

THE PACKAGE

**A One-Round D&D LIVING GREYHAWK ~ Bandit Kingdoms
Regional Scenario**

by Clayton F. Hinton

First in the “Hiring Trouble” series, the characters find themselves hired in Rookroost to intercept a package and deliver it to their new employer. Recommended for well-balanced parties with at least one rogue, capable of both urban and rural adventuring. For characters levels 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. **No-vote scoring:** The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. **Partial scoring:** The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. **Voting:** Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or

animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Judge Introduction

Gaiyle Markhalla is hiring adventurers to make trouble for the forces loyal to Iuz in the Bandit Kingdoms. Why she's doing this is anyone's guess, as she protects the identity of her employer and has yet to reveal her true purpose. The adventurers are lucky enough to be contacted by her in *The Package*.

Nandris Leshite, a diplomat in the service of Graf Tadorinal, Priest of Iuz and ruler of the Midlands, is in trouble. He recently has fallen into disfavor with the Graf, and unfortunately for him is being sent to Dorakaa for an unknown purpose. He has let certain parties in Rookroost know that he is looking for a way out, and Gaiyle's employer wants to take advantage of the situation by capturing Nandris and trying to convince him to help willingly.

Nandris will be sent to Dorakaa very soon, through an area of the Midlands known to have some problems with roadside bandits. Though the area is patrolled, these bandits have evaded capture and no one knows whom they work for, or if they're "self-employed." Gaiyle wants to use this situation to mask the capture of Nandris and mislead his master as to the reason he is targeted. By making the kidnapping look like an instance of banditry and perhaps with a ransom demand, her employer may be able to make use of Nandris' knowledge.

Adventure Synopsis

The Package is the first installment of the "Hiring Trouble" series of the Bandit Kingdoms regional scenarios set in the LIVING GREYHAWK campaign. It is recommended that each party be well balanced, with at least one rogue, and capable of both city and rural adventuring. This module is limited to tiers one through three, so characters of 7th level or higher may not participate. Make note of any PCs who are members of the Rookroost Thieves' Guild.

This scenario uses a matrix plot structure that is linear for the first section. There is an optional series of encounters and an ending for groups that avoid the patrol in *Encounter Five: Pursuit*, and have enough time remaining in the round to tackle it. This scenario is designed to allow the PCs maximum creativity in dealing with the problems presented without compromising the pacing so important in tournament play.

The adventure begins with *Encounter 1: The Offer*, where the PCs find themselves talking with Gaiyle Markhalla, who they have been told wishes to hire them for a job. They are to intercept a “package” and deliver it to her, and will be paid 100 gp each for the task. After accepting the job, they are told the “package” is actually a man named Nandris Leshite. He is a diplomat for Graf Demmel Tadorinal (the ruler of the Midlands) and will be traveling to Dorakaa from Kinemeet soon. He is to be captured en-route, and Gaiyle supplies a description of Nandris and a map to a suggested ambush spot.

In *Encounter 2: Greenkeep Crossing* the PCs encounter a party of elves Gaiyle directed them to, for help in getting across the Artonsamay on the way to the Midlands. They are shown across the river aboard a raft, and told to light three torches at night to signal them to send the raft back over when they return.

The group must deal with the weather and marauding orcs in *Encounter 3: Welcome to the Midlands*, but are rewarded by finding Gaiyle's ambush spot just as good as they had hoped for their purpose.

Encounter 4: The Waiting Game puts the characters in a tense but boring situation, in which they must avoid ambushing the wrong caravan, and hide from a powerful troop of orc mercenaries. Failure here leads the PCs directly to *Encounter 5: Pursuit* or possibly even *Ending 1: Captured!* If the group successfully captures Nandris, they go on to *Encounter 5: Pursuit*.

Urkull's patrol is looking for bandits in the area, to be brought into base camp for questioning. Urkull, an egomaniacal half-orc fighter/priest, is also waiting to escort Nandris and his retinue to Fleischshriver, from there to be escorted by a larger contingent of Iuz's troops to Dorakaa. When Nandris doesn't arrive as planned, Urkull goes to look for him in *Encounter 5: Pursuit*. It won't take him long to figure out what happened, and it's off to the chase! If the PC's are savvy, quick, or lucky, they may not be found by Urkull's patrol, and may go on to *Encounter 6: Out of the Frying Pan...* (optional encounter), if there is enough playing time left for the scenario. They may be captured by Urkull, which puts them in *Ending 1: Captured!* Otherwise, they go on to *Ending 2: Greenkeep Delivery*.

Encounter 6: Out of the Frying Pan puts the PCs outside city frequented by troops loyal to the very lord Nandris owes his fealty to. They are faced with how to get into the city with their captive, and the judge is left with some guidelines for how to handle the situation. This encounter leads to either *Encounter 7: ...And Into the Fire* (if time permits), or *Ending 3: Rookroost Delivery*, or possibly even *Ending 1: Captured!*

If time permits, the final encounter is *Encounter 7: ...And Into the Fire*, which should make the PCs wish they just stayed home instead of meeting Gaiyle behind the Roiling Stew inn the other night. There is ample opportunity for roleplay here, and for the party to get itself in quite a bind. This encounter leads into *Ending 3: Rookroost Delivery*.

For help in understanding the matrix plotline organization of this module, see DM's Aid #3.

Encounter 1: The Offer

Read the following to the players:

It's a cold, winter night in Rookroost in the month of Fireseek, but you've got more important things to do than worry about such things. You've each been contacted to meet behind the Roiling Stew inn at midnight tonight to discuss something important: a job.

You see several others gathering in the alley behind the inn this night, presumably other adventurers in search of opportunity. Seemingly from out of nowhere, a woman wearing a brown cloak appears and speaks in a clear, quiet voice:

“Thank you all for coming,” she begins. “My name is Gaiyle, and I have called you all to this place to offer you a job which involves some travel. It's a simple job, really, so there shouldn't be much trouble if you do well.

“I need you to intercept a package and deliver it to me. I'm willing to pay 100 gold pieces to each of you to perform this task, payable upon delivery of the package. The travel I spoke of earlier will keep you from your other business for no more than a week or two. What do you say?”

At this point allow the PCs to talk among themselves or agree individually. If anyone wants to negotiate for a higher payment, they soon find that Gaiyle is not willing to pay more for their services. However, she may offer to pay some of the money up-front. Make opposed Diplomacy checks between the best participating PC negotiator and Gaiyle, and assign a +8 to Gaiyle's check (not her full +19). Apply up to a +2 to the PC's check for convincing in-character arguments or roleplaying, but award nothing for brashness or arrogance. For each point a PC's check is higher than Gaiyle's, she agrees to pay 5 gp up front, to a maximum of 50 gp per PC.

If any PCs refuse her offer, she asks them to please leave the alley. She gives them one chance to re-think their decision, but that is all. If they still refuse, inform the player(s) that the adventure is over for them and that they should score the tournament.

If the PCs accept her offer, she goes on to explain the job further:

“The package I referred to is actually a man named Nandris Leshite, and he is wanted by my employer for the information he knows. He currently works for Graf Demmel Tadorinal as an advisor and diplomat. He's made arrangements to travel to Dorakaa, and this is a perfect opportunity to capture him. I must stress that Nandris must be captured alive and in good condition. You are not to harm him any more than is necessary to keep him quiet, and even then you should use minimal and non-lethal force to do so. His cooperation is necessary for my employer to get the most use out of him.

“Nandris will be traveling up the road to Fleischshriver from Kinemeet in a few days. There should be plenty of time for you to carefully make your way into the Midlands with the

assistance of some contacts of mine in Greenkeep, at the edges of the Felreev. I've drawn a rough map of a suitable area to wait in ambush for Nandris and his retinue to pass by. I've also had a sketch of him drawn up in his usual garb. The weather is cold and wet, as you know, so I recommend you dress appropriately for the trip."

Gaiyle hands the PCs a map (**Player's Handout #1**) and a well-drawn sketch of Nandris (no handout). He appears to be a small, middle-aged human with short blonde hair and dark eyes, wearing robes and carrying a walking cane.

"It is very important to my employer that you make this abduction look like something other than what it really is. In other words, the job must remain secret. My suggestion is for you to appear to be bandits, and leave as many witnesses alive as possible to verify this. No lethal force should be used if it can be avoided. You could even make a ransom demand for Nandris, (Gaiyle's expression changes to one of sarcasm) since he obviously must be worth something if he has guards.

"Bring Nandris back to my contacts in Greenkeep, with whom I will leave word of my location. Nandris will keep his belongings to help insure his cooperation, but any other loot is free for you to take as you wish.

"One thing you should know is that there are reported to be mounted patrols in the area you will be going: mercenaries in the employ of Graf Tadorinal of the Midlands. I hear they employ some gnoll trackers, so it would be wise to avoid unnecessary delays in your return to Greenkeep after you have captured Nandris.

"You should begin travel as soon as possible, as I believe Nandris will pass by the ambush site in as little as five nights from now, possibly even four. You can reach my contacts in Greenkeep by traveling west along the riverbank. When you are hailed by a group of elves, tell them you were sent by Gaiyle, and show them the map. They will help you across the river and into the Midlands. I will provide mounts if you do not already have them, but will need them returned when you are finished."

Secretly make an Innuendo check against DC 15 for any PCs who have the skill (*Player's Handbook*, Ch. 4). If they succeed, hand them **Player's Handout #2**. They may hand it back with writing, so you can assume that is what they are trying to tell Gaiyle using Innuendo, themselves (roll another check at DC 15). Gaiyle will try to answer any questions without using Innuendo, and will just drop her answer into the conversation. Use the same guidelines to determine what she will discuss as per the regular conversation. Gaiyle makes note of PCs who successfully communicate with her discreetly using Innuendo.

Some players may not know who Graf Tadorinal is, so explain to them that he is the ruler of the Midlands, is a priest of Iuz, and that he lives in Rookroost. If any PCs have Knowledge – Local (Bandit Kingdoms), have them roll against a DC of 15. Success indicates that they have heard of Nandris Leshite: he's a middle-aged diplomat in the service of Graf Tadorinal, and he had rather humble beginnings here in Rookroost. Gather Information skill (DC 15) may also be used for this purpose, but cannot be used until after the meet with Gaiyle.

Gaiyle stays to answer any questions, and waits for the PCs to leave the alley before departing. Gaiyle is very devoted to her employer and only wants to make sure the job is completed successfully. She believes the guards for Nandris will number up to 10 poorly armed mercenaries, and should not be able to stand up to the PCs in a well-executed ambush. She thinks they may even surrender if given the chance.

She provides a riding horse or riding pony, complete with saddle and saddlebag, for any character that does not have a mount already. She requires such characters agree to return the mounts (with the saddle and saddlebag) upon completion of the job before agreeing to let the character use the mount. It's about 110 miles from Rookroost to the ambush site, so remind players that not using mounts will add a week to the travel time, and a Time Unit to the cost of the adventure (this would amount to two TUs for PCs based in the Bandit Kingdoms, or three TUs for PCs who aren't, if mounts are not used for travel). Also stress that the "package" may be long-gone by the time they arrive at the ambush site if the party is not all mounted. If they still persist in going dismounted, do not run the encounter with Nandris – he is long gone by the time they arrive.

If the PCs ask where they are to meet her, exactly, she will inform them that her contacts in Greenkeep will tell them that information when they arrive there.

Should any PC attack her, roll for initiative normally. Six thugs with crossbows are in hiding and have *refocused* so give them a modified roll of 26 for initiative. Each round they *ready* themselves to shoot the first PC who takes offensive action against Gaiyle. They each have a modified Hide check of 23, so if the PC doesn't make a DC 23 Spot check then he or she doesn't see them in time, doesn't get a Dex bonus to AC, and the thugs get their sneak attack bonus. Each Spot check must be made individually. Use the following stats for Gaiyle and the thugs:

Gaiyle Markhalla, female human Wiz8/Rog4: Medium Humanoid (5 ft. tall); HD 8d4 + 4d6 + 24; hp 56; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 11 (Dex); Atks +7/+2 melee (1d4 [crit 19-20], dagger), +8/+3 ranged (1d4 [crit 19-20], thrown daggers); SA spells, Rog sneak attack +2d6; SQ *stoneskins* (4), immune to detection/mind reading; AL NG; SV Fort +5, Ref +7, Will +10.

Str 10, Dex 12, Con 14, Int 18, Wis 12, Cha 14.

Skills: Bluff +18, Concentration +16, Diplomacy +19, Sense Motive +18, Spellcraft +10, Hide +8, Move Silently +8. **Feats:** Improved Initiative, Iron Will, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

SD: *Immune to detection/mind reading*—Due to magical protections bestowed upon her, Gaiyle is immune to detection and mind-reading magic, unless she wishes to be affected. She is also immune to non-magical attempts at coercion and any form of mind control due to this effect, including *charm* spells. These protections cannot be revealed by detection spells.

Equipment: Cloak, robes, spell component pouch, 2 daggers (hidden). None of her equipment detects as magical.

Spells (4/5/4/4/3): 0—~~detect magic~~, detect magic, flare, mending, read magic; 1st—magic missile, obscuring mist, shield, sleep (x2); 2nd—~~detect thoughts~~, darkness, see ~~invisibility~~, mirror image; 3rd—clairaudience/clairvoyance, hold person, dispel magic; 4th—dimension door, minor globe of invulnerability (spells listed in ~~strikerthrough~~ have been pre-cast, and are “up” during the encounter).

Tiers 1-2

Thugs (6), male human Rog4: Medium Humanoid (6 ft. tall); HD 4d6 + 4; hp 22; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor); Atks +4 melee (1d6+1 [crit 19-20], short sword), +6 ranged (1d8 [crit 19-20], light crossbow); SA Rog sneak attack +2d6; SQ Rog evasion; AL N; SV Fort +2, Ref +6, Will +1.

Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 10.

Skills: Bluff +7, Climb +9, Hide +9, Innuendo +7, Intuit Danger +7, Listen +8, Move Silently +9, Sense Motive +7, Spot +8. Feats: Improved Initiative, Point-Blank Shot, Precise Shot.

Equipment: leather armor, cloak, short sword, light crossbow, quiver with 20 quarrels.

Tier 3

Thugs (6), male human Rog6: Medium Humanoid (6 ft. tall); HD 6d6 + 6; hp 30 ft.; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +2 leather armor, Dodge feat); Atks +5 melee (1d6+1 [crit 19-20], short sword), +7 ranged (1d8 [crit 19-20], light crossbow); SA Rog sneak attack +3d6; SQ Rog evasion; AL N; SV Fort +3, Ref +7, Will +2.

Str 12, Dex 15, Con 12, Int 12, Wis 10, Cha 10.

Skills: Bluff +9, Climb +11, Hide +11, Innuendo +9, Intuit Danger +8, Listen +10, Move Silently +11, Sense Motive +9, Spot +9. Feats: Dodge, Improved Initiative, Point-Blank Shot, Precise Shot.

Equipment: leather armor, cloak, short sword, light crossbow, quiver with 20 quarrels.

Augmented Tier

For groups that are very powerful, double the number of thugs, and place half of them on the roof of the nearby buildings. Gaiyle opens with *dimension door* to escape into a nearby building she previously scouted out.

Gaiyle will try to extricate herself from the combat using *invisibility*, *obscuring mist*, *sleep*, or other defensive spells as the situation warrants. The thugs will help her as best they can, and when she is no longer in danger will retreat in separate directions. Attacking Gaiyle in this situation is pretty stupid so you should feel free to make heads roll in this encounter if it turns ugly.

The Thugs do not attack any PCs who do not attack Gaiyle or the thugs. Gaiyle sets up another meet later in the night with any PCs who remained neutral or helped her if there was a fight. PCs who attacked her will not be invited to the meet (assuming they even survived).

Encounter 2: Greenkeep Crossing

Assuming the PCs take Gaiyle's directions to heart, they should have no trouble leaving Rookroost the next morning and traveling west up the Artonsamay riverbank towards the Greenkeep. The party should be able to travel the sixty miles between Rookroost and the crossing in under two days if mounted (PH Ch. 9). Make sure to check for rations and such, and remember the weather is cold and wet (though it is not raining hard).

Just as Gaiyle said, a party of a dozen elves hails them a few miles before the beginning of the forest near a stand of trees by the river.

“Hail, travelers!” says a songlike voice from up ahead. “What brings you into the Greenkeep, that I might know whether you be friends or enemies?”

Role-play this encounter with the elven party as time allows. The elven leader, Harken Oakroot, is usually jovial even around non-elves, and the rest of his band behaves similarly. They will only attack the PCs if they are attacked themselves, assuming the PCs show the map and say Gaiyle sent them, like she told them to.

Tiers 1-2

Harken Oakroot, male wood elf Rgr4/Wiz1: Medium Humanoid (5 ft. tall); HD 4d10 + 1d4 + 5; hp 37; Init +3 (Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor); Atks +5 melee (1d8+1 [crit 19-20], long sword), +7 ranged (1d8 [crit x3], longbow); SA spells; SQ low light vision, immunity to sleep spells and effects, +2 to Enchantment saves; AL CG; SV Fort +5, Ref +4, Will +3.

Str 13, Dex 16, Con 12, Int 11, Wis 10, Cha 13.

Skills: Direction Sense +8, Hide +5, Listen +7, Move Silently +5, Spot +9, Wilderness Lore +10. Feats: Alertness, Precise Shot, Track.

Equipment: leather armor, cloak, long sword, longbow, quiver with 20 arrows.

Spells (3/1): 0—*detect magic*, *flare*, *daze*; 1st—*charm person*.

Elven Rangers (6), male wood elf Rgr2/Wiz1: Medium Humanoid (5 ft. tall); HD 2d10 + 1d4; hp 22; Init +2 (Dex); Spd 30 ft.; AC 14 (Dex, leather armor); Atks +3 melee (1d8+1 [crit 19-20], long sword), +4 ranged (1d8 [crit x3], longbow); SA spells; SQ low light vision, immunity to sleep spells and effects, +2 to Enchantment saves; AL CG; SV Fort +3, Ref +2, Will +2.

Str 12, Dex 14, Con 10, Int 11, Wis 11, Cha 13.

Skills: Direction Sense +6, Hide +6, Listen +5, Move Silently +6, Spot +5, Wilderness Lore +6. Feats: Alertness, Precise Shot, Track.

Equipment: leather armor, cloak, long sword, longbow, quiver with 20 arrows.

Spells (3/1): o—*detect magic*, *daze*, *ray of frost*; 1st—*sleep*.

Tier 3

Harken Oakroot, male wood elf Rgr7/Wiz1: Medium Humanoid (5 ft. tall); HD 7d10 + 1d4 + 8; hp 55; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +2 leather armor, Dodge feat); Atks +8/+3 melee (1d8+1 [crit 19-20], long sword), +10/+5 ranged (1d8 [crit x3], longbow); SA spells; SQ low light vision, immunity to *sleep* spells and effects, +2 to Enchantment saves; AL CG; SV Fort +6, Ref +5, Will +4.

Str 13, Dex 17, Con 12, Int 11, Wis 10, Cha 13.

Skills: Direction Sense +8, Hide +6, Listen +8, Move Silently +7, Spot +10, Wilderness Lore +12. Feats: Alertness, Dodge, Precise Shot, Track.

Equipment: leather armor, cloak, long sword, longbow, quiver with 20 arrows.

Spells (3/1): o—*detect magic*, *flare*, *daze*; 1st—*charm person*.

Elven Rangers (6), male wood elf Rgr4/Wiz1: Medium Humanoid (5 ft. tall); HD 3d10 + 1d4; hp 27; Init +2 (Dex); Spd 30 ft.; AC 14 (Dex, leather armor); Atks +5 melee (1d8+1 [crit 19-20], long sword), +6 ranged (1d8 [crit x3], longbow); SA spells; SQ low light vision, immunity to *sleep* spells and effects, +2 to Enchantment saves; AL CG; SV Fort +4, Ref +3, Will +3.

Str 12, Dex 15, Con 10, Int 11, Wis 11, Cha 13.

Skills: Direction Sense +7, Hide +7, Listen +6, Move Silently +8, Spot +6, Wilderness Lore +8. Feats: Alertness, Precise Shot, Track.

Equipment: leather armor, cloak, long sword, longbow, quiver with 20 arrows.

Spells (3/1): o—*detect magic*, *daze*, *ray of frost*; 1st—*magic missile*.

Augmented Tier

For powerful groups, double the number of elven rangers, and have them simply trail and harass the group until they have gathered up to eight times their original number (48), then proceed as normal.

If for whatever reason they do not identify themselves, the elves trail them for a few hours after the first encounter and then ambush them with quadruple their original numbers (24 plus their leader), calling for the PCs to surrender and waiting for their response before loosing their arrows. Assume more reinforcements arrive to maintain the numerical advantage until the fight is over. When it is, the elves let surviving PCs go after confiscating the map and sketch of Nandris, and Harken will ask why they didn't identify themselves. If the remaining PCs are cooperative, the elves give the map and sketch back and the players may continue the adventure. If not, end it here.

Have the elves warn the PCs that the raft can only hold the PCs and one horse per character if they have extra beasts of burden with them. They will offer to take care of any animals left behind until the party's return.

The next night, the elves guide you to a large raft. The group of you boards the raft and crosses the river, with just enough room for each of you with your mounts. After dropping you off on the opposite bank, their leader explains: "Come back to this point and light the three torches located here at night, and we will send the raft over to retrieve you. The raft will not be sent across during the day under any circumstances, and we will make only one trip for you." Then the elven band crosses the river again, without you.

Encounter 3: Welcome to the Midlands

If they follow the map, the PCs' journey through the Midlands shouldn't be difficult. After about half the distance is covered to the ambush site, (4 hours if mounted on riding horses) read the following:

Your trip across the plains of the Midlands has gone by so far without incident. The biting chill of the weather feels like it has drained all the warmth from your bodies. At least it hasn't rained – yet.

If the PCs have a scout, or are all making very little noise, have the scout(s) make DC 10 Listen checks (PH Ch. 4). Also, have them make DC 5 Move Silently checks (PH Ch. 4), remembering to take their speed and any armor check penalties into account. If successful on both rolls, the PC gains an action in the surprise round (PH Ch. 8). After you roll for initiative, it's a good idea to write down the names of PCs and NPCs in order of initiative for reference. Remember that initiative is rolled for only once during the entire combat.

Read this to PCs who act in the surprise round:

A few clinks and a snap get your attention, and you spot several orcs up ahead through the brush thanks to your keen senses. They don't see you...yet!

Tier 1

Orcs (6): Medium Humanoid (6 ft. tall); HD 1d8; hp 8 (4 points subdual damage); Init -1 (Dex, fatigue); Spd 30 ft.; AC 14 (+3 studded leather, +1 small wooden shield); Atks +2 melee (1d6+1, three with clubs) or (1d6+1 [x3], three with half-spears); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will +0.

Str 16, Dex 12, Con 16, Int 6, Wis 8, Cha 6.

Skills: Listen +1, Spot +2. Feats: Alertness

Equipment: studded leather armor, small wooden shield, halfspear (50%) or club (50%).

Note: these orcs have suffered subdual damage due to starvation (Dungeon Masters Guide Ch. 3), and are therefore fatigued (DMG Ch. 3), which is already taken into account in their stats.

Tier 2

Orcs (8): Medium Humanoid (6 ft. tall); HD 1d8; hp 8 (3 points subdual damage); Init -1 (Dex, fatigue); Spd 30 ft.; AC 14 (+3 studded leather, +1 small wooden shield); Atks +2 melee (1d6+1, four with clubs) or (1d6+1 [x3], four with half-spears); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will +0.

Str 16, Dex 12, Con 16, Int 6, Wis 8, Cha 6.

Skills: Listen +1, Spot +2. Feats: Alertness

Equipment: studded leather armor, small wooden shield, halfspear (50%) or club (50%).

Note: these orcs have suffered subdual damage due to starvation (DMG Ch. 3), and are therefore *fatigued* (DMG Ch. 3), which is already taken into account in their stats.

Tier 3

Orcs (12): Medium Humanoid (6 ft. tall); HD 1d8; hp 8 (2 points subdual damage); Init -1 (Dex, fatigue); Spd 30 ft.; AC 14 (+3 studded leather, +1 small wooden shield); Atks +2 melee (1d6+1, six with clubs) or (1d6+1 [crit x3], six with half-spears); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will +0.

Str 16, Dex 12, Con 16, Int 6, Wis 8, Cha 6.

Skills: Listen +1, Spot +2. Feats: Alertness

Equipment: studded leather armor, small wooden shield, halfspear (50%) or club (50%).

Note: these orcs have suffered subdual damage due to starvation (DMG Ch. 3), and are therefore *fatigued* (DMG Ch. 3), which is already taken into account in their stats.

The opening range is 120 feet. Allow each PC who gets to act a partial action – the orcs do not get to act at all. If any PCs take a moment to study the orcs, they notice they are very poorly equipped and do not appear healthy. Should PCs desire, they could take the surprise round as an opportunity to hide, in order to try a sneak attack later. It may be possible for a scout to warn the rest of the party using hand signals, in which case an ambush could be set for the orcs. This is only possible if there was a scout who was far enough ahead that the rest of the party wouldn't be visible when the scout heard the orcs (at least 40 ft.). If this is attempted, have each PC attempt a Hide check, and have each orc make a Spot check (at -2), to determine if the orcs spot them. If all of the orcs are unaware of the PCs when they spring an attack, give all acting PCs a new surprise round. Allow the PCs to set the tone of the combat if they have the drop on the orcs and play it smart. Remember not to spend too much time on this combat – it's meant as an "exercise" to get people warmed up. Have the orcs run away if the combat bogs down; if they can grab some loot on their way out so much the better.

Read the following only if there is no surprise round:

Through the brush ahead, you spot the tip of a spear, and then can make out several orcs. They spot you at the same time, and move to attack!

The opening range in this case is 80 feet. The brush in the area allows partial cover for anyone who kneels, or full cover for going prone (PH Ch. 8).

The orcs just want to loot and pillage, and especially *eat*, since they haven't done so in over a week. They are mercenaries from the Midlands, but have not been receiving supplies in a long time. They've taken to general banditry to survive. They are armed with spears and clubs, and have studded leather armor. They have nothing else of value, and are basically a pitiful bunch of brutes.

Travel along the map provided by Gaiyle totals about 50 miles from the Artonsamay crossing. At 32 miles per day, this will require nearly two full days of travel to arrive (remember you get a free hour of "hustle" per day, so even at a pace of 24 miles per day the PCs should still be able to make it in two days – see PH, Ch. 9). Remember the group only travels as fast as its slowest member (assuming they don't leave him or her behind).

It is cold and wet, so PCs who are unprotected from the weather will begin to suffer from the effects after a couple of days; have them make a Fortitude save each day against DC 15, with failure indicating 1d3 points of subdual damage inflicted, in addition to the character being *fatigued* (DMG Ch. 3). Characters who have taken subdual damage may not recover lost hit points without magic until they are warm, dry, and rested. Characters who are not eating or drinking enough must also deal with these effects (DMG Ch. 3).

Encounter 4: The Waiting Game

When the PCs arrive at the road to Fleischshriver, it is simple to find the ambush spot Gaiyle recommended. There are many ways in which to succeed in capturing Nandris, but the main concern for the DM is whether or not the PCs tip anyone off that they are present and a threat. If so, move on to *Pursuit* and skip the rest of this encounter. Assume word reached the mercenary patrols and they arrived before Nandris did.

While preparing their ambush, the PCs may take 20 on hide checks if they have help and plenty of time (which they should). Any passersby will take 10 on their Spot checks, so there is very little chance of being spotted. The ambush spot is between two rises in the surrounding landscape, at an "S" curve in the road (see **Player Handout #3**). Assume there is enough 2-4 ft. tall brush cover to limit visibility to 40 ft. for prone (or short) characters.

After the PCs are prepared to ambush the first thing that comes along, read the following:

Your ambush is prepared. And up ahead comes a small caravan! You count 4 soldiers, 3 wagons with teamsters, and a single mounted fellow in bright clothes. You can't quite make out his hair color at this range, though...

If the group has a scout or some other means to see over the surrounding rise, give them more advance notice for this and future encounters, modifying the range up by a factor of ten.

Explain that the group is at a range of 100 feet, and check to see if anyone would like to take an action. Make sure and warn the players against talking to one another lest they might be heard. If they ignore your warning, give the guards a chance to notice the noise (using Listen skill - PH Ch. 4). If none of the PCs has an action, proceed with the following:

As the caravan gets closer, you get a better look at the man on the horse. He has brown hair – this isn't your man.

This is actually a merchant caravan; the teamsters won't fight, and the merchant gallops away as fast as he can if attacked. The merchant has a short temper and won't abide riff-raff holding him up; he tells his guards to remove any obstacles to his path. Their cargo consists of ¾ tons of grain, and they are bound for Dorakaa. Note that only one member of the caravan is mounted (Yulkin); all of the mercenaries are on foot.

Yulkin, male human Exp3: Medium Humanoid (6 ft. tall); HD 3d6; hp 15; Init +0; Spd 30 ft. (60 while mounted); AC 10; Atks +2 melee (1d4 [crit 19-20], dagger); SA none; SQ none; AL CN; SV Fort +1, Ref +1, Will +3.

Str 10, Dex 10, Con 10, Int 14, Wis 12, Cha 12.

Skills: Profession (merchant) +10, Riding +6. Feats: Skill Focus (Profession (merchant)).

Equipment: noble's outfit, dagger, belt pouch, 20 gp.

Horse, Light: Large Animal (9 ft. long); HD 3d8+3; hp 14; Init +1 (Dex); Spd 60; AC 13 (-1 size, +1 Dex, +3 natural); Atks +2 melee (1d4+1[x2], hooves); Face/Reach: 5 ft. x 10 ft./5 ft.; SQ scent; AL N; SV Fort +5, Ref +4, Will +2.

Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6.

Mercenaries (4), human male War1: Medium Humanoid (6 ft. tall); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 13 (studded leather); Atks +3 melee (1d8+1 [crit x3], short spear), +2 ranged (1d8+1 [crit x3], short spear; AL N; SV Fort +2, Ref +0, Will +0.

Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Climb +2, Ride +2, Spot +2. Feats: Weapon Focus (short spear).

Equipment: short spear, dagger, studded leather armor, belt pouch, 15 sp each.

Teamsters (3), male human Com1: Medium Humanoid (5 ft. 10 in. tall); HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (1d3 (sub), unarmed strike); AL N; SV Fort +0, Ref +0, Will +0.

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Handle Animal +4, Profession (Teamster) +4.

Equipment: Travelers outfit.

Draft Horses (6): Large Animal (10 ft. long); HD 3d8+3; hp 14; Init +1 (Dex); Spd 50; AC 13 (-1 size, +1 Dex, Atks +3 melee (1d6+2 [x2], hooves); Face/Reach: 5 ft. x 10 ft./5 ft.; SQ scent; AL N; SV Fort +5, Ref +4, Will +2.

Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6.

If anyone escapes from this fight, notably the merchant, go on to *Pursuit*. Otherwise, assume a few hours pass between this encounter and the next.

A few hours later, a mercenary band of at least two-dozen foot soldiers marches into view. They appear to be orcs, and are equipped with spears and leather armor.

Ask if anyone wants to do anything at this point. If not, the band passes with no incident, assuming the PCs are quiet and hidden well. The mercenaries will investigate anything unusual, but are mainly looking for loot if it can be found. They will subdue suspected bandits for later questioning...go on to *Captured!* if the PCs are caught here.

Tiers 1-2

Orcs (30): Medium Humanoid (6 ft. tall); HD 1d8; hp 4; Init +0; Spd 20 ft.; AC 14 (scale mail); Atks +2 melee (1d8+2 [crit x3], short spear), +1 ranged (1d6+2 [crit x3], throwing axe); SQ Darkvision 60 ft., light sensitivity; SR nil; AL CE; SV Fort +2, Ref +0, Will -1.

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

Skills: Listen +4, Spot +3. Feats: Alertness.

Tier 3

Orcs (30), Bbn1: Medium Humanoid (6 ft. tall); HD 1d12; hp 9; Init +0; Spd 30 ft.; AC 14 (scale mail); Atks +4 melee (1d10+2 [crit x3], great axe), +2 ranged (1d6+2 [crit x3], throwing axe); SA Bbn Rage; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +0, Will -1.

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

Skills: Listen +4, Spot +4. Feats: Alertness.

SQ: Bbn Rage—+4 Str, +4 Con, +4 hp, -2 AC, 5-round duration.

Augmented Tier

For powerful parties, double the number of orcs. Make sure to mention this in the initial description!

These mercenaries behave in the same way as the soldiers in *Encounter 5: Pursuit* if a combat erupts. They are in the service of the Midlands, and have orders to capture any bandits if possible. They are spread into two columns, with a 10-ft. spacing between each orc.

Move on to the next group of travelers after the mercenaries pass by (near sunset). *Note that if the PCs were not all mounted (or somehow traveled at a similar speed),*

this part of the encounter is skipped – they missed Nandris. In this case, treat the next group as Yulkin's caravan, and assume someone notices the PCs and informs Urkull's patrol, then move on to Pursuit.

It's been a long day of waiting, and the sun has nearly set behind you. Ambushes can be so boring! But wait, up ahead – a carriage? One, two...six foot soldiers, a carriage, and a wagon. You can barely make out the shadow of a single figure on the drapes of the carriage – must be from a candle or lantern. Yes, you can see the lantern now through a gap in the drapes.

The range at this point is 80 feet, unless the PCs had a sentry or scout of some kind, as before. Ask each player what he or she wants to do, and do not permit them to give one another advice unless they want to risk being heard by the approaching men-at-arms (see *Listen* skill – PH Ch. 4).

Depending on their actions at this point, inform one of the PCs that he *thinks* he sees that the passenger of the carriage is a male human with blonde hair, but that it's hard to tell through the narrow opening in the drapes. Find out the PCs intention at this point. The range is 40 ft. from that PC to the nearest soldier. Refer to **DM Aid #1** for a layout of the escort.

If the PCs try a more obvious approach, role-play the soldiers as a bit cautious if threatened, or confident if the PCs successfully appear harmless. They will surrender if they are outnumbered, given the chance to do so.

Note that nobody in this group is mounted – the only horses are the four draft horses pulling the wagon and the carriage.

Nandris Leshite, male human Rog3: CR 3; Medium Humanoid (5 ft. 8 in. tall); HD 3d6+3; hp 18; Init +0; Spd 30 ft.; AC 10; Atks +2 melee (1d4 [crit 19-20], dagger), +2 ranged (1d4 [crit 19-20], dagger); SA Rog sneak attack +2d6; SQ Rog evasion; SR nil; AL N; SV Fort +2, Ref +3, Will +4.

Str 10, Dex 10, Con 12, Int 14, Wis 12, Cha 16.

Skills: Bluff +9, Diplomacy +11, Intimidate +9, Sense Motive +9. *Feats:* Iron Will, Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Equipment: robes, plain walking cane made of oak with a silver handle, belt pouch.

Description: Nandris is 32 years old, with short blonde hair and dark eyes, and walks with a mild limp. He will *not* attack the PC's unless he is attacked first, and will offer to surrender once the PC's appear to be in control of the situation. Once captured, Nandris will do what he is told for the most part, having as his only goal a desire to live through this.

Tier 1

Midland Soldiers (6), male human War1: Medium Humanoid (6 ft. tall); HD 1d8+1; hp 6; Init +0; Spd 20 ft.; AC 15 (+4 scale mail, +1 small shield); Atks +3 melee (1d6+1 [crit 19-20], short sword), +1 ranged (1d8 [crit 19-20], light crossbow); AL N; SV Fort +2, Ref +0, Will +0.

Str 13, Dex 10, Con 12, Int 10, Wis 11, Cha 9.

Skills: Climb +2, Spot +1, Swim +2. *Feats:* Power Attack, Weapon Focus (short sword).

Equipment: scale mail, small wooden shield, short sword, light crossbow, quiver, 20 quarrels.

Teamsters (2), male human Com1: Medium Humanoid (5 ft. 10 in. tall); HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (1d3(sub), unarmed strike); AL N; SV Fort +0, Ref +0, Will +0.

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Handle Animal +4.

Equipment: peasant's outfit.

Tier 2

Midland Soldiers (6), male human War3: CR 2; Medium Humanoid (6 ft. tall); HD 1d8 + 1; hp 6; Init +0; Spd 20; AC 15 (+4 scale mail, +1 small shield); Atks +3 melee (1d6+1 [crit 19-20], short sword), +1 ranged (1d8 [crit 19-20], light crossbow); AL N; SV Fort +2, Ref +0, Will +0.

Str 13, Dex 10, Con 12, Int 10, Wis 11, Cha 9.

Skills: Climb +2, Spot +1, Swim +2. *Feats:* Power Attack, Weapon Focus (short sword).

Equipment: scale mail, small wooden shield, short sword, light crossbow, quiver, 20 quarrels.

Teamsters (2), male human Com1: CR 0.25; Medium Humanoid (5 ft. 10 in. tall); HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (1d3(sub), unarmed strike); AL N; SV Fort +0, Ref +0, Will +0.

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Handle Animal +4, Profession (Teamster) +4.

Equipment: Peasant's outfit.

Draft Horses (6): Large Animal (10 ft. long); HD 3d8+3; hp 14; Init +1 (Dex); Spd 50; AC 13 (-1 size, +1 Dex, Atks +3 melee (1d6+2 [x2], hooves); Face/Reach: 5 ft. x 10 ft./5 ft; SQ scent; AL N; SV Fort +5, Ref +4, Will +2.

Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6.

Tier 3

Irrune, human male Wiz5/Rog2: Medium Humanoid (5 ft. 8 in. tall); HD 5d4+2d6+7; hp 27; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 11 (Dex); Atks +3 melee (1d4 [crit 19-20], dagger), +4 ranged (1d4 [crit 19-20], dagger); SA spells, Rog sneak attack +1d6; SQ Rog evasion; AL CE; SV Fort +2, Ref +6, Will +4.

Str 10, Dex 12, Con 12, Int 17, Wis 11, Cha 12.

Skills: Bluff +8, Concentration +9(+13 casting defensively), Disguise +7, Forgery +7, Handle Animal +3, Innuendo +6, Intuit Danger +5, Pick Pockets +5, Sense Motive +4, Speak Language (draconic), Spellcraft +8. *Feats:* Combat Spellcasting, Improved Initiative, Lightning Reflexes, Silent Spell, Still Spell.

Equipment: Peasant's outfit, spell component pouch.

Spells (4/4/3/2): 0—*detect magic, detect poison, daze, mending*; 1st—*chill touch, shield, shocking grasp, burning hands*; 2nd—*protection from normal missiles, spectral hand*,

ghoul touch; 3rd—*charm person* (silent/still), *levitate* (silent).

Notes: Irrunee is along to keep an eye on Nandris and make sure he gets to Dorakaa. He is in disguise as a teamster, and is driving the carriage Nandris is in. He appears to be a middle-aged, grizzled human with long graying hair, a scraggy beard, and a slumped posture (he's actually a middle-aged man with brown hair, and is normally clean-shaven). Make a Disguise check for Irrunee at "+5" for changing minor details only (PH Ch. 4). Make opposed Spot checks for PCs. Any PCs who make the Spot check notice something "funny" about the guy driving the carriage. When combat begins he will use his silent/still *charm person* on a tough-looking fighter-type, then *levitate*, then *protection from normal missiles*. He'll take free actions to plead with any character he charms to protect him from harm. After that he uses his touch-based spells, through his *spectral hand*, and will concentrate on one target (preferably a wizard or sorcerer). Irrunee is very crafty, so adapt his tactics to best fit the situation. Examples include using Bluff to *feint* or even maintain his cover in the face of an overwhelming attack (only to try his best to get the PCs captured in *Encounter 5: Pursuit*). An understanding of the Bluff and Disguise rules is important to run this NPC.

Midland Soldiers (6), male human War3: Medium Humanoid (6 ft. tall); HD 3d8 + 3; hp 17; Init +4; Spd 20; AC 15 (scale mail, small shield); Atks +5 melee (1d6+1 [crit 19-20], short sword), +4 ranged (1d8 [crit 19-20], light crossbow); AL N; SV Fort +5, Ref +1, Will +1.

Str 13, Dex 10, Con 12, Int 10, Wis 11, Cha 9.

Skills: Climb +4, Spot +2, Swim +3. **Feats:** Improved Initiative, Power Attack, Weapon Focus (short sword).

Equipment: scale mail, small wooden shield, short sword, light crossbow, quiver, 20 quarrels.

Teamster, male human Com2: Medium Humanoid (5 ft. 10 in. tall); HD 2d4; hp 6; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (1d3(sub), unarmed strike); AL N; SV Fort +0, Ref +0, Will +0.

Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Handle Animal +5, Profession (Teamster) +5.

Equipment: Peasant's outfit.

Draft Horses (6): Large Animal (10 ft. long); HD 3d8+3; hp 14; Init +1 (Dex); Spd 50; AC 13 (-1 size, +1 Dex, Atks +3 melee (1d6+2 [x2], hooves); Face/Reach: 5 ft. x 10 ft./5 ft; SQ scent; AL N; SV Fort +5, Ref +4, Will +2.

Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +6, Spot +6.

Augmented Tier

For exceptionally powerful parties, double the number of soldiers.

If the PCs do nothing, the procession continues down the road. They have missed Nandris, and will have to go home empty-handed. Assume someone in Nandris' escort

saw the PCs but didn't say anything, and then informs the patrol, and move on to *Encounter 5: Pursuit*.

After the combat is over, and as soon as Nandris is able to talk to the PCs, have him introduce himself in a polite manner. He asks questions of the PCs like "who are you" and "what do you want with me" and such things. He also asks the PCs if they know there are patrols in this area, and tells them there will be soldiers looking for him soon. Roleplay him as a hostage negotiator, trying to make sure he survives – he feels that if the group is caught by the patrols, he may be used as a hostage, which means his chances for survival go down drastically. He just wants to live through this, and a patrol catching up with the group would not help his chances in his opinion.

Each soldier carries 6 sp and 10 cp, and the teamster has 2 sp and 6 cp. The wagon is pulled by two draft horses, as is the carriage. The carriage contains nothing of value besides the drapes (10 gp value), Nandris' clothing and personal possessions (which include a satchel with diplomatic papers and a pouch with 10 pp) and a small chest with more clothes. These personal possessions amount to a value of 200 gp overall, but remind the PCs that Gaiyle told them Nandris would be keeping his possessions.

The wagon contains 3 sacks of feed for horses, two barrels of water (20 gallons each), a cooking pot, and enough bread, cheese, beans, and cabbage to last ten people for three days.

Note that there are no saddlebags or packsaddles for the draft horses to use to carry equipment or loot. If a PC wants to try to control the draft horses and take them away (with or without the wagon), that PC must make a Handle Animals check with DC 15 for each animal. Each attempt takes 15 minutes, the PC may *not* take 10, and failure means they must either leave the animal or spend the rest of the day trying to control it. Make a note of any overburdened characters or mounts at this point, and determine the party's overland speed by figuring out what the slowest member's movement rate is. Also make note of how long the party takes before moving on.

Encounter 5: Pursuit

Regardless of whether or not the PCs have Nandris, they will most likely be chased on their way out of the Midlands. The only way to avoid this is if they did not ambush anyone or tip anyone else off to their presence along the road. In this event move on to *Ending 2: Greenkeep Delivery*. If the party has captured Nandris, then automatically run through this encounter.

A group of mercenaries have been tasked with patrolling this area for bandits. They are led by a half-orc fighter-priest named Urkull. His orders are to capture any bandits in order to interrogate them and discover the identity of their employer, if any. Graf Tadorinal wants to find out if the banditry that has been occurring of late in his very own realm is the result of outside meddling or just a few scattered bands that have nothing better to do.

The patrol is also to be on the lookout for Nandris and his party, and is to escort them to the border on their way to Dorakaa to the northwest.

Assume the patrol finds out about the PCs in one of two ways:

- A passerby notices the PCs or escapes their ambush, happens upon the patrol, and tells them what they saw. The patrol will set out immediately to find the PCs, who will have a 2-hour head start (assuming they left the ambush site right away). This only occurs if the passerby escapes in the direction of Urkull's patrol (west).
- The patrol waited for Nandris to arrive, and set off to find him when he doesn't arrive on time. In this case, the PCs have a 4-hour head start.

The patrol moves at an average speed of four miles per hour while tracking. Use **DM's Aid #2** to track the progress of the patrol compared to that the party – it's probably a good idea to allow the players to take a short break while you fill out this sheet, which will both help keep them guessing and give them something else to do. Make note of the time of day the patrol catches up with the party, and run the combat that ensues accordingly. It's possible for the fight to occur on the riverbank as the party is waiting for nightfall, and if so they cannot expect help from the other side until after dusk. Should the PCs arrive before sunrise on the first night, the raft is sent then. It is dark for about 14 hours, starting about 5 hours after noon. That's how long PCs have about 14 hours to get from the ambush site to the riverbank if they want to get across before the next night (see **DM Aid #2**). They should be told that it is impossible to make it in time if they walk or bring any carts along, and very difficult if they have any draft horses or ponies. Please read the overland travel rules for more info on travel speed, hustling, forced marching, etc. (PH Ch. 9), to prepare for this encounter.

In order to travel the most direct route at night, someone in the party has to make a successful skill check in Wilderness Lore (DC 13+(Tier)) every hour of travel. Since they have a decent map, failure merely indicates the party is off-track and effectively loses half its movement that hour. If there are any PC's who have Intuit Direction skill, the DM should roll one check in secret (DC 15 – the PC may not take 10 on this roll); if successful, no further skill rolls are needed for the group to stay on track that sleep cycle. If failed, there is no effect, but if the roll was 1 the party effectively loses their entire first hour of movement, and has to rely on other skills to direct them for subsequent hours of travel in that sleep cycle. However, if another character with Intuit Direction skill succeeds on their check, this cancels the effect of the 1 but gives no benefits (the group has to rely on other skills that day).

Urkull's patrol has already traveled four hours this sleep cycle by the time they begin their pursuit. They travel five more hours, and avoid hustling. This means they "force march" for one hour, thus each of their horses takes 1d6 real damage. They then rest for eight hours, and

begin again. They will not force march again during the remainder of the pursuit.

Their trackers, two gnoll rangers, have a Wilderness Lore skill bonus of +(6+(Tier)) each. They both attempt to find tracks, so roll for each individually at "+5" DC due to traveling at full speed (PH Ch. 5), and "+2" DC for unfavorable circumstances (tracking from horseback). Instead of checking every mile, check once per hour at "+5" DC. If either of them succeeds in the check, they remain on the party's trail for that hour.

Use the following DCs:

Ground is soft (due to prior rains) (DC 10)

- -1 for every 3 creatures in the party (mounted characters don't count, but their mounts do); treat a cart or carriage as 3 creatures
- +5 if party is attempting to cover its trail (half dismounted speed, or full dismounted speed if a PC makes a Track check, using Wilderness Lore skill, against DC 15)
- +5 for the trackers going full-speed
- +2 for unfavorable circumstances (tracking from horseback)
- +5 for checking every hour instead of every mile (special rule to streamline the process)

If both gnolls fail in a given check, they may retry after one hour of searching, and without the +5 DC penalty for moving at full speed, +2 for unfavorable circumstances, or the +5 DC penalty for checking every hour instead of every mile. Record a 2 for number of miles traveled in the hour of a failed check on **DM's Aid #2**, then skip the next hour(s) to account for the retry. Note that if the PCs backtrack to throw off their pursuers (which should shave 1-2 miles per hour off their overland speed), they force the pursuers to roll Tracking again during the hour they cross the backtracked path.

If Irrunee has managed to accompany the party (Tier 3 only), he tries to make it easier to track the group, slows them down, or whatever else he can do to make things difficult for them. He does *not* reveal himself to Nandris, who knows nothing about him. If Urkull's patrol attacks, he joins the combat against the PCs. If not, he tries to stay with the group.

The patrol's statistics are as follows:

Tier 1

Urkull, male half-orc Ftr2/Clr2 of Gruumsh: Medium Humanoid (6 ft. tall); HD 2d10 + 2d8 + 12; hp 36; Init +1 (Dex); Spd 30 ft. (60 while mounted); AC 17 (+1 Dex, +4 chain mail shirt, +1 small shield); Atks +7 melee (1d6+3 [crit x3], halfspear), +4 ranged (1d4, sling); SA spells; SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +1, Will +4.

Str 17, Dex 13, Con 16, Int 10, Wis 13, Cha 9.

Skills: Concentration +4(+8 casting defensively), Knowledge(Religion) +2, Ride +8, Spot +2. **Feats:** Cleave, Combat Casting, Dodge, Power Attack, Weapon Focus (halfspear).

Equipment: chain mail shirt, medium metal shield, halfspear, sling, pouch with 20 sling stones, iron holy symbol of Gruumsh, two sets of manacles.

Spells (4/3): Spheres: Evil (+1 to effective level when casting spells in the Evil sphere) and War; o—*create water, cure minor wounds, detect magic, purify food & drink*; 1st—*command, curse, ~~endure elements (cold)~~, protection from good* (domain spell).

Orcs (3): Medium Humanoid (6 ft. tall); HD 1d8; hp 6; Init +0; Spd 30 ft. (60 while mounted); AC 13 (studded leather); Atks +3 melee (1d6+2, club), +1 ranged (1d6+2, throwing axe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1.

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

Skills: Listen +4, Spot +3. Feats: Alertness.

Equipment: studded leather armor, two throwing axes, two sets of manacles.

Light Warhorses (8): Large Animal (9 ft. long); HD 3d8+9; hp 22; Init +1 (Dex); Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atks +2 melee (1d4+3 [x2], hooves), -1 melee (1d3+1, bite) Face/Reach: 5 ft. x 10 ft./5 ft; SQ Scent; AL N; SV Fort +6, Ref +4, Will +2.

Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills: Listen +7, Spot +7.

Tier 2

Encounter Level (EL): 8

Urskull, male half-orc Ftr2/Clr2 of Gruumsh: Medium Humanoid (6 ft. tall); HD 2d10 + 2d8 + 12; hp 36; Init +1 (Dex); Spd 30 ft. (60 while mounted); AC 17 (+1 Dex, +4 chain mail shirt, +1 small shield); Atks +7 melee (1d6+3 [crit x3], halfspear), +4 ranged (1d4, sling); SA spells; SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +1, Will +4.

Str 17, Dex 13, Con 16, Int 10, Wis 13, Cha 9.

Skills: Concentration +4(+8 casting defensively), Knowledge(Religion) +2, Ride +8, Spot +2. Feats: Cleave, Combat Casting, Dodge, Power Attack, Weapon Focus (halfspear).

Equipment: chain mail shirt, medium metal shield, halfspear, sling, pouch with 20 sling stones, iron holy symbol of Gruumsh, two sets of manacles.

Spells (4/3): Spheres: Evil (+1 to effective level when casting spells in the Evil sphere) and War; o—*create water, cure minor wounds, detect magic, purify food & drink*; 1st—*command, curse, ~~endure elements (cold)~~, protection from good* (domain spell).

Gnolls (2), male Rgr2: Medium Humanoid (7 ft. 6 in. tall); HD 2d10 + 2d8 + 5; hp 23; Init +0; Spd 30 ft. (60 while mounted); AC 16 (+1 natural, +4 scale mail, +1 small shield); Atks +6 melee (1d8+3 [crit x3], battleaxe), +3 ranged (1d6 [crit x3], short bow); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +0, Will +0.

Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +7, Move Silently +4, Ride +4, Spot +4, Wilderness Lore +8. Feats: Alertness, Skill Focus (Wilderness Lore), Track.

Equipment: Scale mail, medium wooden shield, battleaxe, short bow, quiver with 20 arrows, two sets of manacles.

Orcs (5): Medium Humanoid (6 ft. tall); HD 1d8; hp 6; Init +0; Spd 30 ft. (60 while mounted); AC 13 (studded leather); Atks +3 melee (1d6+2, club), +1 ranged (1d6+2, throwing axe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1.

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

Skills: Listen +4, Spot +3. Feats: Alertness.

Equipment: studded leather armor, two throwing axes, two sets of manacles.

Light Warhorses (8): Large Animal (9 ft. long); HD 3d8+9; hp 22; Init +1 (Dex); Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atks +2 melee (1d4+3 [x2], hooves), -1 melee (1d3+1, bite) Face/Reach: 5 ft. x 10 ft./5 ft; SQ Scent; AL N; SV Fort +6, Ref +4, Will +2.

Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills: Listen +7, Spot +7.

Tier 3

Urskull, male half-orc Ftr4/Clr4 of Gruumsh: Medium Humanoid (6 ft. tall); HD 4d10 + 4d8 + 24; hp 64; Init +1 (Dex); Spd 30 ft. (60 while mounted); AC 18 (+1 Dex, +6 banded mail, +1 small shield); Atks +12/+7 melee (1d6+6 [crit x3], halfspear), +8/+3 ranged (1d4, sling); SA spells; SQ Darkvision 60 ft.; AL CE; SV Fort +11, Ref +3, Will +7.

Str 18, Dex 13, Con 16, Int 10, Wis 14, Cha 9.

Skills: Concentration +6(+10 casting defensively), Knowledge (Religion) +3, Ride +11, Spot +4. Feats: Cleave, Combat Casting, Dodge, Power Attack, Silent Spell, Weapon Focus (halfspear), Weapon Specialization (halfspear).

Equipment: banded mail, medium metal shield, halfspear, sling, pouch with 20 sling stones, iron holy symbol of Gruumsh, two sets of manacles.

Spells (5/4/3): Domain: Evil (+1 to effective level when casting spells in the Evil sphere) and War; o—*create water, cure minor wounds(x2), detect magic, purify food & drink*; 1st—*command, curse, ~~endure elements (cold)~~, sanctuary, protection from good* (domain spell); 2nd—*armor of faith* (silent), *hold person(x2), spiritual weapon* (domain spell).

Gnolls (2), male Rgr3: Medium Humanoid (7 ft. 6 in. tall); HD 4d10 + 2d8 + 6; hp 34; Init +0; Spd 30 ft. (60 while mounted); AC 16 (+1 natural, +4 scale mail, +1 small shield); Atks +8 melee (1d8+3 [x3], battleaxe), +5 ranged (1d6 [x3], short bow); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +1, Will +1.

Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +7, Move Silently +5, Ride +5, Spot +5, Wilderness Lore +9. Feats: Alertness, Skill Focus (Wilderness Lore), Track.

Equipment: Scale mail, medium wooden shield, battleaxe, short bow, quiver with 20 arrows, two sets of manacles.

Orcs (5): Medium Humanoid (6 ft. tall); HD 1d8; hp 6; Init +0; Spd 30 ft. (60 while mounted); AC 13 (studded leather); Atks +3 melee (1d6+2, club), +1 ranged (1d6+2, throwing axe); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +0, Will -1.

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

Skills: Listen +4, Spot +3. Feats: Alertness.

Equipment: studded leather armor, two throwing axes, two sets of manacles.

Light Warhorses (8): Large Animal (9 ft. long); HD 3d8+9; hp 22; Init +1 (Dex); Spd 60 ft.; AC 14 (-1 size, +1 Dex, +4 natural); Atks +2 melee (1d4+3 [x2], hooves), -1 melee (1d3+1, bite) Face/Reach: 5 ft. x 10 ft./5 ft; SQ Scent; AL N; SV Fort +6, Ref +4, Will +2.

Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills: Listen +7, Spot +7.

Augmented Tier

For exceptionally powerful parties, double the number of orcs, and have them all riding light warhorses.

All patrol members are riding light warhorses. Urkull is very ambitious, and is overconfident when dealing with the “weaker races” (humans and demi-humans). Thus, he has ordered the rest of the patrol to try to overpower the party with brute force when they are discovered. They first surround the party, then simply rush in and try to knock the PCs unconscious (see *subdual damage*, [PH Ch. 8](#)) using their clubs and war-trained mounts (see *mounted combat*, [PH Ch. 8](#)). Remember that the PCs may be using riding mounts rather than war-trained ones, which will be very difficult to control in a fight.

If the combat turns against the patrol, they use their hand axes for full effect, and the orc barbarians use their barbarian rage ability (in Tiers 2-3 only). If Urkull is slain or incapacitated, and the rest of the patrol is outnumbered, they flee. Urkull keeps fighting unless he is the last member of his group left, in which case he runs if facing tough opposition. He orders a retreat only if he feels the group is outnumbered more than 2-1, and even then he is wary of illusion.

Each patrol member carries two sets of manacles, which they use during combat to tie up helpless foes as the opportunity presents itself. Urkull's first action is to *curse* the party the round before the orcs strike. He then envelops any known spellcasters in *darkness* and uses *command* “sleep” on the first warrior he sees. He will utilize the *darkness* effect for a quick escape later, if needed. He enjoys using the Power Attack feat against opponents with little or no armor.

Treasure carried by the patrol members includes their equipment (as listed in the descriptions) and 10 sp per orc or gnom. Urkull also carries 5 gp. The light warhorses are worth quite a bit, but first must be captured, then calmed (Handle Animal or Riding DC 25). Note that there is no way to get them across the river to be sold in Rookroost.

The elves at the crossing will come as promised after the PCs light the three torches at the riverbank, but will

not risk being spotted during daylight. Also, the raft is not large enough to hold more than the party (with any NPCs) and one horse per party member, and the elves do not permit more than one trip across the river. Even if the party wants to *swim* across and have the elves carry the mounts in the raft, either the elves or the mounts will refuse (GM's choice). Thus, none of the horses, wagons, the carriage, or heavy supplies from previous encounters can be taken across the river. None of the horses from previous encounters swim across the river, and the wagons/carriages cannot be used effectively as rafts. Should heavily-laden parties who manage to avoid or survive the encounter with Urkull's patrol desire to head down the river to find a crossing, they will automatically be discovered by a patrol similar to Urkull's bunch, but with double the numbers of orcs and gnom. Similarly, any party that follows a different path other than using the Greenkeep river crossing are discovered as well, unless they take care to be stealthy and are not heavily-laden with loot (i.e., have no extra horses, carts, or supplies with them). Continue throwing patrols at such a party until they are captured, then move on to *Ending 1: Captured*. Under no conditions may the party keep the horses, carts, carriage, or supplies they discover in the module.

Should the PCs desire, they might wish to *swim* across the Artonsamay. This may happen if they miss an opportunity to use the raft by arriving during the day and realize they are being followed. The river narrows at the crossing to about 500 feet, but the current is not too strong (DC 10+(Tier) Swim check – see [PH Ch. 4](#)). Note that the river is *very* cold, and submerged PCs take (Tier)d6 subdual damage at the end of every five minutes (or portion thereof) spent in the water. Characters travel up to ½ their normal movement per round while swimming ([PH Ch. 4](#)), so an unarmored human should be able to get across in 34 rounds, or 3 ½ minutes, and five minutes for an unarmored halfling. Give horses ridden by the PCs a Swim skill bonus equal to its Str, which is usually +1 for light horses. PCs have to make quite a few checks to get across, so it is likely that they leave a good deal of equipment and/or loot behind – remember that swim checks are penalized by -1 per 5 pounds of equipment carried. Allow PCs to take 10 on their Swim check if it would result in success, assuming they are not being shot at while they cross. Also allow a +2 due to favorable circumstances for being assisted by a strong swimmer (who then suffers a -2 to Swim checks while assisting). Alternately, a PC may attempt to *tow* another character, but suffers a -4 to Swim checks and moves at only ¼ normal movement. None of the horses taken from previous encounters will swim across the river. The patrol will investigate the area so will spot any hidden loot or supplies.

Due to the cold weather, PCs who swam across the river take 1d6 points of subdual damage per hour after they are out of the water until they are either warm or dry, and cannot be healed until they are both warm and dry. Luckily, the elves have a fire ready for the PCs after they cross the river. In addition, spell components that

are vulnerable to water damage are rendered useless until they can be replaced. Taking time to do so now would delay the group.

The elves do not allow the raft to be used during the daytime, or used multiple times during the night, and use force (preferably non-lethal) if necessary to prevent it from being used in such a way. Urkull does not order his patrol to cross the river – as overconfident as he can be, he does not feel his group is large enough for such a bold action (and he's right).

The party may never encounter Urkull's patrol if they are smart enough to not get bogged down with too much loot, or cover their path, or just get lucky. If so, and if you think there is enough time left for another encounter, Gaiyle meets them in Rookroost (go to Encounter 6: *Out of the Frying Pan...*). Otherwise, Gaiyle is waiting for them in Greenkeep (go to Ending 2: *Greenkeep Delivery*). Should the party be taken captive, go on to Ending 1: *Captured!*, next.

Ending 1: Captured!

Use this ending if the PCs are captured by forces in the service of the Midlands or Iuz (such as Urkull's bunch). Otherwise, skip it (refer to DM's Aid #3).

You are all chained and marched for two days across the open plains of the Midlands. In the cold rain at the end of the second day, you can barely make out the shapes of tents and the reddish light of a cooking fire ahead.

You are each led into a large tent and chained to one of several vertical logs, which are half-buried. After you are all secured, a man wearing the uniform of Iuz' army enters the tent.

"Whom do you work for? What were you doing engaging in banditry in these lands without the permission of the Graf?"

Lieutenant Cramlin is intent upon finding out whether the PCs are working for someone else, or whether they are "self-employed." He assumes they are bandits without evidence to the contrary from either the captors or the PCs themselves.

Cramlin has a Sense Motive skill of +1, so he shouldn't be too hard to fool with a good argument (see the Bluff skill, [PH Ch. 4](#)). He *wants* to believe that the PCs are bandits, and he would be easy to convince that they are working for just about anyone besides Graf Tadorinal. Of course, if he has evidence that leads him to believe the PCs are NOT simple bandits, he will be harder to convince (+2 or more to Bluff DCs)

If Cramlin can be convinced that the PCs are really just independent bandits, or even working for someone, they are offered a chance to live if they swear not to engage in banditry in the Midlands without the permission of the Graf. They are then sent to work in the silver mines in the Rift for a month, they each gain *Whip Scars* from their work in the mines, then are released. Each PC deducts four (4) Time Units from their total, in addition to any other Time Unit costs for playing the scenario. PCs who do not swear are instead imprisoned in

Rookroost to await execution, and are branded with the *Brand of the Condemned*; after four months of this they are inexplicably released, and must deduct an additional twelve (12) Time Units for the scenario, in addition to normal costs. In either case PCs receive the *Enmity of Graf Tadorinal*. PCs also get an *Influence Point* with Gaiyle Markhalla, and she will make sure they receive any gold they are due, as long as the PC in question kept the mission a secret and misled Cramlin as to their true purpose. None of their equipment is returned, except one item per PC; each PC may select one item they may keep. A plain-looking young man returns it a few days after they are released.

Should the PCs confess to their true mission (capturing Nandris) and convince Cramlin of their sincerity, they may be able to capitalize off his surprise. By providing a name and description of their employer (Gaiyle) and all the other details of their mission, they are released from captivity as soon as Graf Tadorinal hears of the incident. No time units will need to be deducted in addition to the regular cost of the scenario. Each PC so cooperating with Cramlin gains an *Influence Point* with Graf Tadorinal, and the *Disfavor of Gaiyle Markhalla*. However, they do not receive any payment from Gaiyle later. All their equipment is returned when the PCs are released.

If the PCs cook up another tale that skirts the truth about their real purpose, handle it as if they convinced the officer that they were independent bandits with changes as appropriate.

Depending on what he overheard, Irrunee may prove to be the group's undoing in this ending (Tier 3 only). Lieutenant Cramlin knows of Irrunee and will separate him from the group right away, and take his report first. This may make convincing Cramlin a tough or impossible challenge.

Should Cramlin believe the PCs were actually after Nandris from the beginning, and if they don't "spill everything," they will be imprisoned in Rookroost to await execution. They must deduct twelve (12) Time Units, and are inexplicably released. They are not paid by Gaiyle, though they do receive the *Enmity of Graf Tadorinal*. None of their equipment is returned, except one item per PC; each PC may select one item they may keep. A plain-looking young man returns it a few days after they are released.

Ending 2: Greenkeep Delivery

If the PCs capture Nandris and were subsequently attacked by the patrol in *Pursuit*, or if there is not enough time left for another encounter, Gaiyle meets them across the riverbank in Greenkeep (refer to **DM's Aid #3**). The raft is sent to fetch them at night, but only if they light the three torches they were told about earlier. If the PCs light the torches at night, read the following:

Your mission is nearly complete...you've lit the three torches and can barely make out the raft coming towards you from the opposite riverbank after only a few minutes.

The elves allow you to board the large raft again, and shove off when you're aboard. Once across the Artonsamay River you climb off the raft and the elves pull it ashore and hide it.

You are then escorted to a clearing lit by two lanterns, where Gaiyle awaits.

If the PCs captured Nandris, Gaiyle questions the PCs about what happened, checks Nandris to make sure he is unharmed and has all of his possessions, and corroborates with Nandris that the party's story is true using Innuendo (DC 20 for PCs to notice this). She then pays the party the remainder they are owed (total payment adds up to 100 gp per PC). She takes any missing possessions of Nandris' out of their pay (use your best judgment – Gaiyle is not trying to be difficult here, just fair). She pays nothing to any PCs involved in misleading her so they can keep the mounts she provided and get paid (remember, Nandris is cooperating and tells her everything he saw). She pays a bonus of 40 gp to PCs who communicated with her in *Encounter 1: The Offer* using Innuendo and who worked to keep the mission secret and successful.

Remember that there are many elves in the area (some hidden) when they are discussing this, so violence from the PCs should be met with brutal force, as in *Greenkeep Crossing*. PCs who treated both Gaiyle and Nandris well and did not give away their true purpose each receive an *Influence Point* with Gaiyle Markhalla. Those that endangered the secrecy or success of the mission, were overly rude to Gaiyle and/or Nandris, or reported the activities of the elves in *Greenkeep* instead receive the *Disfavor of Gaiyle Markhalla*.

If Irrunee is still with the group (Tier 3 only), Gaiyle finds out about him and he ends up being captured, though this is unknown to the PCs.

If the PCs were unsuccessful and did not deliver Nandris to Gaiyle, she will still want to know what happened. Based on how the PCs act with her and what they tell her, they may receive the *Disfavor of Gaiyle Markhalla* as per the criteria listed above. They do not receive any of the promised gold unless they convince her that they did not give away the true purpose of the mission, and that the reason for failure was either out of their hands or due to the incompetence of one or more party members (remember that Gaiyle has a Sense Motive skill of +18 when resolving any Bluff checks). In this case, she only pays those members who she believes were not the reason for failure.

Encounter 6: Out of the Frying Pan...

Should the PCs never encounter Urkull's patrol, and if you feel there is enough time, go ahead with this encounter followed by *Encounter 7: ...And Into the Fire*, as indicated in **DM's Aid #3**. If there is not enough time go straight to *Ending 2: Greenkeep Delivery*, instead.

After the PCs light the three torches to signal the elves that they are ready to cross the river (which must be done at night), read the following:

You've lit the three torches and can barely make out the raft coming towards from the opposite riverbank after only a few minutes.

The elves allow you to board the large raft again, and shove off when you're aboard. Once across the Artonsamay River you climb off the raft and the elves pull it ashore and hide it.

Once on the other side, one of the elves speaks: "Gaiyle told us she wanted to meet you in Rookroost. She said she would be waiting for you in the same place she offered you the job, three nights from now, at midnight."

If the PCs need any provisions, the elves supply what they need. Remember that there are many more elves in the area when the PC's are present, so handle any violence with brutal force as in *Greenkeep Crossing*.

Travel back to the city will be uneventful. Once they reach the city, there is the problem of getting in with their "package." Refer to DM's Aid #4 for a map of the city. There are several things to keep in mind here:

The city has walls, and a garrison of human, hobgoblin, and orc troops just outside in a large encampment. The gates are guarded by the city's "police," which are nothing more than groups of 4-8 armed ruffians (EL 5-6) who use their city badge to extort money from visitors and the poor. They commonly charge "fees" at each gate over and above the standard 1sp gate fee, and have been informed to be on the lookout for someone fitting Nandris' description. The PCs will be questioned at the gate, but a Bluff check (PH Ch. 4) should get them past (DC from 5-15+ depending on the believability of the story and role-play). The guards are on the lookout for bribes as well, so a Diplomacy check may suffice (DC 10 for a 20 gp bribe, adjust as appropriate to actual bribe). Intimidation may work, if the party can convince the guards they are on the business of Iuz, Cranzer, Graf Tadorinal, or Kerzinen (Baron Pernivi), which should require a separate Bluff check. Handle this using your best judgment for determining DCs. Intimidation DCs for simple threats of bodily harm will be quite high (30+), but may result in different tactics (trailing the group and sending for help) if the PCs look like tough hombres.

PC members of the Rookroost Thieves' Guild (which requires a special certificate) may use secret entries into the city, however this will require 10% of the entire take to be turned over to the guild after the adventure, and this is the responsibility of the guildmember PC. Remind them of this before they go through with using the guild's assistance. Failure to meet this obligation will result in the PC being removed from the guild at the end of this adventure.

Scaling the wall and helping the party over with ropes could be an adventure in itself. Role-play this and remember to take Climb, Hide and Move Silently skills into account, as well as Spot and Listen (PH Ch. 4). Average patrols on the walls consist of 2 guards every 2-5 minutes (EL 3). If they are found, an alarm will be raised

and the PCs will have to flee or be faced with an overwhelming force eventually (EL9+(Tier)). If the party plays this smart don't make it too difficult or time-consuming. Remember that bribery is always a possibility with these guards (see #1, above).

After the party is inside the city, read the following:

Now that you're back in the city, the only thing left is to make the meet with Gaiyle at midnight. It's unfortunate that she would pick this particular city to meet in, since Graf Tadrinal, the ruler of the Midlands, lives here. His troops are not an uncommon site in the city, and may recognize Nandris...that would not be good.

As long as the PCs stay out of the busy areas and don't advertise their captive, they won't have a problem with being recognized by Midlands troops in the city. If they do go to the busier areas or do something else that would bring attention to Nandris, the troops trail the party and send word to their commander that they have spotted Nandris – by this time they have been told he has been kidnapped. Unless the party can shake the tail (DC 10 Spot check to notice the tail – treat as a wall patrol as in #3, above), the Graf's soldiers eventually attack them. This will be an overwhelming fight (EL 9+), so use however many soldiers you feel is necessary, and capture the PCs. Move on to *Captured*, modifying where appropriate. The PCs are then taken to the military camp in the Midlands for interrogation. The police forces in the city have been instructed to stand aside and let the Midlands troops capture the PCs and leave with the PCs in their custody.

If Irrunee is still with the party (Tier 3 only), he tries to get a message to a snitch on the street, to inform the Midlands troops of where Nandris is. Make a DC 20 Innuendo check for PCs nearby for them to notice the true meaning of the seemingly friendly discussion Irrunee has with the old beggar. If the PCs stay in one place too long (an hour) after Irrunee is able to send a message in this manner, an overwhelming group (EL12+) of elite Midlands troops arrives. Use the statistics for the soldiers from Nandris' escort, with enough of them to take the PCs out – their goal is to capture the group. Go on to *Ending 1: Captured!* Move on to *Encounter 7: ...And into the Fire* if the PC's move from place-to-place and delay the Graf's soldiers from converging on their location; assume that the Thieves' Guild found them before the Graf's soldiers did.

Encounter 7: ...And Into the Fire

If the party spent too much time on the first part (*Out of the Frying Pan...*) you may skip this encounter and go straight to *Ending 3: Rookroost Delivery* (refer to **DM Aid #3**).

When the PCs are in a less-public area, such as an alley or seedy tavern, a PC with skill in Innuendo –

preferably a member of the Rookroost Thieves' Guild, or alternately a roguish-looking PC – is approached by a young, nondescript human male. PC members of the Rookroost Thieves' Guild member may (DC 10 Int check) recognize him as a fellow member. He tells the group about a man who has a treasure map for sale, and if they're interested to follow him. Make an Innuendo check at DC 15 for the approached PC. If successful, hand the player **Player's Handout #4**. For other PCs with Innuendo skill, make a check for them at DC 20. If they make the check, show the player the handout and make sure they know it's for their eyes only. If the group leaves with the young man (with Nandris in tow), go on to the meet with Master Pashkar. Otherwise, or if anyone attacks Gerin (the young man who delivered the message), move into the ambush. Treat Gerin as one of the guildmember rogues.

Surrounding the building or area the PCs are in are 12 thieves' guild members loyal to Pashkar. They attack with *sleep* spells and saps at first, moving to lethal weapons if any of their comrades fall dead or dying. If they are unable to open the combat with sneak attacks (due to a defensible situation for the PCs), the leader first announces that they are surrounded, "all we want is Nandris, you can all go free if you surrender now."

If Irrunee is with the group (Tier 3 only), he lays low; he'll surrender as soon as he can.

Tiers 1-2

Ukner, male human Rog6: Medium Humanoid (5 ft. 11 in. tall); HD 6d6+6; hp 30 ft.; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, Dodge feat, +2 leather armor); Atks +4 melee (1d6(sub), sap), +4 melee (1d4 [crit 19-20], dagger), +6 ranged (1d4 [crit 19-20], dagger); SA Rog sneak attack +3d6; SQ Rog evasion; AL N; SV Fort +2, Ref +7, Will +2.

Str 10, Dex 15, Con 12, Int 13, Wis 10, Cha 13.

Skills: Bluff +10, Climb +11, Disable Device +10, Hide +13, Intuit Danger +9, Listen +9, Move Silently +13, Open Locks +11, Sense Motive +9, Spot +9. **Feats:** Dodge, Improved Initiative, Skill Focus (Hide), Skill Focus (Move Silently).

Equipment: leather armor, cloak, 2 daggers, sap.

Guildmember rogues (7), male human Rog3: Medium Humanoid (5 ft. 10 in. tall); HD 3d6; hp 15; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor); Atks +2 melee (1d6(sub), sap), +2 melee (1d4 [crit 19-20], dagger), +4 ranged (1d4 [crit 19-20], dagger); SA Rog sneak attack +2d6; SQ Rog evasion; AL N; SV Fort +1, Ref +5, Will +1.

Str 10, Dex 14, Con 10, Int 10, Wis 10, Cha 10.

Skills: Bluff +8, Climb +8, Disable Device +8, Hide +8, Intuit Danger +6, Listen +6, Move Silently +10, Open Locks +6, Spot +6. **Feats:** Dodge, Improved Initiative, Skill Focus (Move Silently).

Equipment: leather armor, cloak, 2 daggers, sap.

Guildmember thugs (3), male human Rog1/Ftr2: Medium Humanoid (6 ft. tall); HD 1d6 + 2d10; hp 21; Init

+5 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, Dodge feat, +2 leather armor); Atks +3 melee (1d6+1(sub), sap), +3 melee (1d6 [crit 19-20], short sword), +3 ranged (1d4 [crit 19-20], dagger); SA Rog sneak attack +1d6; SQ none; AL N; SV Fort +2, Ref +2, Will +0.

Str 12, Dex 13, Con 10, Int 10, Wis 10, Cha 10.

Skills: Climb +6, Hide +7, Intuit Danger +4, Move Silently +7. Feats: Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (short sword).

Equipment: leather armor, cloak, 2 daggers, sap.

Guildmember spellcasters (2), male human Rog1/Wizz:

Medium Humanoid (5 ft. 10 in. tall); HD 1d6 + 2d4; hp 12; Init +4 (Improved Initiative); Spd 30 ft.; AC 10; Atks +1 melee (1d6(sub), sap), +1 melee (1d4 [crit 19-20], dagger) +1 ranged (1d4 [crit 19-20], dagger); SA Rog spells, sneak attack +1d6; SQ none; AL N; SV Fort +0, Ref +2, Will +3.

Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10.

Skills Concentration +6(+10 casting defensively), Hide +5, Move Silently +5, Speak Language (Orcish), Speak Language (Draconic), Spellcraft +6. Feats: Alertness, Combat Casting, Improved Initiative.

Equipment: robes, cloak, spell component pouch, dagger, sap.

Spells (4/3): 0—detect magic, ray of frost, flare, daze; 1st—sleep, magic missile, shield.

Tier 3

Ukner, male human Rog6: Medium Humanoid (5 ft. 11 in. tall); HD 6d6 + 6; hp 30 ft.; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, Dodge feat, +2 leather armor); Atks +4 melee (1d6(sub), sap), +4 melee (1d4 [crit 19-20], dagger), +6 ranged (1d4 [crit 19-20], dagger); SA Rog sneak attack +3d6; SQ Rog evasion; AL N; SV Fort +2, Ref +7, Will +2.

Str 10, Dex 15, Con 12, Int 13, Wis 10, Cha 13.

Skills: Bluff +10, Climb +11, Disable Device +10, Hide +13, Intuit Danger +9, Listen +9, Move Silently +13, Open Locks +11, Sense Motive +9, Spot +9. Feats Dodge, Improved Initiative, Skill Focus (Hide), Skill Focus (Move Silently).

Equipment: leather armor, cloak, 2 daggers, sap.

Guildmember rogues (7), male human Rog5: Medium Humanoid (5 ft. 10 in. tall); HD 5d6 + 5; hp 26; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor); Atks +4 melee (1d6+1(sub), sap), +4 melee (1d4 [crit 19-20], dagger), +5 ranged (1d4 [crit 19-20], dagger); SA Rog sneak attack +3d6; SQ Rog evasion; AL N; SV Fort +2, Ref +6, Will +1.

Str 12, Dex 15, Con 12, Int 10, Wis 10, Cha 10.

Skills: Bluff +10, Climb +10, Disable Device +10, Hide +10, Intuit Danger +8, Listen +8, Move Silently +12, Open Locks +8, Spot +8. Feats: Dodge, Improved Initiative, Skill Focus (Move Silently).

Equipment: leather armor, cloak, 2 daggers, sap.

Guildmember thugs (3), male human Rog2/Ftr3:

Medium Humanoid (6 ft. tall); HD 2d6 + 3d10 + 5; hp 34;

Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, Dodge feat, +2 leather armor); Atks +6 melee (1d6+1(sub), sap), +6 melee (1d6+1 [crit 19-20], short sword), +5 ranged (1d4+1 [crit 19-20], dagger); SA Rog sneak attack +1d6; SQ Rog evasion; AL N; SV Fort +4, Ref +5, Will +1.

Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills: Climb +8, Hide +9, Intuit Danger +6, Move Silently +9. Feats: Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Focus (short sword).

Equipment: leather armor, cloak, 2 daggers, sap.

Guildmember spellcasters (2), male human Rog2/Wiz3:

Medium Humanoid (5 ft. 10 in. tall); HD 2d6 + 3d4 + 5; hp 12; Init +4 (Improved Initiative); Spd 30 ft.; AC 10; Atks +1 melee (1d6(sub), sap), +1 melee (1d4 [crit 19-20], dagger), +1 ranged (1d4 [crit 19-20], dagger); SA Rog spells, sneak attack +1d6; SQ none; AL N; SV Fort +0, Ref +2, Will +3.

Str 10, Dex 12, Con 12, Int 15, Wis 10, Cha 10.

Skills Concentration +9(+13 casting defensively), Hide +9, Move Silently +9, Speak Language (Orcish), Speak Language (Draconic), Spellcraft +10, Spot +6. Feats: Alertness, Combat Casting, Improved Initiative.

Equipment: robes, cloak, spell component pouch, dagger, sap.

Spells (4/3/2): 0—detect magic, ray of frost, flare, daze; 1st—ray of enfeeblement, magic missile, shield; 2nd—invisibility, mirror image.

Augmented Tier

For groups of PCs that are very powerful in combat, double the number of thugs and spellcasters (six and four, respectively).

The attackers have been tasked with bringing Nandris and his “companions” to see Master Pashkar. They attack using subdual damage (PH Ch. 8) until any of their members fall from lethal blows, dead or dying. Once that happens they draw their daggers/swords and the leader tells them to “give up now, or die.” They then proceed to use lethal attacks against PCs who continue to resist. Surviving PCs are taken to see Pashkar. If half their numbers fall, they retreat in separate directions.

Should the PCs defeat the thieves and/or drive them off, go on to *Ending 3: Rookroost delivery*. If the PCs agree (or are forced) to go to the meet with Pashkar, read the following:

You are led through several back alleys into an old abandoned bakery. Upon entering the building you realize it's actually being used. The windows are boarded up, but the hearth has a fire and there are several sturdy chairs and tables in the front room.

You are shown to the back, where a man is sitting and drinking tea. He is dressed in blacks and browns, and you notice a dark brown cloak on the table next to him. His face is aged, but not weary, and his eyes are nearly black. His long red hair stands in contrast to the rest of his clothing and features, and drapes over one eye.

"I am glad you could join me, Nandris. I believe there is a matter of a debt you owe me? Who are these friends of yours?"

Nandris looks up, alarmed, and replies: "Pashkar, I was under the impression our debt was repaid with the information I supplied to you. As for my 'friends,' they captured me en route to Dorakaa."

Pashkar looks back to survey your group, seeming to wait for something...

Pashkar is referring to a debt Nandris owes him for his training in the guild nearly ten years ago, before he was in the service of Graf Tadorinal. Pashkar is waiting for someone in the group to explain what is going on, and will peer intently at them for several moments.

If anyone uses violence in the room, Ukner's group wades in, using similar tactics from earlier in this section. Pashkar's statistics are as follows:

Master Pashkar, male human Rog8: Medium Humanoid (5 ft. 11 in. tall); HD 8d6 + 8; hp 38; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, Dodge feat, +2 leather armor, also see SQ); Atks +10/+5 melee (1d4 [crit 19-20], dagger), +9 ranged (1d4 [crit 19-20], dagger); SA Rog sneak attack +4d6; SQ Rog evasion, Expertise feat; AL N; SV Fort +3, Ref +9, Will +3.

Str 11, Dex 16, Con 13, Int 14, Wis 12, Cha 12.

Skills Bluff +12, Climb +13; Disable Device +13, Hide +14, Intimidate +12, Intuit Danger +12, Listen +12, Move Silently +14, Open Locks +14, Sense Motive +12, Spot +12. Feats: Expertise, Improved Initiative, Weapon Finesse (dagger), Weapon Focus (dagger).

Equipment: leather armor, cloak, 2 daggers, sap

Pashkar attempts to escape from combat, but is not adverse to fighting one-on-one if he is chased. He, like Ukner, likes to *feint* gullible-looking opponents in combat (both for sneak attacks and quick getaways). He uses his Expertise feat to improve his AC against strong-looking opponents.

There are several things to keep in mind in this encounter:

- Pashkar and Nandris don't know exactly what the PCs are up to, unless the PCs tell them.
- Pashkar just wants some money, and will settle for 200 gp in cash or barter that is on-hand. He felt slighted when his protégé, Nandris, left Rookroost to work as a *diplomat* of all things (sheesh).
- Nandris really just wants to get out of this alive, so he will keep quiet until he thinks the PCs are gaining ground with Pashkar, at which point he interjects diplomatic comments that help them along.
- The Sense Motive skills of both Nandris and Pashkar are very high, so it will be difficult for the PCs to get away with outright lies. However, Pashkar doesn't have any clue what the PCs would want with Nandris, so he has no reason not to believe them (base DC 10 for bluffs). Allow a +2 bonus to the roll if Nandris helps convince Pashkar in a bluff attempt (judge's option).

Familiarity with the Bluff rules will help in this encounter. If Pashkar doesn't fall for a reason to let them go, then he wants gold to make up for Nandris' past transgression. He holds the PCs and Nandris for ransom until this money is paid. Luckily for the PCs, if they don't pay the money someone else (Gaiyle) will, and they will be released just in time to make the meet.

If the PCs pay Nandris' debt, or somehow convince Pashkar to let them go, they will be free to leave the old bakery unharmed. Nandris will be tight-lipped after the encounter. If Irrunee is still with the group (Tier 3 only), he also refrains from comment.

Ending 3: Rookroost Delivery

Gaiyle will be present at the alley behind the *Roiling Stew inn* at the appointed hour (midnight). Assuming they have Nandris in tow, read the following:

The familiar alleyway behind the Roiling Stew inn has a different quality to it tonight...ah, yes, it must the feeling of success! After everything, you still have "the package" and that means you get paid – hopefully.

As before, Gaiyle steps from the shadows, speaking in her usual quiet voice:

"I'm glad you were successful. I heard you had a run-in with one of Nandris' old acquaintances?"

She questions the PCs about what happened, check Nandris to make sure he is unharmed and has all of his possessions, corroborate the party's story with him using Innuendo (DC 20 for a PC to notice), and then pays the PCs the remainder they are owed (total payment adds up to 100 gp per PC). She takes any missing possessions of Nandris' out of their pay, *unless* the PCs claim they used them to pay Nandris' debt to Pashkar (use your best judgment – Gaiyle is not trying to be difficult here, just fair). Gaiyle offers to make up for the party paying for Nandris' debt, if they paid in cash or bartered with their own possessions. She pays a bonus of 40 gp to PCs who dealt "smoothly" with the Thieves' Guild (i.e., either talking their way out or paying Nandris' debt). She also pays this bonus to PCs who communicated with her in *Encounter 1: The Offer* using Innuendo and who worked to keep the mission secret and successful, but does not pay it twice to the same PC.

If there is trouble, use the muscle from *Encounter 1: The Offer* to deal with the PCs. Any PC who attacks her, Nandris, or the hired muscle will not get paid at all.

If Irrunee is still with the group (Tier 3 only), Gaiyle finds out about him and he ends up being captured, though this is unknown to the PCs.

PCs who treated both Gaiyle and Nandris well and did not give away the purpose of the mission each receive an *Influence Point* with Gaiyle Markhalla. Those that endangered the secrecy or success of the mission, were overly rude to Gaiyle and/or Nandris, reported the activities of the elves in Greenkeep, or kept the mount

provided by Gaiyle and kept any of Nandris' possessions instead receive the *Disfavor of Gaiyle Markhalla*. PCs who receive the 40 gp bonus for dealing smoothly with the Thieves' Guild automatically receive the *Favor from Gaiyle Markhalla* unless they are eligible to receive the *Disfavor of Gaiyle Markhalla*, in which case they receive neither.

Any PC who cooperated with Ukner's group and Master Pashkar receives one *Influence Point* with the Rookroost Thieves' Guild. To receive this reward, they may not have been involved in combat against any of the NPC guild members, and had to help convince the party to go along with the arrangement from the beginning. Whether money was paid to Pashkar is irrelevant, only that they cooperated. PCs who used lethal force against guildmembers instead receive the *Enmity of the Rookroost Thieves' Guild*. PC members of the guild lose their membership if they attacked fellow guild members at all, or if they took advantage of the secret entrances to the city without turning over 10% of the money earned by the entire party during the mission (the guild will find out how much the party earned, and any loot discovered as well).

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1: The Offer

Ask for more details on mission 25

Encounter 3: Welcome to the Midlands

Defeat the orcs 50

Encounter 4: The Waiting Game

Defeat / Avoid discovery 25

Defeat escort; capture Nandris 75

Successfully hide the apparent purpose of attack

25

Encounter 5: Pursuit

Defeat Urkull's patrol 100

OR

Avoid Urkull's patrol 50

Ending 1: Captured!

Mislead Cramlin from true purpose 25

Barter information to Cramlin for leniency 25

Ending 2 or 3: Greenkeep Delivery

Deliver Nandris to Gaiyle in good condition 25

Encounter 6: Out of the Frying Pan...

Get into the city without raising an alarm 25

Encounter 7: ...And Into the Fire

Negotiate release with Pashkar 25

Defeat Ukner's band 50

Maximum Experience for Objectives 400

Discretionary Role-Playing Experience 0-50

Total XP Available 450

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 1,000 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 1: The Offer

- Up to 50 gp paid up-front, depending on negotiations with Gaiyle.

Encounter 3: Welcome to the Midlands

- Weapons and armor from the orcs, which can be sold at only 25% of listed value due to shoddy condition

Encounter 4: The Waiting Game

- 20 gp from Yulkin, 15sp each from his guards
- Nandris' personal possessions (200 gp value)
- Drapes off the carriage (10 gp value)
- Weapons and armor off the soldiers

Encounter 5: Pursuit

- 5 gp, 70 sp from the patrol
- Weapons and armor from the patrol
- 16 sets of manacles (4 sp each)

Ending 1: Captured!

For PCs who keep the mission a secret and mislead Cramlin as to their true purpose:

- 100 gp per PC, plus may keep any one personal item (everything else they carried is lost)
- *Influence Point* with Gaiyle Markhalla
- *Enmity of Graf Tadorinal*
- *Brand of the Condemned* for PCs who are condemned to death and later released; the Time Unit cost of the scenario is increased by 12.
- *Whip Scars* for PCs who are sent to the silver mines of the Rift. The Time Unit cost of the scenario is increased by 4.

For PCs who spill everything to Lieutenant Cramlin:

- PCs may keep all equipment
- *Disfavor of Gaiyle Markhalla*
- *Influence Point* with Graf Tadorinal
- For PCs who do not successfully hide their true purpose, but don't spill everything to Lieutenant Cramlin:
- PCs may keep any one personal item (everything else they carried is lost)
- *Enmity of Graf Tadorinal*
- *Brand of the Condemned*; the Time Unit cost of the scenario is increased by 12.

Ending 2: Greenkeep Delivery

- 100 gp per PC, minus any payment made in *Encounter 1: The Offer*, minus the value of Nandris' possessions if kept by that PC; characters who are involved in a deception aimed at both keeping one or more mounts provided by Gaiyle and getting paid receive nothing.
- 40 gp per PC as a bonus to characters who communicated with her using *Innuendo* in

Encounter 1, and worked to insure the secrecy and success of the mission

- *Influence Point* with Gaiyle Markhalla for PCs who treated both Gaiyle and Nandris well and did not give away their true purpose
- *Disfavor of Gaiyle Markhalla* for PCs who endangered the secrecy or success of the mission, were overly rude to Gaiyle and/or Nandris, reported the activities of the elves in Greenkeep, or kept the mount provided by Gaiyle and kept any of Nandris' possessions

Ending 3: Rookroost Delivery

- 100 gp per PC, minus any payment made in *Encounter 1: The Offer*, minus the value of Nandris' possessions if kept by that PC; characters who are involved in a deception aimed at both keeping one or more mounts provided by Gaiyle and getting paid receive nothing.
- 40 gp per PC as a bonus to characters who communicated with her using *Innuendo* in *Encounter 1*, and worked to insure the secrecy and success of the mission.
- 40 gp per PC as a bonus for dealing "smoothly" with the Thieves' Guild (i.e., either paid Nandris' debt or talked their way out of it somehow); note that a PC may only receive one 40 gp bonus, not two.
- Gaiyle will agree to repay any PCs who used their own gold or personal possessions to pay Nandris' debt to Pashkar.
- *Influence Point* with Gaiyle Markhalla for PCs who treated both Gaiyle and Nandris well and did not give away their true purpose.
- *Disfavor of Gaiyle Markhalla* for PCs who endangered the secrecy or success of the mission, were overly rude to Gaiyle and/or Nandris, reported the activities of the elves in Greenkeep, or kept the mount provided by Gaiyle and kept any of Nandris' possessions
- *Influence Point* with the Rookroost Thieves' Guild for PCs who cooperated and dealt with the situation "smoothly" (see text).
- *Enmity of the Rookroost Thieves' Guild* for PCs who used lethal force against guild members.

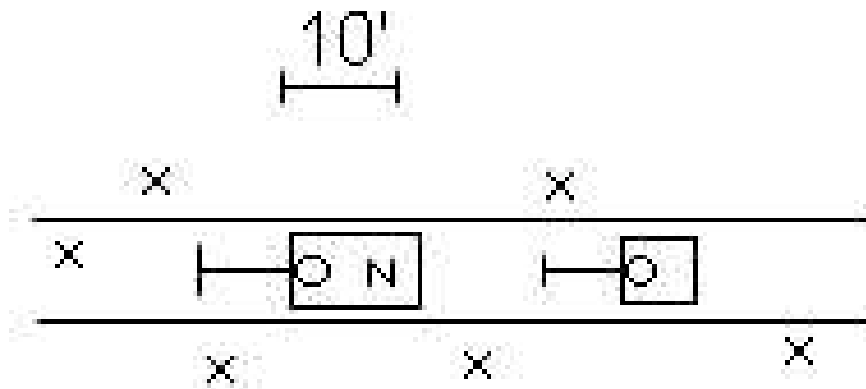
Descriptions:

- *Enmity of Graf Tadorinal*: The character above has done a disservice to Graf Tadorinal, ruler of the Midlands. Should this character be captured by the Graf's forces in later adventures, he or she will be subject to harsh punishment.
- *Disfavor of Gaiyle Markhalla*: The character named above has dealt with Gaiyle in a rude and/or unprofessional manner. Gaiyle will treat this character poorly in future encounters.
- *Enmity of the Rookroost Thieves' Guild*: The character above has earned the malevolence of the Rookroost Thieves' Guild; in any encounter with guildmembers

in the future, this character will not be shown mercy or quarter.

- *Brand of the Condemned:* The character named above has been branded with the symbol of those condemned to death in Iuz. If captured by forces loyal to Iuz, it is likely the PC will be assumed to be an escaped prisoner, and put to death.
- *Whip Scars:* The character named above has received horrible whip scars on his or her back from working in the silver mines of the Rift Canyon.

DM's Aid #1



- N Nandris
- o Teamster
- x Soldier

DM's Aid #2

Instructions: Find out the speed of the party in mph (PH Ch. 9). Begin when the PCs capture Nandris or allow someone to escape that sees them. Cross off the hours as you complete each row, entering how far each group travels and how far they have traveled total. Use the aid at the bottom to track each group's position if necessary. Remember that after sunrise (13 hours after Nandris is captured), the raft will *not* be sent by the elves.

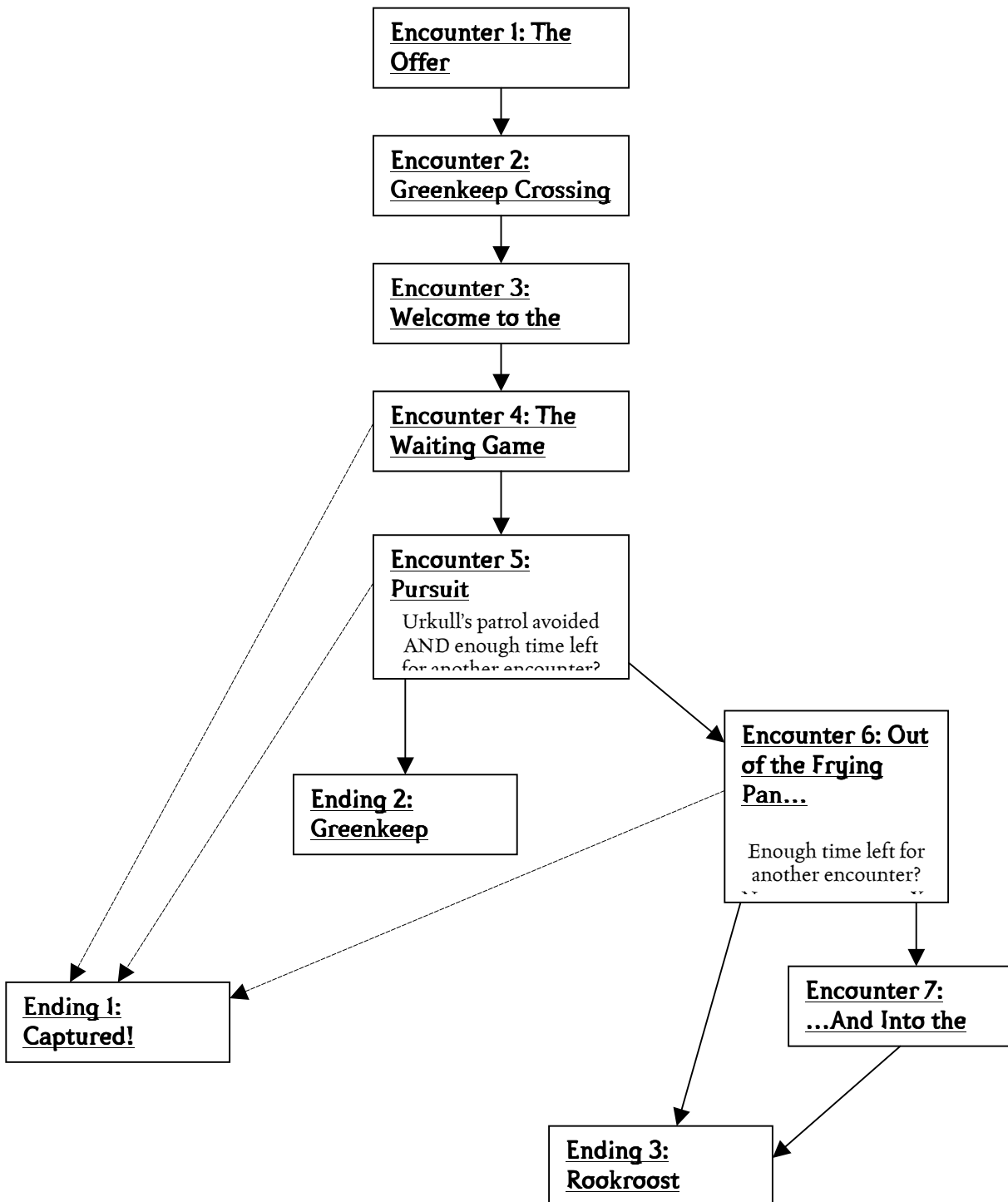
Patrol's speed: 4 mph

Party speed:

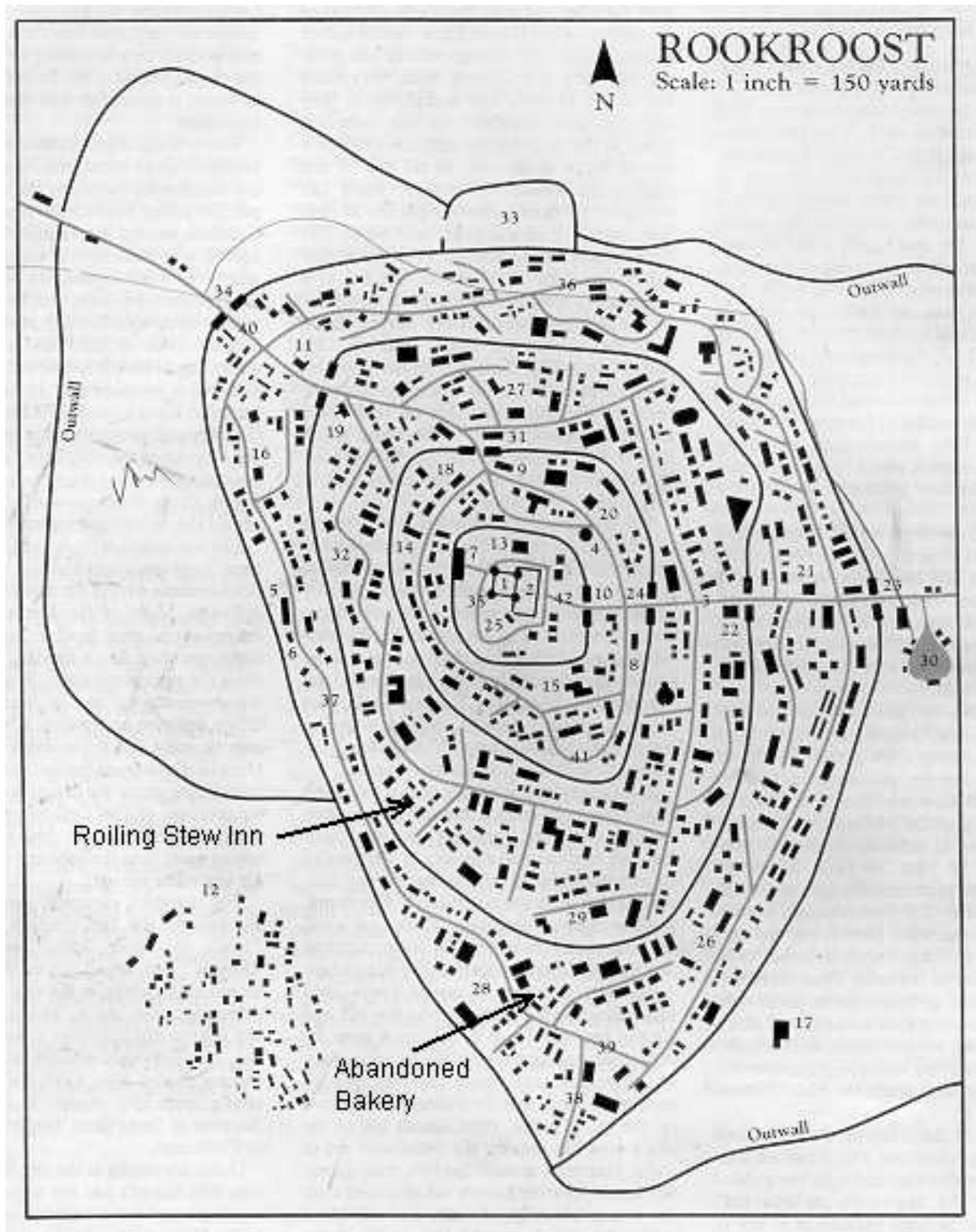
		Miles Travelled			
		Urkull's Patrol		Player Characters	
Hour	Notes	This Hour	Total	This Hour	Total
1	Begin		(-10)		
2					
3	Patrol begins chase if informed about PCs				
4					
5	Patrol begins chase if <i>not</i> informed about PCs				
6					
7					
8					
9					
10					
11					
12					
13					
14					
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21					
22					
23					
24					
End	combat with patrol if they overtake PCs				50 miles



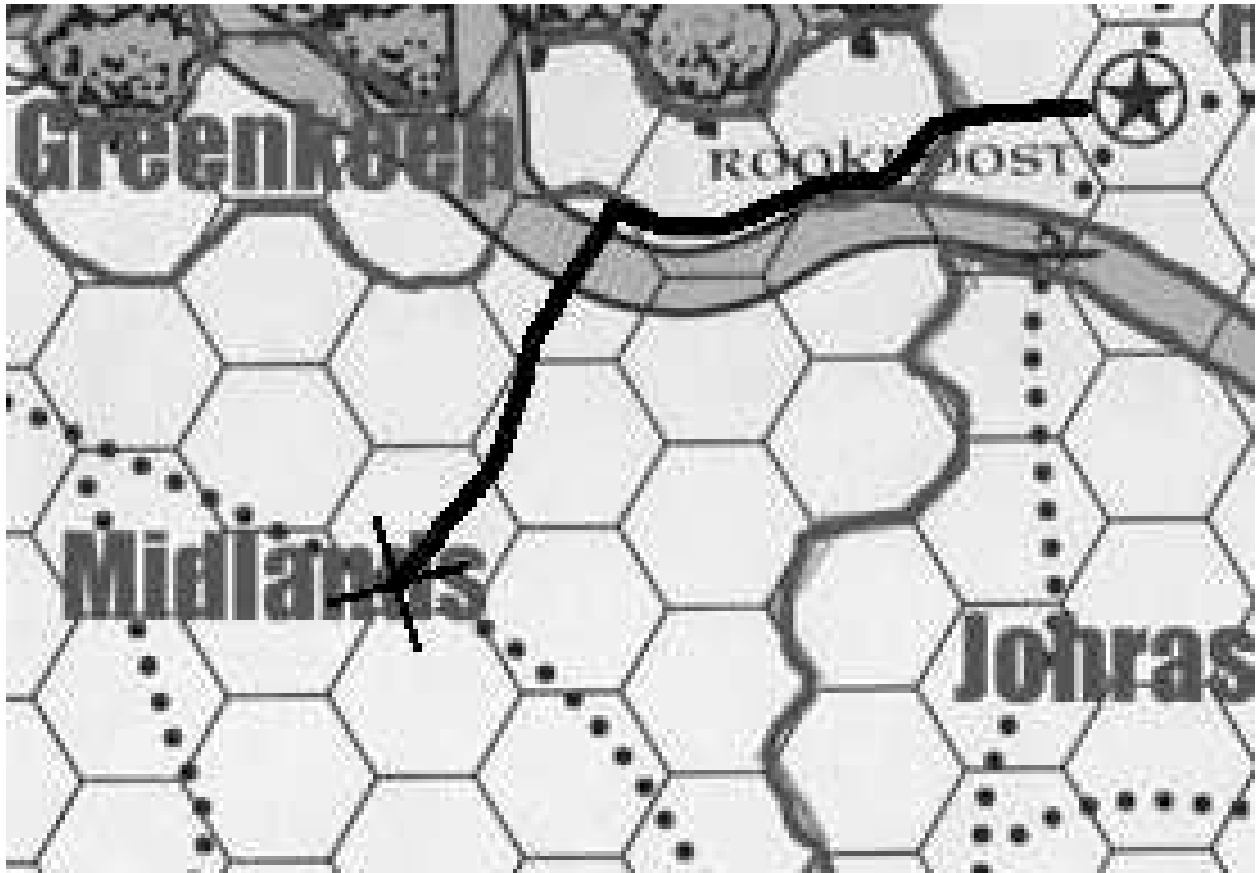
DM's Aid #3



DM's Aid #4



Player's Handout #1



Scale: 1 hex = 20 miles

Player's Handout #2

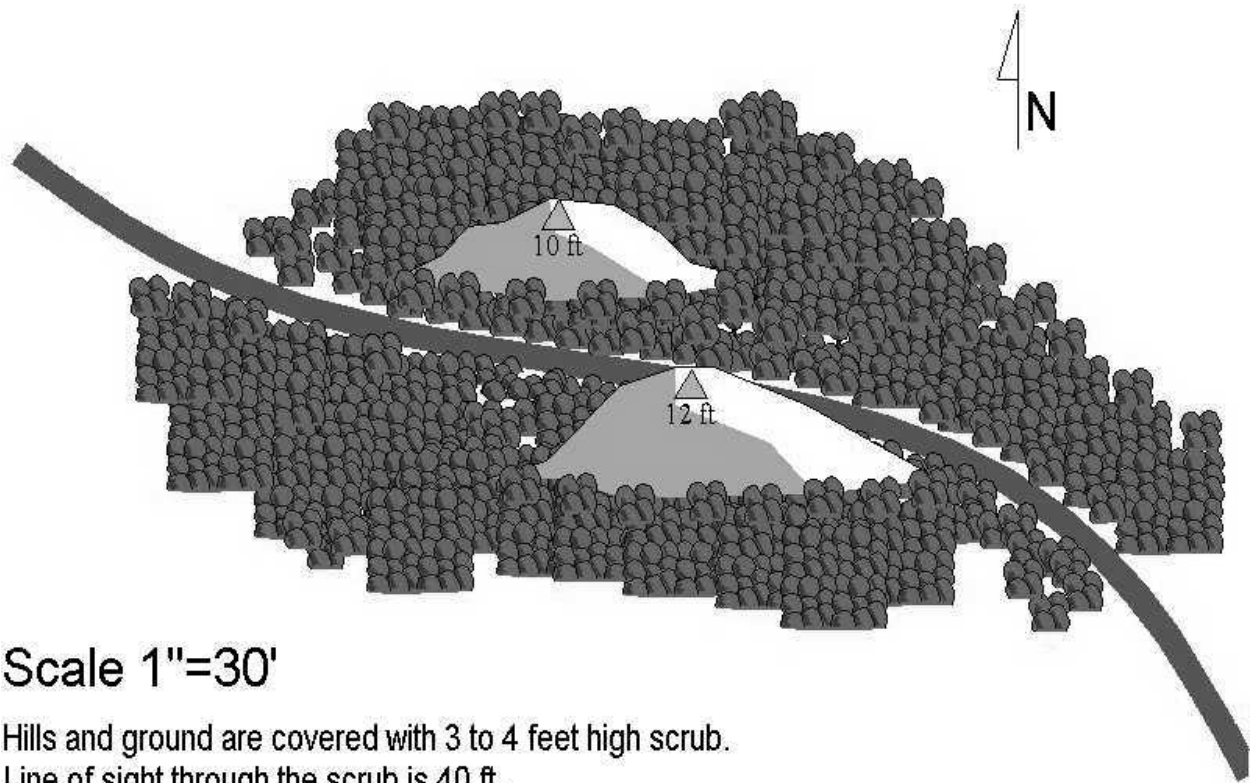
(Note: do not show this to handout other PCs)

With your skill in Innuendo, you think Gaiyle wants very much for this mission to succeed, and that she will reward individuals well if they help keep it a secret and help it succeed. Also, Nandris may be very easy to convince to be cooperative, and should not be treated roughly. It's obvious to you that she wants you to keep this information to yourself, as well as discreetly confirm that you understood her.

If you wish to use Innuendo to communicate something to Gaiyle, just write your comments below and hand this back to the judge.

Player's Handout #3

Map of Ambush Site



Scale 1"=30'

Hills and ground are covered with 3 to 4 feet high scrub.

Line of sight through the scrub is 40 ft.

Standing line of sight is normal vision ranges for character taller than the scrub.

Player's Handout #4

(Note: do not show this handout to other PCs)

Using your skill with Innuendo, you realize the conversation is not about a treasure map at all. It is about your captive, Nandris. And someone high up in the thieves' guild wants Nandris delivered to him, soon.

The option to delivering Nandris does *not* appear to be pleasant.

If you want to cooperate, just hand the note back and nod your head to the DM. If not, just hand this note back and say you're not interested.

Critical Events Summary For *The Package*

Judge, please fill this form out and send to the following address:

Clay Hinton
Bandit Kingdoms Triad Point-of-Contact
2921 Buckskin Run #902
Fort Worth, TX 76116

Were any PC's overly rude to Gaiyle, or did any PC's attack her and survive? (Y / N) If so, please provide character names, player names, and RPGA #'s.

Did the party fight Urkull's patrol? (Y / N) If so, did they win or lose? (Y / N) Did Urkull survive? (Y / N)

Did the party make it to the river before the first morning? (Y / N) If not, please briefly describe how they crossed.

Was Nandris successfully delivered to Gaiyle alive? (Y / N)

Were any of the PC's Captured? (Y / N) If so, did any of them "spill everything" to Lieutenant Cramlin? (Y / N) If not, did any of them successfully mislead him from their true purpose? (Y / N) Please provide character names, player names, and RPGA#'s.

Did the party go on to Encounter 6? (Y / N) How did they enter the city?

Did the party go on to Encounter 7? (Y / N) Did the party pay back Nandris' debt, or somehow talk their way out of it? (Y / N) Please explain briefly.

Please list any recipients of the following, and provide the character name, player name, and RPGA #:
Influence Point with Gaiyle Markhalla:

Disfavor of Gaiyle Markhalla:

Influence Point with Graf Tadorinal:

Enmity of Graf Tadorinal:

Influence Point with the Rookroost Thieves' Guild:

Enmity of the Rookroost Thieves' Guild: