

THE MERCHANT OF BRECKENWALD

SOLO-1

A Solo Adventure for Level 1 Characters



Written by David Savedge



**A prominent merchant in the town of Breckenwald
needs your help!**

Responding to the wealthy merchant's summons you find yourself faced with a perilous journey to deliver a wagon full of trade goods along a bandit infested highway. Your destination is the Market Faire of Banning. You will be faced with many challenges and dangers along the way but the rewards may well be worth the risk. Grab your gear and mount up for a fast paced adventure!

This is the first in a series of Pathfinder RPG compatible solo adventures. This quest is filled with exciting encounters and valuable treasures.

Finding a group of players and a GM can be difficult so this adventure was created with the solo player in mind.

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Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)

Pathfinder® Roleplaying Game Bestiary™ (PZO1112)

Pathfinder® Roleplaying Game: Game Mastery Guide™ (PZO1114)

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About this Adventure Module

This Pathfinder Role Playing Game compatible adventure module was written with the solo player in mind and is designed for a short, one hour playing session. This is the first in a series of solo adventures designed for low level characters, typically 1st level.

Look for the next in this series, SOLO – 2 [Trouble at Hobgoblin Hill!](#)

The Pathfinder Core Rulebook or the Pathfinder Beginner Box is needed to play this adventure. The encounters in this module can be made more difficult by increasing the number of monsters or adding a random monster encounter. As you play through this adventure you will be making choices and directed to the results by numbered sections. If you are defeated or find an encounter too difficult, back up and try another approach. Ultimately you can add to this adventure using your imagination to make it even grander than what is written herein.



Introduction

Breaking camp at dawn's first light you can see your destination in the mist shrouded distance; the town of Breckenwald. You have traveled many days to answer a call for help from this humble seaside community. A handbill tacked to a post in your favorite tavern pleaded desperately for brave adventures to aide a prominent merchant of Breckenwald in dealing with a "Menace". The cryptic nature of the summons was enough to pull you away from a warm hearth and cold ale in search of adventure. Now the rough dirt road under your feet leads you to the town square.

Breckenwald ([Map](#))

This is a simple port town that has a few shops, a tavern, and some warehouses down by a muddy river that flows north/south past the docks. Most basic items can be found in the merchant shops around the town square and lodging can be rented at the tavern.

Your adventure begins here...

1.

As you enter the town square you see a copy of a familiar handbill being waved about by a short red-faced man trying to get anybody's attention who will make eye contact. He sees you and rushes over flapping his hands excitedly, "You! You have to help and I will pay. No one here has the sand to step up and do the right thing. My name is Holman of Breckenwald and I am the Mayor of this town."

Taking a breath he continues, "I own a shipping company and warehouse down by the river and I have a very important caravan waiting to depart. My driver and guards quit on me and no one here will help. Granted this will be the third caravan I have lost in the past two months, due to some local troubles, bandits mostly. I will pay you 500 gold pieces for the safe delivery of the caravan to the town of Banning fifty miles down the south road. There will be a market faire in Banning in

four days so you would have to leave this afternoon. What say you?"

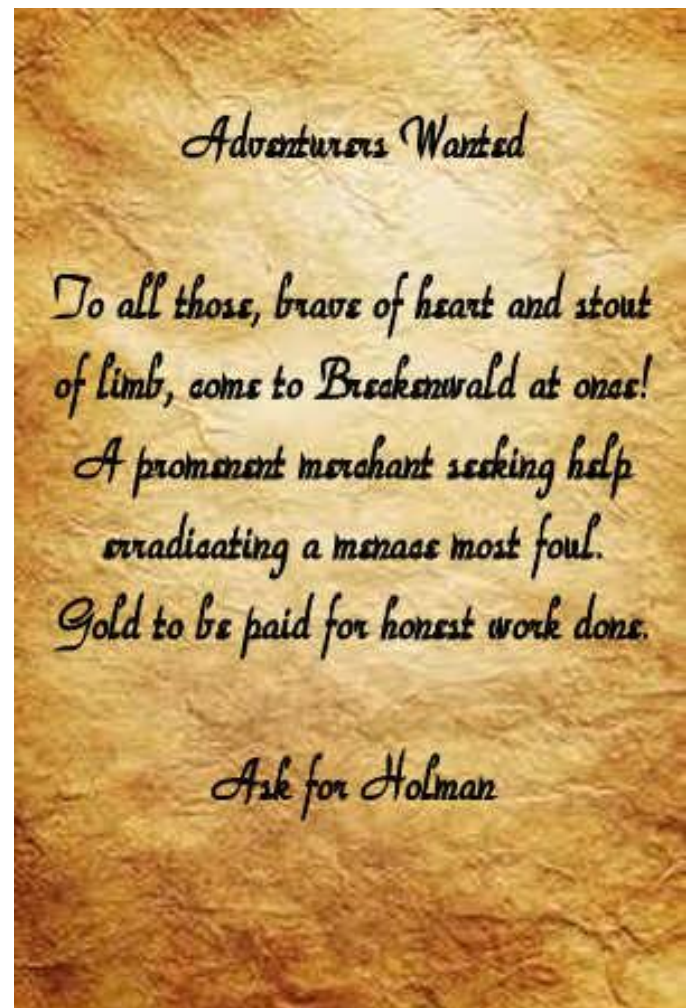
You decide to take him up on his offer. You can attempt to negotiate the price at this time.

Make a DC 12 Diplomacy skill check. If you scored less than 12 the offer stands at 500gp but if you scored 12 or greater you negotiate an extra 200gp from Holman.

If you are playing solo you may want to go to the tavern and try to hire a few guards. If you are traveling with companions the extra help may not be necessary.

[If you go to the tavern to find hirelings read 2.](#)

If you feel you don't need extra help then head down to the riverside warehouse. [Read section 3.](#)



2.

After talking with Holman you make your way to the town square tavern, an establishment named the Bent Nail Bucket. As you step inside you see several rough river folk and a few farmers scattered around at tables eating. As you scan the room for prospects a group of scruffy looking townfolk catches your eye. They are playing a dice game and stop to look up as you approach. You tell them your plans to take the caravan to Banning and offer 10 gold pieces per man per day plus a 10% share of any loot or resources taken along the way.

Roll 1d4 to determine how many are willing to hire on to your company. You can hire as many as you like from those available.

The hirelings are strong and capable. Each man brings a longspear, greatsword, javelin, dagger, and enough rations and water for five days.

Hireling CR1/3

XP 135

Human warrior 1

N Medium humanoid

Init +1; Senses Perception +0

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 8 (1d10+3)

Fort +2, Ref +1, Will +0

OFFENSE

Speed 20 ft.

Melee longspear +3 (1d8+3/x3) or greatsword +3 (2d6+3/19–20) or dagger +3 (1d4+2/19–20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; Reach 5 ft. (10 ft. with longspear)

STATISTICS

Str 15, Dex 12, Con 11, Int 8, Wis 10, Cha 9

Base Atk +1; CMB +3; CMD 14

Feats Step Up, Toughness

Skills Craft (weapons) +3, Profession (soldier) +4,

Survival +1

Languages Common

Combat Gear *potion of cure light wounds*; Other Gear chainmail, greatsword, dagger, javelin, longspear, 2 gp

Now that you have your hirelings head to the warehouse and get the wagon rolling!

Read section 3.



3.

You walk down a steep hill and see a dirty wharf by the river and a ramshackle warehouse building sitting on rotting piles. Despite the condition of the buildings Holman the Mayor has spared no expense on maintaining the wagon you will be driving. The wagon is pulled by a pair of very large oxen and you reckon to cover 12 to 15 miles per day. Holman huffs his way over to you and shakes your hand saying, “Good luck and if...I mean when you reach Banning my cousin Olie will pay you your gold and may have more work if you want it.” Holman hands you a letter of introduction, a lading bill for the wagon’s contents, and two Healing Potions 1d8. With one last look he bids you farewell. You climb up and give the oxen a switch starting the wagon on the southern road toward Banning. ([Trade Route Map](#))

Read section 4.

4.

The first day and night pass without any trouble and you don’t see any sign of the bandits Holman warned you about. After having a bit of breakfast and loading up your bedroll you get the oxen moving again. You come to a sharp right-hand turn in the road where someone has piled brush to block the way. You pull up on the reins and scan ahead.

Make a DC 15 Perception check.

[If you scored less than 15 read section 5.](#)

[If you scored 15 or greater then read section 6.](#)

5.

You look around carefully but don't notice anything amiss with the exception of the roadblock, so you dismount and walk forward to clear the way. As you start hauling the brush clear a dirty bearded man steps out from behind a hedgerow aiming an arrow at your chest. He gives a shrill whistle and two more men step out of cover brandishing swords and feral expressions. The bandit with the bow says, "Drop your gear, gold and run away and we promise not to shoot you in the back, mate."

[If you decide to defend yourself read section 7.](#)

[If you decide to talk to the bandits read section 8.](#)

[If you decide to comply with the bandit's demands read section 9.](#)

6.

You scan the hedgerows carefully and spot a glint of light off a weapon. Before you can react several bandits spring into the road and face you. One of the men brandishing a longbow says, "Drop your gear, gold and run away and we promise not to shoot you in the back, mate."

Because you spotted the bandits ambush ahead of time you have the initiative should a fight break out.

[If you decide to attack the bandits read section 7.](#)

[If you decide to talk to the bandits read section 8.](#)

[If you decide to comply with the bandit's demands read section 9.](#)

7.

You realize that a fight with the bandits is unavoidable. If you spotted the bandit's ambush you have the initiative and may act first otherwise roll for initiative.



Bandit CR 1/2

XP 200

Human warrior 2

CN Medium humanoid

Init +2; Senses Perception -1

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (2d10)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18-20) or sap +3 (1d6+1 nonlethal)

Ranged composite longbow +4 (1d8+1/x3)

STATISTICS

Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 9

Base Atk +2; CMB +3; CMD 16

Feats Dodge, Point Blank Shot

Skills Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2

Languages Common

Gear studded leather, buckler, composite longbow (+1 Str) with 20 arrows, rapier, sap, light horse (combat trained)

If you were victorious you loot (2d10) gold from the dead bandits then [read section 10.](#)

[If you were defeated by the bandits read section 11.](#)

8.

You hold up your hands and smile, explaining that all you wish to do is pass by without trouble. The Bandits sneer and laugh, "If you give us 300 gold pieces we will let you pass otherwise we take everything including your life."

You don't like the sound of this and decide that perhaps a threat may work.

Make a DC 18 Intimidate skill check.

If you scored less than 18 [read section 7.](#)

If you scored 18 or greater the bandits will turn aside and let you pass. If you decide to fight the bandits anyway [read section 7.](#)

[Otherwise read 10.](#)

9.

You drop all of your equipment and gold then turn slowly away. You trudge back towards Breckenwald, penniless and shamed. Maybe adventuring isn't the life for you and facing the Mayor wouldn't be such a great idea either. You decide to go back home and take up sheep herding.

The End

10.

With that unpleasantness taken care of you switch the oxen's flanks and rumble down the road pushing the beasts a bit to make up for lost time. After a few hours the sun begins to set so you pull off the road into a nearby tree line and set up camp for the night.

After a refreshing night's sleep the rising sun's light wakes you and as you stretch and shake out your bedroll you realize something is amiss. Looking around you try to figure it out when the obvious hits you...the oxen are gone and the tether has been cut. You can clearly see the oxen's hoof prints leading off into the trees to the east. You have to recover the animals to pull the wagon.

[Read section 12.](#)

11.

If you died the adventure is over and you may try again. Perhaps a few more friends would be helpful.

[Back to the Beginning...](#)

12.

As you track the oxen your foot snags a tripwire strung across the trail.

Make a DC 15 Perception check.

If you score lower than 15 you trigger an arrow trap.

Make an attack roll for the trap.

Crude Arrow Trap

Base Attack+10

Damage 1d6+1 (Critical x3)

[If the trap killed you read section 11.](#)

If you scored 15 or greater you stop in time to keep from triggering the trap. You can go around the trap or disable it by cutting the tripwire from a distance.

After dealing with the trap you proceed more carefully along the trail. You start up a slight hill in the woods and catch the scent of a cooking fire. You circle around and approach downwind of the smoke and crawl the last few feet until you can see the top of the hill. Thankfully it's not your oxen that are cooking; they are tethered to a nearby tree. You see several goblins poking around in a fire with burning brands, seemingly unaware of your presence. As you continue to watch, one of the goblins accidentally starts a small brush fire with a smoking brand. As the goblins scramble around trying to stomp out the flames a large gray-skinned hobgoblin stalks over and douses the goblins and their wildfire with a tub of water. The hobgoblin curses and throws the tub aside. You ease away from the area undetected to formulate a plan of action.

[If you decide to try a stealthy tactic to retrieve the oxen read section 13.](#)

[If you decide to attack the camp read section 14.](#)

13.

It seems that the goblins are preparing to butcher and eat the oxen soon. You can't wait for dark so you decide a distraction is in order. You move around the hill to the upwind side to light a fire in the brush, hoping to occupy the creatures long enough to make off with the oxen.

Make a DC 15 Stealth skill check.

If you scored less than 15 the goblins catch your scent on the wind and raise an alarm. [Read section 14.](#)
[If you scored 15 or greater read section 15.](#)

14.

Force of arms is all that will win the day now. You charge from the brush and attack. Roll for initiative. There are 1d4 goblins and one hobgoblin.

Hobgoblin CR 1/2

XP 200

Hobgoblin fighter 1

LE Medium humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 17 (1d10+7)

Fort +5, Ref +2, Will +1

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+2/19–20)

Ranged longbow +3 (1d8/×3)

STATISTICS

Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8

Base Atk +1; CMB +3; CMD 15

Feats Toughness, Weapon Focus (longsword)

Skills Perception +2, Stealth +5; Racial Modifiers +4

Stealth

Languages Common, Goblin

Treasure NPC Gear (studded leather armor, light steel shield, longsword, longbow with 20 arrows, other treasure)

Goblin CR 1/3

XP 135

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; Perception –1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield,

+1 size)

hp 6 (1d10+1)

Fort +3, Ref +2, Will –1

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d4/19–20)

Ranged short bow +4 (1d4/×3)

STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers

+4 Ride, +4 Stealth

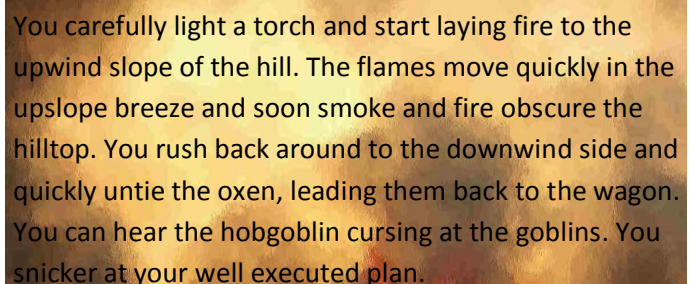
Languages Goblin

Treasure NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

If you were victorious you loot (3d10) gold from the dead monsters then [read section 16.](#)

[If you were defeated by the goblins read section 11.](#)

15.



You carefully light a torch and start laying fire to the upwind slope of the hill. The flames move quickly in the upslope breeze and soon smoke and fire obscure the hilltop. You rush back around to the downwind side and quickly untie the oxen, leading them back to the wagon. You can hear the hobgoblin cursing at the goblins. You snicker at your well executed plan.

Read 16.

16.

Having made your way back to the wagon you waste no time hitching up the oxen and getting underway. You look back over your shoulder several times but all seems well. You wonder as you rumble along if this is a typical day in the life of a wagon driver if so you should be paid more. As your thoughts drift with the passing miles the day wears on and evening approaches. You snap out of your ruminations, catching the scent of marshlands on the wind. Up ahead the road slopes down slightly and a dank mist moves in from the marsh up ahead. The mist thickens but you can make out the outline of a stone bridge that vaults a black-water creek. The bridge is about 10' wide and spans the marsh for 100'. The wagon's wheels clatter across the cobbles of the bridge deck and as you approach the center, a hooting and howling sound makes you haul on the reins. After the last few days you have had you ready yourself for action. Ominously, four silhouettes appear at the far end of the bridge about 50' in the distance. Three of the figures stop and spread out while the fourth continues walking forward. The fourth figure comes into detail as he closes within 30' of the wagon. He stands well over six feet tall and has a cloak and hood pulled tight against the weather. He casually leans against a powerful looking longbow and says, "What an uncomfortable evening for such an uncomfortable ride."

You wonder to yourself as you regard the tall fellow, why highwaymen try to be so clever and don't just get to the "money or your life bit" right away. Heaving a sigh you ask the brigand what he wants, not wanting to spoil his fun.

"My name is Brigham and this here is my bridge." he continues.

You hold up your hand for him to stop talking and he stammers to silence in midsentence, clearly not used to such treatment. You motion him forward and as he approaches, you whip the oxen's backs with the reins and they jump forward. Brigham tries to leap aside but the powerful oxen crush and tumble him beneath the wagon. You let out a sharp laugh and drive forward closing on the other three bandits. You leap off the wagon and engage the enemy. You have the initiative as the bandits are caught off guard by your wild charge.

Bandit CR 1/2

XP 200

Human warrior 2

CN Medium humanoid

Init +2; Senses Perception -1

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (2d10)

Fort +3, Ref +2, Will -1

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18-20) or sap +3 (1d6+1 nonlethal)

Ranged composite longbow +4 (1d8+1/x3)

STATISTICS

Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 9

Base Atk +2; CMB +3; CMD 16

Feats Dodge, Point Blank Shot

Skills Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2

Languages Common

Gear studded leather, buckler, composite longbow (+1 Str) with 20 arrows, rapier, sap, light horse (combat trained)

If you were victorious you loot (2d10) gold from the dead bandits then [read section 17](#).

[If you were defeated by the bandits read section 11.](#)

17.

You walk to the far side of the bridge and collect the wagon where the oxen have slowed to a stop. Once you tie the reins off to a nearby tree you head back to the bridge and search the bandit's bodies for loot. The three you fought with have 20gp each and some gear. You walk over to Brigham's corpse and search, turning up a very fine Masterwork Dagger inlaid with silver wire. You estimate its worth at around 50gp. You also find a very heavy leather purse containing 125gp. Shaking your head you drag the bodies to the edge of the bridge and dump them over into the marsh.

You wander down to the creek, wash your hands and clean your weapons. The evening is growing darker so you decide to camp by the bridge. After building a warm fire and tending to the oxen you settle in for some sleep.

Read section 18.

18.

Another few days pass with no more trouble than a squeaky wagon axle and you finally see a wooden sign post with "Banning" carved into the surface. Just a few more turns in the road and you arrive in Banning, rolling into the bustle of market preparations. A man whom you assume is Olie, Holman's cousin, waves you over to a market stall he is setting up. "I recognize the wagon, you must work for Holman." says Olie as he wipes his brow.

You acknowledge this and Olie offers you a drink and pays you your gold. He cracks a smile and suggests a good dice game over at the tavern, "There are a few well stocked merchant stores here in Banning and the Market Faire starts in the morning. Maybe you can sell some of your extra gear then. In the meantime try not to lose all your money gambling and feasting."

You part ways with gold in your pocket and wander over to a tavern with a signboard that reads "The Chopping Block". You walk in to find a game of dice going in the corner and a few free tables. After a good meal you sit back and relax. Maybe Banning will be your new home or perhaps Olie and his cousin Holman will come up with more work...

BANNING MARKET FAIRE

Olie will let you sell your extra gear and goods next to his market stall. The local shops will give you 50% of the listed value for your gear or you can take your chances with the market. If you sell your goods at the Market Faire roll 1d100 for each item to determine the percentage of value.

Example: A short sword costs 10gp from a merchant.

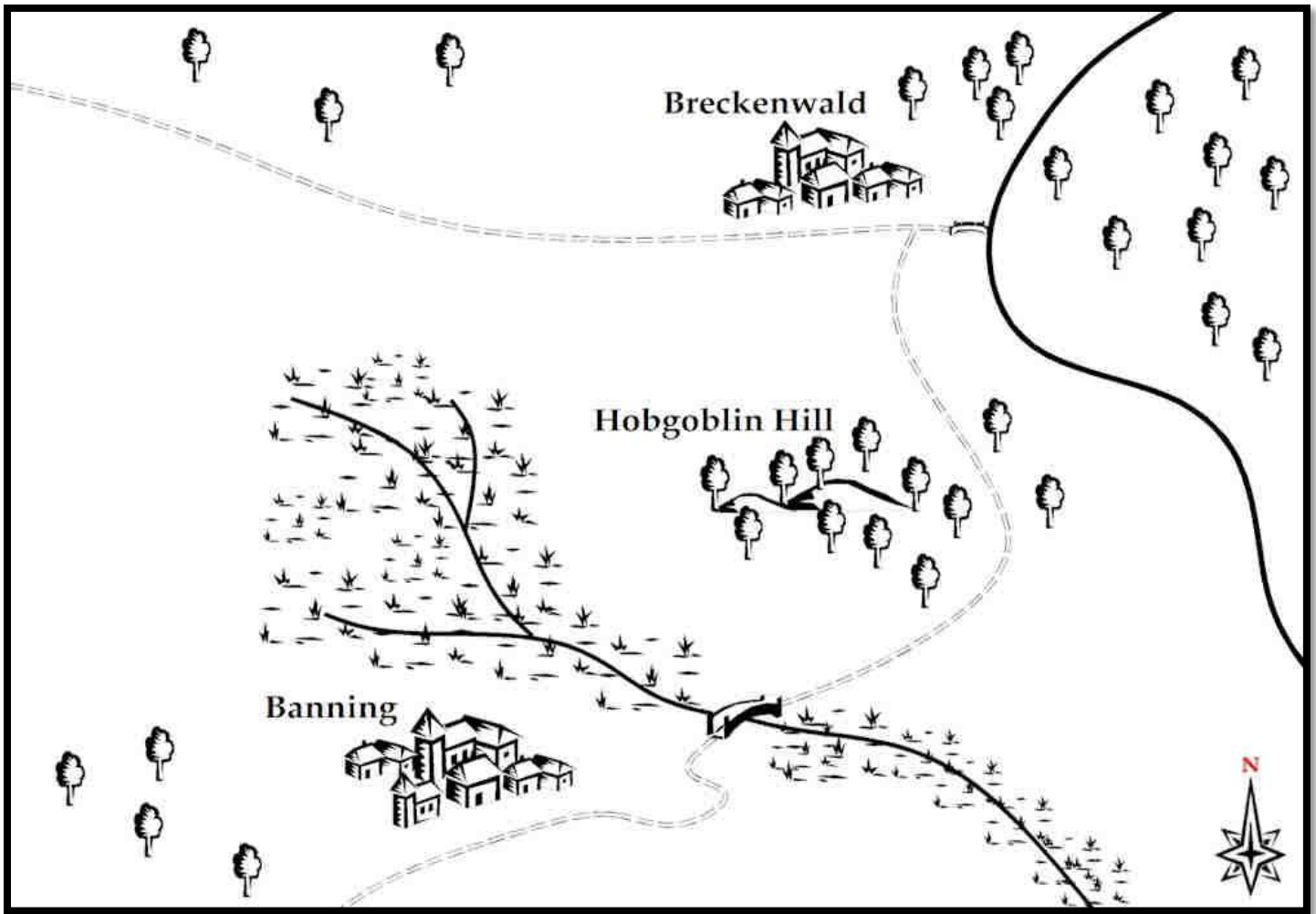
You can sell one back for 5gp, that's 50%. If you were to sell the short sword at the Market Faire you roll 1d100. Divide the result by the item's value. So if you rolled a 78 that's 78% of 10gp. You would be paid 7.8gp or 7gp and 8sp. Selling this way can be risky but you may get lucky and make more than selling out to the merchants.

THE END

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[Back to Section 3](#)



Note from Author:

I hope you enjoyed playing “The Merchant of Breckenwald” as much as I did designing it! I intend on publishing a number of solo adventures, the first few extending this story. I have played RPGs for over 30 years and I have finally found that the Pathfinder RPG has just about everything I could want. It seems as soon as I say, “ya know what this game needs” someone comes up with that very product. I hope to be part of that creative process. There are so many great adventures out there and I am honored that you picked mine. Please feel free to visit my blog at www.witherwindgames.com and leave me a comment or an idea. I would love to hear from you!

Regards,
Dave Savedge
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