

PER2-06



BANDITS!

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

Version 1

by Wes Nicholson

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The roads have been more dangerous than usual lately, and even adventures tend to travel in groups for safety. Who or what is behind this increase in attacks on travellers? An adventure for characters levels 1 – 8.
Part 1 of the Trade Wars Series

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

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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" amongst 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 joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Perrenland. 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.

ADVENTURE SUMMARY AND BACKGROUND

Make sure to emphasise the weather, as it is winter (cold and snowing) and check who has cold weather gear. Those who do not have it can buy it before the adventure starts. Otherwise... (As presented in the DUNGEON MASTER'S Guide)

"An unprotected character in cold weather must make a Fortitude saving throw each hour (DC 15, +1 per previous check) or sustain 1d6 points of subdual damage. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well (see the skill description in Chapter 4: Skills in the Player's Handbook). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who sustains any subdual damage from cold or exposure suffers from frostbite or hypothermia (treat her as

fatigued). These penalties end when the character recovers the subdual damage she took from the cold and exposure.”

This adventure opens with the characters travelling from Yatilskaad to Krestible and stumbling on the end of an ambush. They should intervene and kill or drive off the attackers, leaving a lot of dead and dying caravaners to care for.

Motivated either by greed (the bandits may have lots of loot) or honour (for those characters who believe in good over evil) the characters should pursue the bandits, or at least follow their tracks into the mountains. As DM, it is your job to make sure they do so. Feel free to remind them of the potential loot or the need for justice, or both, as appropriate to the party.

On the first night of following the tracks, a single goblin named Garumma, raids the camp. A rather pathetic little creature, Garumma is simply hungry and has escaped the bandits after being their slave. A party that does not kill Garumma can automatically avoid the ambush about to occur, if they believe what they are told. She may also be taken as a follower under certain conditions spelled out at the end of the adventure.

Note: Unless the party has *Leomund's tiny hut*, *Leomund's secure shelter*, or similar magic available, they do not get sufficient rest during the one night of camping to regain arcane spells.

Following the bandits should get the party ambushed, but a careful group may be able to turn the tables. The bandits are not planning to kill the characters, as they would much rather hold them to ransom.

After the ambush, it's not too hard to find the bandit's camp, where a raging battle must ensue in order to rescue the folk captured in previous raids, and to recover the stolen loot. It turns out that most of the loot belongs to prisoners and keeping it would be unlawful. Nonetheless some characters may want to do so. The loot, which has no living owner, is up for grabs and includes a number of trained circus animals that may be taken as companions by characters with the appropriate skills and abilities.

Some careful questioning of any surviving bandits may also reveal who is behind the attacks.

INTRODUCTION

Allow the characters to introduce themselves, as they have been travelling together for safety for the last two days. Remember to check for cold weather gear.

You have made your way from the Yatils, along the Krestingstrek, and are only a few miles from Krestible where a warm fire and a hot meal will be waiting for you. You are really looking forward to that, as the snow has been falling steadily for the past hour and is getting heavier by the minute. The roads have been more dangerous than usual of late, as three merchant caravans have disappeared without trace and just last week a troupe of circus performers and their animals vanished.

Your senses have been on edge the last two days as you watched all around for an attack that never came. Now, it's almost time to relax but just as that thought enters your mind, so does another. Where you are right now would be an excellent site for an ambush. You quickly realise how excellent as the sounds of a battle reach you from just around the next bend.

ENCOUNTER 1: THE AMBUSHERS AMBUSHED

It is about 60 feet to the bend, and there is no need for anyone to Move Silently as the combatants are far too engrossed in the struggle to hear anything short of a thunderbolt. The snow is also providing excellent cover up to 15 feet from the combat.

When the characters move up, and they should, the scene before them is one of carnage. There are two wagons attached to horses, the horses have been killed. There are eight human bodies on the ground and there are three humans attempting to hold off four attackers. One attacker lies prone on the ground. What the attackers are depends on the APL. Assuming the characters engage the bandits, the arrival of reinforcements will encourage the bandits to flee if they can. As they are all CN (at all APLs), they give no thought to the well being of their fellows in this situation.

ALL APLS

☛ **Wagon Defenders (3):** Male human Com1; hp 4, 4, 4; see Appendix 1: NPCs.

APL 2 (EL 2)

☛ **Orcs (4):** hp 4, 4, 4, 4; see *Monster Manual*.
Possessions: greataxe, 2 javelins, scale mail armor.

APL 4 (EL 4)

☛ **Orc Barbarians (4):** Male orc Bbn1; hp 14, 14, 14, 14; see Appendix 1: NPCs.

APL 6 (EL 6)

☛ **Ogres (4):** hp 26, 26, 26, 26; see *Monster Manual*.
Possessions: huge greatclub, huge longspear, hide armor.

APL 8 (EL 8)

☛ **Ogre Fighters (4):** Male ogre Ftr2; hp 47, 47, 47, 47; see Appendix 1: NPCs.

ENCOUNTER 2: WOUNDED TO CARE FOR

Once the bandits are killed or driven off, there are wounded to be dealt with and no doubt some characters

among the party may want to check the wagons. Remind them that the three, or however many are still up, wagoners are watching them. There are three prone humans that are not dead yet, and three (or less) still up are all cut and bleeding. There is nothing of value in the wagons, and none of the dead humans has anything of value on them. All have died from cuts or stab wounds consistent with a greataxe (greatclub for APL 6 and 8) or javelin. The horses were hit with greataxes (or greatclubs). Among the wounded, a few spells or potions set most of them to rights.

When things are getting to an even keel, one of the human males approaches the character that has been most concerned for the wounded and speaks with them.

I am Aramet, merchant and traveller. I thank you for your aid, but must tell you the bandits had others with them, and they have carried off seven of our people, including my daughter. I am sickened by what those things will do to my little girl. Please, can you save her and the others?

Aramet is polite to any of the characters, but deals directly only with whichever one he picked out first.

If anyone offers to take the wounded to Krestible Aramet suggests pursuing the bandits is a higher priority, before the snow obliterates their trail. He also suggests the group could lend him a horse or two (if they have any) and he uses them to haul at least one wagon into Krestible with the dead and wounded. He promises to stable the horse(s) at his expense until the owner returns.

If the characters seem reluctant to do this, he reminds them of the many raids of late and the potential amount of loot the bandits no doubt have at their hideout. If the characters still insist on going to Krestible, Aramet wearily accepts help in getting everyone to Krestible, all the while bemoaning the fate of his little girl. If anyone asks, her name is Temsik and she is 16 years old.

Aramet is insulted and responds in a derogatory manner to any character that asks for money to rescue Temsik. The loot the bandits no doubt have should be sufficient incentive to get the characters interested. Aramet can correctly point out that his wagons have been robbed and he has no money to offer in payment, only the gratitude of a grateful father. Information Aramet can provide if asked follows.

Q: Which way did the bandits go?

A: ***They went along the Krestingstrek towards Krestible. I doubt they stayed on the road long.***

Q: How many bandits were there?

A: ***Six bandits left with the kidnapped prisoners.***

Q: Were they all Orcs (or Ogres)?

A: ***Yes.***

Q: Did they have any kind of uniform?

A: ***No.***

Feel free to add anything else you think an average observer would reasonably know about a band attacking his caravan.

Any character that indicated more interest in any potential loot in the wagons than in the well being of the wounded is not addressed directly other than to be told "your priorities are not those of someone who is likely to rescue those in need." It is up to the other characters to carry the day here, and arrange what is to be done. There are several obvious choices, and clever groups may come up with others.

1. Leave Aramet and the others here with the wagons and chase after the bandits.
2. Leave a spare horse or two with Aramet and the others, and chase the bandits.
3. Take the dead and wounded into Krestible, then come back and chase the bandits.

Aramet urges them to Option 2 if they have pack animals, or Option 1 if they don't.

The bandits from Encounter 5 ambush the characters if they elect not to chase the bandits at all (probably because of a lack of money on offer). Do not do this if the stated intention is to deliver the wounded and then try to find the bandits, only if the characters have no intention of chasing the bandits at all. If they then decide to hunt down the bandits, Encounter 6 still happens at the appropriate time.

The bandits from Encounter 6 (but not Korbesh) ambush the characters shortly after the bandits from Encounter 5, if the characters still won't pursue the bandits at that point. Again, Encounter 6 still happens at the appropriate time if they are finally convinced to do the job. If they are still unconvinced, there's a good chance you're running out of time anyway. Award the XP for the three combats and wind it up. Reduce the XP for the Encounter 6 ambush by 1/3 as Korbesh wasn't part of it.

ENCOUNTER 3: THE CHASE IS ON!

You may need to paraphrase this depending on the actions of the characters after the battle and their motivation for pursuing the bandits.

Having seen to the dead and wounded it's time to hunt down the perpetrators and deal with them in a suitable fashion.

The tracks leading away from the ambush site are easy to follow at first, but the snow is making them harder to see by the second. Suddenly, the tracks vanish without a trace.

The bandits got far enough away to ensure no pursuit was coming and then took the time to cover their tracks. A successful Wilderness Lore check (DC 20) allows the evidence of the cover-up to be discovered and deciphered.

The terrain is rocky, and cold, and following the bandits now is difficult. If the trail is lost, have the characters wander aimlessly until dark before they make camp.

After a couple of hours traipsing through the snow, and losing the trail a couple of times before picking it up again, the fading light is making further tracking impossible. Up ahead you can see a flat area, which is miraculously free of large rocks and is at least partly sheltered by an overhang. It's the best spot you've seen to camp, and no doubt your quarry is aware of that fact as well. It's out of the snow, but the wind has picked up and the noise is going to make sleep difficult if not impossible. Even starting a fire to cook dinner is tough, as the wind is too strong.

So, do they make camp or not? If they decide to camp somewhere else to minimise the risk of a night attack, that's okay. There are no other suitable sites, so everyone spends an uncomfortable night and gets no sleep. Lighting a fire is nearly impossible requiring a successful Wilderness Lore check (DC 30), or magic, and maintaining fuel for any combustible fire is impossible for more than an hour. Remember to emphasise that it is cold, windy, wet, snowing and dark and to play the effects of fatigue, especially if characters decide to go further in search of fuel for a fire.

The conditions have the additional effect of making a decent night's sleep almost impossible, unless they can get dry and warm (Leomund's spells). No additional fatigue penalty applies for the lack of sleep. Characters however, who need eight hours to regain spells do not in general get enough rest to meet this requirement. Wherever they camp, the night passes with only one disturbance, about an hour before dawn.

If the party got lost, treat this as though they camped away from the safe site.

ENCOUNTER 4: GARUMMA

Have those on watch make a Spot check (DC 15) and Listen check (DC 25), to see a small, wretched creature sneaking out of camp with something clutched tightly to its chest.

Any animal companion with Scent may also be able to detect Garumma as she approaches. Magical effects like *alarm* or *wyvern watch* are also effective.

If Garumma is successfully detected, read or paraphrase the following depending on the circumstances.

It is only an hour or so until dawn, and you can continue your pursuit. Out of the corner of your eye you think you spot something moving in the shadows.

The creature is Garumma, a female goblin. She was a virtual slave at the bandit hideout until she decided to escape. She is cold, tired, and hungry but is no threat to the party at all.

If the alarm is raised, she attempts to flee. Adjust your rolls if need be, but she should not successfully escape. If those on watch move to attack she cowers and pleads in goblin for mercy, using the words below in a lucid manner. If it's plain she's not understood she tries broken Common.

"No, no. Hurt me not. Harm you I will not. Hungry I am, this food I will take. Help you I can, trick the bandits. Yes." She will resist any attempt to recover the food parcel she has stolen. "Mine! Mine!, Mine this is, or help you I will not"

If nobody spotted Garumma during the night, it is obvious at first light that the camp has been raided. Following the tracks of the thief is not hard as the snow is a few inches deep. An hour of tracking brings the characters to Garumma's hidey-hole, and you can then proceed as above.

If anyone is determined to kill her, she is in no condition to defend herself. The consequences become apparent in the next encounter. If she is shown any amount of kindness, she introduces herself as Garumma, and explains that she was a slave of the bandits, doing their cooking, cleaning, and providing "entertainment." She was not well treated and she took the first chance she had to escape. She knows where the bandits have an ambush set up to catch any pursuers, stray adventurers, or search parties. She can help the party avoid this ambush, or better yet turn the tables on the bandits. She is certain the bandits will come after her once they know she's gone and she is willing to help remove the threat because it also means she can sleep at night without keeping one eye half open.

She also knows the layout of the hideout, and about the hidden track the bandits use to haul heavy loot on wagons. She reveals that she has this info, but only gives it out when she feels it is needed, as she thinks it might be the only thing keeping her alive. She may well be right, depending on the party mix.

Garumma also knows about the bandit leader, but all she says is that he is "Big, scary, does magic, and is terrified of some hooded creature who visits from time to time." She knows nothing of the hooded creature, and neither does anyone else at this point as that's a hook for another adventure.

If she is asked, she knows there are lots of bandits and that they are all orcs (or ogres).

If she is asked, she knows there are 50 bandits altogether, 49 orcs (or ogres) and 1 human leader.

As an added consequence of being shown any kindness, Garumma becomes a willing follower of the most appropriate character for the duration of the adventure. She chooses the person that is most kind to her, favouring a female over a male if the choice is too close to call. She favours humans over other races, only if there is no clear "most kind" person.

ALL APLS

☛ **Garumma:** Female goblin Rog1/Clr1 (Celestial); hp 13; see Appendix 1: NPCs.

ENCOUNTER 5: ANOTHER AMBUSH

How this encounter turns out depends on how the team handled Garumma in the previous encounter. If she has been taken into the group, she can warn them of the ambush and allow the team to turn the tables. If she was killed, driven off, or the characters just won't listen to her, the ambush happens.

The dawn breaks cold and crisp, and your little disturbance of last night seems a distant memory, except for the evidence before your eyes. The snow has finally stopped but the wind is still quite strong.

If Garumma is believed

Garumma the goblin has cooked a magnificent breakfast for all of you. Clearly she could be an asset on your travels. Even better, over breakfast she explained in broken common how the bandits have a permanently manned ambush site waiting for you today. Armed with this information, you should be able to turn the tables on the bandits.

If not...

The goblin can't have been far from the bandit's camp; she was too weak and scrawny to have made any great distance. No doubt today you will find the hideout and rescue whatever prisoners are still alive. And there's sure to be loot to "rescue" as well.

If the characters are trusting Garumma, give them The Ambush Site Map. Garumma leads them to the site. She also asks about weapons for herself if nobody offers her any. The weapons she had with her are what she wants. She can use the crossbow, and demonstrates if asked, the spear can be used as a ranged or melee weapon, and the short sword is for a "last resort" if capture is imminent. She would prefer death to being captured, tortured, and no doubt killed after the bandits are done with her.

Without the goblin, they can break camp when they choose and continue tracking for about half a day, making Wilderness Lore checks (DC 20) to stay on track. As soon as they break camp, have them all make a Spot checks (DC 30) to spot the ambush when the time comes. No roll required if they have Garumma's map.

It is possible that one or more characters have a flying animal companion or at higher APLs the character may be able to fly in some manner. Stress the high winds and that flying is very tiring and dangerous. If anyone persists, have the familiar make a Fort Save (DC 25) to stay in the air more than a minute. Flying characters require some protection from the cold wind in order to

avoid taking 1d6 points of subdual damage each round they remain in the air. This can be in the form of an *endure elements*, *resist elements*, or *protection from elements* spell, or similar magic.

If a character has the ability to cast *clairvoyance* or has some other form of scrying and use Garumma's descriptions to zero in on the site they can see the following.

- 1) That the ambush site and its description match what Garumma has told them.
- 2) They can be shown the exact locations of bandits.
- 3) A Spot check (DC 20) reveals any additional traps at the site.

Characters who use *commune with nature* or some other form of divination magic may gain additional information depending on the effect of the spell they use.

With or without Garumma, they get to the ambush site. If they have the map, skip to the combat, based on the characters plan. Otherwise, proceed with the following.

The going has been tough, the ground is hard and rocky, and the cold has frozen all the little pebbles to the larger rocks beneath, making it hard to keep your footing and not twist an ankle. Ahead of you the ground starts to rise, and a narrow 20-ft. wide cleft leads between two steep cliffs. At least the ground at this end of the cleft is reasonably flat and free of pebbles. The wind is howling right down the cleft, into your faces. Just to walk forward against it requires you to bend your head and trudge onward.

If anyone states they are looking for an ambush, they can make a roll, but the ambush is on the other side of the cleft and there's nothing to see just yet. Similarly, *detect evil* or other similar spells won't work because the ambushers are too far away at the moment. Also, they are chaotic neutral, so *detect evil* isn't going to reveal anything, though *detect chaos* does eventually.

Do not continue into the cleft until the characters are ready to do so. Allow them to take whatever precautions they wish, remembering that flying is impossible at this point.

The cleft goes in about 150 feet as it widens gradually to 30 feet or so. Despite your fears, no ambush has occurred and you can see the other end of the gap about 60 feet away. Even the wind has died down to a moderate level in the wider space.

Now is when the ambush hits. The ambushers are well set up and get full cover except when they attack were it drops to between 50-90% using your discretion. The ambushers gain an extra partial action during any surprise round versus flat-footed characters. The ambushers are far enough apart to not be vulnerable to more than one being in the range of a single fireball, in case there are pyromaniac characters. The characters are flat-footed unless they have Garumma with them, make a successful scout, using Hide and Move Silently, use scrying or

divination magic or made their Spot check (DC 30) when they broke camp. The bandits are not terribly smart but they have their instructions regarding intruders. Crossbows are to be used first, then thrown weapons, and finally they flee. Those who have two crossbows have had it explained that they fire one, drop it, grab the other and fire it, then go to thrown weapons. In the heat of battle, it is 50% likely they forget this and attempt to reload after firing both Xbows. This increases to 75% if one or more characters are taken down in the first two rounds of combat. At APL 2, the orcs reload and fire as long as they have bolts left. At all APLs, the bandits melee weapons are only there in case they get trapped, which is likely if Garumma is helping. Have the characters make Move Silently checks, opposed by the bandits' Listen checks, to see if the characters can ambush the bandits in this event.

If the battle is going badly for the bandits, at least one tries to flee for the camp to alert the rest of the gang. There is a 50% chance for each bandit to flee as they don't know what the others are planning to do. Any character with Profession (soldier), the Leadership feat, or any other skill or feat you may feel is appropriate can make a check (DC 12) to figure out it would be bad to let these bandits escape because they no doubt warn the rest of the gang.

APL 2 (EL 2)

🔥 **Orcs (4):** hp 4, 4, 4, 4; see *Monster Manual*.

Possessions: greataxe, 2 javelins, scale mail armor, light crossbow, 20 bolts.

APL 4 (EL 4)

🔥 **Orc Barbarians (4):** Male orc Bbn1; hp 14, 14, 14, 14; see Appendix 1: NPCs.

APL 6 (EL 6)

🔥 **Ogres (4):** hp 26, 26, 26, 26; see *Monster Manual*.

Possessions: huge greatclub, huge longsword, hide armor, 2 heavy crossbows, 20 bolts.

Note: Both crossbows are loaded before combat begins.

APL 8 (EL 8)

🔥 **Ogre Fighters (4):** Male ogre Ftr2; hp 47, 47, 47, 47; see Appendix 1: NPCs.

ENCOUNTER 6: THE BANDITS' CAMP

With the bandits' ambush dealt with, you must be close to your destination. Your senses are heightened again, just as they were when this little journey began. Up ahead you can hear the grunts and groans of some hard work. It sounds just like combat drill when the troops do it.

If Garumma is there, she can lead the characters to the camp. Give them a copy of Map 2, the map of the hideout, without the location of the bandits. If Garumma is not

there, they can follow the many tracks the bandits have left to the ambush site. It's a ten-minute walk; fifteen if anyone has movement of 20 or less.

The camp is not guarded, that function is supposedly done at the ambush site. If no ambushers got away, there is a chance the characters can surprise the remaining bandits, who are indeed honing their combat skills. If the camp has been warned, half the bandits, including any reinforcements when calculating in this case, are "practicing" their combat, the other half are waiting in ambush to close the trap around the characters. If there are an odd number of bandits, then the extra one is an archer.

If the characters are expected, the ambushing half of the bandits catch the character's flat-footed (readied actions with their crossbows) unless a successful Spot check (DC 30) is made to notice one of them is moving in the rocks.

Korbesh, the Ketite bandit leader is in the cave, whether the camp is alerted or not. If the camp isn't alerted, he attacks from 10 feet inside the cave mouth from round 3 of combat, using his bow or spells as appropriate. If the camp is alerted, he attacks from the shadows 10 feet inside the cave mouth commencing in round 1, same tactics as above. If the battle is going badly for his side, he attempts to flee, using his potion(s) to assist. Korbesh uses a bow, but has his spiked gauntlet on his off-hand at all times. He can drop his bow and use the gauntlet immediately, or draw his dagger (longsword above APL 2) to go to two-weapon fighting. Korbesh only gets into melee if he has no other choice. He flees (using his invisibility potion above APL2) to plot his revenge if it looks like "his" bandits are getting beaten. He has a horse hidden 200 feet away on the secret path.

Korbesh is subject to area effect spells while he is in the cave. However, as he is quite close to the cells, any area effect spells have a 50% chance to also get each of the prisoners, including Tamsik. The prisoners have 3 hp each and all saves (Will, Fort, Ref) are at +0.

Korbesh has precast *mage armor* and drinks his *potion of bull's strength* if it looks like he is about to get into melee.

BANDIT REINFORCEMENTS

Any bandits who escaped in encounters one and five are available as reinforcements for this final battle. If they are from Encounter 1 only, they enter the combat in the second round of fighting, coming out from the cave. If any of them are from Encounter 5, the camp is alerted and all the bandits are ready at the start of combat. As the number of reinforcements is variable from zero to 8, you'll have to play it by ear.

If Garumma is with the party and free to act, she grabs a short sword, short spear, a crossbow and some quarrels (unless she has already been given these) and hides in the rocks off to the side of the campsite. She manoeuvres around to be near her "chosen one," but she does not enter the battle unless her chosen one is in what she considers peril, in which case she helps out as best she can with the crossbow or spear. She does not engage in melee unless her chosen one goes down, in which case

she charges the bandit(s) who were facing her friend and casts a cure spell as soon as she can do so without provoking an attack of opportunity.

After the battle, Garumma races to the campfire and collects her cooking gear.

APL 2 (EL 5)

🔥 **Orcs (6):** hp 4, 4, 4, 4, 4, 4; see *Monster Manual*.

Possessions: greataxe, 2 javelins, scale mail armor, light crossbow, 20 bolts.

🔥 **Korbesh of Ket:** Male human Rgr1/Sor1; hp 15; see Appendix 1: NPCs.

Tactics: The crossbow users stand up, shoot, into melee if need be, and drop. Next round they reload, then repeat the sequence. If they run out of bolts they go to javelins, then scramble down the rockface into melee, though the combat should not last to this point.

The melee combatants attempt to flank if they can. If the characters don't close, the orcs draw their crossbows and make ranged attacks.

APL 4 (EL 7)

🔥 **Orc Barbarians (6):** Male orc Bbn1; hp 14, 14, 14, 14, 14, 14; see Appendix 1: NPCs.

🔥 **Korbesh of Ket:** Male human Rgr1/Sor2/Ftr1; hp 26; see Appendix 1: NPCs.

Tactics: The crossbow users stand up, shoot, into melee if need be, and drop. Next round they reload, then repeat the sequence. If they run out of bolts they go to javelins, then scramble down the rockface into melee, though the combat should not last to this point.

The melee combatants attempt to flank if they can. If the characters don't close, the orcs draw their crossbows and make ranged attacks.

APL 6 (EL 9)

🔥 **Ogres (6):** hp 26, 26, 26, 26, 26, 26; see *Monster Manual*.

Possessions: huge greatclub, huge longspear, hide armor, 2 heavy crossbows, 20 bolts.

Note: Both crossbows are loaded before combat begins.

🔥 **Korbesh of Ket:** Male human Rgr1/Sor3/Ftr2/Rog1; hp 42; see Appendix 1: NPCs.

Tactics: The crossbow users stand up, shoot, and drop. Next round they repeat this with the second crossbow. Third round they reload both crossbows, then repeat the sequence. If they run out of bolts they go to javelins, then scramble down the rock face into melee, though the combat should not last to this point.

The melee combatants attempt to flank if they can and use their reach so their archer companions are not firing into melee. If the characters don't close, the ogres draw their crossbows and make ranged attacks.

APL 8 (EL 11)

🔥 **Ogre Fighters (6):** Male ogre Ftr2; hp 47, 47, 47, 47, 47, 47; see Appendix 1: NPCs.

🔥 **Korbesh of Ket:** Male human Rgr1/Sor4/Ftr2/Rog2; hp 51; see Appendix 1: NPCs.

Tactics: The crossbow users stand up, shoot, and drop. Next round they repeat this with the second crossbow. Third round they reload both crossbows, then repeat the sequence. If they run out of bolts they go to javelins, then scramble down the rock face into melee, though the combat should not last to this point.

The melee combatants attempt to flank if they can and use their reach so their archer companions are not firing into melee. If the characters don't close, the ogres draw their crossbows and make ranged attacks.

CONCLUSION

The bandits have been defeated.

With the last of the bandits being dead or captured, you have the chance to search their hideout thoroughly. Locating Temsik is not too difficult, as there are only a half dozen live prisoners in the cave and only one is a teenage girl. The other prisoners look at you with a mixture of fear and pleading, and you realise they probably can't tell you apart from the bandits.

The characters should take the hint and identify themselves at this point, and release the unfortunates.

The former prisoners are most grateful to be rescued. Once they realise they won't be dying just yet, a couple of them ask about their companions, and others about the goods they had with them. Still more point out that a large party of the bandits went out on a raid and will no doubt be returning soon. You can hear some odd noises coming from further into the cave. You don't know anything about any companions or possessions, as they weren't outside. You also don't want to be around when the rest of the bandits return.

Characters being what they are, some may well go further into the cave while others release the prisoners. A large amount of trade goods are stacked in the far corners of the cave, along with four cages containing circus animals (A parrot, a snow leopard, a snow ape and a polar bear). There are also a horse and a stag in a makeshift corral at the back of the cave. There is one chest under Korbesh's bunk, which has some money in it that can be added to the overall loot. How much depends on the APL, but it's not as much, as the mysterious hooded stranger took most of it yesterday.

There is evidence that perhaps 50 bandits in total live here, and the characters have accounted for about 15 of them. None of the bandits' personal property is of any value and they haven't left any valuables lying around. This ought to be enough to hurry the characters along,

but the rescued prisoners help to remind tardy characters of the dangers of waiting too long.

The prisoners are happy to be rescued, but won't be happy to be robbed by their rescuers. They would like to reclaim their goods, though the characters can keep the money as a reward for the rescue. No circus staff still lives, so the animals are up for grabs if any character has the prerequisites to take them, or the former prisoners will make use of them. The animals cannot be sold as part of the treasure; they either get taken as companions or they are lost to the party.

There are enough wagons and mules to strip the bandits' camp. There is a hidden track that goes out a different way than the characters entered, joining with the Krestingstrek about 10 miles from Krestible. If the characters accompany the former prisoners they take a day to return to the city. If they leave the way they came, it takes them two days to return and they are greeted by the now recovering prisoners who wonder aloud at why it took so long for the brave adventurers to get back, while plying them with food and drink.

Either way, they don't meet the rest of the bandits.

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 1: The Ambushers Ambushed

Defeat the bandits.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 5: Another Ambush

Defeat the bandits.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 6: The Bandit's Camp

Defeat the bandits.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Discretionary Roleplaying Award

Good roleplaying and investigation.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

APL 8

120 XP

Total Possible Experience

APL 2	300 XP
APL 4	510 XP
APL 6	720 XP
APL 8	930 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 1: The Ambushers Ambushed

Defeat the bandits and strip their gear.

APL 2: L: 29 gp; C: 0 gp; M: 0
APL 4: L: 29 gp; C: 0 gp; M: 0

APL 6: L: 10 gp; C: 0 gp; M: 0
APL 8: L: 10 gp; C: 0 gp; M: 0

Encounter 5: Another Ambush

Defeat the bandits and strip their gear.

APL 2: L: 44 gp; C: 0 gp; M: 0
APL 4: L: 70 gp; C: 0 gp; M: 0
APL 6: L: 51 gp; C: 0 gp; M: 0
APL 8: L: 125 gp; C: 0 gp; M: 0

Encounter 6: The Bandit's Camp

Defeat the bandits and strip their gear.

APL 2: L: 134 gp; C: 0 gp; M: *potion of bull's strength* (Value 45 gp per character); *potion of sneaking* (Value 23 gp per character).

APL 4: L: 204 gp; C: 0 gp; M: *potion of bull's strength*, *potion of invisibility*, *cure moderate wounds* (Value 45 gp per potion per character); *potion of sneaking* (Value 23 gp per character).

APL 6: L: 176 gp; C: 0 gp; M: *potion of bull's strength*, *potion of invisibility*, *cure moderate wounds* (Value 45 gp per potion per character); *potion of sneaking* (Value 23 gp per character).

APL 8: L: 256 gp; C: 0 gp; M: *potion of bull's strength*, *potion of invisibility*, *cure moderate wounds* (Value 45 gp per potion per character); *potion of sneaking*, *potion of hiding* (Value 23 gp per potion per character); *ring of protection +1* (Value 300 gp per character); *+1 longsword* (Value 347 gp per character).

Total Possible Treasure

APL 2: 275 gp
APL 4: 416 gp
APL 6: 395 gp
APL 8: 1219 gp

At APL 8 ONLY, characters who wish to do so may purchase a huge repeating crossbow (note this is not certified so they have to record it properly) to mount on a cart or similarly fixed stand. The value of this crossbow is 400 gp. Bolts are 5 sp each to buy and are only available in cities of 3000 or more people. Characters with Craft (bowmaking) may make their own bolts, (DC 10). One week should be sufficient time to make around 20 bolts of this size.

At all APLs, characters that have the appropriate skills and other resources may take a maximum of one circus animal each as an animal companion. These animals are not part of the Treasure Summary and cannot be sold and divided up. Take them or lose them.

Polar Bear

This bear is a circus animal and is use to humanoids. So long as he is treated well he is loyal and obedient.

You must have at least 8 ranks in Handle Animal and be at least 8th level in Ranger, Druid, Barbarian or some combination of these three classes in order to keep this animal.

🐾 **Polar Bear:** hp 68; see *Monster Manual*.

Tricks: Play Dead, Grapple, Catch Ball, three tricks available.

Play dead: The bear lies down and pretends it is dead. "Wake up" is a free action whenever the animal is commanded to do so. It may then act normally from the prone position.

Grapple: The bear attempts to wrestle with a designated opponent, doing subdual damage only.

Catch ball: The bear can lie on its back and catch a ball or other object with its hind paws. This object can be balanced, tossed in the air and caught again, or tossed to another person, creature, or object. Use ranged combat to see how close to the target the object is tossed.

Stag

This stag is a circus animal and is use to humanoids. So long as he is treated well, and trained, he is loyal and obedient.

You must have at least 4 ranks in Handle Animal and be at least 4th level in Ranger, Druid, Barbarian or some combination of these three classes in order to keep this animal.

🐾 **Stag (Bison):** hp 37; see *Monster Manual*.

Tricks: None. Six tricks available.

Snow Parrot

This parrot is a circus animal and is use to humanoids. So long as he is treated well he is loyal and obedient.

🐾 **Snow Parrot (Raven):** hp 1; see *Monster Manual*.

Tricks: Dance, Speak, Fetch, six tricks available.

Dance: The parrot has been trained to perform a series of manoeuvres that resemble a dance pattern

Speak: Parrots can be taught a number of simple words or phrases which they repeat on command, or at random intervals. This bird has been taught to say "No crackers", "Pretty bird", and "Danger!" It can learn three more phrases.

Snow Leopard

This leopard is a circus animal and is use to humanoids. So long as she is treated well she is loyal and obedient.

You must have at least 4 ranks in Handle Animal and be at least 4th level in Ranger, Druid, Barbarian or some combination of these three classes in order to keep this animal

🐾 **Snow Leopard (Leopard):** hp 19; see *Monster Manual*.

Tricks: Play Dead, Speak, four tricks available.

Play dead: The leopard lies down and pretends it is dead. "Wake up" is a free action whenever the animal is commanded to do so. It may then act normally from the prone position.

Speak: On command the animal growls or roars.

Light Horse

This horse is a circus animal and is use to humanoids. So long as he is treated well he is loyal and obedient. As a trained animal he is a little more valuable than the average horse.

🐾 **Light Horse:** hp 19; see *Monster Manual*.

Tricks: Leap (2 slots), Dance, three tricks available.

Leap: The horse has been trained to leap over or through objects. For two slots, it has been trained to leap over or through a burning object.

Dance: the horse has been trained to perform a series of manoeuvres that resemble a dance pattern

Gorilla

This gorilla is a circus animal and is use to humanoids. So long as she is treated well she is loyal and obedient.

You must have at least 5 ranks in Handle Animal, at least one rank in Animal Empathy and be at least 5th level in Ranger, Druid, Barbarian or some combination of these three classes in order to keep this animal.

🐾 **Gorilla (Ape):** hp 26; see *Monster Manual*.

Tricks: Play Dead, Grapple, Catch ball, nine tricks open.

Play Dead: The gorilla can lie down and pretend it's dead. "Waking up" is a free action whenever it is commanded to do so and it can then act normally from the prone position.

Grapple: The gorilla attempts to wrestle with a designated opponent, doing subdual damage only.

Catch Ball: The gorilla can catch a ball or other object with its paws. This object can then be balanced, tossed in the air and caught again, or tossed to another person, creature, or object. Use ranged combat to see how close to the target the object is tossed.

Conclusion

If Temsik was rescued and returned to her father, each character receives a favour from Aramet the merchant. This favour is not a clan favour and cannot be used for promotion in the Auszug or any additional function other than what it says. Characters who asked for money in Encounter 1 do not get the favour.

"The merchant Aramet is grateful for the safe return of his daughter. While he does not deal in weapons, armour, magical goods, or live animals, he will offer you a 10% reduction on all mundane goods for the next calendar year. This favour expires one year from today."

For the premiere of this game ONLY, if Garumma has chosen a character to hook up with, she may be taken as a cohort, utilizing those rules. Garumma's statistics follow.

The following character, as a reward for the kindness shown in the adventure "Bandits!" has acquired a cohort. This cohort advances per normal cohort rules.

Like all cohorts, she leaves if mistreated.

Player Name:

DM RPGA#:

DM Signature

Date:

🐾 **Garumma:** Female goblin Rog1/Clr1 (Celestian); CR 2; Small humanoid (goblinoid); HD 1d6+1d8+2; hp 13; Init +3; Spd 30 ft.; AC 14 (touch 14, flat-footed 11); Atk +0 melee (1d6/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); SA Sneak attack (+1d6), spells, turn undead; SQ Darkvision 60 ft.; AL NG; SV Fort +3, Ref +5, Will +2; Str 10, Dex 17, Con 12, Int 14, Wis 11, Cha 8.

Skills and Feats: Appraise +3, Bluff +4, Balance +4, Climb +4, Craft (cooking) +3, Decipher Script +4, Diplomacy +3, Escape Artist +5, Gather Information +3, Hide +8, Knowledge (religion) +6, Listen +5, Move Silently +7, Open Lock +4, Spot +6, Tumble +7, Use Rope +4, Wilderness Lore +3; Alertness.

Possessions: short sword, light crossbow, 10 bolts, cooking utensils.

Spells Prepared (3/1+1; base DC = 10 + spell level): 0 – cure minor wounds, detect poison, purify food and drink; 1st – expeditious retreat*, obscuring mist.

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. You cast divinations at +1 caster level); Travel (For a total of 1 round per your cleric level per day, you can act normally regardless of magic effects that impede movement (similar to the effect of the spell freedom of movement). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability. Wilderness Lore is a class skill).

APPENDIX I: NPCS

ENCOUNTER 1: THE AMBUSHERS AMBUSHED

All APLs

☛ **Wagon Defenders (3):** Male human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atk +0 melee (1d8, heavy mace); AL CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Handle Animal +3, Listen +3, Profession (wagoneer) +4, Ride +3, Spot +3; Armor Proficiency (light armor), Track.

Possessions: heavy mace, leather armor

APL 4 (EL 4)

☛ **Orc Barbarians (4):** Male orc Bbn1; CR 1; Medium-size humanoid (orc); HD 1d12+2; hp 14; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+2, javelin); SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity; AL CN; SV Fort +4, Ref +1, Will +0. Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +4, Handle Animal +2, Jump +3, Listen +4, Spot +2; Weapon Focus (greataxe).

Possessions: greataxe, 2 javelins, scale mail armor.

APL 8 (EL 8)

☛ **Ogre Fighters (4):** Male ogre Ftr2; CR 4; Large giant (ogre); HD 4d8+2d10+12; hp 47; Init -1; Spd 30 ft.; AC 17 (touch 8, flat-footed 17); Atk +10 melee (2d6+7, huge greatclub) or +3 ranged (2d6+5/x3, huge longspear); Face/Reach 5 ft. by 5 ft./10 ft. (15 ft. with huge longspear); AL CN; SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +3, Handle Animal +2, Jump +2, Listen +2, Spot +2; Cleave, Power Attack, Weapon Focus (greatclub).

Possessions: huge greatclub, huge longspear, scale mail armor.

ENCOUNTER 4: GARUMMA

All APLs

☛ **Garumma:** Female goblin Rog1/Clr1 (Celestial); CR 2; Small humanoid (goblinoid); HD 1d6+1d8+2; hp 13; Init +3; Spd 30 ft.; AC 14 (touch 14, flat-footed 11); Atk +0 melee (1d6/19-20, short sword) or +3 ranged (1d8/19-20, light crossbow); SA Sneak attack (+1d6), spells, turn undead; SQ Darkvision 60 ft.; AL NG; SV Fort +3, Ref +5, Will +2; Str 10, Dex 17, Con 12, Int 14, Wis 11, Cha 8.

Skills and Feats: Appraise +3, Bluff +4, Balance +4, Climb +4, Craft (cooking) +3, Decipher Script +4, Diplomacy +3, Escape Artist +5, Gather Information +3, Hide +8, Knowledge (religion) +6, Listen +5, Move Silently +7, Open Lock +4, Spot +6, Tumble +7, Use Rope +4, Wilderness Lore +3; Alertness.

Possessions: short sword, light crossbow, 10 bolts, cooking utensils (at the bandits camp).

Spells Prepared (3/1+1; base DC = 10 + spell level): o – cure minor wounds, detect poison, purify food and drink; 1st – expeditious retreat*, obscuring mist.

*Domain spell. *Domains:* Knowledge (All Knowledge skills are class skills. You cast divinations at +1 caster level); Travel (For a total of 1 round per your cleric level per day, you can act normally regardless of magic effects that impede movement (similar to the effect of the spell *freedom of movement*). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability. Wilderness Lore is a class skill).

ENCOUNTER 5: ANOTHER AMBUSH

APL 4 (EL 4)

☛ **Orc Barbarians (4):** Male orc Bbn1; CR 1; Medium-size humanoid (orc); HD 1d12+2; hp 14; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+2, javelin) or +2 ranged (1d10/19-20, heavy crossbow); SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity; AL CN; SV Fort +4, Ref +1, Will +0. Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +4, Handle Animal +2, Jump +3, Listen +4, Spot +2; Weapon Focus (greataxe).

Possessions: greataxe, 2 javelins, scale mail armor, 2 heavy crossbows, 20 bolts.

Note: Both crossbows are loaded before combat begins.

APL 8 (EL 8)

☛ **Ogre Fighters (4):** Male ogre Ftr2; CR 4; Large giant (ogre); HD 4d8+2d10+12; hp 47; Init -1; Spd 30 ft.; AC 17 (touch 8, flat-footed 17); Atk +10 melee (2d6+7, huge greatclub) or +3 ranged (2d6+5/x3, huge longspear) or +3 ranged (2d6/19-20, huge repeating crossbow); Face/Reach 5 ft. by 5 ft./10 ft. (15 ft. with huge

longspear); AL CN; SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +3, Handle Animal +2, Jump +2, Listen +2, Spot +2; Cleave, Power Attack, Weapon Focus (greatclub).

Possessions: huge greatclub, huge longspear, scale mail armor, huge repeating crossbow, 20 bolts (4 clips).

Note: The repeating crossbow is too large for any medium-size creature to use, even two-handed. It can however be mounted on a suitable platform and used as a small ballista. Keep this in mind should anyone want to retain one at the end of the adventure.

ENCOUNTER 6: THE BANDITS' CAMP

APL 2 (EL 5)

➤ **Korbesh of Ket:** Male human Rgr1/Sor1; CR 2; Medium-size humanoid (human); HD 1d10+1d4+2; hp 15; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d4+1, spiked gauntlet) and +0 melee (1d4/19-20, dagger) or +5 ranged (1d8/x3, longbow); SA Favored enemy (elf), spells; AL CN; SV Fort +3, Ref +3, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Animal Empathy +5, Concentration +6, Handle Animal +5, Hide +6, Knowledge (arcana) +3, Move Silently +6, Ride +6, Use Rope +6, Wilderness Lore +3; Point Blank Shot, Rapid Shot, Track.

Possessions: dagger, masterwork longbow, 20 arrows, masterwork spiked gauntlet, *potion of bull's strength*, *potion of sneaking*, signet ring

Spells Prepared (5/4; base DC = 12 + spell level): 0 – daze, flare, ray of frost, resistance; 1st – mage armor, magic missile.

Familiar (Toad) – Roach: Diminutive magical beast; HD 2d8; hp 7; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Atk –4 melee (touch); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +4; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

APL 4 (EL 7)

➤ **Orc Barbarians (6):** Male orc Bbn1; CR 1; Medium-size humanoid (orc); HD 1d12+2; hp 14; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +4 melee (1d12+3/x3, greataxe) or +2 ranged (1d6+2, javelin) or +2 ranged (1d10/19-20, heavy crossbow); SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity; AL CN; SV Fort +4, Ref +1, Will +0. Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +4, Handle Animal +2, Jump +3, Listen +4, Spot +2; Weapon Focus (greataxe).

Possessions: greataxe, 2 javelins, scale mail armor, 2 heavy crossbows, 20 bolts.

Note: Both crossbows are loaded before combat begins.

➤ **Korbesh of Ket:** Male human Rgr1/Sor2/Ftr1; CR 4; Medium-size humanoid (human); HD 2d10+2d4+4; hp 26; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10);

Atk +3 melee (1d4+1, spiked gauntlet) and +3 melee (1d8/19-20, longsword) or +7 ranged (1d8/x3, longbow); SA Favored enemy (elf), spells; AL CN; SV Fort +5, Ref +3, Will +3; Str 12, Dex 17, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Animal Empathy +5, Climb +2, Concentration +8, Handle Animal +6, Hide +6, Knowledge (arcana) +4, Move Silently +6, Ride +7, Scry +2, Swim +0, Use Rope +6, Wilderness Lore +3; Combat Reflexes, Improved Initiative, Point Blank Shot, Rapid Shot, Track.

Possessions: dagger, masterwork longsword, masterwork longbow, 20 arrows, masterwork spiked gauntlet, *potion of bull's strength*, *potion of cure moderate wounds*, *potion of invisibility*, *potion of sneaking*, signet ring

Spells Prepared (6/5; base DC = 12 + spell level): 0 – daze, flare, ghost sound, ray of frost, resistance; 1st – mage armor, magic missile.

Familiar (Toad) – Roach: Diminutive magical beast; HD 4d8; hp 13; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Atk –2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +4, Ref +3, Will +5; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

APL 6 (EL 9)

➤ **Korbesh of Ket:** Male human Rgr1/Sor3/Ftr2/Rog1; CR 7; Medium-size humanoid (human); HD 3d10+3d4+1d6+7; hp 42; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +4 melee (1d4+1, spiked gauntlet) and +4 melee (1d8/19-20, longsword) or +9 ranged (1d8/x3, longbow); SA Favored enemy (elf), spells, sneak attack (+1d6); AL CN; SV Fort +7, Ref +6, Will +3; Str 12, Dex 17, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Animal Empathy +5, Climb +4, Concentration +10, Diplomacy +5, Handle Animal +6, Hide +9, Knowledge (arcana) +6, Move Silently +10, Ride +7, Scry +2, Swim +2, Use Rope +6, Wilderness Lore +3; Combat Reflexes, Improved Initiative, Point Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

Possessions: dagger, masterwork longsword, masterwork longbow, 20 arrows, masterwork spiked gauntlet, *potion of bull's strength*, *potion of cure moderate wounds*, *potion of invisibility*, *potion of sneaking*, signet ring

Spells Prepared (6/6; base DC = 12 + spell level): 0 – daze, flare, ghost sound, ray of frost, resistance; 1st – chill touch, mage armor, magic missile.

Familiar (Toad) – Roach: Diminutive magical beast; HD 7d8; hp 21; Init +1 (Dex); Spd 5 ft.; AC 17 (touch 15, flat-footed 16); Atk –1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +6, Ref +4, Will +5; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

APL 8 (EL 11)

➤ **Ogre Fighters (6):** Male ogre Ftr2; CR 4; Large giant (ogre); HD 4d8+2d10+12; hp 47; Init –1; Spd 30 ft.; AC

17 (touch 8, flat-footed 17); Atk +10 melee (2d6+7, huge greatclub) or +3 ranged (2d6+5/x3, huge longspear) or +3 ranged (2d6/19-20, huge repeating crossbow); Face/Reach 5 ft. by 5 ft./10 ft. (15 ft. with huge longspear); AL CN; SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +3, Handle Animal +2, Jump +2, Listen +2, Spot +2; Cleave, Power Attack, Weapon Focus (greatclub).

Possessions: huge greatclub, huge longspear, scale mail armor, huge repeating crossbow, 20 bolts (4 clips).

Note: The repeating crossbow is too large for any medium-size creature to use, even two-handed. It can however be mounted on a suitable platform and used as a small ballista. Keep this in mind should anyone want to retain one at the end of the adventure.

✚ **Korbesh of Ket:** Male human Rgr1/Sor4/Ftr2/Rog2; CR 9; Medium-size humanoid (human); HD 3d10+4d4+2d6+9; hp 51; Init +8; Spd 30 ft.; AC 15 (touch 15, flat-footed 11); Atk +6/+1 melee (1d4+1, spiked gauntlet) and +6 melee (1d8/19-20, longsword) or +12/+7 ranged (1d8+1/x3, longbow); SA Favored enemy (elf), spells, sneak attack (+1d6); SQ Evasion; AL CN; SV Fort +7, Ref +8, Will +4; Str 12, Dex 18, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Animal Empathy +5, Climb +4, Concentration +12, Diplomacy +5, Handle Animal +6, Hide +10, Knowledge (arcana) +8, Move Silently +11, Ride +7, Scry +2, Swim +2, Tumble +12, Use Rope +6, Wilderness Lore +3; Combat Reflexes, Improved Initiative, Point Blank Shot, Rapid Shot, Spell Focus (Evocation), Track, Weapon Focus (longbow).

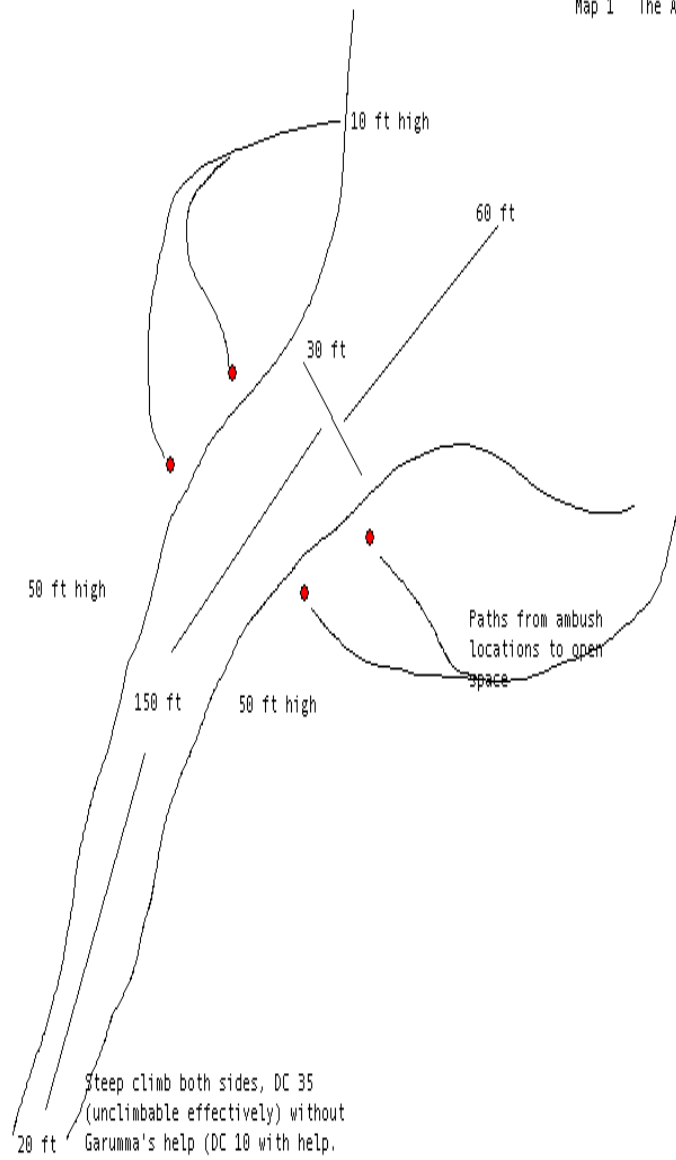
Possessions: dagger, masterwork longsword, +1 longbow, 20 arrows, masterwork spiked gauntlet, *potion of bull's strength*, *potion of cure moderate wounds*, *potion of hiding*, *potion of invisibility*, *potion of sneaking*, ring of protection +1, signet ring

Spells Prepared (6/7/4; base DC = 12 + spell level): 0 – daze, flare, ghost sound, ray of frost, read magic, resistance; 1st – chill touch, mage armor, magic missile; 2nd – flaming sphere.

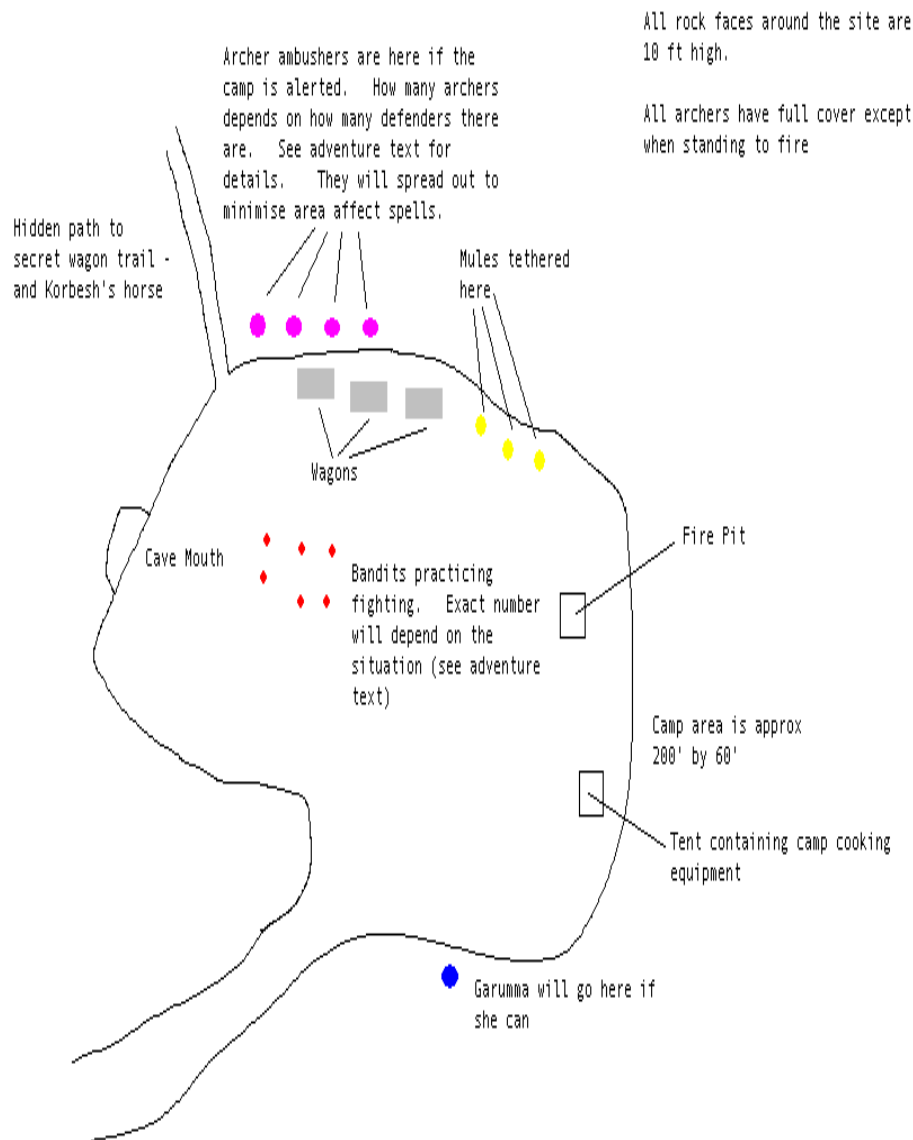
Familiar (Toad) – Roach: Diminutive magical beast; HD 9d8; hp 25; Init +1 (Dex); Spd 5 ft.; AC 17 (touch 15, flat-footed 16); Atk +1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +6, Ref +5, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

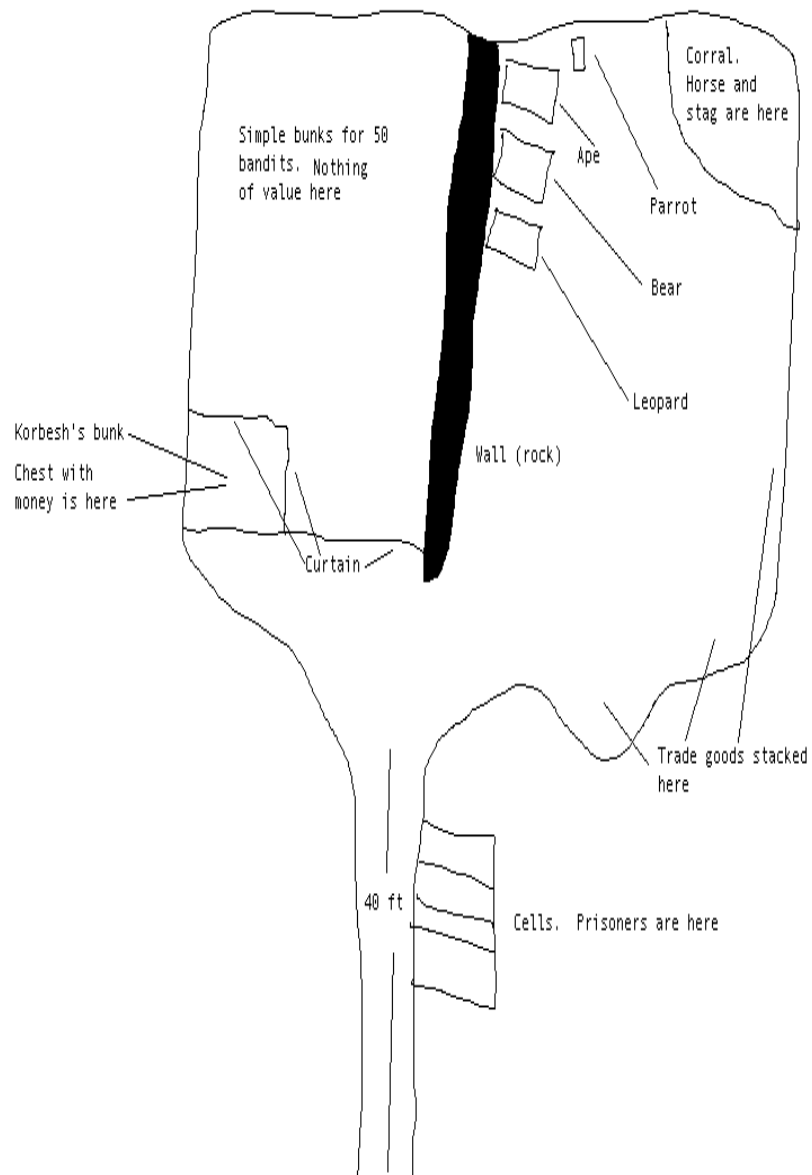
Map 1 The Ambush site



Map 2 The Bandits Camp



Map 3. Inside the cave



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.