Human Fighter**: hp 37; see *Combat Appendix* – APL6.

Once the characters have defeated the bandits and have dealt with the dogs, they may freely enter and search the hut.

The hut is roughly 20 ft. x 20 ft. in size and the inside is filthy and smells of bird dung. There are five small cages along the southern wall sitting under the front window. In three of the cages are pigeons. Along the eastern and western walls are 4 bunk beds. There is also a small wooden table surrounded by five chairs near the southern window. On top of the table is a deck of cards that had been scattered around. In the southeastern corner of the room is a bookshelf lined with dry foods, 3 bottles of wine, and one small barrel. On the top shelf is a stack of papers held down with an inkbottle and quill. There is a door leading out the back of the hut that is currently open.

The pigeons are homing pigeons from Mithat to Newtown and back. This is how the bandits get their information from Mithat.

There is a small chest under one of the beds. It can be found easily with a DC 10 Search check.

Under one of the beds you find a small wooden chest with a well-maintained lock of average quality.

All APLs (EL1)

🔪 **Poison Needle Trap:** CR1; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 25); Atk +14 melee (1 plus poison, needle); poison (Blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22, Disable Device DC 17; Market value 2,420 gp.

Within the chest are gold candlesticks, gold and silver rings, necklaces, and a handful of gold coins. The stacks of papers on the bookshelves are detailed descriptions of items stolen (all of the items on the list are found inside of the chest) from Newtown, traffic leaving from Mithat, information about the party including the day they left with approximations of how long travel time would be, inventory sheets listing valuables discovered during house searches in Newtown and Player Handout #3.

The tracks, Survival check (DC 15), from the horses lead the party to the main road just north of Newtown. Take into account the amount of time the party spends at the hut. If the party takes longer than two hours then the party will miss Carimon and Jentric in Newtown.

Treasure:

👑 APL 2: Loot: 37 gp, Coin: 25 gp, Magic: quiver of Ehlonna (150 gp)

👑 APL 4: Loot: 89 gp, Coin: 50 gp, Magic: quiver of Ehlonna (150 gp)

👑 APL 6: Loot: 150 gp, Coin: 75 gp, Magic: quiver of Ehlonna (150 gp)

Encounter Seven: The Bandit Leader Exposed

The party has two hours at most to get from the hut back to Newtown. In order for them to make it back they will either need to follow the trail they took to get to the hut back to Garik's house or they can follow the horse tracks to the northern portion of the road that leads from Newtown to Kurast's Keep. They may take a few moments to search around the hut inside and outside. That is all the time Carimon gave Kerjon and Galen to get back before he leaves Newtown. He believes that the party is onto him and needs to cut his

losses and run. Carimon and Jentric are not loaded down with too much gear and equipment, so they can move at full speed and flee the area. Even if the party attempts to track them, they will not find them. The party will know that they are heading towards Mithat by the directions given from citizens on the rooftops who saw them leave with great haste and by the tracks left by their horses. If the party fails to make it back within two hours, proceed to Conclusion Failed. If the party makes it to Newtown within the two-hour window read the following.

As you make your way back to Newtown you notice two horses, with saddle and bags readied, in front of City Hall. The door to the hall is open.

As the party gets closer to the door they will hear Carimon barking orders to Jentric. If the party searches the horses' saddlebags, they will find some paperwork with notes about the bandit activity for the past few months rolled up in a leather scroll case along with some jewelry and coins. While the party takes the time to search the saddlebags, Carimon and Jentric will come out of the hall ready to fight. If the PCs head directly inside continue on reading:

The chairs in the audience hall have been scattered making a clean path from the office to the front door. Oil covers the floor, chairs, and the large table at the back of the room. A trail of oil also leads into Carimon's office. The floor is very slick and difficult to maneuver upon.

You also notice three oil soaked bodies in the center of the room, just off of the path of chairs. Two of the bodies are wearing chain shirts and one is wearing a breastplate with a shield of Heironeous. The bodies are also wearing surcoats of the Nyrond Military. You hear something large smash into the floor and voices coming from Carimon's office. Suddenly Carimon and Jentric walk out of the room with expressions of surprise on their face as they see you standing in the room.

APL 2 (EL 5)

👤 **Carimon, Human Fighter:** hp 29; see Combat Appendix – APL2.

👤 **Jentric, Human Rogue:** hp 13; see Combat Appendix – APL2.

APL 4 (EL 7)

👤 **Carimon, Human Fighter:** hp 36; see Combat Appendix – APL4.

👤 **Jentric, Human Rogue:** hp 18; see Combat Appendix – APL4.

APL 6 (EL 9)

👤 **Carimon, Human Fighter:** hp 43; see Combat Appendix – APL6.

☛ **Jentric, Human Rogue:** hp 23; see *Combat Appendix* – APL6.

With the room covered in lamp oil it is ill advised that the players use any spells with the fire descriptor as it will ignite the oil causing hot fire and thick smoke injuring all within City Hall. Treat the oil on the floor as if it had been targeted by a *grease* spell.

If City Hall does catch fire, Cleven will begin issuing orders to people to form a bucket brigade. Any players who are not actively fighting and are not helping with the fire will not get the Favor of Newtown access.

Use the following rules if the oil is hit by fire.

- **Extreme Heat:**

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of non-lethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell. A character that takes any non-lethal damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the non-lethal damage she took from the heat.

- **Smoke Effects:**

A character that breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character that chokes for 2 consecutive rounds takes 1d6 points of non-lethal damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

- **Catching on Fire:**

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse them self. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Treasure:

☞ APL 2: Loot: 75 gp, Coin: 50 gp, Magic: *potion of undetectable alignment* (25 gp each), *Quaal's feather token* (bird) (25 gp each)

☞ APL 4: Loot: 74 gp, Coin: 150 gp, Magic: +1 *longsword* (193 gp each), *potion of undetectable alignment* (25 gp each), *Quaal's feather token* (bird) (25 gp each)

☞ APL 6: Loot: 68 gp, Coin: 200 gp, Magic: +1 *longsword* (193 gp each), +1 *breastplate* (113 gp each), +1 *heavy steel shield* (98 gp each), *potion of undetectable alignment* (25 gp each), *Quaal's feather token* (bird) (25 gp each)

Conclusion

The sound of battle from City Hall has brought people out from the White Sheep Inn and Dunger's General Store. Cleven steps out from the small crowd and runs to you all. He looks over your shoulders to see Carimon and Jentric and smiles. He extends out his hand in appreciation, "I cannot tell you how grateful we are to you all. You have rid us of these vagabonds and for that I can only offer you our sincere thanks. Please allow us a small feast in your honor for your bravery before you return to Mithat to inform our lord of your deeds.

In the center of town a small fire is raised with a roasting boar slowly cooked. Citizens of Newtown bring small plates of various dishes along with instruments to play lively tunes. Auldrin breaks out a few barrels of ale and mead to toast your accomplishments. The following day you make for Mithat.

You're now standing before Duke Younard informing him of your success in Newtown and presenting him with the evidence that someone in Mithat was the true leader behind the bandits and is still at large. "I commend you for your success in Newtown. With the knowledge that someone within the walls of Mithat could be sponsoring these actions against the crown proves that even after his death the Usurper's presence is still felt in Nyron. I will bring this matter to King Lynwerd's attention upon my next communiqué. For now, your role in this matter has come to an

end. Please accept this reward and the thanks of Almor for your actions in Newtown. And know that I will send a unit of soldiers to help safeguard the town until the bandit problem can be sorted out.

Conclusion Failed

Off in the distance, in the direction of Newtown, dark smoke fills the sky. You make it within sight of Newtown to find City Hall fully engulfed in flames and people trying desperately to prevent the flames from catching the surrounding builds on fire. You see Cleven barking orders to people to begin a bucket brigade.

If the party tries to talk to Cleven while the fire rages he will tell them to help with the fire. Take note of anyone not trying to help with the fire for Cleven will not give free upkeep to any PC who did nothing to help prevent the spread of fire in Newtown. This means that the player loses the Favor of Newtown.

The fire burns for many hours before all that is left are hot embers and spot fires. City Hall is completely destroyed. Cleven walks up to you all with a look of disappointment. "It appears that the bandits had caused the fire. Rolo Dunger saw two cloaked men on horses leave City Hall after throwing a lit torch through the door. The hall erupted in a ball of flames. Then they left riding hard out of town."

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 (objectives plus role-playing) to each character.

Encounter One

Defeat the bandits:

APL2	60 xp
APL4	120 xp
APL6	180 xp

Encounter Six

Defeat Galen and Kerjon and the dogs:

APL2	120 xp
APL4	180 xp

APL6	240 xp
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Disable or survive the trap:

APL2	30 xp
APL4	30 xp
APL6	30 xp

Encounter Seven

Defeat Carimon and Jentric:

APL2	150 xp
APL4	210 xp
APL6	270 xp

Story Award

Report back to Duke Younard with information that someone in Mithat may be behind the local bandits:

APL2	40 xp
APL4	60 xp
APL6	80 xp

Discretionary role-playing award

APL2	50 xp
APL4	75 xp
APL6	100 xp

Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	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 treasure.

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 minutes 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 (i.e., 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 pieces 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 treasure from each encounter add it up and that is the 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One:

APL 2: Loot: 9 gp; Coin: 0 gp; Magic: 0 gp

APL 4: Loot: 17 gp; Coin: 0 gp; Magic: 0 gp

APL 6: Loot: 26 gp; Coin: 0 gp; Magic: 0 gp

Encounter Six:

APL 2: Loot: 37 gp, Coin: 25 gp, Magic: *quiver of Ehlonna* (150 gp)

APL 4: Loot: 89 gp, Coin: 50 gp, Magic: *quiver of Ehlonna* (150 gp)

APL 6: Loot: 150 gp, Coin: 75 gp, Magic: *quiver of Ehlonna* (150 gp)

Encounter Seven:

APL 2: Loot: 75 gp, Coin: 50 gp, Magic: *potion of undetectable alignment* (25 gp each), *Quaal's feather token (bird)* (25 gp each)

APL 4: Loot: 74 gp, Coin: 150 gp, Magic: +1 *longsword* (193 gp each), *potion of undetectable alignment* (25 gp each), *Quaal's feather token (bird)* (25 gp each)

APL 6: Loot: 68 gp, Coin: 200 gp, Magic: +1 *longsword* (193 gp each), +1 *breastplate* (113 gp each), +1 *heavy steel shield* (98 gp each), *potion of undetectable alignment* (25 gp each), *Quaal's feather token (bird)* (25 gp each)

Conclusion:

APL 2: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp

Total Possible Treasure

APL 2: Loot: 121 gp, Coin: 225 gp, Magic: 200 gp - Total: 546 gp

APL 4: Loot: 180 gp, Coin: 350 gp, Magic: 393 gp - Total: 923 gp

APL 6: Loot: 244 gp, Coin: 425 gp, Magic: 629 gp - Total: 1298 gp

Items for the Adventure Record

Favor of Newtown: For your actions in exposing Carimon and ridding the town of his influence, the people of Newtown are in your debt. Whenever you participate in a scenario beginning in the Duchy of Almor you may upgrade your lifestyle by one category. So a failed Living off the Wild check results in Standard upkeep; a successful Living off the Wilds check or paying Standard upkeep results in Rich upkeep, and paying Rich upkeep results in Luxury upkeep. Luxury upkeep cannot be further upgraded. This favor lasts for one calendar year from the time this scenario is played. After that time, you will have overstayed your welcome, and are treated like everyone else.

Favor of Duke Younard: You have performed an important task for the Duke of Almor. This favor may be redeemed to gain access to one of the following specific types of upgrades listed on Table 7-14 in the *Dungeon Master's Guide*: Bane (non-PC races only), Shock, or Merciful. The favor is good only for the upgrade of one weapon and counts only as access. The upgrade must be purchased normally. Until redemption, this favor counts as a Royal influence point in the Kingdom of Nyrond.

Item Access

APL 2-6:

Quaal's Feather Token: Bird (Adventure, DMG, 300 gp)

Quiver of Ehlonna (Adventure, DMG, 1,800 gp)

Combat Appendix – APL 2

Encounter One

Bandits: Male human Rog1: CR 1; HD 1d6+1; hp 7; Init +7; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12; Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1/19-20, short sword) or +3 range (1d6/x3, shortbow); Full Atk +1 melee (1d6+1/19-20/x; short sword) or +3 range (1d6/x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack (1d6); SQ Trapfinding; AL LE; SV Fort +1, Ref +5, Will +0; Str 13, Dex 17, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Escape Artist +7, Hide +10, Intimidate +3, Listen +4, Move Silently +7, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7; Improved Initiative, Skill Focus (hide).

Possessions: short sword, shortbow, quiver of arrows, leather armor.

Encounter Six

Galen: Male human (Flan) Rgr2; CR 2; HD 2d8+4; hp 16; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt), touch 13, flat-footed 14; Base Atk/Grp: +2/+3; Atk +5 range (1d8/x3, longbow) or +3 melee (1d8+1/19-20, longsword); Full Atk +3/+3 range (1d8/x3, longbow) or +3 melee (1d8+1/19-20, longsword); Space/Reach 5 ft./5 ft.; SQ Favored enemy +2 (elf), wild empathy; AL LE; SV Fort +5, Ref +6, Will +2; Str 13, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +6, Handle Animal +2, Knowledge (nature) +2, Listen +7, Move Silently +6, Search +7, Spot +7, Survival +7; Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B.

Possessions: longsword, longbow, chain shirt, quiver of Ehlonna.

Kerjon: Male human (Flan) Ftr2: CR 2; HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail, +2 heavy wooden shield), touch 11, flat-footed 17; Base Atk/Grp: +2/+5; Atk +6 melee (1d8+3/19-20, longsword) or +3 range (1d8/x3, longbow); Full Atk +6 melee (1d8+3/19-20, longsword) or +3 range (1d8/x3, longbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Intimidate +4, Listen +2, Ride +6, Spot +2; Cleave, Dodge, Power Attack, Weapon Focus (longsword).

Possessions: longsword, longbow, quiver of arrows, chainmail, heavy wooden shield.

Encounter Seven

Carimon: Male human (Oeridian) Ftr3; CR3; HD 3d10+6; HP 29; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 masterwork breastplate, +2 heavy steel shield), touch 11, flat-footed 17; Base Atk/Grp: +3/+5; Atk +7 melee (1d8+2/19-20, masterwork longsword) or +5 melee (1d4+2/19-20, dagger); Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +5 melee (1d4+2/19-20, dagger); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 15, Dex 12, Con 14; Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +10, Intimidate +6, Sense Motive +3, Spot +2; Diehard, Endurance, Persuasive, Skill Focus (bluff), Weapon Focus (longsword).

Possessions: masterwork longsword, dagger, masterwork breastplate, heavy steel shield, potion of undetectable alignment, Quaal's feather token, bird.

Jentric: Male human (Flan) Rog2; CR 2, HD 2d6+2; hp 13; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 masterwork studded leather), touch 13, flat-footed 13; Base Atk/Grp: +1/+3; Atk +3 melee (1d6+2/19-20, short sword) or +3 melee (1d4+2/19-20, dagger) or +4 range (1d6/x3, shortbow) or +4 range (1d4+2/19-20, dagger); Full Atk +3 melee (1d6+2/19-20, short sword) or +3 melee (1d4+2/19-20, dagger) or +4 range (1d6/x3, shortbow) or +4 range (1d4+2/19-20, dagger); Space/Reach 5 ft./5 ft.; SA Sneak Attack (1d6); SQ Evasion, trapfinding; AL LE; SV Fort +1, Ref +6, Will +0; Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +10, Bluff +5, Hide +8, Intimidate +6, Listen +5, Move Silently +8, Sense Motive +5, Sleight of Hand +10, Spot +5, Tumble +8; Dodge, Mobility.

Possessions: short sword, dagger, shortbow, quiver of arrows, masterwork studded leather.

Combat Appendix – APL 4

Encounter One

Bandits: Male human Rog1: CR 1; HD 1d6+1; hp 7; Init +7; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12; Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1/19-20, short sword) or +3 range (1d6/x3, shortbow); Full Atk +1 melee (1d6+1/19-20/x, short sword) or +3 range (1d6/x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack (1d6); SQ Trapfinding; AL LE; SV Fort +1, Ref +5, Will +0; Str 13, Dex 17, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Escape Artist +7, Hide +10, Intimidate +3, Listen +4, Move Silently +7, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7; Improved Initiative, Skill Focus (hide).

Possessions: short sword, shortbow, quiver of arrows, leather armor.

Encounter Six

Galen: Male human (Flan) Rgr3; CR 3; HD 3d8+6; hp 22; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt), touch 13, flat-footed 14; Base Atk/Grp: +3/+4; Atk +7 range (1d8/x3, longbow) or +4 melee (1d8+1/19-20, longsword); Full Atk +5/+5 range (1d8/x3, longbow) or +4 melee (1d8+1/19-20, longsword); Space/Reach 5 ft./5 ft.; SQ Favored enemy +2 (elf), wild empathy; AL LE; SV Fort +5, Ref +6, Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +7, Handle Animal +3, Knowledge (nature) +2, Listen +8, Move Silently +7, Search +8, Spot +8, Survival +8; Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Possessions: longsword, longbow, chain shirt, quiver of Ehlonna.

Kerjon: Male human (Flan) Ftr3; CR 3; HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail, +2 heavy wooden shield), touch 11, flat-footed 17; Base Atk/Grp: +3/+6; Atk +8 melee (1d8+3/19-20, masterwork longsword) or +4 range (1d8+3/x3, Str +3 composite longbow); Full Atk +8 melee (1d8+3/19-20, masterwork longsword) or +4 range (1d8+3/x3, Str +3 composite longbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Intimidate +5, Listen +3, Ride +6, Spot +2; Cleave, Dodge, Mobility, Power Attack, Weapon Focus (longsword).

Possessions: masterwork longsword, Str +3 composite longbow, quiver of arrows, chainmail, heavy wooden shield.

Encounter Seven

Carimon: Male human (Oeridian) Ftr4; CR4; HD 4d10+8; HP 36; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 masterwork breastplate, +2 heavy steel shield), touch 11, flat-footed 17; Base Atk/Grp: +4/+7; Atk +9 melee (1d8+6/19-20, +1 longsword) or +6 melee (1d4+2/19-20, dagger); Full Atk +9 melee (1d8+6/19-20, +1 longsword) or +6 melee (1d4+2/19-20, dagger); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 14; Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +10, Intimidate +8, Sense Motive +4, Spot +2; Diehard, Endurance, Persuasive, Skill Focus (bluff), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 longsword, dagger, masterwork breastplate, heavy steel shield, potion of undetectable alignment, Quaal's feather token, bird.

Jentric: Male human (Flan) Rog3; CR 3, HD 3d6+3; hp 18; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 masterwork studded leather), touch 13, flat-footed 13; Base Atk/Grp: +2/+4; Atk +5 melee (1d6+2/19-20, masterwork short sword) or +4 melee (1d4+2/19-20, dagger) or +5 range (1d6/x3, shortbow) or +5 range (1d4+2/19-20, dagger); Full Atk +3 melee (1d6+2/19-20, masterwork short sword) and +2 melee (1d4+1/19-20, dagger) or +5 range (1d6/x3, shortbow) or +5 range (1d4+2/19-20, dagger); Space/Reach 5 ft./5 ft.; SA Sneak Attack (2d6); SQ Evasion, trap sense, trapfinding; AL LE; SV Fort +2, Ref +6, Will +1; Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +11, Bluff +6, Hide +9, Intimidate +7, Listen +6, Move Silently +9, Sense Motive +6, Sleight of Hand +11, Spot +6, Tumble +9; Dodge, Mobility, Two-Weapon Fighting.

Possessions: masterwork short sword, dagger, shortbow, quiver of arrows, masterwork studded leather.

Combat Appendix – APL 6

Encounter One

Bandits: Male human Rog1: CR 1; HD 1d6+1; hp 7; Init +7; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12; Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1/19-20, short sword) or +3 range (1d6/x3, shortbow); Full Atk +1 melee (1d6+1/19-20/x, short sword) or +3 range (1d6/x3, shortbow); Space/Reach 5 ft./5 ft.; SA Sneak Attack (1d6); SQ Trapfinding; AL LE; SV Fort +1, Ref +5, Will +0; Str 13, Dex 17, Con 12, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Escape Artist +7, Hide +10, Intimidate +3, Listen +4, Move Silently +7, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7; Improved Initiative, Skill Focus (hide).

Possessions: short sword, shortbow, quiver of arrows, leather armor.

Encounter Six

Galen: Male human (Flan) Rgr4; CR 4; HD 4d8+8; hp 28; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt), touch 13, flat-footed 14; Base Atk/Grp: +4/+5; Atk +9 range (1d8/x3; masterwork longbow) or +5 melee (1d8+1/19-20, longsword); Full Atk +7/+7 range (1d8/x3; masterwork longbow) or +5 melee (1d8+1/19-20, longsword); Space/Reach 5 ft./5 ft.; SA Spells; SQ Animal companion (dog), favored enemy +2 (elf), wild empathy; AL LE; SV Fort +6, Ref +7, Will +3; Str 13, Dex 17, Con 14, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +8, Handle Animal +4, Knowledge (nature) +2, Listen +9, Move Silently +8, Search +9, Spot +9, Survival +9; Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Possessions: longsword, masterwork longbow, chain shirt, quiver of Ehlonna.

Spells Prepared (1; base DC = 12 + spell level): 1st—[entangle].

Kerjon: Male human (Flan) Ftr4; CR 4; HD 4d10+6; hp 37; Init +2; Spd 20 ft.; AC 19 (+2 Dex, +5 chainmail, +2 heavy wooden shield), touch 12, flat-footed 17; Base Atk/Grp: +4/+7; Atk +9 melee (1d8+3/19-20, masterwork longsword) or +7 range (1d8+3/x3, Str +3 masterwork composite longbow); Full Atk +9 melee (1d8+3/19-20, masterwork longsword) or +7 range (1d8+3/x3, Str +3 masterwork composite longbow); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Intimidate +6, Listen +3, Ride +7, Spot +3; Cleave, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword).

Possessions: masterwork longsword, Str +3 masterwork composite longbow, quiver of arrows, chainmail, heavy wooden shield.

Encounter Seven

Carimon: Male human (Oeridian) Ftr5; CR 5; HD 5d10+10; HP 43; Init +1; Spd 20 ft.; AC 20 (+1 Dex, +6 +1 breastplate, +3 +1 heavy steel shield), touch 11, flat-footed 19; Base Atk/Grp: +5/+8; Atk +10 melee (1d8+6/19-20, +1 longsword) or +7 melee (1d4+2/19-20, dagger); Full Atk +10 melee (1d8+6/19-20, +1 longsword) or +7 melee (1d4+2/19-20, dagger); Space/Reach 5 ft./5 ft.; AL LE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 14; Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +11, Intimidate +8, Sense Motive +4, Spot +2; Diehard, Endurance, Persuasive, Skill Focus (bluff), Weapon Focus (longsword), Weapon Specialization (longsword).

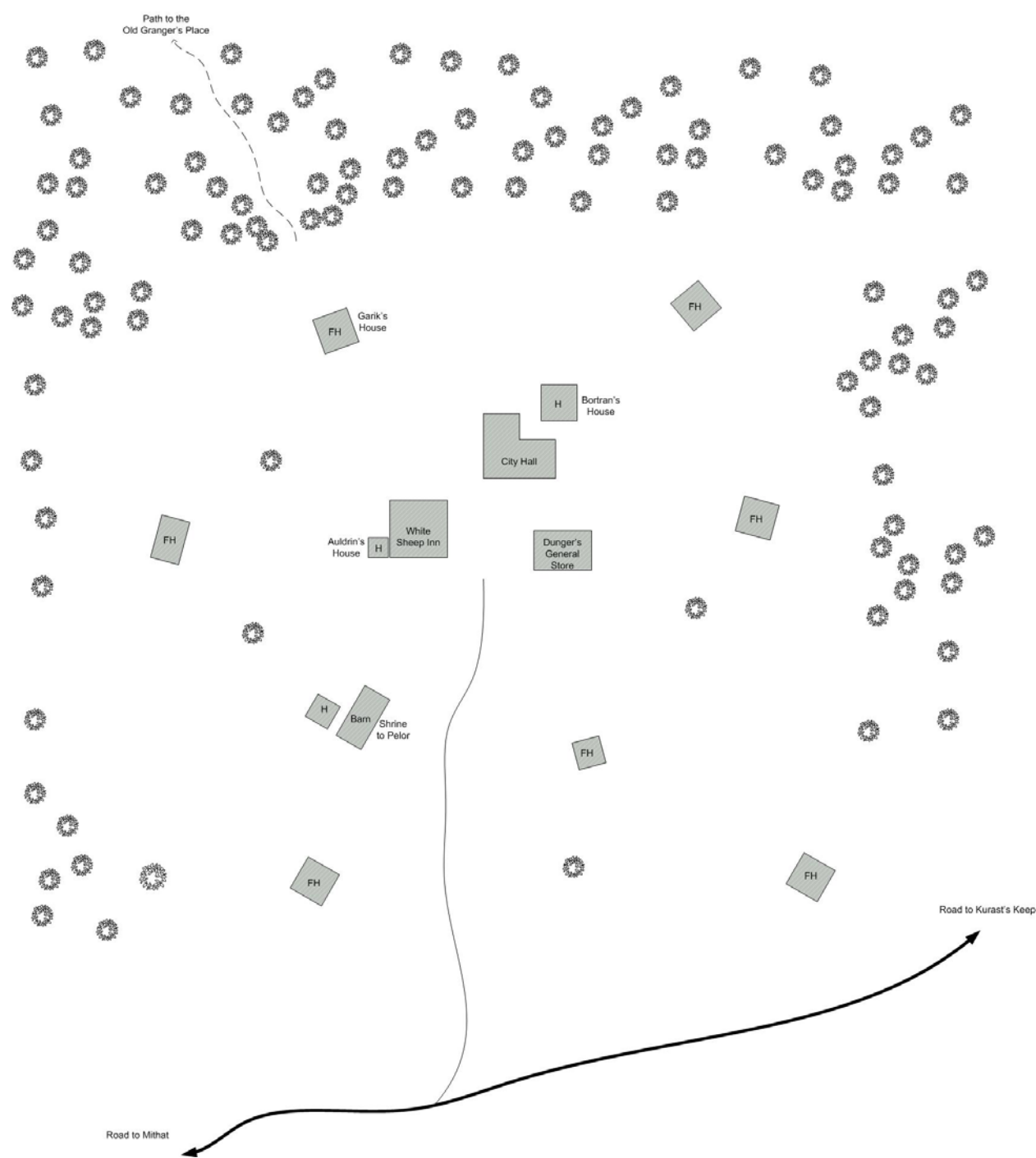
Possessions: +1 longsword, dagger, +1 breastplate, +1 heavy steel shield, potion of undetectable alignment, Quaal's feather token, bird.

Jentric: Male human (Flan) Rog4; CR 4, HD 4d6+4; hp 23; Init +4; Spd 30 ft.; AC 17 (+4 Dex, +3 masterwork studded leather), touch 14, flat-footed 13; Base Atk/Grp: +3/+5; Atk +6 melee (1d6+2/19-20, masterwork short sword) or +6 melee (1d4+2/19-20, masterwork dagger) or +7 range (1d6/x3, shortbow) or +8 range (1d4+2/19-20, masterwork dagger); Full Atk +4 melee (1d6+2/19-20, masterwork short sword) and +4 melee (1d4+1/19-20, masterwork dagger) or +7 range (1d6/x3, shortbow) or +8 range (1d4+2/19-20, masterwork dagger); Space/Reach 5 ft./5 ft.; SA Sneak Attack (2d6); SQ Evasion, trap sense, trapfinding; AL LE; SV Fort +2, Ref +8, Will +1; Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 8.

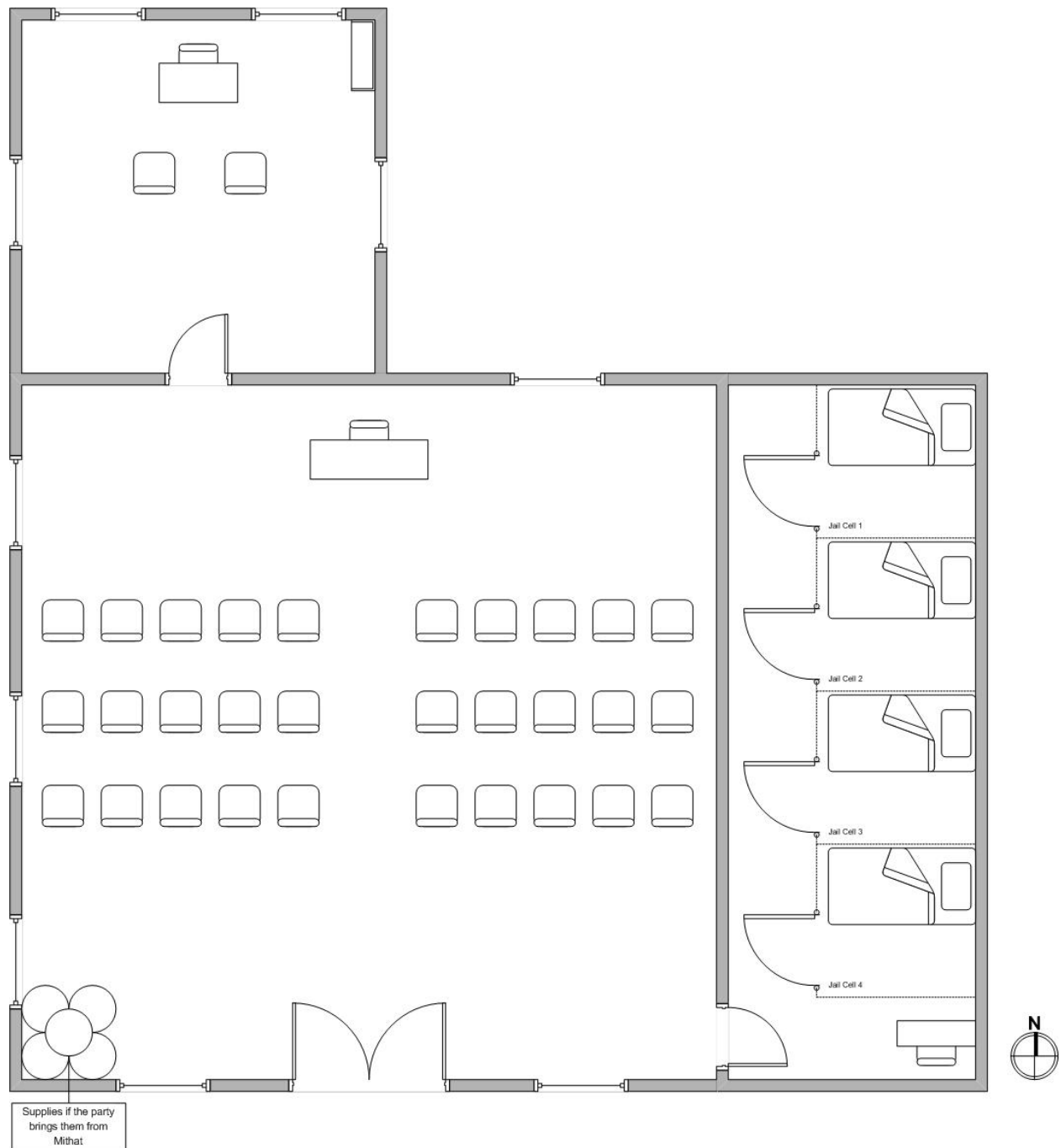
Skills and Feats: Balance +13, Bluff +7, Hide +11, Intimidate +8, Listen +7, Move Silently +11, Sense Motive +7, Sleight of Hand +12, Spot +7, Tumble +11; Dodge, Mobility, Two-Weapon Fighting.

Possessions: masterwork short sword, masterwork dagger, shortbow, quiver of arrows, masterwork studded leather.

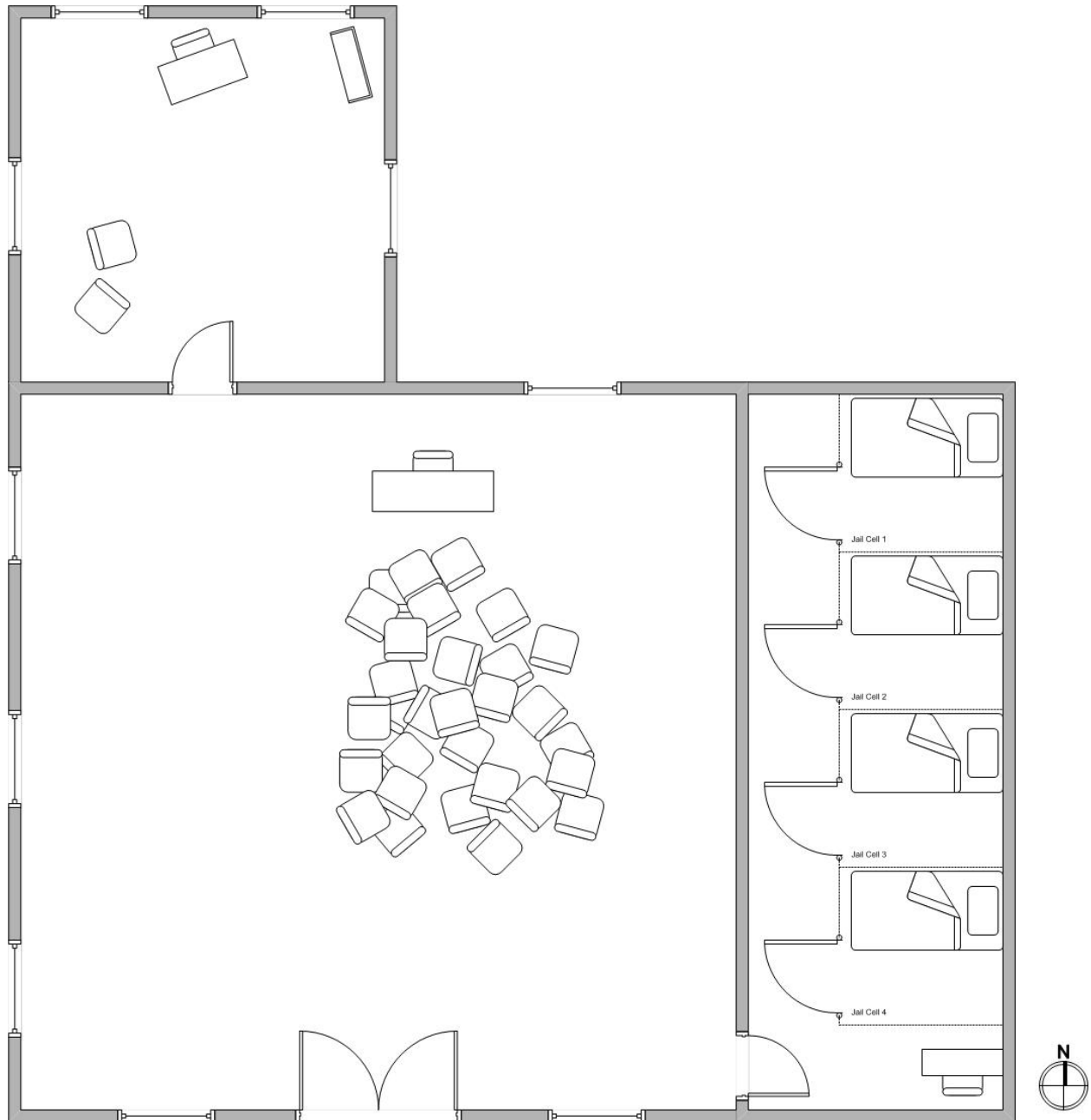
DM's Map –Newtown



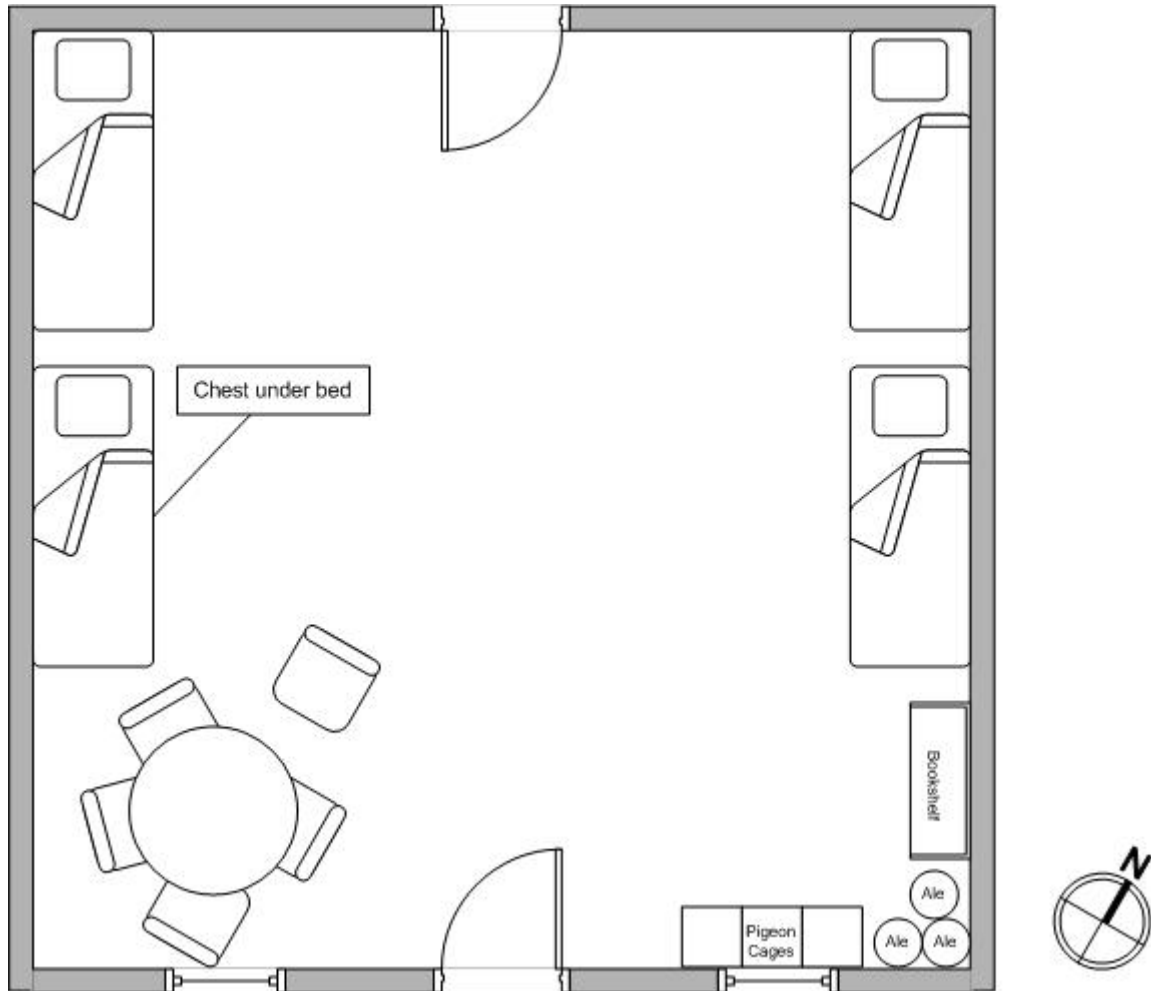
DM's Map – City Hall Encounter 2



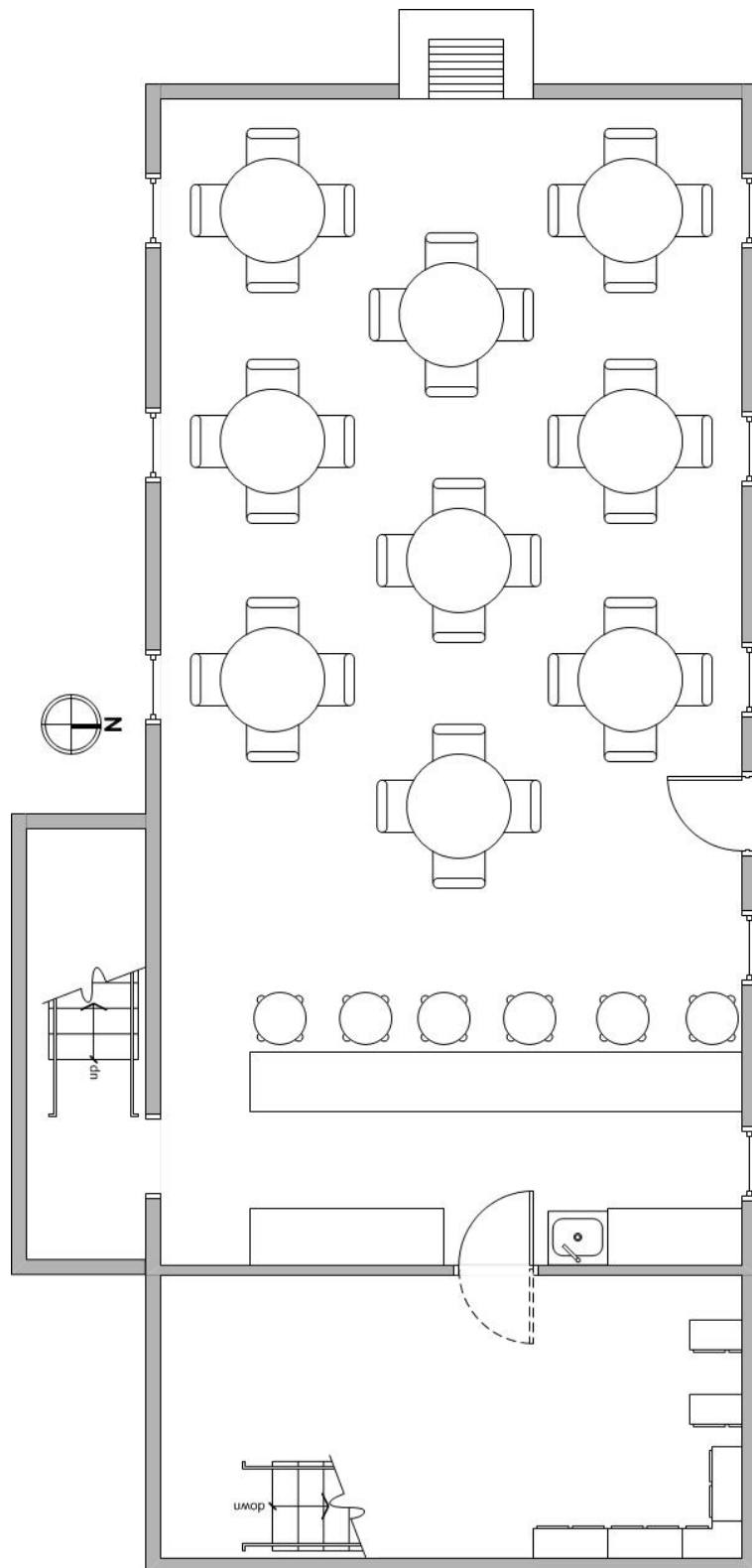
DM's Map – City Hall Encounter 7



DM's Map – Old Granger Hut



DM's Map – White Sheep Inn



Player Handout #1

Within the folds of one of the bandits you find a crumpled sheet of parchment with a note written with fine penmanship.

I have just received word from our operative in Mithat. Younard sent adventurers to Newtown. You are to stop these adventurers from reaching Newtown as all cost. Do this, and you will find yourselves well rewarded. Fail and you might as well pray for a quick death at their hands for I will show you no mercy by teaching you the meaning of pain and terror. Become familiar with them.

At the bottom of the page you find a detailed description of each member of the party including your names.

Player Handout #2

Carimon has handed you his conscription orders from Rel Mord. The paper is of high quality and the handwriting is clean and with fine penmanship. There is a broken wax impression that once sealed the letter. The seal is of a Nyronid military unit crest.

Officer Carimon:

You are hereby ordered by his majesty, King Lynwerd, to travel to the Duchy of Almor. There you are to give aid to the township of Newtown and protect his Lord's citizens and property from an uprising of bandits that have taken control of the region.

Captain of Arms

Sir Baldric of Borneven

Player Handout #3

Within the locked chest you find various pieces of parchment with notes about Newtown, each citizen, certain homes with descriptions of valuable items and a log sheet with a list of items taken with dates stating they had been shipped but no information regarding the destination of the goods. Below comes from a neatly folded piece of high quality paper with fine penmanship also found in the chest.

Carimon,

I hope all is well within Newtown. We have been receiving the goods in a timely manner. Good work brother. You have done us well and for that you will be given great rewards for your exemplary service. When you feel you have milked Newtown and its trade roads for all they're worth, I request that you come Home so we can continue to use your skills for the next stage of our plans.