



TRADE ROUTES:

Expanded Caravan Rules Sourcebook



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TRADE ROUTES: EXPANDED CARAVAN RULES SOURCEBOOK

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A train of camels, carrying a thousand vials of puum dust - the wealth of nations - strides slowly across the desert, its lookouts alert for the shadow of a dragon, passing high overhead.

On a king's road crossing the old growth forests of the North, just ten miles from the sanctuary city of Hillsboro Downs, bandits waylay a twenty-horse team carrying casks of fine Halfling cheese and Dwarven brandy.

Fleeing a loveless marriage, a young Half Elven princess signs on to work a traveling circus as an acrobat, hiding her true identity behind a velvet mask.

Caravans are more than just a part of the mundane economy of the world. They are a springboard to future adventures. The following new rules build upon the innovative caravan simulation rules. These new rules offer new possibilities to players and game masters alike engaged in nomadic adventures.

CARAVAN STATISTICS

Just as each character has her own statistics, so does your party's caravan. The end of this document presents a blank Caravan Sheet you can use to track your caravan's successes, failures, and growth as the campaign proceeds. Descriptions of all caravan statistics follow. Use the following notes to fill in a caravan's initial values.

Name: This is the caravan's name. Which is decided by the player characters.

Level: When you first gain access to a caravan, it's a 1st-level caravan. The caravan's level increases as you travel with it. Each time a caravan's level increases, it gains a new caravan feat that helps to increase its statistics. A caravan's level can never exceed the level of its highest-level full-time PC traveler.

Primary Statistics: A caravan's primary statistics are each represented by a single number ranging from 1 to 10, with a value of 1 indicating the baseline, standard, no-frills value for a caravan and a 10 indicating the maximum extent of perfection a caravan can achieve in a primary statistic. All caravans have four primary statistics: **Offense** (ability to inflict damage), **Defense** (ability to withstand damage and speed at which repairs can be effected), **Mobility** (ability to navigate terrain and to react to sudden dangers), and **Morale** (the overall attitude and loyalty of the caravan's travelers). See the Caravan Construction section below for how to set your caravan's starting statistics.

Derived Statistics: Each of a caravan's primary statistics influences its derived statistics. Derived statistics have no intrinsic maximum value. These statistics include **Attack** (the total modifier to a d20 roll when your caravan attacks), **Armor Class** (the target number needed by a creature to successfully hit your caravan), **Security** (the total modifier to a d20 roll for your caravan to avoid a physical danger, such as a landslide, a muddy section of road, or a forest fire), and **Resolve** (the total modifier to a d20 roll for your caravan to avoid a mental or spiritual danger, such as mutiny or a mass fear effect).

- *Attack check:* $1d20 + \text{Offense} + \text{bonuses granted by travelers, equipment, feats, wagons, and other sources}$
- *Armor Class:* $10 + \text{Defense} + \text{bonuses granted by travelers, equipment, feats, wagons, and other sources}$
- *Security check:* $1d20 + \text{Mobility} + \text{bonuses granted by travelers, equipment, feats, wagons, and other sources}$
- *Resolve check:* $1d20 + \text{Morale} + \text{bonuses granted by travelers, equipment, feats, wagons, and other sources}$

In addition to the four primary statistics and four derived statistics, an independent statistic exists: Unrest. This statistic is detailed in the Unrest and Mutiny section.

Speed: This value is the caravan's base speed when traveling over open ground on a road. The base speed for all caravans is 32 miles per day—this speed can be increased by horse trains, the Faster caravan feat, and by enhanced undercarriages.

Hit Points: A caravan's number of hit points indicates how much damage it can withstand and still remain mobile. A caravan reduced to 0 hit points becomes immobile—further damage that is inflicted on a caravan at this point hurts its travelers instead. A caravan's hit points are equal to the sum total of the hit points possessed by its wagons, modified further by any appropriate modifiers.

Traveler and Cargo Capacity: These values indicate the maximum number of travelers and cargo units your caravan can carry. If either of these values is exceeded by your total number of travelers or cargo units, your caravan cannot move. Your caravan's total traveler and cargo unit capacities are determined by the sum of its wagons' values, modified further by any appropriate bonuses or penalties.

Consumption: This value indicates the amount of provisions that your caravan consumes every day. Your caravan's consumption equals the total number of travelers in your caravan plus the total of all the wagons' consumption values, modified further by any appropriate bonuses or penalties.

Wagons: Your caravan starts with three wagons and initially has enough room in it for five total. Each wagon must have a driver, and a driver must be a traveler in your caravan—while filling the role of driver, that NPC cannot fill any other role in the caravan.

Feats: Feats grant your caravan bonuses to its derived statistics or to its traveler or cargo capacity, as well as other benefits. A caravan starts with one feat, and gains an additional feat at every level.

Travelers: Travelers are all creatures who belong to the caravan with the exception of any draft animals used to pull the wagons. Player characters, NPCs, animal companions, mounts, and cohorts are all considered travelers for this purpose. Familiars are covered by their master as far as traveler count is concerned. Every traveler (save for passengers) provides a benefit to a caravan in some way. Use this space on the caravan sheet to list the names of all travelers, their roles in the caravan, and any bonuses that they may provide to the caravan. Use the box in the upper corner to list the total number of travelers in the caravan.

Cargo: Use this area to list any cargo and equipment the caravan is carrying. All cargo takes up a certain amount of space—see the section on cargo under Caravan Equipment for details on how many units of space various pieces of cargo and equipment take up.

CARAVAN CONSTRUCTION

When you first gain access to a caravan, you and the other players can determine the caravan's initial build by selecting the caravan's primary statistics.

Primary Statistics: You initially have 3 points to spend among your primary statistics. Each primary statistic begins with a score of 1, and you can split these 3 points up in any combination you want between your caravan's Offense, Defense, Mobility, and Morale scores.

Beginning Wagons: Caravan begins with 1 covered wagon, 1 fortune-teller's wagon, and 1 supply wagon. See the Wagon Statistics section below for the abilities of these three wagons.

Additional Equipment, Travelers, and Wagons: The responsibility for purchasing additional wagons and equipment and for hiring any needed specialists falls to you beyond the initial monetary bonus.

CARAVAN LEVEL

You don't need to track experience points for your caravan—its level increases as the PCs' levels' do. Whenever a player character in your group gains an experience level, compare that PC's new experience level to the caravan's current level. If the character's new level is higher than the caravan's current level, the caravan's level rises to match that character's experience level. Essentially, your caravan's level is always equal to the level of the highest-level PC in the group.

If the highest-level PC dies or leaves the party, the caravan's level does not decrease—it simply takes a bit longer for the next highest-level PC to rise in level enough to exceed the caravan's current level and thus trigger the caravan's level increase.

A caravan gains a new caravan feat when it gains a level, but apart from the advantages granted by that feat, a caravan gains no other benefit from gaining a level.

WAGON STATISTICS

Each wagon in a caravan serves a specific purpose that helps to bolster the caravan's statistics—and thus its chances of success at reaching its eventual destination.

Each type of wagon is presented in the same format, along with its cost in gp, its hit points, its traveler and cargo capacity, its consumption, and any special benefits it conveys to caravans. When you buy a new wagon by spending its cost in gp (this cost includes the horses needed to pull the wagon), add its hit points and capacity totals to your caravan's total hit points and cargo and traveler capacities.

Although you can add many wagons to a caravan, there are limits to how many wagons of each type a caravan can effectively maintain. This limit varies by wagon type, and is listed in each entry. Wagons in excess of this limit in a caravan do not grant additional Special Benefits. For example, if you add a third armored wagon to a caravan, it does not increase the caravan's AC by an additional +3 since the caravan is already at the armored wagon's limit of 2.

Finally, each wagon has a consumption value—this equates to the number of horses needed to pull the wagon, and increases the caravan's overall consumption score by the listed amount.

A caravan can have up to 5 wagons in it at any one time. The Extra Wagons feat increases this limit.

ARMORED WAGON

Cost 5,000 gp; **hp** 60

Traveler Capacity 6; **Cargo Capacity** 4

Limit 2; **Consumption** 2

Special Benefit +3 bonus to caravan AC

DESCRIPTION

An armored wagon functions like a covered wagon—it gives travelers a place to shelter. Unlike covered wagons, however, an armored wagon has heavily armored sides that provide much more protection to the caravan than do those of a simple covered wagon.

BORDELLO WAGON

Cost 800 gp **HP** 20

Traveler Capacity 3 **Cargo Capacity** 2

Limit 2 **Consumption** 1

Special Benefit Caravans engaging in adult and discrete entertainment can use the Bordello Wagon to make special Resolve checks to sell off trade goods without expending cargo units. Instead, the caravan barter the services of the wagon's prostitutes. Each member of the caravan with the Prostitute job provides a +1 bonus on this Resolve check.

DESCRIPTION

This luxuriously appointed wagon is constructed from fine wood and is divided into 3-4 small compartments large enough for entertaining two customers. Most bordello wagons are decorated to call attention to their wares and the seductive entertainers traveling within. These eye catching wagons often bear special tax or clerical stamps on the door jam, testifying to their semi-legal status.

CHUCK WAGON

Cost 800 gp **HP** 20

Traveler Capacity 2 **Cargo Capacity** 4

Limit 1 **Consumption** 2

Special Benefit A caravan equipped with a Chuck Wagon can benefit from the services of up to eight cooks, instead of the usual five. This stacks with the benefit provided by the Expert Travelers caravan feat.

DESCRIPTION

Sturdy, often overloaded chuck wagons rumble slowly along at the back of a wagon train, filled with provisions. Delicious smells waft from within.

CONESTOGA WAGON

Cost 1,200 **HP** 25

Traveler Capacity 3 **Cargo Capacity** 12

Limit none **Consumption** 3

Special Benefit This specially designed wagon provides a +1 bonus on Resolve checks made to safely cross or ford waterways.

DESCRIPTION

This heavy, wide-bodied wagon has an upwardly curving floor, to prevent its contents from tipping or shifting. The wagon can carry large amounts of cargo and is water-proofed to aid in fording rivers and streams.

COVERED WAGON

Cost 500 gp; **hp** 20

Traveler Capacity 6; **Cargo Capacity** 4

Limit none; **Consumption** 2

Special Benefit none

DESCRIPTION

A covered wagon gives travelers a comfortable if basic place to shelter, both during a caravan's travels and when it stops for the night in the wild.

FORTUNE-TELLER'S WAGON

Cost 500 gp; **hp** 30

Traveler Capacity 2; **Cargo Capacity** 4

Limit 1; **Consumption** 1

Special Benefit allows fortune teller benefits

DESCRIPTION

A cross between a covered wagon and a supply wagon, a fortune-teller's wagon is a specialized wagon tailored to house the caravan's spiritual guide—its fortune-teller. A traveler capable of filling a fortune-teller role cannot provide any benefits to the caravan without this wagon's supplies.

GIANT BEAST TRAIN

Cost 1,800 gp **HP** 20

Traveler Capacity 4 **Cargo Capacity** 2

Limit 3 **Consumption** 8

Special Benefit +2 miles per day to caravan's speed

DESCRIPTION

Adding gargantuan beasts (such as elephants, yak, dinosaurs, or even stranger and more fantastic creatures) to your caravan as beasts of burden can help increase its speed but drastically increases its consumption as well. These hulking creatures also give your caravan a distinct style.

HERBALIST WAGON

Cost 1,500 gp HP 30

Traveler Capacity 1 Cargo Capacity 4

Limit 1 Consumption 2

Special Benefit If a Trader wishes to sell unique and exotic naturally-grown brewed mixtures such as rot-gut liquors, patent plant and herbal medicines (including “snake oil” ointments) in addition to ordinary trade goods, he or she can use the Herbalist Wagon resources. Doing so provides a +2 bonus on the Trader’s special Resolve check to sell trade goods. However, the Trader should roll 1d8 to find out what (if any) unfortunate or fortunate alarming side-effects that batch of snake oil causes his customers. Though none of these side effects are really harmful, caravans with an Herbalist Wagon in their train often need to make quick escapes after selling their wares.

D8 Roll Minor NPCs using the snake oil....

- | | |
|---|---|
| 1 | ... are <i>sickened</i> for 1d3 days, vomiting and suffering stomach cramps and diarrhea. |
| 2 | ... have their ears ringing and suffer from <i>deafened</i> for 1d3 days |
| 3 | ... are physically weakened and considered to be <i>fatigued</i> . |
| 4 | ... are intoxicated and suffer from being <i>fascinated</i> for 2d6 hours. |
| 5 | ... have lost their sight and are <i>blinded</i> for 1d3 days |
| 6 | Lucked Out! No side effects from this batch of snake oil. |
| 7 | Healing! The side effects work better than expected and acts like <i>Cure Light Wounds</i> and cures 1d8 damage + 5. |
| 8 | Powerful Healing! The side effects work better than expected and acts like <i>Cure Moderate Wounds</i> and cures 2d8 damage + 10. |

DESCRIPTION

This colorfully painted and lightly armored wagon is fitted with metal shelves and racks to hold experiments in place during travel, and is fireproofed to ensure that experiments don’t get dangerously out of hand when the wagon is bouncing along rocky terrain. Removable clapboards fixed to the sides of the wagon displays bright and cheerful egg tempra paintings of the wares offered by the wagon’s snake oil salesman.

HORSE TRAIN

Cost 1,200 gp; hp 10

Traveler Capacity 6; Cargo Capacity 1

Limit 3; Consumption 6

Special Benefit +4 miles per day to caravan’s speed

DESCRIPTION

Adding horses to your caravan can help increase its speed, although at a significant increase to consumption.

MOBILE STAGE

Cost 1,000 gp HP 20

Traveler Capacity 4 Cargo Capacity 1

Limit 1 Consumption 2

Special Benefit Once per game month per settlement you visit, you can unfold the mobile stage and attract a crowd. The caravans entertainers make a Perform (any) check, receiving a +2 bonus for each caravan member filling the entertainer role during the performance. The result of the Perform check is the amount in gold pieces taken in by the caravan. You must remain at the settlement for at least one day to make this check.

DESCRIPTION

When this wagon is camped, it can quickly and efficiently unfold into a display stage or a small theater in the round. Depending on the caravan’s interests, this mobile stage might display preserved freaks, trophies taken from monsters or looted from ancient ruins, or perform plays, acrobatic displays, comedies or erotic dances.

MULE TEAM

Cost 800 gp HP 8

Traveler Capacity 4 Cargo Capacity 1

Limit 4 Consumption 5

Special Benefit +3 miles per day to caravan’s speed

DESCRIPTION

Mules are a good, economical substitute for draft horses. Adding a mule team to your caravan increases its speed but drastically increases consumption.

NURSERY WAGON

Cost 500 gp HP

Traveler Capacity 6 (5 of which must be Child or younger NPCs only) Cargo Capacity 3

Limit none Consumption 1

Special Benefit Only a single adult or teen character can ride on the Nursery Wagon as a nurse-maid. The rest of the wagon’s passenger slots must be filled with characters in the Child age category or younger. These children are considered Travelers, while the adult accompanying them usually acts as the wagon’s Driver. By ‘stacking’ children

into the Nursery Wagon, up to five children act as a single traveler for determining the caravan's consumption.

DESCRIPTION

This light wagon is filled with beds, cradles and small cribs to carry the caravan's children in safety and comfort. The nursery wagon is decorated inside and out with cheerful paintings and mosaics depicting local fairy tales, children's parables and nursery rhymes.

PASSENGER CARRIAGE

Cost 1,000 gp **HP** 20

Traveler Capacity 12 **Cargo Capacity** 2

Limit none **Consumption** 2

Special Benefit None.

DESCRIPTION

This long, narrow wagon allows the caravan to carry paying passengers in relative comfort. The carriage includes two tiny salons, each of which can seat six individuals. Each salon is private and has its own door and separate baggage compartments.

PENITENTIARY WAGON

Cost 2,500 gp **HP** 20

Traveler Capacity 1 **Cargo Capacity** 1

Limit 1 **Consumption** 2

Special Benefit A single passenger can be designated as the caravan's Penitent. This passenger can take no other job during the duration of the voyage, which must exceed 300 miles in length. The Penitent receives the benefit of an *Atonement* spell cast by a cleric of 10th level.

DESCRIPTION

This small, close wagon is effectively a monk's cloister on wheels. Designed to punish and re-educate, this small, dark chamber is etched with scripture and punitive runes. A single penitent rides inside, kneeling in prayer and meditation as the wagon slowly rumbles towards its pilgrimage destination.

PRISONER WAGON

Cost 4,000 gp; **hp** 40

Traveler Capacity 6; **Cargo Capacity** 2

Limit 2; **Consumption** 2

Special Benefit +2 bonus to caravan's Security

DESCRIPTION

This armored wagon is designed to transport prisoners, but also increases a caravan's overall security. Up to four travelers in a prisoner wagon can be designated as prisoners—

these travelers can only serve as passengers, but have no choice about whether or not they want to accompany the caravan. At the GM's discretion, certain powerful NPCs might be able to escape a prisoner wagon.

RELIQUARY

Cost 2,500 gp **HP** 30

Traveler Capacity 2 **Cargo Capacity** none

Limit one **Consumption** one

Special Benefit Once per day, the caravan's Spellcaster or Fortune Teller can open the reliquary, displaying the holy artifact within. Doing so allows the character to substitute a Knowledge (religion) check for any one of an Attack check, Resolve check or Security check when confronted by an undead, demonic or planar threat. The game master makes the final determination whether this bonus is applicable: it would likely apply if the caravan is attacked by a horde of zombies, but not when confronting raiders or wolves.

DESCRIPTION

This elaborately decorated wagon is covered in religious symbols and holy runes, and its fine metal wheels seem to glow with silvery light. The gaudy, brilliantly decorated reliquary is designed to carry a sacred object (such as the bones of a saint or martyr, a holy book, sacred weapon or other legendary object, whether real or fake). The reliquary can be opened to display its sacred contents. Tradition forbids sullyng the reliquary with mundane cargo.

ROYAL CARRIAGE

Cost 2,500 gp; **hp** 30

Traveler Capacity 4; **Cargo Capacity** 2

Limit 1; **Consumption** 2

Special Benefit +4 bonus to caravan's Resolve

DESCRIPTION

A royal carriage is a beautiful wagon that lifts the spirits of the entire caravan, provided at least one of its travelers is filling an entertainer or passenger job.

SKELETAL HORSE TEAM

Cost 1,500 gp **HP** 5

Traveler Capacity none **Cargo Capacity** 1

Limit 1 **Consumption** none

Special Benefit +3 miles per day to caravan's speed. A team of skeletal horses can be unnerving, and imposes a -2 penalty on special Resolve checks made by Traders to sell goods. The non-living horses tend to scare off most customers! At the GM's option, this penalty might not

apply when trading with evil societies or any culture that accepts necromancy or makes common use of undead servants.

DESCRIPTION

A team of rotting or fully skeletal horses, risen from the dead and animated by necromancy, pulls your wagons. These lifeless beasts need no provisions or care, but are too fragile to be ridden.

STEAM ENGINE

Cost 10,000 gp HP 40

Traveler Capacity 1 Cargo Capacity 5

Limit 1 Consumption 2

Special Benefit +5 miles per day to caravan's speed

DESCRIPTION

A new innovation of cunning Dwarven and Gnomish craftsmen, this strange device pulls a wagon with the power of ten horses and is powered by a coal or wood-fed steam boiler. This bubbling, clanking contraption uses directed steam to turn its heavy iron wheels and pull incredible amounts of cargo. Any caravan able to afford one of these wondrous devices is sure to attract attention.

SUPPLY WAGON

Cost 300 gp; hp 20

Traveler Capacity 2; Cargo Capacity 10

Limit none; Consumption 1

Special Benefit none

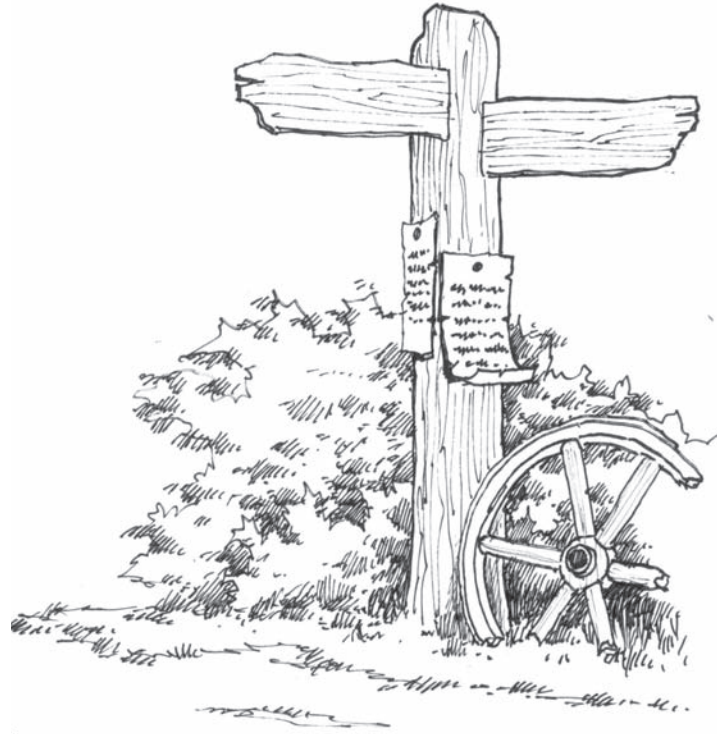
DESCRIPTION

These wagons are designed to carry cargo rather than travelers.

TRAVELERS

Every person associated with a caravan who accompanies it on its journey is known as a traveler, and every traveler on a caravan fills a different job during the caravan's journey—even if that job is simply being a passenger. Individual characters can only perform one job at a time. Characters who meet the prerequisites for more than one job must pick which job they're performing at the start of a day—they can switch to a different job after 24 hours have passed.

Most jobs provide bonuses on a caravan's Attack, Security, or Resolve checks. These bonuses are considered circumstance bonuses—they stack with each other, but never to a total value higher than +5 per statistic. Any circumstance bonuses provided by travelers in excess of +5 on a partic-



ular statistic's checks are effectively wasted unless the caravan has the Expert Travelers feat.

Jobs can be performed by PCs, allied NPCs, or NPCs hired for the position. Note that not all job positions can be hired for—some, like fortune-teller or spellcaster, must be filled by PCs or allied NPCs they meet during the course of the campaign. All higher-level travelers must be allied with on a case-by-case basis as they are encountered during the course of play; allies need not be paid for their services.

A hired NPC is a 1st-level expert or a 1st-level warrior. All hired NPCs require a specific wage—this wage must be paid in full when the NPC is first hired, and then again on a monthly basis. A hired NPC who is not paid his wage leaves the caravan at the first opportunity, and until he leaves, he functions only as a passenger.

Cook: As long as a caravan has at least 1 cargo unit of stores (10 units of provisions) in storage in the caravan's cargo, a cook reduces the caravan's consumption score by 2 (to a minimum consumption equal to your total number of wagons). A single caravan can benefit in this manner up to five times—additional cooks beyond five provide no additional benefit. Each time you take the Expert Travelers feat for your caravan, increase the limit on the number of cooks by +1. **Requirement:** Any character with at least one rank in Profession (baker, brewer, cook, fisherman, gardener, innkeeper, or tavern keeper) can serve as a cook.

Driver: A driver is required for every wagon in the caravan—a wagon without a driver cannot move. Drivers provide no additional benefit to a caravan. **Requirement:** *Any character with at least one rank in Handle Animal or Profession (driver) can serve as a driver.*

Entertainer: An entertainer keeps the rest of the travelers distracted and amused during the journey, and grants a +1 circumstance bonus on the caravan's Resolve checks. **Requirement:** *Any character with at least one rank in Perform can serve as an entertainer.*

Fortune-teller: Fortune-tellers play a unique role in a gypsy caravan they serve as advisors, inspirations, and proxy mothers to everyone in the caravan. Fortune-tellers are traditionally elderly women, although this isn't always the case. A gypsy caravan without a fortune-teller takes a –2 penalty on all Attack, Security, and Resolve checks. Once per week, a fortuneteller can give advice on how best to handle the coming week's perils. In addition, once per week after the fortune-teller has given this advice, when the caravan has to make an Attack, Security, or Resolve check, you may roll twice and take the better result. **Requirement:** *Any PC or NPC capable of casting divination spells can serve as a fortune-teller.*

Guard: A guard helps to defend a caravan against aggressors. Each guard in a caravan grants a +1 circumstance bonus to the caravan's Offense score, and a +1 circumstance bonus on Security checks made to avoid being surprised (such as in an ambush or in an attack that takes place while the caravan is camped). **Requirement:** *Any character with a base attack bonus of at least +1 can serve as a guard.*

Guide: A guide keeps the caravan safe from regional dangers, and grants a +1 circumstance bonus on Security checks. **Requirement:** *Any character with at least one rank in Knowledge (geography) can serve as a guide.*

Healer: A healer helps the wounded and the sick to recover more quickly. Each healer in a caravan can provide long-term care (Pathfinder RPG Core Rulebook 98) to up to six travelers—these travelers automatically gain the benefits of long-term care when they spend the night in a wagon. **Requirement:** *Any character with at least one rank in Heal can serve as a healer.*

Hero: A hero is a highly-trained character capable of performing a variety of roles, from offense to defense. Each hero grants a caravan a +1 morale bonus on Attack, Security, and Resolve checks, to a maximum of +4. The morale bonuses granted by heroes do not count toward the maximum +5 circumstance bonus on each derived statis-

CARAVAN JOBS

Traveler	Monthly Wage
Cook	10 gp
Driver	10 gp
Entertainer	50 gp
Fortune-teller	PC or allied NPC only
Guard	100 gp
Guide	50 gp
Healer	50 gp
Hero	PC only
Passenger	none
Scout	100 gp
Spellcaster	PC or allied NPC only
Trader	10 gp
Wainwright	10 gp

tic's checks granted by other travelers performing jobs. **Requirement:** *Only PCs can serve a caravan as a hero, but doing so does not count as a job role—a PC can effectively serve as a hero and any one other job.*

Passenger: Passengers provide no benefit to the caravan's statistics, although many passengers provide payments to the caravan upon being delivered safely to the caravan's destination. **Requirement:** *Any character can serve as a passenger.*

Scout: A scout spends her days traveling not with the caravan but in the surrounding wilderness, looking out for possible trouble on the route ahead and seeking out stores in the form of water and game. A scout can provide 2 units of provisions in a day's work if she focuses on hunting for the day, or a +1 circumstance bonus on the caravan's Security checks if she focuses on scouting for the day. Scouts provide their own food, and do not count against the caravan's total consumption. A caravan can have up to three scouts working for it at any one time. **Requirement:** *Any character with at least one rank in Survival can serve as a scout.*

Spellcaster: Spellcasters are versatile characters who can fill one of several job roles in a caravan, choosing from entertainer, guard, guide, healer, or scout, regardless of whether they meet the job's requirement. Bonuses granted by spellcasters stack with those granted by any other job, but as with all jobs, any spellcasters in excess of five do not provide additional bonuses. **Requirement:** *Any PC or NPC capable of casting spells can serve as a spellcaster. Spellcasters must be recruited during the course of the adventure; they cannot simply be hired.*

Trader: A trader enables a caravan to conduct business transactions whenever the caravan is stationed at a settlement. Upon arriving at a city, a trader allows a caravan to spend 1 cargo unit of trade goods (which must have been purchased in a different settlement than the current one) in order to make a special Resolve check. This Resolve check earns the caravan a number of gold pieces equal to the result of the check. Up to five traders may attempt these Resolve checks (spending 1 cargo unit of trade goods per check) each time a caravan visits a new settlement.

Requirement: *Any character with at least one rank in Bluff, Diplomacy, or Profession (merchant) can serve as a trader.*

Wainwright: A wainwright is required for field repairs to a caravan. So long as the caravans spending the day without moving, a wainwright can make a special Security check by spending 1 cargo unit of repair materials. This check repairs an amount of hit points to the caravan equal to the result of the Security check. Up to five wainwrights may attempt these Security checks (spending 1 cargo unit per check) each time a caravan spends a day not moving.

Requirement: *Any character with at least one rank in Craft (carpentry) or Profession (engineer or wainwright) can serve as a wainwright.*

CARAVAN EQUIPMENT

Not only can caravans be used to transport large amounts of gear (including treasure the PCs may have found in the course of play), but some equipment can actually enhance a caravan's statistics, making it easier to defend or repair or enhancing its speed. Both types of equipment are detailed below.

Each of these items takes up a certain number of cargo units, as indicated.

Ballista: The only siege weapon capable of being mounted and used from a caravan, a ballista grants a +1 bonus on a caravan's Attack checks.

Campsite Traps: This collection of portable traps consists of items such as bear traps, noisemakers, tripline-activated light crossbows, and the like. Setting up campsite traps around a caravan grants a +4 bonus on Security checks made to avoid being surprised if a caravan combat occurs while the caravan is camped, and grants a +4 bonus on Attack checks during the first round of combat that takes place while camped.

Cargo Balloon: Filled with lighter-than-air gasses, these huge, oval cargo balloons float high over the caravan, tethered to its wagons by long hemp ropes. Cargo balloons are

filled at the beginning of the journey, and then simply left aloft until the caravan reaches its destination.

Each cargo balloon used by the caravan adds two cargo slots. Since a filled cargo balloon takes up no more space on the caravan than the hitching post that tethers it to the wagons, it is an ideal way for caravan masters to pack on a heavier load. The only drawback to cargo balloons is that they place the caravan at the mercy of the winds. The caravan suffers a -1 penalty on Security checks made to withstand storms or high winds for every three cargo balloons deployed by the caravan.

Cargo Sledge: This sledge is dragged behind one of the caravan's larger cargo wagons, and is capable of carrying nearly a ton of cargo. Each cargo sledge in use adds +10 units of cargo space to the caravan, but reduces the caravan's base speed to 25 miles per day over smooth roads, or 16 miles per day over rough or broken terrain. The caravan's speed is unchanged over smooth ice, making this an ideal cargo option for arctic caravans.

Cold-Weather Gear: Cold-weather gear consists of furs and various tools that aid in de-icing caravans, helping them move through snow, and otherwise providing comfort to their travelers. A caravan that is equipped with cold-weather gear does not take any additional penalties on Security and Resolve checks when traveling through extremely frigid environments.

Dead Passengers: As caravans return to their home cities, they often carry "dead cargo", the mummified and casket-bound bodies of caravan drovers and merchants who died somewhere along the same route. These bodies are buried in the settlement nearest their death-site for three to four years, until the corpse is reduced to bones. Later, when the bodies are disinterred, caravans can charge a high price to return them to their loved ones.

Dead passengers are normally considered cargo, but can instead take up a single passenger slot, although living passengers might have something to say about riding with old bones.

When the dead passenger is returned to his or her homeland, one of the caravan's Traders makes a special resolve check. The result of this check is the amount in gold pieces paid to the caravan for the cargo. Add +10 gp to the result of this check if the caravan includes a Fortune Teller's wagon. Add +100 gp to the result of this check if the caravan includes a Reliquary.

Driver's Compass: This heavy bronze and iron compass is bolted to the Driver's bench, and provides a +1 bonus

CARAVAN EQUIPMENT

Item	Cost	Cargo Units
Ballista	500 gp	4
Campsite traps	1,000 gp	2
Cargo Balloon	500 gp	one (when stowed)
Cargo Sledge	400 gp	none
Cold-weather gear	200 gp	1
Dead Passengers	10 gp	two (special)
Driver's Compass	300 gp	none
Enhanced undercarriage	500 gp	1
Land Sails	250 gp	one
Letter of Passage	1,000 - 5,000 gp	none
Mobile Fortress	1,500 gp	four
Proud Colors	100 gp	none
Repair materials	25 gp	1
Repeating Crossbow Turret	900 gp	two
Sin Caravan	5,000 gp	none
Stores	5 gp	1
Sugar Moss	200 gp	one
Super Heavy Ballista	2,500 gp	two
Trade goods	10 gp	1
Treasure	—	varies
Wagon reinforcements	500 gp	1
Waterproofing	300 gp	none

on Security checks made to avoid becoming lost or to get back on track after losing the path.

Enhanced Undercarriage: These improvements consist of a combination of reinforced wheels, masterfully engineered axles, and other enhancements meant to increase a wagon's speed. As long as a caravan possesses one enhanced undercarriage for every wagon in the caravan (not including horse trains), the caravan's speed increases by 8 miles per day.

Land Sails: A simple but ingenious system of retractable canvas sails can be raised above the wagon, taking advantage of any tail winds the caravan encounters. The land sails are stowed away in harsh weather and whenever the wind is against the caravan. As long as every wagon in your caravan, not including horse or mule teams, is equipped with land sails, the caravan's speed is increased by +1d4 miles per day.

Letter of Passage: The wealthiest caravans can afford to buy a royal letter of passage that offers them safe passage throughout a particular kingdom. Effectively a bribe to the crown itself, such a letter of passage allows the caravan to pass through the territory unmolested by army and police

EXTRADIMENSIONAL STORAGE

Once you have the cash, you might want to consider buying bags of holding or even a portable hole to increase your caravan's cargo storage. Anything smaller than a bag of holding, such as a handy haversack, isn't large enough to hold a significant amount of cargo.

The amount of cargo space each of these items can provide is listed below. (Note that anything stored in an extradimensional space is tough to get to, and can't provide bonuses to your caravan—you can't mount a ballista or wagon reinforcements in a portable hole!)

Bag of Holding (type I): 1 cargo unit
Bag of Holding (type II): 2 cargo units
Bag of Holding (type III): 3 cargo units
Bag of Holding (type IV): 4 cargo units
Portable Hole: 5 cargo units

forces and speeds entry through checkpoints. The game master can assume that most standard entry taxes and fees are waived for a caravan with this letter.

A letter of passage only applies within the borders of a particular kingdom, or rarely, a coalition of allied states. Caravans passing through multiple territories are smart to acquire multiple Letters of Passage.

Mobile Fortress: With a few hours of work, a Mobile Fortress can be deployed from storage and raised to form a durable palisade. A caravan equipped with a Mobile Fortress receives a +2 bonus to Armor Class when encamped.

Proud Colors: This wagon has been emblazoned with beautiful colors: brilliant red wheels, sky blue walls, bleach white roof and gilded window sills and frames. Green painted vines and colorful flowers decorate the side of each wagon. A wagon emblazoned with Proud Colors receives +5 bonus Hit Points, which in turn makes your caravan as a whole tougher and more durable.

You can even apply this bonus to an animal team or horse train, in the form of bells, decorative ribbon and colorful tabards. This piece of equipment can be chosen for each wagon.

Repair Materials: Repair materials are to repair a caravan after it's been damaged. A wainwright uses up one cargo unit of repair materials each time she makes a special Security check to repair damage (see the entry for the wainwright job above).

Repeating Crossbow Turret: This swivel-mounted device consists of more than a dozen crossbows that fire in sequence. It is usually mounted near the Driver's station of a wagon. This weapon can fill the air with arrows and grants a +1 bonus on a caravan's Attack checks.

Sin Caravan: Things illegal and immoral in the wider kingdom are allowed in the caravan. A caravan bearing a royal or clerical indulgence may operate a bordello wagon, sell forbidden items like drugs, magic or even poisons without interference from local magistrates.... as long as they are moderately discrete and do not disrupt public order. A Sin Caravan must have a Letter of Passage in the area they are operating in.

Stores: A single cargo unit of stores equates to 10 units of provisions. See the Resting section under Caravan Encounters for an explanation of how consumption and provisions work.

Sugar Moss: Savvy caravan masters paint their wagon's trellised flanks with seed-rich mud that grows a sweet and nutritious plant called Sugar Moss. Every three days, a new crop of sugar moss grows on the wagon, providing 1d4

units of provisions. This piece of equipment may be chosen for each wagon.

Super Heavy Ballista: This massive siege weapon really packs a punch, and adds +2 to a caravan's Attack checks.

Trade Goods: A single cargo unit of trade goods consists of a combination of metals, spices, cloth, wood, salt, and such. Depending on a trader's special Resolve check (see the entry for the trader job above), significant profit can be made selling trade goods to new cities the caravan visits along its route.

Treasure: This unusual form of cargo can't be purchased. Treasure consists of all manner of loot, gear, treasure, and clutter that you collect during your adventures, but that no one in your party wants to use or even carry on their own. Things like looted armor, weapons, coins, gems, and other valuable objects can be combined into one big pool of treasure. You'll need to track the total value yourself. Whenever the caravan reaches civilization, you can assume that the unwanted treasure is sold off so that the profit can be split among the PCs. As a general rule, 50 pounds of treasure takes up 1 cargo unit, although in some cases, treasure might take up even more room at the GM's discretion.

Wagon Reinforcements: These additional wooden struts, metal plates, and extra supports use up some of a wagon's cargo space, but in return they increase that wagon's hit points (and thus the caravan's overall hit points) by +10.

Waterproofing: If every wagon in your caravan is equipped with Waterproofing, the caravan receives a +2 bonus on Resolve checks made to ford waterways.

CARAVAN FEATS

A caravan has a number of feats equal to its level. When you first gain access to a caravan, you as a party may pick the caravan's first feat from the list below— provided that the caravan qualifies for the feat, of course!

BANKER'S CARAVAN

Your caravan knows how to carry valuables (especially coin, gems and other treasure) safely and efficiently.

Prerequisite: Resolve 5

Benefit: In most cases, 200 GP worth of party treasure is considered one cargo unit for your caravan. In the case of exceptionally bulky treasure, such as captured weapons, or art objects like statuary, the ratio of treasure value to cargo space might drop a bit at the game master's discretion.

CARAVAN TOUGHNESS

Your caravan is better built than most.

Prerequisite: Defense 3.

Benefit: One of your wagons gains 20 hit points. This benefit increases your caravan's total hit points as well. If that wagon is destroyed, you lose access to this feat until the wagon is repaired or replaced with another wagon of the same type.

Special: You can gain this feat a number of times equal to the maximum number of wagons that you can have in your caravan.

CIRCLE THE WAGONS

When you're attacked, you can circle your wagons to gain a defensive bonus.

Prerequisite: Defense 3.

Benefit: Rather than making an Attack check during a round while undergoing caravan combat, you can have your caravan move into a defensive circle. Doing so grants your caravan a +4 bonus to its AC. Your caravan can't move while its wagons are circled—if the caravan moves, it immediately loses this AC bonus.

COURAGEOUS CREW

The travelers in your caravan are particularly brave.

Prerequisite: Morale 3.

Benefit: Your caravan gains a +2 bonus on all Resolve checks made against fear effects, including Resolve checks made to resist a rout (see Caravan Combat).

Special: You can gain this feat up to three times. Its effects stack.

DESERT NOMADS

The caravan, its men, and its animals are all inured to desert conditions.

Benefit: The caravan gains a +2 on Security and Resolve checks when traveling through extremely hot environments, or when confronting desert threats, such as sandstorms, thirst, or desert monsters.

DECADENT CARAVAN

Your caravan and its crew enjoy drinking, dance and lustful pleasures.

Prerequisite: Bordello Wagon

Benefit: If the caravan succeeds on a Resolve check to reduce Unrest after spending a day either resting or

doubling its consumption it reduces Unrest by 2 points instead of 1.

EFFICIENT CONSUMPTION

Your travelers are well disciplined when it comes to managing the caravan's food stores.

Benefit: Reduce your caravan's total consumption by 2 (to a minimum consumption equal to your total number of wagons).

Special: You can gain this feat up to three times. Its effects stack.

EFFICIENT PACKERS

Your caravan is adept at using every single inch of space on the wagons.

Prerequisite: Morale 3

Benefit: For every 10 units of cargo normally carried by your wagons, you may add one 'bonus' unit of cargo to the load.

Special: You can select this feat up to five times, eventually increasing the ratio of normal cargo capacity to 'bonus' cargo to 10:5.

EFFICIENT REPAIRS

Your caravan is particularly easy to repair.

Prerequisite: Defense 3.

Benefit: Whenever you make a special Security check to repair your caravan, you gain a +2 bonus on the roll.

Special: You can gain this feat up to three times. Its effects stack.

ENHANCED CARAVAN

Your caravan is flat-out better than most.

Prerequisite: Caravan level 2.

Benefit: When you gain this feat, increase two of your caravan's primary statistics (Offense, Defense, Mobility, or Morale) by +1, to a maximum score of 10 per primary statistic.

Special: You can gain this feat multiple times. Its effects stack.

EXPERT GUNNERS

The caravan's archers, gunslingers and siege weapons can fire and reload quickly and efficiently.

Prerequisite: Offense 3

Benefit: During the caravan's action, this feat grants a +1 bonus to a caravan's Offense.

EXPERT TRAVELERS

Your travelers are particularly well trained.

Prerequisite: Morale 5.

Benefit: Increase the maximum bonus that traveler jobs can grant by +1.

Normal: The circumstance bonuses granted by travelers have a maximum combined value of +5 per statistic.

Special: You can gain this feat up to three times. Its effects stack.

EXTRA WAGONS

Your caravan can handle more wagons than normal.

Prerequisite: Mobility 3

Benefit: Your caravan's maximum number of wagons increases by two.

Normal: A caravan can have up to five wagons in it at any one time.

Special: You can gain this feat up to three times. Its effects stack.

FASTER

Your caravan is faster than most.

Prerequisite: Mobility 5.

Benefit: Your caravan's speed increases by 4 miles per day.

Special: You can gain this feat up to three times. Its effects stack.

FIGHTING BEASTS

The strange beasts pulling your wagon know how to fight when needed.

Prerequisite: Great Beast Train, Offense 5

Benefit: Your caravan receives a +1 bonus on Attack checks for each Great Beast Train in the caravan when the caravan is fighting off attacking animals or monsters.

FIRST STRIKE

Your travelers are adept at really hurting an enemy on the first round of caravan combat.

Prerequisite: Offense 3.

Benefit: On the first Attack check of any caravan combat, you gain a +4 bonus on the Attack check. If you damage your foe, you deal an additional 4 points of damage.

FRIENDLY/ANIMALS

Your draft animals are friendly and charming, and you've made a nice profit setting up impromptu petting zoos and offering exotic animal rides when you camp in settlements.

Prerequisite: Great Beast Train, Horse Train or Mule Team, Morale 3

Benefit: Each time your caravan camps in a settlement with at least a few children, it receives a +1d4 bonus GP per day it remains at the settlement from its animal attractions. Add +1 GP to this bonus for every Entertainer traveling with the caravan.

FIND OASIS

Your guides were born in the blazing desert, and know how to find water in even the harshest land.

Prerequisite: Desert Nomads

Benefit: Once per 60 miles of travel, when traveling in desert conditions, your caravan can declare it finds an oasis within 2d4 miles of its current position. This oasis can be exploited to receive 1d4+1 units of stores, which must be used within the same day.

HAIR HARVEST

Your caravan is pulled by camels or other beasts of burden which shed. Your drovers have learned to harvest the shed hair and weave it into useful cloths while they ride.

Benefit: Each month, your caravan may make a special DC 15 Resolve check. If the check is successful, the caravan gains one unit of cargo from harvested hair, plus one additional unit for every 5 points by which the caravan beats this DC 15 check.

HARD WORKING CARAVAN

Your caravan crew requires little rest.

Prerequisite: Morale 5

Benefit: Once per week, if prevented from moving because it is making repairs or otherwise working, the caravan may attempt a Resolve check to reduce Unrest as if they had rested the day instead. However, this Resolve check is made at a -5 penalty.

INCREASED DAMAGE

Your caravan is particularly devastating in combat.

Prerequisite: Offense 5.

Benefit: The damage that your caravan deals to foes increases by +1d6.

Normal: A caravan normally deals base damage of 1d6.

Special: You can gain this feat up to three times. Its effects stack.

LATRINES

Your caravan digs sanitary latrine ditches far from the main campsite, and disposes of its wastes safely to avoid disease.

Prerequisite: Resolve 3

Benefit: The caravan receives a +2 bonus on Security and Resolve checks made to avoid disease during the journey.

Special: You can select this feat up to three times; its effects stack.

LUCKY CARAVAN

Your caravan is blessed with good luck.

Prerequisite: Fortune-teller's wagon.

Benefit: Once per week, you may roll twice when you are called upon to make an Attack, Security, or Resolve check. Take the higher result of these two rolls as your actual roll for the check.

Special: If your caravan loses its fortune-teller's wagon, you lose the benefits of this feat until the fortune-teller's wagon is repaired or replaced.

MERCHANT MASTERY

Your travelers are particularly skilled at making money through trade.

Prerequisite: Morale 3.

Benefit: You gain a +5 bonus on all special Resolve checks made to trade goods.

Special: You can gain this feat up to three times. Its effects stack.

PHANTOM DRIVERS

Your wagon is served by helpful, ghostly spirits of long dead caravan drovers who have returned from beyond to guide their living comrades to their destinations safely.

Prerequisite: Fortune Teller's wagon

Benefit: Select one of your wagons. This wagon is 'possessed' by a helpful spirit and needs no Driver. This possessed wagon follows the caravan automatically. If this selected wagon is destroyed, you lose the benefit of this feat until it is replaced with another wagon of the same type.

Special: You can select this feat once for every wagon in the caravan.

THE SLAVE TRADE

Each campaign's approach to slavery will be different, though slavery always remains a cruel, evil act. Incorporating slavery into your campaign can lead to real world problems if the players and GM are not suitably prepared for the ramifications of roleplaying slavery conditions. Each GM should determine for himself whether or not this cargo – and subject – is appropriate for his campaign. Though it shouldn't need to be said, neither the author nor LPJ Design approve of slavery. However, we do approve of cunning abolitionists, violent slave rebellions and desperate struggles for freedom, which lead to the drama and conflict that great gaming memories are made of.

RECKLESS TACTICS

You can order your caravan's travelers to throw caution to the wind in the hope of dealing more damage.

Prerequisite: Offense 5.

Benefit: At any point during caravan combat, you can opt to decrease your caravan's AC by -2 in order to gain a +2 bonus on Attack checks. Whenever you deal damage while using Reckless Tactics, you deal an additional 2 points of damage to your foe.

REPUTABLE MARK

Your wares are easily identifiable thanks to a unique sigil, brand or maker's mark that assures their buyers of high quality.

Prerequisite: Resolve 3

Benefit: Add +2 to the GP total of any special Resolve checks your Traders make to sell off cargo.

Special: You can take this feat multiple times, increasing your profits by +2 GP each time this feat is chosen.

RIDE THE SIDES

Each wagon in the caravan has handholds and hard-points built into its outer hull designed to allow extra troops or passengers to ride the sides of the caravan.

Benefit: Caravans with this feat may increase their traveler capacity by 10 but increase their consumption by 4.

SCAVENGERS

Your travelers are adept at scavenging additional repair supplies in the wild.

Benefit: Once per week, you can make a DC 15 Security check to gain 1 cargo unit of repair materials. You gain

an additional 1 cargo unit of repair materials for every 5 points by which you exceed this DC 15 check.

SLAVE CARAVAN

Your caravan's primary cargo is slaves.

Prerequisite: Slave Trader caravan feat

Benefit: You can have any number of Prisoner Wagons in your caravan. These extra Prisoner Wagons do not count against the maximum number of wagons in your caravan. Additionally, you care little for the comfort or health of your slaves, and can cruelly overload a Prisoner Wagon. You can fit 8 prisoners into any Prisoner Wagon in your train without increasing that wagon's consumption.

SLAVE TRADER

Your caravan deals in human lives, selling people as commodities.

Prerequisite: At least one Prisoner Wagon in the caravan.

Benefit: When any of your caravan's Traders make a special resolve check to sell off trade goods, they can choose to sell any Prisoner incarcerated in the caravan's Prisoner Wagon rather than a unit of cargo.

STORM TESTED

The caravan is capable of withstanding the worst storms.

Benefit: The caravan gains a +2 on Security and Resolve checks when traveling through extremely cold environments or during violent weather like storms, hurricanes and tornadoes.

SUPPLY CACHES

Your caravan travels along well-mapped routes. During the journey you can cache supplies.

Benefit: Before a caravan's journey begins, the caravan master can pre-purchase units of stores, additional units of cargo and repair supplies to be cached. The caravan master can purchase any amount of these supplies, which do not count against the wagon's cargo capacity. Instead, the caravan master confers with the game master to determine where they are cached along the route.

The caravan master might declare that the supplies are cached 50 miles along the route, near a particular oasis. If the caravan passes that way, they can claim some or all of the cache, and either use them or add them to their cargo. The cached supplies remain safely stored indefinitely, but cannot be accessed if the caravan ventures off course or fails to reach its supply. The caravan may decide to have any number of supply caches along its route, splitting the cached provisions among them in any manner they see fit.



TERRAIN MASTERY

Your caravan and its travelers are particularly adept at navigating a specific kind of terrain.

Benefit: Choose a specific type of terrain from the list of rangers' favored terrains (Core Rulebook 65). Your caravan gains a +2 bonus on all Security checks made while in that terrain.

Special: You can gain this feat multiple times. Each time, you must choose a different terrain type.

VIGILANT LOOKOUTS

The caravan's travelers are attentive and a little bit paranoid.

Benefit: The caravan receives a +2 bonus on Security checks.

CARAVAN ENCOUNTERS

While you, as player characters, won't have much control over the type and number of encounters your caravan is destined to have, you do need to know the rules for how to play out these encounters when they occur.

TRAVEL

A caravan's speed determines how many miles it can travel in a day—the speed doesn't really affect much on a tactical scale, since caravan combat utilizes very simple rules to resolve conflicts. A caravan's base speed is 32 miles per day, but this can be increased by taking the Faster caravan feat, by purchasing horse trains, or by purchasing enhanced undercarriages for every wagon in your caravan. This speed assumes travel on a road over clear terrain—use Table 7–8 on page 172 of the Core Rulebook to adjust the

number of miles you can cover in a day if you drift into other types of terrain.

A day of travel for a caravan assumes 12 hours of travel and 12 hours of rest. Caravans typically travel during daylight hours—if they travel after dark, their speed is halved. A caravan that pushes itself to travel more than 12 hours in a day becomes fatigued, taking a –2 penalty on all rolls, and halves its base speed. Every hour that a caravan continues to push beyond the 12 hour mark, it must make a DC 15 Security check to avoid becoming exhausted—the DC of this check increases by +1 with each successive check. An exhausted caravan takes a –6 penalty on all rolls and cannot move at all. A full 12 hours of rest is enough to make an exhausted caravan fatigued, and to make a fatigued caravan normal.

PERIL

As a caravan travels, it will eventually encounter some form of peril. The less dangerous forms of peril include bad weather, poor road conditions, and local disasters such as landslides, forest fires, the threat of mutiny, and the like. More dangerous forms of peril include monsters like dragon, and large-scale disasters like tsunamis. When your caravan encounters peril, it must make a Security check or a Resolve check—the GM has information on which check you'll need to make, as well as what the check

DC is and what happens to your caravan if it fails the check. Normally, a failed check simply deals damage to your caravan, but some failed checks can result in the loss (temporarily or permanently) of traveler jobs, provisions, repair materials, or other pieces of equipment. One particularly complex example of peril is combat.

RESTING

A caravan must rest for 12 hours after 12 hours of travel to avoid becoming fatigued. In order to gain the restorative effects of resting, the caravan must consume a total number of provisions equal to the caravan's consumption score; otherwise, no benefits are gained from rest. A caravan that doesn't have enough provisions to pay its consumption uses up all of the remaining provisions, takes 1d6 points of damage, and becomes fatigued. A caravan that lacks provisions cannot be repaired or recover from fatigue until it uses a number of provisions equal to its consumption score, and it continues to take 1d6 points of damage twice per day until its hit points reach zero, at which point the caravan is effectively destroyed. Individual characters in the caravan might survive if they remain with the caravan

at the GM's discretion—if those travelers haven't already abandoned the caravan.

Provisions can be purchased in any settlement by buying stores—a single cargo unit of stores grants 10 units of provisions. Units of provisions can also be gathered by scouts at the rate of 2 per day. They can also be supplied by the spells goodberry, create food and water, or heroes' feast. A single casting of goodberry creates 1 unit of provisions. A single casting of create food and water generates 3 units of provisions. A single casting of heroes' feast is enough to generate 1 unit of provisions per caster level. All provisions magically created in this manner must be consumed on the same day they are created.

UNREST AND MUTINY

On long and arduous journeys such as those faced by the PCs and their caravan, disputes between a caravan's travelers are unavoidable. As unrest grows, members of the caravan may turn on one another, question leadership decisions, want to turn back or take a different path, or otherwise disrupt the caravan. As a result, caravans also have a fifth statistic: Unrest.

A mutiny can occur whenever a caravan's Unrest score exceeds its Morale score. Whenever this is the case, the caravan takes a –1 penalty to its AC and on Attack, Security, and Resolve checks for every point by which Unrest exceeds Morale. In addition, a caravan in mutiny must make a Resolve check (DC = 20 + the caravan's current Unrest score) each day. If it fails this check, the caravan moves at half its base speed that day. If the caravan fails this check by 5 or more, the caravan either refuses to move or moves at half its base speed in a random direction (other than the direction desired by the PCs) that day.

A caravan can offset its Unrest score by increasing its Morale statistic when it gains a level. Unrest has no upper limit, but it cannot be reduced below 0.

Gaining Unrest: When any of the following events occurs, a caravan must succeed at a Resolve check (DC = 20 + the caravan's current Unrest score) or gain 1 point of Unrest: a wagon or horse train is lost (whether it is abandoned or destroyed), a traveler is killed (even if subsequently brought back to life), the caravan is reduced to 25% of its hit points or fewer, or the caravan makes no progress during a 12-hour travel day because of an adverse event.

Reducing Unrest: A caravan's Unrest score is reduced by 1 whenever the caravan gains a level. In addition, a caravan can attempt a DC 20 Resolve check with a penalty

equal to its current Unrest score whenever the caravan performs one of the following actions: adding a wagon to the caravan, adding a wagon improvement, spending a day resting (this does not include days spent making repairs or otherwise working, nor days spent unable to move because of adverse events or conditions), or consuming double the caravan's consumption for 1 day.

If any of these actions are performed while camped at a settlement, the caravan gains a +5 bonus on its Resolve check. A success on this check reduces the caravan's Unrest score by 1 point. A failure results in no change. In addition, certain situations may increase or decrease a caravan's Unrest score.

Giving away 1 cargo unit of trade goods to the caravan crew also reduces Unrest by 1, and giving away 1 cargo unit of party treasure decreases Unrest by 3. However, buying loyalty in this way has diminishing returns, requiring 1 additional cargo unit to provide the same reduction in Unrest each time it is done. Cargo units used in this way are effectively expended, and no longer count toward a caravan's total cargo capacity.

CARAVAN COMBAT

Caravan combat is not intended to be nearly as complex or detailed as the normal combat rules—this is by design, so that the actual game play can focus more on the player characters than anything else.

When a caravan combat occurs, it either takes place while the caravan is active and on the move, or when it is camped and stationary. If an encounter takes place while the caravan is active, then the battle plays out with no adjustments. If it takes place while the caravan is camped, though, the caravan must make a DC 20 Security check to avoid being surprised by the attack—if the caravan fails this check, it takes a –2 penalty on Attack checks and a –2 penalty to its AC for the first round of combat. A caravan is too large and unwieldy to ever effectively be able to surprise a foe.

Caravan combat plays out over the course of a number of combat rounds, just like normal combat. Most caravan battles will be between your caravan and groups of bandits, humanoids, or other relatively low-level threats, although periodically a fight might occur between your caravan and a single larger foe. Significant encounters with actual level-appropriate challenges for your party will generally not be presented in the format of a caravan combat. In such cases, it's more likely that the player characters will face off against the significant foes while the caravan plays out a parallel battle against that foe's minions.

When a caravan combat begins, there's no need to lay out positions on a battlemat, since caravan combat resolves with a number of simple rolls. Each round of caravan combat, both sides of the battle make a single Attack check. If a combatant's Attack check equals or exceeds the target's AC, it deals an amount of damage to that foe equal to its level (for a caravan) plus 1d6. Most weak enemies deal similar damage, but more powerful foes can deal multiple dice of damage if they hit your caravan. If the Attack check was a natural 20, then an additional 1d6 points of damage are dealt, regardless of the number or type of damage dice the original attack dealt. Combat continues until either the caravan or its foe is reduced to 0 hit points.

ENEMY REDUCED TO 0 HIT POINTS

An enemy that is reduced to 0 hit points either flees or disbands—it's generally not completely wiped out. Defeating an enemy in this manner gives you XP and allows your caravan to continue on its journey—successful combats do not reduce the total miles a caravan can travel in a day. Some foes defeated in this manner may even have treasure or supplies your caravan can take.

PCS' CARAVAN REDUCED TO 0 HIT POINTS

If your caravan is reduced to 0 hit points, it is destroyed. This doesn't mean the end of your campaign, of course, but it does mean things are going to be more difficult for you since you won't have a safe place to shelter or store gear along the way. If your caravan is destroyed, all significant NPCs in the caravan (this is generally the player characters, and any other unique NPCs you've allied with) are reduced to 1d20–5 hit points (not to exceed a character's maximum number of hit points). Characters reduced to negative hit points are dying and need swift attention. As a general rule, both you and the significant NPCs are assumed to have fled the destruction of your caravan and to have momentarily eluded the foe that destroyed it—the GM has information regarding what happens next in this tragic situation.

All non-significant NPCs are slain if your caravan is destroyed, as are all horses used to draw the wagons (with the exception of special PC mounts or animal companions). All equipment purchased for the caravan is either destroyed or looted by the victors.

If any surviving characters can serve as wainwrights, you might be able to repair your wagons enough to be serviceable, but you'll still need to find additional animals to draw your caravan's wagons—in such a disaster, it's generally

a better option to press on without your caravan or, more likely, retreat to the nearest settlement to buy new wagons and hire new help to try again. If all of this sounds kind of scary, remember that your caravan will, on average, be tougher than most of the enemies it encounters. If you take care of your caravan, keep it in good repair, and know when to retreat or avoid combat, you should be able to avoid meeting such a devastating fate as total caravan destruction.

ESCAPING AND AVOIDING COMBAT

If your caravan is already relatively damaged, avoiding or escaping combat is often a better choice than battle. If you wish to try to evade a foe, you can't make an Attack check in that round of combat—instead, you must make a Security check to outmaneuver your foe. Your enemy still gets to make an attack against your caravan when you're attempting to make a Security check to escape. A successful Security check allows you to escape your foe. The DC for this check is equal to 10 + the foe's CR. At the GM's option, more powerful or mobile foes could require two or more checks. If you escape from a foe, your caravan is considered to have backtracked a certain amount, and you can make no further progress traveling for the rest of the day.

THE REAL-WORLD LOGISTICS OF CARAVANS

Caravans traveling along known and well traveled routes have a huge advantage over those caravans crossing the wild spaces or pushing into unexplored territories. Caravans on well traveled routes can count on settlements, trading posts and resupply depots being there when needed.

CARAVANASERAI

Caravanaserai are small to medium sized encampments built along important trade routes. These stone structures have a rectangular or square, walled exterior, with a single wide entry gate large enough for even the largest and most heavily laden beast of burden to enter. The interior courtyard is often built with an opening to the sky, and the caravanaserai's inside walls are filled with merchant stalls. Local traders and merchants can rent a stall in the enclosure, and profit from trade with caravan travelers passing through the caravanaserai.

Caravanaserai sell fodder, provisions and clean water, while individual traders working from a rented stall might carry or sell anything and everything from general food supplies like grain and wheat to magic weapons.

Caravanaserai stalls are small and usually over-stuffed with wares, watched over by an experienced merchant prince and one or two well trained for hire guards. Since most caravanaserai stand at the cultural and economic crossroads of the campaign world, the encampment's merchants will have access to and interest in purchasing virtually any item the adventurer desires. Some caravanaserai might offer other services including inns, taverns and bathhouses. A caravanaserai might be one of the few places in the campaign world where the game master might legitimately place a magic item shop or potion vendor.

DRY CAMPS

Dry camps are cleared campsites commonly used by travelers along an established caravan route. As the name implies, these camps lack water supplies. Dry camps are usually unattended, though merchant guilds might drop off or bury supply caches for their wagons near the dry camp. In most places a dry camp is little more than a large patch of smooth ground with shade and decent sightlines, a pre-dug fire pit and some well used latrine ditches. Caravans stopping at a dry camp might share the campsite with other merchant trains, and if they're lucky, might trade supplies with a merchant passing this location.

SUPPLY RUNS

When a merchant caravan reaches its final destination and offloads its cargo, it might return to its base-camp nearly empty. To maximize efficiency, caravan owners might try one of two tactics. First, the merchants might purchase exotic cargo from their destination to sell at a profit when they return to their base-camp. Second, the caravan might purchase fodder and provisions including lots of water for desert journeys. During the return to its base-camp, the caravan will cache these supplies at convenient spots along its route. That way, when the caravan makes an out-bound journey, it has access to the cached supplies.

HALTING SITES

Nomadic societies, similar to the real world's Roma or Irish Travelers, may have established a network of halting sites across their range. These sites are traditional campsites for a caravan that might host a nomad family for a few days or even an entire season. Some halting sites are cleared and relatively safe wilderness camps a few miles from the nearest settlement. Other halting sites might be a public park or fairground inside a village or even a disused corner of a farmer's field. Depending on the mores of the nomadic culture, and their relationship with settled folk in the region, halting sites might be legally recognized under

squatter's rights, legally leased land, or seen as an invasion of a group of itinerant thieves by town-folk.

ROYAL ROADS

The best maintained roads in a region usually are grouped around the capital city or other important trading centers. Royal roads are clearly marked and often patrolled by foot soldiers. Some roads are even leveled and graded, or smoothed with cobblestones, and most have marker posts that count the leagues to the nearest city. Travelers on a royal road usually have to pay a hefty tariff or fee for the privilege of security and speed.

This tariff is usually ½ SP per GP of cargo carried. However, the smooth and well patrolled royal road adds +5 miles per day of travel, if the caravan remains on the road.

PLOT HOOKS

The following plot hooks can form the basis of a caravan adventure, or can be woven into larger stories to add color and detail to the world.

THE DRUID'S QUARTER

A major caravan route passes through a section of forest now claimed by a druidic sect. So far, the druidic circle has allowed travel through its newly claimed land, but caravans must hire a druidic-trained Guide at the usual rate, for the duration of the passage (about a day). Caravans guided by these guides must respect the wilderness- hunting is prohibited, if limited, but a caravan cannot dig latrines nor burn or bury garbage in the druid's territory.

THE INTOLERABLE CODE

Long standing prejudices and grievances against caravan nomads have resulted in a host of new laws in a kingdom that was once the winter sanctuary for dozens of caravans. Among the new laws: all wagons traveling along royal roads must have iron-shod wheels (which most caravans can't afford), the distinctive colorful clothes worn by most caravan traders have been outlawed as immodest, and vagrancy can now be punished by death.

MISSING CARAVAN

The merchant caravans of a particular nation are being attacked. While the goods of these caravans manage to make their way to other cities, the nation's military has been unable to find the privateers responsible. The merchant caravans simply disappear over the horizon. When their travelers are found, they are unable to remember anything that occurred. (The privateers are actu-

ally elves that magically put the crews to sleep, hide the wagons and move them to accommodating ports. This band of elves is sanctioned as privateers by a rival nation).

THE PILGRIMAGE TRAIL

The birth of an Aasimar child in a trading center that is already infamous for its religious devotion has filled the roads with pilgrims from dozens of surrounding communities. Every inn is filled to capacity, as are any barns or farmhouses with floor space worth renting out. The press of pilgrims has strained even the best roads to capacity and slowed movement to a crawl. The caravan must succeed at a DC 15 Security check or have its daily movement rate slowed by half while within 60 miles of the birth place.

SECRET PROTECTOR

A native tribe is easily conquered by an imperialist nation. The nation enslaves the natives and colonizes the area. Later, when a merchant caravan arrives to re-supply the new colony and fill its wagons with goods for the mother country, it is surprised to find the ambassador and the colony missing. The PCs are asked to investigate. (The tribe is protected by a dragon that sleeps most of the time. The dragon awoke to discover the foreign invaders, and decided to destroy them. The PCs must tread carefully or suffer the same fate).

STRANGE PASSENGER

Shar-shadryl, a badly wounded Brass Dragon, contracts passage aboard the player's caravan. Too injured to fly, the great beast has promised the caravan's owners a king's ransom for passage to a secret sanctuary deep in the heart of the desert. The massive dragon can cram (uncomfortably) in one of the caravan's largest supply wagons. Shar-shadryl's enemies are only a few days behind the caravan, however, and they are truly mighty. Worse, the dragon's foes have impressive political pull in this region, and the dragon has become a wanted fugitive. Any caravan found sheltering the great dragon will be seized, and its members put to death. Too bad Shar-shadryl didn't tell the caravan this before the contracts were signed....

UNDISCOVERED COUNTRY

An uninhabited land is discovered in late summer. This land includes a small forest, the wood of which has unique and highly desirable properties. Merchant caravans came and went throughout the autumn logging the forest for its wood. One winter morning, a merchant caravan arrives to discover that the entire forest is gone. It's as if someone had come along and uprooted every tree. (While not intel-

lignent, the trees actually migrate to a different part of the island for the winter and remain rooted there until spring, upon which they return to their coastal site).

THE VULTURE'S FLAG

One of the nations the player's caravan has passed through on previous runs has just survived a vicious civil war, and its throne has changed hands. The new ruling power has passed a series of laws regulating trade, giving the newly installed army lots of ways to seize property to enrich the new nation. This new, totalitarian regime demands that all caravan wagons passing through the country must be painted in the colors of their new flag- the ugly thing that locals call "the Vulture's Flag"... but never when soldiers are around to hear. The Vulture's Flag is a dingy green with a black eagle emblazoned upon it. Now all wagons must be painted green and black, or they and their cargo can be freely seized by the nation's army.

WIDOW IN DISTRESS

The PCs are contacted by a widow of a plantation owner. She claims to be in need of a caravan that will carry her cargo to the nearest large city. She claims that the cargo is the most valuable elements of her late husband's belongings, which she wishes to smuggle out before they are confiscated by creditors (her husband having run up large debts before his death). In reality, however, Widow is a dabbler in the dark arts, responsible for the death of her husband. The cargo she's trying to smuggle is what remains of her late husband's booty, which he was holding in trust for his old friends, who are now coming to collect.

THREATS TO THE CARAVAN

The road can be a dangerous place. Bandit incursions, wild animal attacks, unexpected floods and sudden storms are only some of the threats drovers and their animals face. In a world of magic, monsters and dragons, the threats to travelers are significantly greater than those faced by the Roma and Arab traders in our reality.

ABOLITIONIST AMBUSH (CR2)

A well disciplined, highly drilled team of abolitionists attacks the caravan, in hopes of freeing its slaves and chattel. The abolitionists receive a +1 morale bonus on damage rolls for every prisoner wagon in the caravan, and will only attack caravans with the Slave Trader caravan feat. The abolitionists receive a +3 morale bonus on attack rolls if the caravan has the Slave Caravan feat.

ABOLITIONIST STATBLOCK

Armor Class 13, Hit Points 20, Attack +3, Damage 1d6+2

The abolitionists will gladly fight to the death. If defeated, the group of bodies can be looted for one cargo unit of treasure worth 300 gp.

THE ASTRAL WINDS

The walls between dimensions grow thin, and cold, white winds from the Astral Plane itself sweep across reality- especially the corner of reality the caravan is trying to cross. The caravan must succeed at a DC 18 Resolve check or find themselves shunted to the Astral Plane for 1d4+1 days. During this time, the caravan cannot make progress, and may be vulnerable to astral dangers.

If the caravan has a Fortune Teller's wagon or an allied Spellcaster, it receives a +3 bonus on this check. An allied Spellcaster may be able to return the caravan to reality with powerful magic.

AVALANCHE

While traveling along a rocky cliff side, a slide of rocks and loose earth spills down on the road and any wagons unfortunate enough to be there. The caravan must succeed at a DC 14 Security check or suffer 2d6 points of damage from falling rocks and lose 2d4 miles of progress for the day as they dig out or find an alternate route.

BAD WEATHER

Fog, rain, high winds or some other form of bad weather slows the caravan, reducing its overall speed by half for the day unless the caravan makes a DC 12 Security check.

BLACK FIN'S FEEDING FRENZY

An infamous bullete male, the scarred and impossibly huge beast the locals call Black Fin, has started preying upon caravans passing through a particular stretch of rocky ground. So far, Black Fin has claimed more than two dozen wagons from three companies, dozens of horses, uncountable mules and far too many drovers.

BLACK FIN'S STATBLOCK

Armor Class 14, Hit Points 45, Attack +3, Damage 2d4+4

Black Fin will retreat if brought below 15 Hit Points. If the caravan manages to slay the behemoth, his scaly hide can be processed into 1d4 cargo units of trade goods and

1d6 units of stores. The butchering takes an entire day and requires a DC 10 Resolve check.

DROW MARAUDERS (CR4)

While the caravan is camped for the night, a silent band of Drow thieves approach stealthily. The caravan must succeed at a DC 18 Security check to detect their approach. If ambushed, the caravan suffers a -2 penalty on attack and defense rolls for the first round of the assault.

DROW MARAUDER STATBLOCK

Armor Class 17, Hit Points 25, Attack +6, Damage 2d4+2

Each round the fight continues, the Drow manage to steal 1 cargo unit of treasure. The Drow Marauders flee if reduced to 15 HP or less, or if they manage to steal 5 cargo units of loot. If the Drow Marauders are defeated, the group of bodies can be looted for 3 cargo units of treasure worth 600 gp each.

FALSE LABOR (CR3)

What appears to be a pregnant woman in some distress along the roadside is really a female bandit with a goblin knife-fighter crouched and concealed under her dress. Unless the caravan succeeds at a DC 18 Security check, the first good Samaritan who tends the woman gets a goblin knife in the throat, right before the rest of the bandits attack.

If the caravan fails this security check, it suffers a -2 penalty on attack and damage rolls for the first round of combat.

BANDIT STATBLOCK

Armor Class 15, Hit Points 20, Attack +4, Damage 2d6+4

FORTUNE'S WELL

A shallow lagoon deep in a forest clearing has a trace of ancient magic about it. If a unit of cargo is dumped into the well, make a straight d20 roll. On a roll of natural 20, the cargo unit is transformed into a unit of treasure. Otherwise, the cargo unit sinks into the luminous pool and simply melts away to mist and fog.

HUNTING DRAGONS (CR7)

Al-sahyari, a juvenile Green Dragon female is teaching a trio of her wyrmling siblings how to hunt. To her inexperienced eyes, the caravan's horses look like a good meal.

HUNTING DRAGONS STATBLOCK

Armor Class 18, Hit Points 30, Attack +4, Damage 4d6+4

Al-sahyari will retreat if reduced to 10 HP or fewer, unless one of the wyrmlings are killed. At that point, she'll fight to the death. The stat block above accounts mostly for Al-sahyari's actions during the battle. Her wyrmling brothers and sisters are effectively useless during the fight. One of them is killed if the caravan rolls a 1, 2, or 3 on an Attack check during the battle. If any of Al-sahyari's siblings are killed, the dragon receives a +1 morale bonus on attack and damage rolls for the duration of the fight.

KOBOLD KAVE-IN (CR4)

An ingenious band of kobold bandits has excavated an enormous sinkhole beneath a royal road, and cleverly camouflaged their large pit trap. The caravan must succeed at a DC 20 Security check or drop, wagons and all, into the pit.

The fall inflicts 1d6 points of damage upon every wagon and animal in the caravan. If the caravan falls, it suffers a -5 penalty on attack and damage rolls during the first round of combat, as hundreds of screaming kobolds come boiling out of bushes.

KOBOLD SAPPERS STATBLOCK

Armor Class 15, Hit Points 25, Attack +2, Damage 1d4+3

The kobold sappers fight until slain and, if they are defeated, the group of little corpses can be looted for 1d4+1 cargo units of treasure worth 150 gp each, and 1d4 cargo units of provisions (mostly smoked and jerked dog meat).

If the caravan falls into the enormous pit trap, it requires 4 days to right and extract the wagons, minus one day for every three points the caravan beats a DC 15 Security check by, to a minimum of one day lost.

THE GIANT'S HERD (CR3)

A halfwit Hill Giant named Borrieth Parrhand is letting his enormous herd of sheep, yak and goats graze. Unfortunately, his herd is grazing in the middle of the road the caravan needs to cross. Convincing the stubborn Borrieth to move his herd requires a DC 14 Resolve check.

The giant will not strike first. If the caravan attacks the giant, use the statistics below. He'll flee if reduced to half HP or less, but is likely to return with reinforcements in the form of his brothers.

BORRITH PARRHAND STATBLOCK

Armor Class 14, Hit Points 18, Attack +2, Damage 2d10+4

If Borrith gets away, he returns in a day or two, now accompanied by his two idiot brothers. They will attempt to ambush the caravan (DC 12 Security check to spot, or suffer a -1 penalty on attack and damage rolls during the first round of combat)

BORRITH AND BROTHERS STATBLOCK

Armor Class 14, Hit Points 32, Attack +4, Damage 3d10+4

AGLUTTONOUS WIND

A new danger comes out of the East. An unseasonably hot wind, redolent of oranges and spice, blasts the caravan and its beasts. For 1d6+1 weeks after this strange gust of wind (a wind that occurs every few years, and is well known in the area's darkest legends), all living animal trains in the caravan have their Consumption doubled. These cursed animals are marked with spiraling orange sigils which cover their skin and fur, and spell out curses of starvation and gluttony in a long dead language.

A caravan equipped with a Reliquary or Fortune Teller's wagon can attempt a DC 20 Resolve check when this wind passes. If the check is successful, the wind's effect is reduced by one week, plus an additional week for every five points by which the caravan beats the check DC.

NECROMANTIC HORDE (CR2)

A black rain and cold fog that stinks of grave dirt rolls in. A horde of zombies erupts from beneath the earth, attacking the caravan mindlessly. For every five "Dead Passengers" carried by the caravan, add +1 to the horde's Attack and Damage rolls, and +3 to Hit Points.

NECROMANTIC HORDE STATBLOCK

Armor Class 10, Hit Points 60, Attack +2, Damage 1d4+1

A caravan equipped with a Reliquary receives a +2 bonus on attack and damage rolls made against the Necromantic Horde.

OVERTURNED MAIL CARAVAN

Your caravan encounters another, still trying to recover from a devastating highwayman ambush. A royal mail caravan has been attacked, its animals slaughtered, and most of its wagons rendered unusable. The surviving drovers are understandably tense, and it requires a DC 15

Resolve check to set their mind at ease and convince them to put down their swords.

An obviously experienced caravan of at least 8th level can convince the mail caravan to allow them to carry 5 cargo units worth of mail sacks and parcels to a settlement somewhere along their route at least 100 miles from the current position. The mail caravan will not offer this duty to a caravan of lower than 8th level.

The agreement struck with the mail caravan requires the caravan to maintain an average speed of at least 30 miles per day until they reach their destination. If the caravan maintains this speed, then upon offloading the mail with a designated local leader, the caravan will be paid 50 gp x caravan level. If the caravan arrives any later, they are paid in provisions, receiving only 10 cargo units of stores.

RIDDLING ROAD (CR8)

Rael, an arrogant and bored young sphinx, has set up a lair near a bridge that provides the only river crossing for twenty miles in either direction. She has a good scam going- she plays the traditional riddling game of her species. Passing caravans must either solve Rael's riddle or else give up at least 3 units of cargo or one unit of treasure as payment for passage. If the players choose to solve the problem with violence, play the encounter out as a standard combat encounter.

STIRGE SWARMS

At twilight, huge swarms of hungry stirges come boiling out of deep forest caves in search of warm blood. Unless the caravan succeeds at a DC 15 Security check, the swarm spooks and severely injures the animals. Any animal train or horse team associated with the caravan suffers 1d6 points of damage, and provides half the usual movement benefit during the next day.

TENGU TINKERS

The caravan meets a Tengu caravan traveling the opposite direction. For a caravan that's been on the road for a few weeks, it might be a welcome distraction, but wary travelers know to keep one hand on their coin purses when the bird men are around.

The Tengu are more than willing to trade with the caravan. The caravan can purchase up to 1,000 GP worth of goods, including dozens of "Dead Passengers" bound for a city on the caravan's route. Of course, a DC 12 Resolve check sees through the ruse: these Dead Passengers are drunks and vagrants, dug up from potters' fields around the region - as

worthless in death as they were in life. The caravan can offer up to 300 gp of goods for sale to the Tengu.

At the end of the visit, the caravan must succeed at a DC 12 Security check or find 1d4 cargo units of treasure have mysteriously ‘gone missing.’

TORNADO STRIKE!

A tornado touches down near the caravan. You must succeed at a DC 20 Security check or a single wagon, chosen randomly suffers 2d20 points of damage as the funnel cloud makes a direct strike! Damage in excess of that wagon’s Hit Points is simply wasted, not applied to the caravan as a whole.

TREACHEROUS ROAD

The road conditions become hazardous, becoming muddy, partially flooded or blocked by a fallen tree. The caravan must make a DC 14 Security check or lose 2d6 miles of progress for the day as the situation is dealt with.

UNEARTHED (CR13)

A road gang repairing guide posts along a royal road accidentally unearths an Iron Golem of ancient and unfamiliar design. Symbols etched into the giant construct’s body match the royal crest of a nation fallen millennia before. The awakened golem has already slaughtered the road gang and is wandering the royal road, destroying anything larger than a house cat it encounters.

Play this encounter out as a regular combat encounter. If the players simply want to avoid the rampaging golem, doing so requires only a DC 12 Security check, but lose 2d4 miles of progress for the day as they circle cautiously and find an alternate route.

WINDS OF CHANGE

Probabilities start twisting as alternative realities start invading the current reality. The caravan must succeed at a DC 16 Resolve check or undergo a reality flux. One of the wagons, chosen at random undergoes a change, instantly becoming another wagon type. Unimportant passengers or cargo in excess of the new wagon’s capabilities are lost, wiped out of reality as if they never were. The value and type of the new wagon is determined by the game master.

SAMPLE CARAVANS

These five sample caravans may be rivals for the player’s caravans, prey for larcenous players, victims in need of

rescue by heroes, future employers or simply strangers met around an oasis.

GNOMISH MEDICINE SHOW

This wagon is colorful beyond measure, and it has to be - drawing in the curious and the credulous is the caravan’s lifeblood. Its mismatched wagons are every color in the rainbow, and are an unsightly patchwork of replaced wood and peeling paint. The miniature wagons are sized for the comfort of Gnomes and Halflings and their doorjams can be absolute murder on the foreheads of taller travelers. The pride of the caravan is the herbalist’s wagon, which is painted a cheerful egg-shell blue, decorated with flower and candy motifs, and is pulled by a pair of tamed and venomless mantichore named Mixxy and Manxy.

At first level, the Gnomish Medicine Show has the following statistics. They might hire on additional hands, especially small-folk adventurers. The Dalehallower clan tends to be a little suspicious of larger creatures, and will absolutely, under no circumstances, ever hire on what they refer to as ‘one of those goat-fondlin’ Half-Orcs.’

Three Wagons: One Herbalist’s Wagon, One Great Beast Train, and One Supply Wagon

Offense 1 Defense 1 Mobility 2 Morale 3

Attack Rolls: +1 due to Repeating Crossbow Turret

Speed: 34 + 1d4 miles/day of travel

Total Hit Points: 75

Total Traveler Capacity: Seven (4 currently)

Total Cargo Capacity: Sixteen

Consumption: Eleven plus Passengers

Caravan Feat: Friendly Animals (bonus GP collected from passer-by while camped at a settlement)

Caravan Funds and Equipment: Proud Colors (x1), Land Sails, 10 units of trade goods (worth 100 gp), Repeating Crossbow Turret (on Herbalist’s wagon), 900 gp to purchase additional NPCs or equipment.

The Gnomish Medicine Show is owned and operated (as it has been for three Elf-generations now) by the Dalehallower family. The matriarch and patriarch of the clan, Andrews Halox and Syndell Foghound act as the primary Drivers and as the caravan’s primary Traders (and snake-oil salesmen) when encamped. The oldest daughter, Halla Marshtripler, also serves as a Driver, guiding the tame wyverns that are her closest friends. The youngest of the family, Amelia Wolfbottle serves triple duty as the Cook, sometimes another Trader and often an Entertainer when the wagon is on the road.

HARD TRAVELLIN' MERCHANT CARAVAN

Pilo DaGrassi's caravan has seen far better days. On his last run across the desert, he lost half his wagons and most of his horses to a hungry manticore. Most of his drovers left, his wife returned to the city of her birth with half her dowry, and his creditors are one step behind him. That left old Pilo with two options: gather up enough scratch to make one last run in hopes of a big score, or find himself a short rope and a tall tree.

As a first level caravan, Pilo's ragged cluster of wagons has the following statistics. The caravan master is anxious for anyone who looks halfway bright to sign on - just don't expect to get paid promptly.

Two Wagons: Two Supply Wagons

Offense 1 Defense 1 Mobility 4 Morale 1

Speed: 32 +1d4 miles/day of travel

Total Hit Points: 40

Total Traveler Capacity: Four (2 currently)

Total Cargo Capacity: Twenty-Two

Consumption: Four plus Passengers

Caravan Feat: Efficient Packers (+1 unit of cargo for every 10 units of cargo carried)

Caravan Funds and Equipment: Land Sails (x2), 500 gp, 15 cargo units of trade goods (worth 150 gp), 1,850 gp remaining to spend on additional NPCs or equipment

This woefully under-equipped and under-funded caravan includes only luckless Pilo and one of his many nephews, Staz DaPlaya, who he convinced to sign on as an extra driver with tales of fortune and glory. At thirteen and a half, Staz is already displaying more common sense and financial savvy than his uncle by far. Both men work as Drivers, having no time for any other duties.

MERCHANT CARAVAN

A hundred different trading companies compete for profit and opportunity. This wagon train is typical of the many trading caravans crisscrossing the world. At the beginning of the journey, this caravan will hire on additional wagons as needed, and will put out an open call for journey-man guards and allied traders.

By tradition, wagons associated with this caravan usually paint the caravan's sigil upon their doors in crude white paint. This wagon's sigil is a cheese-wheel, hinting at its prime money-making cargo - hundreds of wheels of good Dwarven cheese.

As a first level caravan, a Merchant Caravan has the following statistics, but these are likely to change as the caravan hires on additional wagons and drovers.

Three Wagons: Three Supply Wagons

Offense 1 Defense 2 Mobility 1 Morale 3

Speed: 25 miles/day of travel over smooth ground

Total Hit Points: 60

Total Traveler Capacity: Six (4 currently)

Total Cargo Capacity: Sixty

Consumption: Six plus Passengers

Caravan Feat: Reputable Mark (+2 GP per sale of cargo)

Caravan Funds and Equipment: Cargo Sledges (x3), 45 cargo units of trade goods (worth 450 gp total), 5 cargo units of repair materials (worth 125 gp total), 725 GP remaining to purchase additional NPCs or equipment

This Merchant Caravan is headed by Olaf Narchestar, a canny old one-eyed Dwarf who's been running trades for three centuries now. He's an impossibly egotistical and unpleasant man to work for, but honest and fairly trustworthy. He acts as the head Driver and primary Trader when at their destination. The old Dwarf is accompanied by Travis Stout and Kyle Hedwick who serve as additional Drivers. A cagy Half-Orc blacksmith named Barquo serves as the caravan's Wainright- he hit the caravan trail a few years back, fleeing a particularly unpleasant divorce. Finally, a taciturn forester answering to Middlesex serves as the caravan's Guard when passing through dangerous areas and its Scout when passing through safer territory.

PERFUMED GUILD CARAVAN

The Perfumed Guild is a union of prostitutes and adult entertainers spanning two continents and a dozen small kingdoms. Their garish crimson and white painted wagons are a common and welcome (for men weary from days on the trail) sight at caravanaserai across the world. These wagons are often bound for major cities during festivals, carnivals and gladiatorial championships, but make a decent living by selling the services of their glamorous courtesans to other travelers along the way.

A first level Perfumed Guild Caravan has the following statistics, and is always looking for attractive, vivacious player character to join as entertainers, or skilled warriors to sign on as guardians.

Four Wagons: One Covered Wagon, Two Bordello Wagons, One Mobile Stage

Offense 1 Defense 2 Mobility 1 Morale 3

Speed: 35 miles/day of travel

Total Hit Points 100

Total Traveler Capacity: Sixteen Passengers Max (8 currently)

Total Cargo Capacity: Nine

Consumption: Six plus Passengers

Caravan Feat: Merchant Mastery (+5 bonus on Resolve checks to trade)

Caravan Funds and Equipment: Mule Team and Proud Colors (x4), 1,300 GP remaining to purchase additional equipment or NPCs

The caravan is comprised of four Guild adult entertainers, of various genders and species. They are accompanied by three Drivers (Donner Harkess, Amanda Witt, and Corson Kayle) and a Cook (Fex Kadatha), for a total of eight passengers. One of the Prostitutes, a voluptuous human woman in her early 40s named Maggie Dove, doubles as the final Driver when the caravan is on the road.

The three other Drivers are former militia soldiers who signed on with the caravan several towns and a few years ago, in search of relatively light, safe duty. Fex, the cook, is a jolly and morbidly obese gnome who can barely walk a hundred yards before collapsing in a gasping heap. His stew and pies are legendary, as his ever expanding belt-line can attest. The remaining prostitutes rotate through various Perfumed Guild wagons, and rarely stay with a single caravan more than one or two journeys. Maggie Dove is notable exception. She has developed a real affection for her Drivers and Fexs' cooking (and inexhaustible supply of dirty limericks).

ROYAL MAIL TRAIN

This caravan is trusted with carrying a kingdom's parcels and official mail. This wagon train is instantly recognizable on the horizon, painted in royal colors and flying their nation's flag. The mail train's horses are adorned with colorful tabards and the head horse in every train wears small silver bells.

A first level Royal Mail Train has the following statistics, and might consent to allow trustworthy patriots the honor

UNWANTED ADDITIONAL COMPLEXITY?

Adding caravan rules to your game adds an additional layer of complexity—a layer that some parties might not want to deal with. Fortunately, the matter of tracking a party caravan's statistics is a task that can be delegated to one player to track during the game—this should be the same player who tracks things like party treasure, since caravans exist to facilitate an in-game explanation as to where that party treasure is being kept in the first place.

and privilege of carrying royal mail to its appointed destination safely.

Three Wagons: One Armored Wagon, Two Supply Wagons

Offense 1 Defense 3 Mobility 2 Morale 1

Armor Class +3 due to Armored Wagon

Speed 32 miles/day of travel

Total Hit Points 80

Total Traveler Capacity: Ten (6 currently)

Total Cargo Capacity: Twenty-Four

Consumption: Four plus Passengers

Caravan Feat: Circle the Wagons (+4 to AC when wagons are circled)

Caravan Funds and Equipment: Driver's Compass, 2,200 GP remaining to purchase additional NPCs or equipment.

The Royal Mail Train has four Drivers (Master-At-Arms Hector Donnalson, Harold Perk, Thomas Arkady, Charlik Hale), all of whom are professional soldiers with years of trustworthy service. Three of them drive at any given time, while the fourth does double duty as a Guard and serves as a back-up if any of the other drivers become ill or is injured. The caravan is accompanied by Hellene and Aubrey Cardova, sisters who have fallen into mercenary work- they know the local wilderness pretty well and are good in a fight. Hellene serves as an additional Guard, while Aubrey acts as the caravan's Scout and sometimes Healer.



CARAVAN SHEET

Primary Statistics

OFFENSE

DEFENSE

MOBILITY

MORALE

HP

DAMAGE

SPEED

UNREST

CONSUMPTION

Secondary Statistics

ATTACK

ARMOR CLASS

SECURITY

RESOLVE

Wagons

Wagon

Driver

Traveler Cap

Cargo Cap

Consumption

Special

Totals

Cargo

Units

Bonus / Special

Total Travelers

Monthly Wages

Notes: