

NYR2-01



GRAPPLED QUARRY

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

Version 1

by M. Clark

With Assistance of Team Nyrond, the Kingdom of Nyrond Development Team
RPGA HQ reviewer: Stephen Radney-MacFarland

Just another opportunity to see the world and risk life and limb? Well, at least someone is saying please and thank you while you put your life on the line for that person's safety and general well being. An adventure for characters level 3-6.

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

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

NOTICE TO JUDGES AND COORDINATORS

Before for you run this scenario and other LIVING GREYHAWK Nyrond regional scenarios, please contact the Nyrond Regional Triad so that they can send you copy of the Nyrond Judge's Kit.

This kit includes additional background for the kingdom's major NPCs, historical data, current events, crime and punishment, and other useful information.

This information will be constantly updated, so it is important to get this information with every new scenario. It is important to understand that the Nyrond Judge's Kit is only for the campaign judges and not for player consumption.

To receive the Nyrond Judge's Kit contact the Nyrond Triad at NyrondTriad@aol.com, and ask for the kit of the scenario you are running.

DM'S INTRODUCTION

This is a Kingdom of Nyrond scenario for the LIVING GREYHAWK Campaign. It is a mid-powered scenario for characters levels 3 to 6 (APL 4 and 6). It begins with the heroes implored by a group of desperate gnome merchants seeking competent professionals who can safely guard their supply caravan on its journey from Rel Mord to Schukendale (the border of the Flinty Hills). The supplies carried by the caravan are intended to bolster the freedom fighting efforts of King Lynward's gnome allies. Our heroes have been hired as extra security since some of the recent supply caravans have been targeted by exceptionally clever bandit attacks.

Near the frontier the heroes and their caravan are attacked. If the bandits are successful in their raid on the caravan, the heroes will be asked to hunt them down and recover the stolen goods. If their raid is thwarted, the heroes will be rewarded with an opportunity to purchase some rare items useful to their profession. They will be further honored with another job offer to investigate and bring to justice the bandit leaders while recovering more of the valuable supplies previously stolen.

The investigation, spearheaded by the heroes, can uncover important information about the identities and activities of the Crimson Dirks and the Witches of the Sand, who have allied themselves with the traitor, Prince Sewardt. Important criminals could be killed or captured with one of the enemy agents bearing a striking resemblance to the vile prince himself (a simulacrum).

Indeed, the younger brother of our king is hopeful that his look-a-like (simulacrum) and a few of his allies will be spotted. The efforts of the Grey Seer and Grey Watch have, of late, been quite annoying to the betrayer of Nyrond. Prince Sewardt has dispatched these agents into the Flinty Hills for three reasons. First, allied with bandits, his agents are stealing weapons and supplies for his coming rebellion. Second, relentlessly pursued by the Gray Watch, Prince Sewardt hopes to spread misleading clues and information concerning his whereabouts and activities. Finally, he is hoping to find new allies along the war front who can aid him in making his bid for the throne of Nyrond.

Our heroes, if they encounter this decoy, may actually come to believe that they have seen, killed, or captured the most wanted man in Nyrond. Success on this mission has a variety of rewards. First, the heroes can earn a measure of deserved fame and influence to the heroes as they can yet again aid agents of the kingdom in stifling the plans of King Lynward's most dangerous foe, his own brother. In addition, the merchant gnomes of the Flinty Hills are wealthy and influential. Earning their favor can bring rich financial rewards and an opportunity to obtain rare commodities.

IMPORTANT DM NOTICE

The Nyrond Campaign is a dark campaign. Times here are hard. The government must be stern in order to maintain

order. This is a lawful good country, with emphasis on lawfulness. PCs may learn to understand there are consequences for unlawful actions in Nyrond. Characters who step out of line will be punished. This includes any crime they are caught committing. Information about crimes in Nyrond and their specific punishment is in the Nyrond Judge's Kit.

ADVENTURE SYNOPSIS

Introduction: One for the Road

Having gained some notoriety in prior exploits, the heroes are approached by a group of gnome merchants (Steflin, Landalin, and Hanmollen) seeking guards for a caravan of supplies being transported to freedom fighters in the Flinty Hills. Met as they dine in the familiar surroundings of the Bottomless Keg Tavern in Rel Mord, they are pampered and appreciated by their potential employers who know that treating heroes well can save one's life and lower the cost of overhead. If the heroes accept employment they will be assigned as officers over the caravan guards. Their primary responsibility will be the safe passage of the gnomes and their goods from Rel Mord to Schukendale, near the border of the Flinty Hills.

During their initial encounter, they have opportunities to discover why their particular services are needed and what befell some of the officers of the previous caravan, which did not successfully reach its destination.

On the Road Again

As the caravan begins its journey, the heroes experience some difficulties with the often-resentful guards who are put under their command. Many of these guards are survivors from the previous caravan attack. Our heroes can gain useful information and loyal service from them if they can bridge some of the initial roadblocks in their relationships.

Our heroes are in charge. It is their responsibility to set watches and maintain security for all wagons and caravan personnel. They also have to deal with caravan discipline.

In the Still of the Night

An attack comes during the second watch (starting about an hour after midnight) two days from the end of the journey. All of the previous attacks, according to survivors, have come during their last day of travel toward Schukendale. This attack centers on the campfire where duty personnel who look and act the most like officers or adventurers are the primary targets. A volley of arrows and charging skeletons follows the initial campfire diversion. They bandits work in a calculated way to isolate and steal caravan wagons loaded with valuable supplies.

Recovering Stolen Goods (A)

Merchant gnomes, led by the elderly Teflak, reward the heroes if they have brought the caravan safely to Schukendale. Impressed by their performance they give the heroes two masterwork weapons and an opportunity to purchase some minor magical items. The heroes are also offered further employment if they investigate the bandits and recover more of the stolen supplies taken from the previous caravans.

During the feast celebrating their victory, a mysterious message turns up in the soup of one of the heroes (the highest-level caster). This message leads the heroes to a mysterious meeting.

Recovering Stolen Goods (B)

Unhappy with their performance thus far, but in need of assistance, **Teflak**, the elderly gnome leader, offers the heroes a pay-for-success job opportunity during a dinner celebrating the gnomes' return. The supplies from the raided caravans are desperately needed. The gnome merchants agree to pay the heroes for each wagon recovered. Some additional rewards are offered for each bandit caught or killed.

During the dinner, a mysterious message turns up in the soup of one of the heroes (the highest-level caster). This message leads the heroes to a mysterious meeting.

Mysterious Meeting

Steflin, the Stonecutter and Sculptors' Guildmaster who originally hired the heroes, is the author of the mysterious soup message. The message is a request for a private meeting under the cover of darkness later that night. The arranged meeting is at the Half Uh Chance gaming house at moonrise (a hour before midnight). If early the heroes have a chance to stop Steflin's murder and battle some of the assassins. If they arrive on time, just in time for their meeting, they can follow a trail of clues, which begins with Steflin's dead body.

On the Trail of Assassins

The heroes, if early for their rendezvous, are able to pursue the assassins and gather fresh clues. If they arrive later, near the time of their appointment, they can examine Steflin's body, track, and search for clues. The trail of clues can lead the heroes to the stone carver's shop and a back room at the Half Uh Chance gambling house. At the stone carver's shop a thorough search turns up a map (showing the location of the bandits hideout) and some obscure notes referring to a special sculpture (the sculpture used to make the Simulacrum).

At the Half Uh Chance gambling house the heroes can gain some information if they interrogate one of the assassins. Though the leader, who knows the most, is uncooperative and suicidal if captured, the younger gang members may be cooperative if properly persuaded.

Through information gathering or interrogation the heroes discover that the gang leader met with a woman with shrouded features that wears a distinctive symbol as a clasp for her cloak (Witches of the Sands) and is usually

accompanied by a blue lizard (a shocker lizard). During very successful interrogations, a younger gang member also reveals the location of the canyon where they leave the captured wagons.

The gang of thieves and assassins is called the Crimson Dirks and their half-elf leader is Arlow Felsgood. Zillota, one of the Witches of the Sands, (first encountered in "Whisper"), is in charge of Prince Sewardt's interests. Her task is threefold. First, weaken King Lynward's success with his allies along the frontier. Second, capture supplies for Prince Sewardt's coming rebellion. Third, establish rumors about the whereabouts of Prince Sewardt (The Grey Seer and his Grey Watch have been getting too close for comfort).

Down in Stone Canyon

Following the map and/or using clues gleaned from interrogated gang members (Crimson Dirks) the heroes search for stolen goods in the Stone Canyon Quarry north of Schukendale. Here they come across a well-defended outpost. The success of their siege determines whether or not they drive away the bandits, destroy the outpost, recover stolen goods, and capture or kill Prince Sewardt (Simulacrum). Zillota is working to rescue the Prince's Simulacrum and relocate as many of the wagons of supplies as possible. She too may be captured or killed.

Conclusion

A wide variety of rewards await the heroes depending upon the success of their efforts. Our heroes have opportunities to be noticed by very powerful agents of the kingdom. The death of Prince Sewardt (his Simulacrum) is treated with skepticism for there will be little or no evidence. His capture, though initially rewarded, is later denied. If the truth is uncovered, by saving and preserving Steflin or by piecing together clues, the Grey Seer himself takes note. If most of the goods are recovered the merchant gnomes will be grateful. If the bandits are rooted out, they will be ecstatic. All rewards are determined by the degree of party success.

PLAYER INTRODUCTION

Passing through Rel Mord you stop off to enjoy a meal at your old hangout, the Bottomless Keg Tavern. You recognize several colleagues and join them at a table for a drink. One of the barmaids, Myndy, comes over to take your order immediately.

Characters should take this opportunity to introduce themselves to each other where necessary. Give them an opportunity to order from the Bottomless Keg Tavern menu (Player Handout 1).

ENCOUNTER 1: ONE FOR THE ROAD

Not only did you get immediate service at your table, but the drinks aren't watered down, the food is tasty, and it was brought to your table while it was still hot. When you go to pay your bill, Myndy indicates that a group of gnomes down at the end of the bar have paid your tab and have asked to meet with you.

The characters are introduced to a group of brightly dressed gnome merchants. They ply the heroes with the following proposition:

"Greetings to our reputable heroes! We are hoping that you have enjoyed the dinner we have provided. If you would be so kind, I am Steflin Ben Stolfal Sojanim of the House of Glittering Gems. These are my colleagues, Landalin Mak Drussal of the Rising Moon and Hanmollen Cur Traftlis Dullmar of the Mysterious Door. We wish to employ you as officers in charge of the guards for our caravan. We leave in the morning on our journey to Schukendale near the edge of the Flinty Hills. We will pay you well for your time. Let us discuss this opportunity over a few glasses of ale and wine. Come and join us in the room we have reserved."

Should the heroes choose to follow the gnomes into the meeting room, they will find it is set up with a large table in the center. Chairs are positioned around the table with high smaller chairs interspersed between every two normal chairs. There are six human chairs, three high chairs, and two stools in the corners along the wall opposite the door. The table has a tray of breads and cheeses in the center. There are two pitchers of ale and two pitchers of red house wine. A dozen steins and plates are evenly spread around the table with linen napkins tucked underneath them.

Steflin:

This middle-age and wealthy gnome is dressed in fine red linen trimmed by gold satin. His ensemble is accented by dazzling ruby rings, a ruby necklace, and a ruby bracelet. He does most of the talking and answers questions along these guidelines:

- Where is the caravan headed?
We are headed to Schukendale along the border of the Flinty Hills.
- How long will it take us to get there?
The journey to Schukendale along the king's roads takes about two weeks.
- What is our pay?
Since the journey is nearly two weeks, we will pay 50 nobles up front and 100 nobles upon the safe arrival of cargo and persons in Schukendale.
- Why are you hiring officers now?

Many of our former officers were killed or wounded in previous raids. Some are reluctant to make the return journey.

- How many previous raids?
Two caravans prior to this one have been attacked with wagons lost to the bandits.
- How did the bandits attack?
Each attack has been different. All attacks came within one day's journey of Schukendale. One attack came in broad daylight, another at dusk, the last in the early hours of the morning. I am not sure of more specific details.
- What kind of combat tactics did the bandits use?
They have attacked by surprise rolling out from under disguised pits where they waited for us. They have ridden around the camp and launched arrow attacks. In one of the attacks they began by centering a fireball in the center of camp.
- Why aren't you hiring regular guards?
The attacks have centered on the officers in charge of the safety of the caravan. They have suffered the most wounds.
- Will we have complete authority?
You will have authority over matters of security. You will also have authority over the guards we already have in our employ.
- Where do we meet in the morning?
We will leave one hour past dawn from the north gate.
- What is in the caravan wagons?
Weapons, food, and supplies for the freedom fighters in the hills.
- What kind of merchants are you?
Presently we trade not for profit but for the future security of our people and land.

Landalin:

This middle-age and wealthy gnome is dressed in finely tailored buckskin trimmed with mink fur. His ensemble is accented by dazzling sapphire rings, a sapphire necklace, and a sapphire bracelet. He does not talk unless he is questioned specifically.

- What do you know about these bandits?
They blight our prosperity. Zilchus does not approve. Prosperity is the highway to success. Caravans should be sacred as they are a means to paradise.
- Are you a follower of Zilchus?
How can one prosper without honoring the author of commerce?

- Are you a cleric of Zilchus?
Each serves as they may.
- What kind of merchant are you?
We have all banded together to invest in the future of our people and our land. There could be no greater profit. I am a bit distressed for it is not my will to arm bandits but freedom-fighting gnomes.

Hanmollen:

This middle-age and wealthy gnome is dressed in fine blue silk trimmed with silver. Platinum rings, a platinum necklace, and a silver bracelet accent his ensemble. He asks a question for every question he is asked and answers questions along these guidelines:

- What do you know about these bandit raids?
These bandits are creative and bold. What kind of fighting experience do you have?
- Have you seen any of the attacks?
Yes, what weapons and tactics do you normally use when you are in battle?
- What kinds of goods were stolen?
Weapons and armor mostly. Do you have any spellcasters in your group? What kind of combat spells do they cast?
- What kind of merchant are you?
At the moment I deal in supplies for the freedom fighters. Do any of the members of your party fight from horseback? What kind of ranged weapons do you heroes use?

The gnomes will answer as many of the heroes' questions as they can. If there are no guidelines for a particular line of questions they will admit they don't know. The merchants will remind the heroes to meet them at the north gate one hour past dawn, should they choose to take the job.

ENCOUNTER 2: ON THE ROAD AGAIN

Arriving at the north gate in the light of the early morning you see the caravan wagons undergoing their final inspection before the journey begins. Ten footmen and five horsemen accompany twelve wagons, each pulled by at least two draft horses. The gnomes, more conservatively dressed for travel, busy themselves around the third wagon in the caravan line. They are assisted by a hulking half-orc who lifts and loads their luggage. One of the riders, dressed in a chain shirt and coif, leers in your direction

before shouting commands to the other four horsemen. Steflin hurries over to greet you once you arrive.

Allow the characters to greet Steflin, inspect the wagons, and ask about the guards. Steflin answers their questions along the following guidelines (Give out Player Handout 2: Caravan):

"Good morning brave adventurers! I trust you have slept well and are ready for our journey. We look to you and your expertise for any final preparations for our journey."

Each hero is given his or her initial 50 nobles as contracted.

Twelve wagons, listed in order from front to back, carrying the following:

- 1) Servant Wagon with food, water, two servant hammocks and two servant cots. (Appears to be 16 servants, most driving the teams of draft horses, not counting the hulking half-orc).
- 2) Off-Duty Guard (Footmen) Wagon with guard weapons, armor, personal possessions, food, water, two guard hammocks and two guard cots. (9 Footmen and 1 Officer).
- 3) Gnome Wagon with the three merchant gnomes, the hulking half-orc, cots, hammocks, trunks of "personal property" and some fine food, water, and wine.
- 4) Armor and Shield Wagon (All gnome-size)
- 5) Ranged Weapons Wagon (Small and Medium-size only with quarrels).
- 6) Melee Weapons Wagon (Tiny and Small only).
- 7) Officer Wagon with four trunks, two cots, personal possessions, food and water.
- 8) Supply Wagon with blankets, bandages, salves, ointments, clothing, food and water.
- 9) Armor and Shield Wagon #2 (All gnome-size).
- 10) Ranged Weapons Wagon #2 (Small and Medium-size only with quarrels).
- 11) Melee Weapons Wagon (Tiny and Small only).
- 12) Off-Duty Guard (Horsemen) Wagon with guard weapons, armor, personal possessions, food, water, and two guard cots. (Four Horsemen and One Officer rotate their use of this wagon).

Caravan Personnel List (also a DM's Handout):

Horsemen :

☞ **Sergeant Yaccob:** Male human Ftr2.

Description: A horseman with a chip on his shoulder about infantry and adventurers. He has black curly hair with goatee wearing chain shirt. Yaccob is barrel-chested and gruff.

Typical Dialog:

- "What kinda military experience ya got?"
- "I bet yer one o' them greedy adventurer types."
- "What kinda experience have ya got riddin'?"
- "Can ya shoot a bow from horseback?"

- “How do ya expect ta fight bandits without a swift horse response?”

If friendly relations established, knowledge about bandits: *“Their horsemen stayed at extreme range and fired longbows.”*

🔱 **Horsewoman Freh:** female human Ftr 1.

Description: Horsewoman searching for a handsome (Charisma 12 or better) man who can ride (Three or more ranks in Ride). Blonde Ponytail wearing studded leather. Slim figure with high leather boots

Typical Dialog:

- “I love to ride! Do ya ride?”
- “I bet yer rich.”
- “Ever think about settlin’ down?”

If she fancies one of the male characters and he responds appropriately to her advances she shares the following information: *“In the two attacks I saw there was a beautiful woman giving orders to the bandits.”*

🔱 **Horseman Dullin:** male human Ftr 1.

Description: Very slow-witted and simple minded. He is a Bald, burly young man in his late teens with a horse-hoof-shaped scar above his right eyebrow. He is wearing studded leather and high boots.

Typical Dialog: If a character speaks kindly to **Dullin** he will give that character the following information: *“I saw one of um. He got his drawing everywhere I go. See, I took one to remind me what he look like (Dullin pulls out a wanted bulletin detailing the crimes of Prince Sewarndt). He done yelled at bad men who robbed us and told em what ta do.”*

Two more stereotypical horsemen (Verne and Nod, both male human Ftr 1) have nothing to add to the information player characters already have obtained.

Footmen:

🔱 **Sergeant Slavek:** male human.

Description: Leads the footmen with a philosophy of Power Attack battle tactics using two-handed weapons. Slavek is a short, broad-shouldered man in his early 30's. He wears a chain shirt and hefts a large club. Impressed by brute strength and courage. He will share his knowledge and give his trust to anyone who beats him in arm wrestling.

Typical Dialog: If anyone beats Slavek in arm wrestling he gives them the following information: *“Some o’ them bandit footmen was light on the flesh if ya know what I mean.”* (skeletons)

🔱 **Footman Attiack:** male human

Description: Attiack is interested in a drinking buddy, preferably one who can also supply the drink. Attiack is black-haired with the shadow of a beard. He is medium build and wears a chain shirt.

Typical Dialog: If anyone gives Attiack wine, ale, or hopefully something stronger; he shares the following information: *“They never once charged our heavily protected positions. Rained down a hell of a lot of arrows though.”*

The other eight footmen (Bivin, Trod, Klef, Kazcar, Plank, Monta, Gil, and Euhfin) are stereotypical and have no pertinent information to add to the heroes’ investigation.

Upon receiving your order to advance the caravan begins its long journey toward the Flinty Hills.

Allow the heroes to settle into a traveling pattern. The caravan members look to them for when and where to stop for the night. Our heroes also need to decide who is on which watch. Meals, cooking fires, and meal cleanup seems to be taken care of by the 17 servants (16 human male and one half-orc male) who watch over the gnomes. They do not talk to the heroes, except to give general greetings or acknowledge appropriate orders and have no information about the bandits.

The hulking half-orc in their service is utterly silent. If he is pressed for information, he (hulking half-orc) opens his mouth wide and points to the scared remains of his severed tongue.

Note that the heroes can and should continue to build good relations with the caravan guards. Also note that most attempts to pal around with the gnomes will be ignored. The gnomes spend most of their time in their wagons and ignore the general business of running the caravan.

TRAVEL EVENT 1:

After the first week of uneventful travel, the heroes run into a snag. Attiack falls gets drunk and falls asleep during his watch. Our heroes have to decide his punishment, if any.

Any character who succeeds at a Knowledge (law) (DC 10) knows the following legal guidelines: A first or minor watch infraction results in the loss of a week’s pay, a temporary mark on the forehead (*arcane mark* or ink stain), and immediate discharge or given extra duty. Punishment too lax or too severe will have future consequences.

TRAVEL EVENT 2:

After eight days of travel some of the heroes on watch may get the impression they are being watched. Characters with an Intelligence of 12 or more may attempt either a Scry check or an Intelligence check (DC 20) to notice the *screaming* sensor that is watching them (see the *screaming* spell in Chapter 11 of the *Player’s Handbook*). Clerics of Hextor have cast *screaming*, and are watching the caravan and relaying messages to the bandits via *sending* spells.)

TRAVEL EVENT 3:

After another three days’ of travel, someone breaks into the stores on one of the supply wagons (wagon number 8 in the list) and takes a round of cheese. Verne is spotted taking the cheese with a Spot check (DC 15) during the second watch of the night. If Verne is not spotted, the remains of a partially eaten cheese wheel are found half

buried in the dirt with a Search check (DC 20). If all caravan guards are questioned Verne's lie is discovered on a Sense Motive (DC 20) or Verne confesses to the crime on an Interrogation (DC 18).

Any hero who makes a Knowledge (law) (DC 10) knows the following legal guidelines: A first or very minor theft results in a fine equal to five times the cost of the item stolen (5 gold nobles), a temporary mark on the forehead (*arcane mark* or ink stain), and immediate discharge or extra duty. Punishment too lax or too severe will have future consequences.

CARAVAN MORALE

After watches are set two nights before the heroes arrive in Schukendale determine the morale of the guards in the caravan using any player character's Diplomacy skill with the following modifiers:

Note: This will determine how well the troops will serve the heroes in battle.

- **+2 Storytelling** If at any time, any PC told a story of their exploits with a Perform (DC 15) they gain this morale bonus.
- **-2 Interrogation** If any bully or interrogation tactics were used to force guards into giving the heroes information about the bandits the heroes suffer this morale penalty.
- **-2 Accusation** If any of the heroes accuse any of the guards of being bandits they suffer this morale penalty.
- **+2 Equipment** If any of the heroes cast beneficial spells on guards during their watches or lent them superior equipment they gain this morale bonus.
- **+2 Tactics** If any of the heroes demonstrated Knowledge in Military History (DC 10) or Tactics (DC 10) they gain this benefit.
- **+2 Seasoned** If any of the heroes demonstrate professional competence as a soldier (Professional Skill Military, DC 10) they gain this benefit.
- **-2 Cowardice** If any of the heroes have positioned the guards in higher risk positions and situations than they themselves have been willing to take, they suffer this morale penalty.
- **+2 Disciplined** If punishment for Attiack's watch infraction was appropriate (Not too harsh or too lax) they gain this morale bonus.
- **-2 Undisciplined** If punishment for Attiack's watch infraction was inappropriate (Too harsh or too lax) they suffer this morale penalty.
- **+2 Lawful** If punishment for Verne's theft was appropriate (Not too harsh or too lax) they gain this morale bonus.
- **-2 Unruly** If punishment for Verne's theft was inappropriate (Too harsh or too lax) they suffer this morale penalty.

- **+2 Horsemorthy** If any PC has ridden his own trained war-mount (riding horse does not count) with the horsemen on duty the heroes gain this morale bonus.
- **+2 Footworthy** If one of the heroes bested Slavek in arm wrestling the heroes gain this morale bonus.
- **+2 Inspired** If any bard hero has used a perform skill to inspire the guards at any time during the previous journey the heroes gain this morale bonus.
- **-2 Bloodthirsty** If any of the heroes proclaim bloodthirsty or berserk tendencies the heroes suffer this morale penalty.
- **-2 Snobbery** If the heroes do not stand watch with the regular guards but always position themselves apart they suffer this morale penalty.
- **-2 Pacifistic** If any of the heroes openly declare an aversion or inadequacy pertaining to combat the heroes suffer this morale penalty.

Morale Check Results:

Below DC 15	Guards will immediately fall back at the outset of battle and protect the Gnome Wagon and themselves only.
DC 15	Guards will initially fight and follow orders from the heroes during a battle. Once a guard is wounded (suffered any damage or baneful magical effect) he will fall back to protect himself and the Gnome Wagon.
DC 20	Guards will fight as above (DC 15) except they will fight until they suffer two wounds.
DC 25	Guards will fight until they drop so long as they are in the company of at least one hero and other guards. If they find themselves alone or without the inspiring presence of one of the heroes, they will fall back and protect themselves and the Gnome Wagon.
DC 30	These guards are inspired and will fight to the death for the heroes.

ENCOUNTER 3: IN THE STILL OF THE NIGHT

It is the second watch of the night two days' travel from your destination. Despite the watch and cheese incidents, the journey has been altogether uneventful. Suddenly, the image of a tiny woman appears just above the flames of the watch fire. Her garments and hair seem to be made of wisps of the fire itself. She seems to speak with exaggerated facial expressions, though you

hear no sound. You realize she is mouthing the words to a silent message.

Note: What if the heroes have established a cold camp (No fire)? If the heroes have been establishing camp without watch fires, the guards have been growing weary of cold meals and lightless watches. One of the guards sneaks off and starts a fire, despite orders. As the characters charge up, they see the image of the tiny woman as described in the box text above.

Response to the Campfire Girl:

The campfire girl is a *silent image* cast from over 400 feet away by the witch Zilotta (from “Whisper”. It is cast with the advantage of the feat Silent Spell that uses a slot one level higher. Silence and darkness make Zilotta virtually undetectable.

Once the officers/adventurers near the fire are distracted, surprise round, the camp is lit up with a blinding *silent pyrotechnics* spell, cast from over 400 feet away. This flash is the signal for the attacking bandits to begin their raid.

Zilotta watches the initial battle silently and then leaves on her warhorse, invisible if necessary. She does not otherwise take part in this battle no matter what the outcome.

Anyone trying to understand the message, recognize the woman, or analyze the spell is subject to a –2 circumstance penalty (effective DC 19) due to the *silent pyrotechnics* spell.

Pyrotechnics Fireworks effect (Will DC 17) blinds those who fail their save for 1d4+1 rounds. It affects everyone looking in the direction of the fire within 120 feet.

Do I recognize her?

Any hero who played “Whisper” may recognize the facial features of this tiny figure.

Spot (DC 20): You remember seeing her in Rel Mord somewhere.

Spot (DC 25) You remember she was the witch who enslaved the kids from the orphanage on Carpenter Street.

What is she saying?

Read Lips (DC 15): “Help me! I am a prisoner.”

What kind of spell is this? (Detect Magic)

Detect Magic can get the heroes the following information:

Detect magical aura? Yes

- Number of auras? One

- Strength of aura? Faint

School of magic (aura 1; **Spellcraft DC 16**)? Illusion

Initial Combat Ranges/Circumstances:

Keep range of sight (60 or 120 feet) in mind for attacks and spells.

Keep in mind you cannot sleep in armor heavier than a chain shirt.

Zilotta the Witch casts *silent image* and *silent pyrotechnics* spells cast in silence from 450 feet away (Remember she leaves this combat after it starts.). Terrain is grassland with low rolling hills. Both moons are nearly dark.

The half-elf Horsemen, and their leader Arlow Felsgood, wait at 200 feet away. Once the *pyrotechnics* go off they will close to about 120 feet from their targets and fire (the range of their improved night vision). The horsemen circle the camp as they fire.

Dreggor, cleric of Hextor, and his skeletons, wait to charge from 150 feet away. They are lying prone awaiting the signal. The skeletons charge from the east, the direction the caravan is heading. Dreggor's first action, however, is bolstering the skeletons in their charge.

Raid Objectives:

The bandits initially try and draw combatants toward the skeleton charge east. Half of the bandit horsemen maintain a circling archery barrage while the other half close to steal wagons in groups of four. The take unprotected end wagons if the wagons are in a row and they take the furthest western wagons if they are circled. The bandits have been watching and generally know which wagons carry valuable supplies and which wagons house travelers. Bandits will try to steal no more than three wagons (Each attempt using a group of 4 horsemen) and no less than two. Arrow fire is laid down to clear the area around suitable wagon targets. After the attempts have been made the horsemen ride off and scatter. They rejoin the main rode at different intervals making it very difficult to track them.

The bandits will abandon their raid if they lose half of their horsemen.

CARAVAN GUARDS AND SERVANTS

(ALL APLS)

Remember these troops are under the heroes command and will follow orders as their morale has indicated.

🗡️ **Sergeant Yaccob:** male human Ftr2; hp 19; see Appendix I.

🗡️ **Freh, Dullin, Verne and Nodm the horsemen:** mix male and female human Ftr1 (4): hp 8, 8, 8, 8; see Appendix I.

🗡️ **Sergeant Slavek:** male human Ftr2; hp 19; see Appendix I.

🗡️ **Attiack, Bivin, Evnfin, Gil, Kazcar, Klef, Monta, Plank and Trod the footmen:** male human Ftr1 (9): hp 8, 8, 8, 8, 8, 8, 8, 8; see Appendix I.

🗡️ **Caravan Servants (including the hulking half-orc)** are non-combatants. They will help put out fires, but flee from combat. If caught in area effect spells their AC 11, their saves +1, and that they all have 3 hp.

APL 4 (MODIFIED EL 7)

➤ **Zilotta (Witch of the Sands):** female human Witch7; hp 35; see Appendix I.

Note: she is a non-combatant after she casts the *silent pyrotechnics* spell.

➤ **Arlow Felsgood (APL 4 version):** male half-elf, Rog1/Rgr1/Ftr3; hp 38; see Appendix I.

➤ **Bandit Horsemen:** male half-elves Ftr2 (10): hp 14, 14, 14, 14, 14, 14, 14, 14, 14; see

➤ **Dreggor (APL 4 version):** male human Clr5; hp 30; see Appendix I.

➤ **Medium-size Skeletons (5):** hp 6, 6, 6, 6, 6; see *Monster Manual*.

APL 6 (MODIFIED EL 9)

➤ **Zilotta (Witch of the Sands):** female human Witch7; hp 35; see Appendix I.

➤ **Arlow Felsgood (APL 6 version):** male half-elf, Rog1/Rng1/Ftr4; hp 46; see Appendix I.

➤ **Elite bandit Horsemen:** male half-elves Ftr3 (10): hp 21, 21, 21, 21, 21, 21, 21, 21, 21; see Appendix I.

➤ **Dreggor (APL 6 version):** male human Clr6; hp 35; see Appendix I.

➤ **Medium-size Skeletons (6):** 6, 6, 6, 6, 6, 6; see *Monster Manual*.

If the heroes put up a pretty good fight and wound or fell some of the horsemen then the raid stops at two wagons. If they only made feeble attempts and were decimated by the attack, the bandits will take a third wagon.

Remember, the bandits will abandon their raid and take off, even with only one wagon, if they have lost half of their horsemen.

No matter what the outcome of the raid, the gnomes will insist that the heroes stay with the caravan until they reach Schukendale safely.

ENCOUNTER 4A: RECOVERING STOLEN GOODS

This encounter occurs if there were no wagons stolen or destroyed.

With the battle against the bandits won, the last two days journey to Schukendale are uneventful. As the wagons are being unloaded, Steflin thanks you all again and informs you of a feast arranged in your honor. He insists you all come to the Flowing

Flagon Inn as soon as you are cleaned up. He has promised you a bonus and a new opportunity for your hard work.

Give the heroes an opportunity to prepare themselves for the feast. Rooms can be purchased at the Flowing Flagon Inn for the following prices:

Bath Only	1 Shield
Sleeping in a Common Room	2 Shields
Simple Room with Straw Mattress	3 Shields
Standard Room with Feather Bed	1 Noble
Luxury Room w/ Feather Bed & Bath	2 Nobles

Standard supplies can be purchased at book prices.

When the heroes arrive at the feast they are ushered to the back room and introduced by Steflin:

The sumptuous feast prepared for you in the back room of the Flowing Flagon Inn smells delicious. Steflin thanks you yet again and introduces you to the guildmaster of their order, an elderly gnome named Teflak. Teflak rises and announces, in grandiose style, your success and your bonus, "My brothers in coin and commerce, our brethren who battle in the hills rejoice with us over the safe delivery of these much needed supplies.

"Our enemies have tasted the sting of our new allies. We now look forward to safer journeys and more prosperous trade. As a token of our thanks we pay our comrades their contract in full and give them their choice of two of these fine weapons displayed against the wall. Additionally the heroes may purchase the rare and quality goods that we are able to spare. "Finally, we hope they will continue to investigate these bandits and reap our further gratitude by recovering goods stolen from our previous caravans."

Impressed by the heroes' performance Teflak gives the heroes their choice of two masterwork weapons and an opportunity to purchase some minor magical items. He puts Steflin in charge of overseeing their choice of weapons and item purchases. Each hero is given their 100 nobles for completing their journey safely. The weapons displayed for their choice (Only large weapons are available since smaller weapons are being saved for gnome fighters in the hills.) include:

- Masterwork Falchion (value 375 nobles)
- Masterwork Greataxe (value 320 nobles)
- Masterwork Greatsword (value 350 nobles)
- Masterwork Halberd (value 310 nobles)
- Masterwork Longbow (value 375 nobles)

Items available for player character purchase include:

- Alchemist's Fire (1 flask) (20 nobles)
- Antitoxin (1 flask) (50 nobles)
- Sunrod (1 rod) (2 nobles)
- Tanglefoot Bag (1 bag) (50 nobles)
- Thunderstone (1 stone) (30 nobles)

All items purchased or chosen must be certified. No other items are available.

Mysterious Note:

During the meal that follows Steflin bumps a waiter and slips a message (via Pick Pocket +9 and a circumstance bonus of +4 for the bustle of the party) into the soup of one of the heroes (the highest-level spellcaster). If he is aware he is spotted depositing the note (Spot check against Pick Pocket result) he smiles, nods, and swiftly but cautiously leaves the celebration. If the hero moves to confront him, he hushes the character, looks around suspiciously, points to the note, and leaves.

If he is not caught, or he is unaware he is caught, or he is not confronted, Steflin leaves quietly after the dinner and returns to his shop to prepare for the rendezvous.

The Message in the soup reads:

"Meet me in the alley behind the Half Uh Chance Tavern at moonrise."

Moonrise occurs an hour before midnight. The heroes passed the seedy-looking Half Uh Chance Saloon and Gambling House on their way into town (Two blocks up past the city gate on the left-hand side of the street).

ENCOUNTER 4B: RECOVERING STOLEN GOODS

This encounter occurs if the wagons were stolen or destroyed.

With the battle against the bandits behind you, the last two days journey to Schukendale are uneventful. As the wagons are being unloaded, Steflin thanks you for your efforts and invites you to dinner. He insists you all come to the Flowing Flagon Inn as soon as you are cleaned up. He promises you an opportunity for revenge and redemption.

At the start of the dinner, the heroes are introduced to Teflak, the elderly gnome leader. Though disappointed with the outcome of the bandit raid, he offers the heroes a pay-for-success job opportunity. The supplies from the raided caravans are desperately needed. The gnome merchants agree to pay the heroes for 200 nobles for each full wagon recovered. Ten additional nobles are offered for each bandit caught or killed.

Teflak asks the heroes to consider the offer while they enjoy the provided dinner. He will expect their answer by morning.

During the meal that follows the proposal, Steflin bumps a waiter and slips a message (via Pick Pocket +9 and a circumstance bonus of +4 for the bustle of the dinner) into the soup of one of the heroes (the highest level spell-casting character). If he is aware he is spotted depositing the note (Spot check vs Pick Pocket) he smiles, nods, and swiftly but cautiously leaves the celebration. If the hero moves to confront him, he hushes the character, looks around suspiciously, points to the note, and leaves.

If not caught, unaware he is caught, or not confronted: Steflin leaves quietly after the dinner and returns to his shop to prepare for the rendezvous.

The Message in the soup reads:

"Meet me in the alley behind the Half Uh Chance Tavern at moonrise."

Moonrise is at about 11 PM. Our heroes passed the seedy-looking Half Uh Chance Saloon and Gambling House on their way into town (Two blocks up past the city gate on the left-hand side of the street).

ENCOUNTER 5: THE MYSTERIOUS MEETING

HEROES ARRIVE EARLY:

If the heroes go to explore the rendezvous sight before the scheduled meeting time they have a chance to prevent Steflin's murder.

Arriving early for your rendezvous, you find the front of the Half Uh Chance Saloon occupied by several friendly drunks. A large bouncer, standing next to a colorfully dressed doorman, looks over customers as they move in and out of the establishment. The whirl of gaming wheels and the clatter of dice can be heard from inside. Looking in your direction, the doorman gives you a nod and beckons you to come inside.

"Come try yer luck! Certainly you've got a few coins to spare on a chance for a fortune!"

If the heroes choose to go inside and gamble at the tables, Steflin is quietly murdered in the alley behind the saloon (Skip to After the Attack).

GAMBLING:

Heroes who go inside can play one of two games. They can Spin the Wheel (maximum 10 nobles bet) and win 10x their bet if their number comes up (roll a d20 to match player number called in advance).

The other game is a dice game called "Eleven." Roll two dice, you can choose to roll a third die after to get closer to 11. Anyone going over loses. House wins all ties. Better wins bet on the table (house plus any other players for that round.)

STAYING ON TASK

If the heroes go through the dark alley next to the saloon they may notice Steflin and his assassins waiting in the shadows out back (Spot check).

Spot (DC 15) A small figure (could be a gnome, halfling, boy, or crouching man) is hiding at the edge of the shadows.

- Spot (DC 20)** A gnome is hiding at the edge of the shadows.
- Spot (DC 25)** **Steflin** is hiding in the shadows between two very well concealed assassins who are about to attack him.

INITIATIVE WITH THE ASSASSINS:

Surprise Round: The Assassins and any hero who rolled a Spot (DC 25) roll initiative and gain partial actions. The assassins will each stab Steflin (who is flatfooted) with poisoned daggers.

Round 1: All other characters roll initiative and act. If the characters are in the front of the saloon, they can move toward the fray only if they are alerted to trouble by their companions somehow. If both assassins hit Steflin during the surprise round they flee on their initiative via the route least populated by player characters. (Assassins head in a roundabout manner to a secret door in the alley near where the attack happens. They try and evade the pursuit of the heroes by running rapidly down alleys and frequently changing directions. (Track DC 25) Combat ensues only if characters can stop their retreat.

STEFLIN AND ASSASSINS (ALL APLS):

➤ **Steflin:** male gnome Exp7; hp 24; see Appendix I.

➤ **Assassins:** male half-elves Rog2 (2): hp 9, 9; see Appendix I.

After the Attack:

Unless the heroes have prevented it by arriving early, Steflin is dead and all of his valuables have been removed, except the key to his shop.

If an assassin was captured alive, he can be intimidated to gain information:

Intimidate DC 15 Ask him what time of day it is and he will tell you that morning is night and night is day.

Intimidate DC 20 With a promise to release him unharmed he will tell the heroes that the gnome stiffed him on a bet and he was collecting in blood (Sense Motive DC 15 reveals he is lying to save his skin.)

Intimidate DC 25 With a promise to release him unharmed he will tell you that he was hired by a man he didn't know who was with a woman who shrouded her features and wore a distinctive symbol as a clasp for her cloak (Witches of the

Sands Symbol). She was accompanied by a blue lizard (shocker lizard). They live in a cave out at the old stone quarry.

Tracking the Assassins

The characters can Track (DC 25)—note that taking 20 gives the killers too much time to escape see Behind the Secret Door. The assassins to a secret door (Search DC 25)—again, taking 20 gives the killers too much time to escape see Behind the Secret Door.} in the alley near where Steflin is killed/attacked.

Clues at Steflin's Shop

If the heroes unsuccessfully hunt for tracks, they may flounder in their search for clues, or they may take 20 and exhaust their options. If they go to the gnomes back at the Flowing Flagon Inn they are reminded that Steflin had a shop just down the street where he sold cut and carved stone. They will be very concerned about the attack/murder of Steflin. The gnomes give the heroes directions and even offer to escort them to the shop. If needed, Teflak has a key that he gladly loans to the heroes with a stern warning not to damage Steflin's goods or equipment. (Go to Steflin's Shop.)

ENCOUNTER 6: ON THE TRAIL OF ASSASSINS

BEHIND THE SECRET DOOR

If the heroes follow the tracks and find the secret door without taking 20, they find a group of thieves and assassins. These thugs are either splitting the loot, because they killed and robbed Steflin, or deliberating about what should be done about the new talents (the heroes) helping the gnomes.

If they chose to take 20 to track or search for the secret door, they find an empty back room at the Half Uh Chance Saloon and Gambling House. The door to the room opens up onto the main floor of the gambling hall. There are no identifiable suspects or trails to follow once this point is reached.

THE ROOM FULL OF CUTTHROATS

If the heroes quickly followed the tracks and found the secret door, they can burst in to find the assassins (six half-elves).

If Steflin was killed and robbed the heroes will recognize his jewelry being examined at their table in the center of the room (Spot DC 12).

If the heroes arrived to battle the assassins, he was not robbed; except maybe by the heroes. In this case the

assassins are discussing what they should do about our meddling heroes.

Either way, the following series of events ensues:

Round 1: Our Heroes are warned.
“Get out of here! This is a private game.”

If the heroes jump to the attack they get a +2 circumstance bonus to the initiative.)

Round 2: If no jewels were stolen:

“Call the captain of the watch!”

One or two of the cutthroats will head toward a door to get the authorities. Our heroes may or may not welcome this move. If they attacked without provocation or evidence they may find themselves under arrest for assault. In the least, they could be locked away for the night.

If Steflin was killed and his jewels are there, a fight will break out the moment the warning is unheeded.

Round 3: Combat or a watch investigation.

COMBAT:

Our heroes face two Assassins, three Bandits, and Arlow Felsgood.

APL 4 (EL 7)

➤ **Arlow Felsgood (APL 4 version):** male half-elf, Rog1/Rng1/Ftr3; hp 38; see Appendix I.

➤ **Bandits:** male half-elves Ftr2 (3); I4, I4, I4; see Appendix I.

➤ **Assassins:** male half-elves Rog2 (2); hp 9, 9; see Appendix I.

APL 6 (EL 9)

➤ **Arlow Felsgood (APL 6 version):** male half-elf, Rog1/Rng1/Ftr4; hp 46; see Appendix I.

➤ **Elite Bandits:** male half-elves Ftr3 (3); hp 24, 24, 24; see Appendix I.

➤ **Elite Assassins:** male half-elves Rog3 (2); hp I4, I4; see Appendix I.

The city watch will arrive if called or after combat.

WATCH INVESTIGATION:

The spinning wheels and constant chatter in the gambling hall cease as the captain of the watch, Constable Jyrod and his squad enter. He raises his hand and addresses the crowd, “I am here to investigate the crimes alleged. All patrons will sign the witness ledger and indicate a place where they can be reached if they are needed for questioning. Those directly involved will remain to answer questions now.”

If the heroes won the battle and have proof of the gang's crimes (like the stolen jewels), they will be commended for helping the watch apprehend dangerous criminals (Arlow and his men).

If the heroes have no proof, or circumstantial proof, a watch investigation, conducted by Constable Jyrod, begins with the following Diplomacy results and modifiers:

-2 For each person killed vigilante justice style by the heroes (suspects killed in room with combat initiated by the heroes).

+4 If Steflin's body/or testimony is named as evidence.

+2 If the heroes point out recent wounds on the half-elves they accuse.

+0 If they claim they followed them in through the secret door (“Just your word against their's.”)

+2 If they have a piece of cloth, matching arrows, a dropped weapon belonging to a half-elf they accuse.

+0 If they claim they can discover the truth using magic (“Every spell has a counter spell. Magic ain't always reliable.”)

Diplomacy DC 15 or Less

Our heroes are held over for questioning regarding assault and breaking and entering. Late the following day, when no one comes to testify at the inquiry, they are released. (By then the villains have cleared out with the stolen goods . . . Adventure Over!)

Diplomacy (DC 20)

Our heroes are questioned for a few hours that night. They are sternly warned to stay away from the gambling hall and from Arlow and his associates.

Diplomacy (DC 25)

Our heroes are warned to not cause trouble. They are released after a few minutes of questioning.

Diplomacy (DC 30)

The constable agrees with much of what the characters give as evidence. Arlow and his associates are held over for questioning. (They are released the next day unless more evidence is presented.)

If at any time the heroes demand King's Justice, as is their right as licensed adventurers, the caravan immediately takes them back to Rel Mord where no one shows up to testify against them. They are declared not guilty and released. (The villains are now long gone. Adventure Over!)

STEFLIN'S SHOP

Just as directed you find Steflin's workshop near the entrance to the city's market district. From the outside his place of business is impressive. A beautifully constructed stone archway graces the entrance. A large sign is carved with his name and the silhouettes of a statue, wall, and castle fortification. The key you have obtained fits tightly into the master-crafted lock in the door.

Using the key from Steflin/Steflin's body or using the key given them by Teflak, the heroes can gain access to Steflin's workshop.

Any of the gnomes or citizens of the city can give the heroes directions to Steflin's shop.

Steflin's shop is divided into four areas, (one of them is the Secret Room which must be found with a successful search [DC 25])

Presentation Room and Entrance: The fine archway of cut stone welcomes potential customers into an area where cut and carved stone are displayed. Steflin seems to have worked in three basic kinds of stone (Profession Mining DC 10 or Knowledge Geology DC 10 or Knowledge Nature DC 15). His display works include the archway entrance (marble), one low stone wall (granite), one archery fortification (basalt), and two exquisite stone statues (marble: one of a gnome smelling a flower and one of a man with his hand to his brow as if gazing toward the horizon). A small desk and chair are near the far wall facing the door. Two other doors, besides the archway entrance, can be clearly seen. One leads to the workroom and the other leads to Steflin's Living Quarters.

Work Room: The Work Room, adjacent to the Presentation Room, is a clutter of stone tools and half-carved statues. On the floor, a circle of powdered silver dominates the far corner of the room. In the middle of the circle are some very wet sawdust (the rest of the sawdust on the floor of the Work Room is bone dry), a hammer, and very thin chisel, as well as a few sprinkles of rock salt. A successful Spellcraft check (DC 27) kens the player on to the fact that all of these items, along with a powdered ruby could be used in the creation of a simulacrum.

On the edge of the work table against the far wall is a ledger that lists projects. The projects listed date back for years. A torn piece of paper, which has a simple map and the word "quarry" scrawled on it markers the page where the current week's work is listed. A successful Search (DC 18) of the ledger gleans that all projects listed which have not been crossed out, are in progress. Two statues and a pile of cut stone are all mentioned on the list, and all sit, partially finished, in the room. The gnome statue, from the Presentation Room, is on the list but it has been crossed off. There is no mention of the ring of silver or what the project might have been except for the comment: "Special project—paid in advance." All sums of money listed in the ledger are single digits. A "5" is written across from the Special Project. A successful Decipher Script check (DC 20) suggests numbers as representing the place value of the price for each item: 1 = 10, 2 = 100, 3 = 1,000, and so on.

Steflin's Living Quarters: The living are is small, but extravagant. The far wall is bas relief of a mountain with two groups of gnomes ascending and descending. The gnomes on the upward journey carry picks and mining tools, while the gnomes on their way down the mountain are dancing, toasting, and examining gems. The bed in the center of the room is small and round. It is constructed of finely wrought iron with a mattress of goose down. The two dressers along the left-hand wall are filled with quality gnomish clothes, while the desk on along the right-hand wall is supplied with 30 sheets of papers, black, blue, red, and green ink, as well as waxes, a signet, and a dozen quill pens. A Secret Door is built into the bas relief of the mountain (Search, DC 20).

Secret Room: The Secret Room is very small, 4 feet across and 4 feet high. A small shelf of books, an unused sun rod mounted on the wall, and a comfortable, gnome-size chair are the only visible contents of the room. The books are all written in Gnome (If any of the heroes read Gnome the books are titled: *Familiars and Constructs: The Spirit Connection*, *Simulacrum: Shaping Yourself a Sibling*, and *The Do's and Don'ts of Animating Objects*).

Though not a wizard or sorcerer, Steflin has been involved in making golems and simulacrums because of his great talent as a sculptor. His experience and knowledge of the arcane qualify him as an expert in the subject.

ENCOUNTER 7: DOWN IN STONE CANYON

Either by following the directions of a successfully interrogated assassin, or by using the crude map found in the ledger at Steflin's shop, the heroes arrive at the stone quarry.

Looking down into the Stone Quarry you can see that most of the stone has been cut out in open excavation. Across the canyon, however, one mining tunnel cuts into the tall stone bluff.

As the heroes approach they notice there is no door at the entrance to the mine, but that a wall and ironbound door block the tunnel about 30 feet from the entrance.

🔪 **Trip Wire Trap:** CR 0; This trap sits about 15 feet in front of the door. If not detected or avoided, the trip wire trap sets off a series of clanging bells, which alert everyone inside (15' from the Door); Ref Save DC 13 avoids; Search (DC 20); Disable Devise (DC 13).

🔒 **Tunnel Door:** Quality hardwood and iron bound locked with an average lock, 2 in. thick; hardness 5; hp 20; break DC 25; Open Lock (DC 25).

If the alarm goes off and the heroes Take 20 to break through the door or open the lock, the villains are long gone (though one wagon full of goods remains), and the adventure is ended.

If they gain access in only one or two tries they find the villains preparing their escape. Go to Combat Inside.

If the alarm is avoided, the characters can spend time to pick the lock. The villains inside have not been alerted by the alarm, the heroes have 3 or 4 tries to break through before the villains leave with all but one wagonload of goods.

COMBAT INSIDE:

The main tunnel (20 ft tall and 30 feet wide) is cluttered with empty wagons and illuminated by a single, odd-looking lamp, with a fluted top, which is fashioned as if it were part of the table upon which it resides

Along the corridor, an entrance to a side chamber can be seen 20 feet down on the left-hand side.

If the door was burst open (without shielding the sound with a *silence* spell), or the alarm went off, roll initiative for all parties involved immediately.

If the lock was picked, the alarm was avoided, and the heroes have been relatively quiet; the heroes get one surprise round before the villains respond.

The Lookout:

The lookout is nearly impossible to detect as a threat. The odd-looking table is animated (Spot DC 20) and will move and send a 20-foot line of flame toward whoever is closest to it when it reaches its initiative. The flame accomplishes two tasks: First, it burns the targets with 2d6 points of fire damage (Reflex save DC 12 for half), and second, the flame streams through the odd-looking lamp spout when it is fire, which acts like a loud whistle, alerting everyone to the intruders' presence. The lamp table can only shoot this line of flame once.

After the whistle is blown, the animated heavy chain, and the animated heavy table joins the combat from the side room, while the simulacrum prince, Zilotta, and her shocker lizard make their escape to another tunnel via a *dimension door*.

ALL APLS

🔦 **Lamp Table:** Medium-size animated object; hp 11; see *Monster Manual*.

SIDE CHAMBER:

Combatants wait to attack the heroes when they come into this room. Though Zilotta and the simulacrum Prince Sewardt are in the room, their primary concern is escape. The animated objects in the room crowd toward the doorway and attack, in to slow the characters' assault. If necessary, Zilotta and the simulacrum prince cast spells to aid their automatons in their battle.

(ALL TIERS)

🔦 **Heavy Table:** Large animated object (1); hp 22; see *Monster Manual*.

🔦 **Heavy Chain:** Small animated object (1); hp 5; see *Monster Manual*

🔦 **Zilotta (Witch of the Sands):** female human, Witch7; hp 35; see Appendix I.

Note: If heroes advance rapidly, Zilotta will cast *suggestion* on a fighter-type to gain an ally for their escape.

🔦 **Shocker Lizard (1):** hp 19; see *Monster Manual*.

🔦 **Simulacrum Prince Sewardt:** hp 35; see Appendix I.

Note: With combat casting the *simulacrum* Prince Sewardt can cast *dimension door* even in the heat of battle. He should be very difficult to capture. Remember a Simulacrum melts into a puddle of water if reduced to zero hit points.

CONCLUSION

If Zilotta and the simulacrum Prince Sewardt are arrested, or the stolen wagons are arrested and included as part of the evidence in the case, Arlow and his colleagues will be held over for trial (assuming they were held over for questioning and the heroes did not delay). If they are not in custody when the new evidence is discovered, then they will be listed as wanted with a reward of 100 nobles for Arlow's capture.

The gnomes pay the heroes 100 nobles each for the recovery of the wagon full of goods remaining in the tunnel. They also pay a bonus of 60 nobles each if Arlow and his fellows are in custody because of the heroes.

The capture of Zilotta or the simulacrum Prince brings the heroes' names to the attention of the Grey Seer. This may lead to future recognition through the Judge's Summary Sheet.

If the process of creating a simulacrum is raised with authorities, Steflin will be arrested, questioned, and tried for his involvement with the thefts.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeat the bandit attack

APL 4	150 XP
APL 6	240 XP

Encounter 5

Saving Steflin from the assassins

All APLs	50 XP
----------	-------

Encounter 6

Defeat the assassins and bandits

APL 4	140 XP
APL 6	200 XP

Encounter 7

Defeat Animated objects

All APLs	30 XP
----------	-------

Kill or capture Zilotta

All APLs	100 XP
----------	--------

Kill or capture Zilotta

All APLs	130 XP
----------	--------

Total Possible Experience

APL 4	600 XP
APL 6	750 XP

TREASURE SUMMARY

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

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

body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

TREASURE KEY:

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

Encounter 2

Characters receive advance pay.

All APLs: C: 10 gp

Encounter 4

Characters prevent the theft of the wagons.

All APLs: L: 113 gp; C: 20 gp.

Encounter 6

Find the Secret Room

All APLs: L: 90 gp.

Encounter 7

Kill or capture Zilotta and the Sewardt.

All APLs: M: screaming bolt (39 gp), sleep bolt (20 gp), and Quaal's feather token (bird) (45 gp).

Total Possible Treasure

All APLs: 327 gp

APPENDIX I: NPCS

In the order they appear:

➤ **Seargent Yaccob:** male human Ftr2: Medium-size humanoid (human); HD 2d10+4; hp 19; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d6+2/x3, light lance), or +4 range (1d8/19-20, light crossbow); AL LN; Sv Fort +5, Ref +1, Will +0; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 12. Height 5 ft.

Skills and Feats: Intimidate (cc) +3, Listen (cc) +1, Profession (caravan guard) +5, Ride +7, Spot (cc) +2; Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot.

Possessions: Explorer's outfit, studded leather armor, large wooden shield, light lance, light crossbow, 10 bolts, light warhorse, saddle and bridal.

➤ **Freh, Dullin, Verne and Nodm the horsemen:** mix male and female human Ftr1 (4): Medium-size humanoid (human); HD 1d10+2; hp 8 each; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atks +2 melee (1d6+1/19-20, short sword) or +2 range (1d8/x3, longbow); AL LN; SV Fort +4, Ref +1, Will +1; Str 12, Dex 12, Con 14, Int 12 (Dullin: Int 8), Wis 12, Cha 10 (Freh: Chr 14). Height 5 ft. each.

Skills and Feats: Listen (cc) +2*, Profession (caravan guard) +5, Ride +5, Spot (cc) +3*, Mounted Archery, Mounted Combat, Improved Initiative.

Possessions: Explorer's outfit, studded leather armor, short sword, longbow, 20 arrows, light warhorse, saddle and bridal.

*Dullin's only has a Listen +1, and Spot +1 due to his lower Intelligence score.

➤ **Sergeant Slavek:** male human Ftr2: Medium-size humanoid (human); HD 2d10+7; hp 19; Init +5; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d8+2/19-20, longsword), or +3 range (1-8/19-20, light crossbow); AL LN; Sv Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10. Height 5 ft.

Skills and Feats: Listen (cc) +1, Profession (caravan guard) +5, Ride +6, Spot (cc) +1; Improved Initiative, Power Attack, Toughness, Weapon Focus (longsword).

Possessions: explorer's outfit, chain shirt, large wooden shield, longsword, light crossbow, 10 bolts.

➤ **Attiack, Bivin, Evnfin, Gil, Kazcar, Klef, Monta, Plank and Trod the footmen:** male human Ftr1 (9): Medium-size humanoid (human); HD 1d10+2; hp 8 each; Init +5; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+2/19-20, longsword), or +2 range (1-8/19-20, light crossbow); AL LN; Sv Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10. Height 5 ft.

Skills and Feats: Listen (cc) +2, Profession (caravan guard) +4, Spot (cc) +2. *Feats:* Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: Explorer's outfit, studded leather, large wooden shield, longsword, light crossbow, 10 bolts.

➤ **Zilotta (Witch of the Sands), female human Witch7:** CR 7; Medium-size humanoid (human); HD 7d4+14; hp 35; Init +5; Spd 30; AC 11 (touch 11, flat-footed 10), with *mage armor* cast AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d4/19-20, dagger); +4 range (1d4/19-20, dagger); AL NE; SV Fort +4, Ref +3, Will +8; Str 10, Dex 12, Con 14, Int 12, Wis 12, Cha 16. Height 5 ft.

Skills and Feats: Alchemy +8, Concentration +7, Diplomacy +4, Knowledge (arcana) +7, Knowledge (geography) +2, Ride +2, Scry +5, Spellcraft +5; Brew Potion, Improved Initiative, Iron Will, Silent Spell.

Spells (6/7/7/5; base DC = 13 + spell level): 0—*arcane mark, daze, detect magic, detect poison, flare, light, read magic*; 1st—*change self, cure light wounds, endure elements, silent image, true strike*; 2nd—*blindness/deafness, invisibility, pyrotechnics*; 3rd—*suggestion, silent pyrotechnics*.

Possessions: Black silk shawl (worth 10 nobles), black silk veil (worth 5 nobles), dagger, arcane scroll of *mage armor*, light war horse, 2 days rations and water.!

➤ **Arlow Felsgood:** male half-elf, Rog1/Rgr1/Ftr3: CR 5; Medium-size humanoid (elf); HD 1d6+4d10+10; hp 38; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) +4; Atks +5 melee (1d6+1/19-20, short sword) or +3 melee (1d6+1/19-20, short sword) and +3 melee (1d6/19-20, short sword), or +6 range (1d8/x3, longbow); SA Sneak attack +1d6; AL NE; Sv Fort +7, Ref +5, Will +2; Str 13, Dex 14, Con 14, Int 12, Wis 12, Cha 12. Height 5 ft.

Skills and Feats: Appraise +5, Bluff +5, Diplomacy +5, Escape Artist +4, Forgery +5, Hide +5, Knowledge (tactics) (cc) +2, Listen +7, Move Silently +4, Ride +9, Spot +5, Wilderness Lore +2; Ambidexterity (virtual); Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Track (bonus), Two-Weapon Fighting (virtual).

Possessions: chain shirt, two short swords, longbow, two quivers with 20 arrows, each heavy silver chain necklace (worth 5 nobles), deep red ruby ring with dagger design (worth 100 nobles), saddle, light war horse, three days rations and water.

➤ **Arlow Felsgood (APL 6 version):** male half-elf, Rog1/Rng1/Ftr4: CR 6; Medium-size humanoid (elf); HD 1d6+5d10+10; hp 46; Init +6; Spd 30; AC 16 (touch 12, flat-footed 14); Atks +6 melee (1d6+1/19-20, short sword), or +4 melee (1d6+1/19-20, short sword) or +7 range (1d8/x3, longbow); AL NE; SV Fort +8, Ref +5, Will +2; Str 13, Dex 14, Con 14, Int 12, Wis 12, Cha 12. Height 5 ft.

Skills and Feats: Appraise +5, Bluff +5, Diplomacy +5, Escape Artist +6, Forgery +5, Hide +7, Knowledge: Tactics +3, Listen +7, Move Silently +7, Ride +10, Spot +7, Wilderness Lore +2; Ambidexterity (virtual), Far Shot, Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Track (bonus), Two-Weapon Fighting (virtual).

Possessions: chain shirt, two short swords, longbow, two quivers with 40 arrows, heavy silver chain necklace (worth 5 nobles), deep red ruby ring with dagger design (worth 100 nobles), saddle, light war horse, three days rations and water.

➤ **Bandit Horsemen:** male half-elves Ftr2 (10): CR 2; Medium-size humanoid (elf); HD 2d10+2; hp 14 each; Init +5; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +3 melee (1d6+1/19-20, short sword) or +4 range (1d8/x3, longbow); AL NE; SV Fort +4, Ref +2, Will +1; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 11. Height 5 ft.

Skills and Feats: Jump +2, Ride +7, Spot (cc) +2. **Feats:** Improved Initiative, Mounted Archery, Mounted Combat.

Possessions: studded leather, short sword, longbow, two quivers with 20 arrows, heavy silver chain necklace (worth 5 nobles), saddle, light war horse, three days rations and water.

➤ **Elite bandit Horsemen:** male half-elves Ftr3 (10): Medium-size humanoid (elf); HD 3d10+3; hp 21 each; Init +5; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +5 melee (1d6+1/19-20, short sword) or +5 range (1d8/x3, longbow); AL NE; Sv Fort +4, Ref +3, Will +2; Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 11. Height 5 ft.

Skills and Feats: Jump +3, Ride +8, Spot (cc) +2. **Feats:** Improved Initiative, Mounted Archery, Mounted Combat, Weapon Finesse (short sword).

Possessions: studded leather, shortsword, longbow, two quivers with 40 arrows, heavy silver chain necklace (worth 5 nobles), saddle, light war horse, three days rations and water.

➤ **Dreggor (APL 4 version):** male human Clr5; Medium-size humanoid (human); HD 5d8+5; hp 30; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17), after casting *magic vestment* on the chainmail AC 19 (touch 11, flat-footed 18); Atk +5 melee (1d8+2, light flail) or +4 range (1d8/19-20, light crossbow); SA rebuke undead, spells; SQ cast spontaneous inflict spells, spells; AL LE; Sv Fort +5, Ref +2, Will +7; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 12; Height 6 ft.

Skills and Feats: Concentration +7, Diplomacy +5, Heal +5, Knowledge (arcana) +4, Knowledge (religion) +4, Listen (cc) +6, Ride (cc) +2, Sense Motive (cc) +4, Spellcraft +2, Spot (cc) +6. **Feats:** Alertness, Combat Casting, Improved Initiative, Weapon Focus (light flail—bonus feat).

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level); 0—create water, cure minor wounds, detect magic, light (2); 1st—cure light wounds, detect evil, ~~endure fire~~, ~~endure sound~~, magic weapon*; 2nd—spiritual weapon*, sound burst (2), summon monster II; 3rd—~~animate dead~~, ~~magic vestment~~*, searing light. (Strike-out spells have been pre-cast in preparation of the combat).

*Domain Spells; Deity: Hextor; Domains: Destruction (1/day—**Smite (Su)**: +4 attack and +5 damage bonus on a single attack that you have pre-

declared) and War (bonus Weapon Focus [light flail] feat).

Possessions: chainmail, large metal shield, light flail, light crossbow, 10 bolts, silver holy symbol of Hextor, signet ring (no recognizable design, worth 10 nobles), 3 days food, waterskin, flint and steel, spell components, backpack, sack, 8 nobles, 12 crowns, 16 commons.

➤ **Dreggor (APL 6 version):** male human Clr6; Medium-size humanoid (human); HD 6d8+6; hp 35; Init +5; Spd 20 ft.; AC 18 (touch 11, flat-footed 17), after casting *magic vestment* on the chainmail AC 19 (touch 11, flat-footed 18); Atk +6 melee (1d8+2, light flail) or +5 range (1d8/19-20, light crossbow); SA rebuke undead, spells; SQ cast spontaneous inflict spells, spells; AL LE; Sv Fort +6, Ref +3, Will +8; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 12; Height 6 ft.

Skills and Feats: Concentration +8, Diplomacy +5, Heal +5, Knowledge (arcana) +4, Knowledge (religion) +4, Listen (cc) +6, Ride (cc) +3, Sense Motive (cc) +4, Spellcraft +3, Spot (cc) +6. **Feats:** Alertness, Combat Casting, Improved Initiative, Weapon Focus (light flail—bonus feat).

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level); 0—create water, cure minor wounds, detect magic, light (2); 1st—cure light wounds, detect evil, ~~endure fire~~, ~~endure sound~~, magic weapon*; 2nd—spiritual weapon*, sound burst (3), summon monster II; 3rd—~~animate dead~~, ~~magic vestment~~*, searing light (2). (Strike-out spells have been pre-cast in preparation of the combat).

*Domain Spells; Deity: Hextor; Domains: Destruction (1/day—**Smite (Su)**: +4 attack and +6 damage bonus on a single attack that you have pre-declared) and War (bonus Weapon Focus [light flail] feat).

Possessions: chainmail, large metal shield, light flail, light crossbow, 10 bolts, silver holy symbol of Hextor, signet ring (no recognizable design, worth 10 nobles), 3 days food, waterskin, flint and steel, spell components, backpack, sack, 8 nobles, 12 crowns, 16 commons.

➤ **Steflin:** male gnome Exp7; Small humanoid (gnome); HD 7d6; hp 24; Init +1; Spd 20 ft.; AC 13 (touch 12, flat-footed 12); Atk +5 melee (1d4-1/19-20, dagger); AL N; Sv Fort +3, Ref +3, Will +4; Str 8, Dex 12, Con 10, Int 16, Wis 8, Cha 16. Height 5 ft.

Skills and Feats: Alchemy +13, Appraise +15, Bluff +13, Craft (carve stone) +15, Craft (carve wood) +15, Knowledge (arcana) +13, Knowledge (geography) +13, Knowledge (nobles) +4, Profession (merchant) +9; Skill Focus (Appraise), Skill Focus (Craft [carve stone]), Skill Focus (Craft [carve wood]).

Possessions: padded armor, dagger, red linen tunic trimmed by gold satin (value 20 nobles), two dazzling ruby rings (100 nobles each), a ruby necklace (value 200 nobles), the key to his shop, and a ruby bracelet (value 150 nobles).

➤ **Assassins:** male half-elves Rog2 (2): Medium-size humanoid (elf); HD 2d6+2; hp 9 each; Init +7; Spd 30

ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d6+1/19-20 and poison, short sword) or +4 range (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Evasion; AL NE; SV Fort +4, Ref +2, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 10. Height 5 ft.

Skills and Feats: Appraise +6, Bluff +5, Hide +8, Listen +6, Move Silently +8, Pick Pocket +4, Ride +5, Search +7, Spot +6; Improved Initiative.

Poison (Ex): First short sword successful hit, sassone leaf residue, Fortitude save (DC 16); initial damage 2d12 hit points, secondary damage 1d6 Constitution

Possessions: leather, short sword, two daggers and a dark cloak.

✦**Elite Assassins: male half-elves Rog3** (2): Medium-size Humanoid (elf); HD 3d6+3; hp 14 each; Init +7; Spd 30 ft.; AC 15 (touch 13, flat-footed 15); Atk +5 melee (1d6+1/19-20 and poison, short sword) or +4 range (1d4/19-20, dagger); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL NE; SV Fort +4, Ref +2, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 10. Height 5 ft.

Skills and Feats: Appraise +7, Bluff +6, Hide +9, Listen +7, Move Silently +9, Pick Pocket +5, Ride +6, Search +8, Spot +9; Improved Initiative, Weapon Finesse (short sword).

Poison (Ex): First short sword successful hit, sassone leaf residue, Fortitude save (DC 16); initial damage 2d12 hit points, secondary damage 1d6 Constitution.

Possessions: leather, short sword, two daggers and a dark cloak.

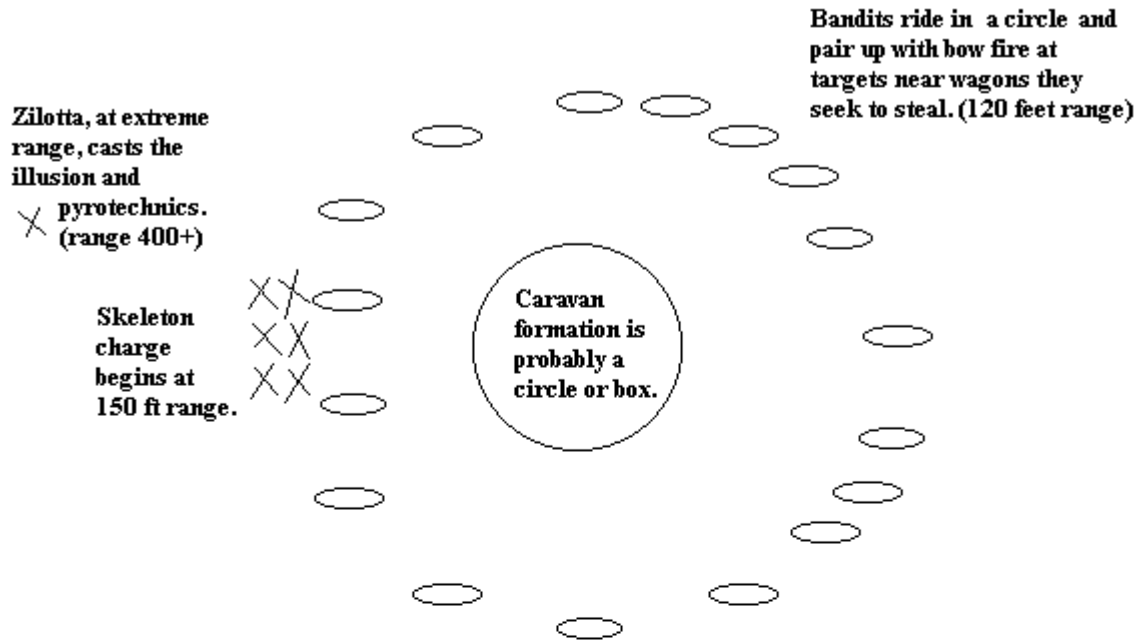
✦**Simulacrum Prince Sewarndt:** male human, Arist1/Wiz7: Medium-size Construct; HD 1d8+7d4 +16; hp 35; Init +6; Spd 30; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d4/19-20, dagger), or +6 range (1d8/19-20, light crossbow); SQ Construct; AL N(E); SV Fort +7, Ref +5, Will +2; Str 10, Dex 16, Con 14, Int 18, Wis 10, Cha 14. Height 5 ft.

Skills and Feats: Alchemy +10, Appraise +8, Bluff +6, Concentration +12, Diplomacy +4, Forgery +6, Gather Information +5, Intimidate +2, Knowledge (arcana) +14, Sense Motive +4, Spellcraft +14; Craft Wand, Combat Casting, Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus (Enchantment).

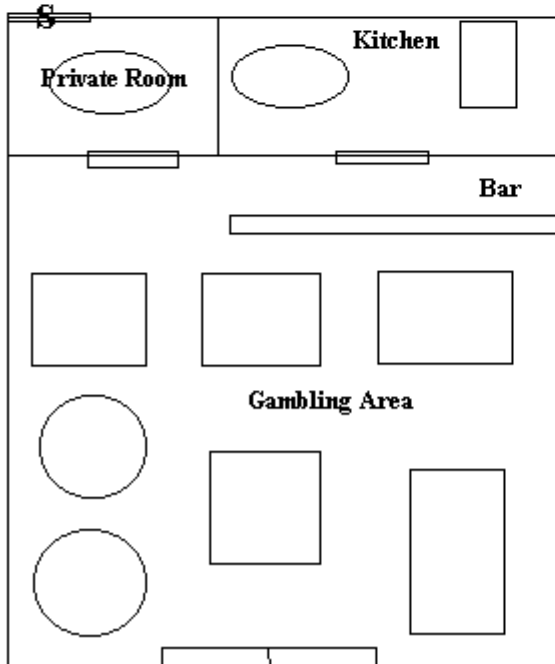
Spells prepared (4/5/4/3/2; base DC = 14 + spell level): 0—detect magic, detect poison, light, ray of frost; 1st—charm person, ~~mage armor~~; magic missile, sleep, true strike; 2nd—darkness, flaming sphere, rope trick, Tasha's hideous laughter; 3rd—hold person, slow, suggestion; 4th—dimension door, stoneskin.

Possessions: Black silk robe (value 20 nobles), two daggers, light crossbow, one quivers with 10 bolts, heavy gold chain necklace (worth 10 nobles), screaming bolt (worth 257 nobles), sleep bolt (worth 132 nobles), Quaal's feather token (bird) (worth 300 nobles).

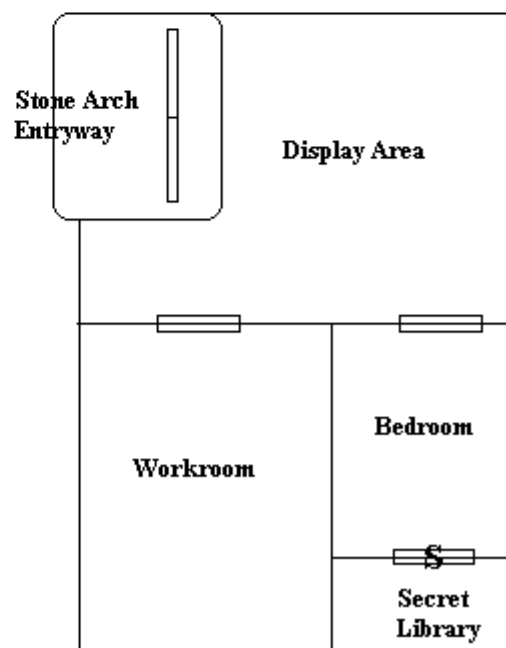
Caravan Attack Map



Half uh Chance Gambling Hall



Steflin's Shop



Adventure Flow Chart

1) Heroes are wined and dined by gnomes. Offered jobs as officers over caravan guards headed toward Flinty Hills. Up front payment of 50 gp with 100 gp upon successful arrival of all gnomes and wagons.

2) Heroes meet guards and gather info about previous bandit attacks. Heroes develop relationships with guards. Morale roll will determine how well guards will fight with heroes when the caravan is attacked.

3) Caravan is attacked by bandits in the middle of the night. They try and take at least 2 wagons.

4a) Wagons were not stolen. Heroes paid 100 gp each. Bonus of two master weapons and some rare goods available for purchase. Offered additional pay to hunt down bandits and retrieve previously stolen wagons.

4b) One or more wagons were stolen. After remaining caravan brought to town our heroes are offered an opportunity to redeem themselves by hunting down bandits and recovering wagons which were stolen.

5) A message in the soup at a dinner with the gnomes invites our heroes to a late-night meeting behind a gambling hall.

6a) Our heroes arrive early and prevent a gnome assassination. The gnome, Steflin, gives our heroes a key to his shop and tells them of a map in his ledger.

6b) Our heroes arrive on time for their meeting and find a dead gnome in the alley. Steflin has the key to his shop on him and our heroes search it and find a map for a special delivery to the quarry.

(maybe) Our heroes track the assassins to a secret door and get information through interrogation or they wind up arrested for assault or murder.

7) Our heroes go to the quarry and find the wagons and some of the stolen goods in a tunnel. They battle Zilotta, the shocker lizard, the Prince Simulacrum, and their animated objects.

DM's Summary Sheet

The purpose of this summary sheet is to provide information to the Nyronnd Triad to see how events in this scenario influence future happenings in Nyronnd. Return this survey to the event coordinator or _____ (____@____.com). Please give PC names, players names and RPGA numbers.

Did the PCs successfully prevent the theft of the caravan wagons?

1. Was Steflin's murder prevented?

2. Zilotta's fate (circle one): captured killed by PCs escaped.
Explain, if needed.

3. Simulacrum's fate (circle one): captured killed by PCs escaped.
Explain, if needed.

4. Did the PCs do anything extraordinary (significantly different from what the scenario implies they might do)?

5. Describe any events not outlined in the scenario that you feel could effect the future of the campaign in Nyronnd in any way.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—daze, ray of frost, read magic; 1st—mage armor, sleep.

Spellbook: 0—all of them; 1st—charm person, mage armor, magic missile, sleep, summon monster I.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—detect poison, guidance, read magic; 1st—bless, protection from evil*, shield of faith.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.