

SND02-M02



Dangerous Transport

A mini-scenario for D&D Living Greyhawk Adventure
RETIRED

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A citizen of Sunndi has been collecting weapons for over a year to donate to the Freedom Fighters of Onnwal in their struggles against the Scarlet Brotherhood. Now somebody offered him a load of weapons. These weapons need to be transported to him first though, which might not be as easy as it sounds. A Sunndi regional mini-module for characters level 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to 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 is 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 cuts, 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 as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for a game session to be a sanctioned RPGA event. As well, 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 name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM

can bar the use of even core rule books during certain times of play. For example, 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.

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and the 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 sheets, 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 game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst 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 is a good idea to have the players vote while you are determining 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 will 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, a character sheet, and a LIVING GREYHAWK log sheet from the convention coordinator or the RPGA Web site, 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 PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC 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 & 1/6	0	0	0	1
1/3 & 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 PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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.

TIME UNITS AND UPKEEP

This is a mini-scenario for Living Greyhawk, taking place in the region of Sunndi. All characters 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.

Adventure Summary and Background

This is a mini-module. The nature of mini-modules is such that they are not play-tested to ensure appropriate challenge; all participants must understand that this is a risk

Sunndi is a country that has suffered under the iron fist of an insane tyrant for centuries. As such her citizens truly appreciate their own freedom and they are inclined to help other nations in their battles against oppressors. Still, there is a deep fear that such active involvement might cause anger and resentment from powerful and dangerous factions in the Flanaess. So for now all they are doing is discussing whether they should help or not.

One particular citizen though has got more than enough of talking. He has suffered under the Scarlet Brotherhood and he wants to take action. So that man -Cohen¹- started collecting weapons during his adventures in the hope to once give these weapons to the Freedom Fighters of Onnwal. Cohen has not been particularly secretive about his collection and the reason why he is collecting those weapons. So the Veil of the Sun - the intelligence organization of Sunndi- has heard about it. While at the moment Sunndi is not allowed to offer any official support, people like Hazendel and the leaders of the Veil do want to help. So they decided to provide Cohen with some more weapons. As an independent citizen Cohen is free to do whatever he likes without any serious diplomatic repercussions.

So they use an agent to contact Cohen and offer him a cache of weapons. The agent is disguised as a young merchant and the son of a dead partisan. According to the merchant he found a secret stash of weapons a little while ago. His father probably hid these weapons sometime during the occupation by the Great Kingdom. The weapons are gathering dust and the merchant wants the weapons to be used for some good cause. That is what his father would have wanted. The merchant supposedly did some research of who would do the right thing with these weapons and that lead to Cohen.

¹ Cohen is an actual PC in Sunndi who has been collecting weapons since he escaped from the clutches of the Scarlet Brotherhood.

If Cohen is interested, the merchant will arrange this cache of weapons to be transported to a prearranged spot where the Cohen can collect it. This mini-module will be about this transport.

An agent of the Scarlet Brotherhood somehow heard about this weapon transport and decided to arrange an ambush in which the weapons should be destroyed. Since this agent is rather ambitious and not too sure on the correctness of his information, he decided to keep it secret from his superiors. Instead he hired a several mercenaries to ambush the caravan from his own money. These mercenaries are specialized people who use rust monster(s) to disable heavy armored opponents.

These mercenaries are not as skilled or careful as the average Scarlet Brotherhood agent. Due to their carelessness the PCs will hear about the ambush, giving them the opportunity to prevent it.

Note: The players might wonder what those weapons are doing in the northern part of Brennathar, but they should realize that this area was the perfect spot for partisans to hide. While not very densely populated, the hills are perfect for cattle and sheep and there are numerous small gem mines in the area. Of course, for the Veil (who know there is a real hide-out in that area) it was also an easy way to transport weapons unnoticed out of the Glorioles.

Introduction

The PCs are travelling through the wilderness of northern Sunndi looking for a good place to camp, when they spot a light in the distance. The source of the light is clearly a campfire, but who will be sitting around the flames? Will they be friendly or do they belong to a band of outlaws?

Encounter One - A Feast in the Wilderness

At the campsite the PCs will meet a group of outlaws drinking heavily from a recently stolen barrel of wine. During this encounter the PCs will learn about an ambush on a weapon caravan, which the outlaws planning to ambush the ambushers. With a bit of skill the PCs probably will also learn where this ambush will take place.

Encounter Two - Bad Weather

Preventing the ambush will require speed, so there is no time to return to civilisation to acquire help from the authorities. Besides, in Sunndi the authorities expect the citizens to take their protection in their own hands when the army is not around to defend them. During the journey the PCs will feel the wrath of the weather gods.

Encounter Three - At the Ambush Site

How the PCs approach the ambush is completely up to them. The intention is that they will get at the caravan before the caravan is ambushed and they might ambush the ambushers. Though when they are incredibly slow, they might be too late. When they ambush the ambushers though, they will learn that these mercenaries are using rust monsters that hard way.

Conclusion – A touch of Rust

If the PCs manage to save most of the weapon load they will earn the gratitude of the merchant, who unknown to the PCs also is an agent of the Veil of the Sun. This will be especially true if the PC showed intelligence and subtlety in their approach of the problem. Of course, the merchant will also mention the name of the PCs to Cohen. How he treats them is up to the player of Cohen.

In Encounter 3 the PCs also have got a chance to capture the Scarlet Brotherhood agent behind the attack. They are also free to let the man go, but to go to the authorities with his description. If they chose for the first option they will get a monetary reward for their actions. If instead they chose to ignore the man -as the merchant subtly tries to suggest- they will garner even more support from the Veil. After all, the man might give them a much-needed opening into the workings of the Scarlet Brotherhood within Sunndi.

Introduction

Before the adventure is started, explain that the PCs have been on the road for some time. Whether they have been patrolling the northern borders of Sunndi are returning to New Keep, simply wandering through the wilderness or on their way to the north from Pitchfield is entirely up to the players. Let them come up with a good reason for being together. As long as they are in the northern hills of county Brennathar there is no problem, since that is where this adventure starts.

Once the players have properly introduced their characters to each other and prepared any spells for that day proceed with the following text.

It has been a tiresome day for all of you. As usual the temperatures and humidity have been high. The rocky hills offer little protection against the burning sun and there is not much wind. Since you have been traveling the whole day, you are all tired and most of you long for a cool bath. The evening is rapidly

approaching, but as of yet you have not seen a good place to camp. Finally, you decide you might as well make camp at the little stream down in the valley. It takes you some time to get at the foot of the hill and by the time you are down the last sunrays disappear behind the hills to the West.

Then, to your surprise, you see the flickering light of what appears to be a bonfire about probably 1 km further upstream. Only fools would light such a huge fire in this area. Even the bands of orcs and hobgoblins that retreat into this area after raiding more civilized parts of Sunndi in general are more careful than that. Still, a band of orcs might actually be arrogant enough to light exactly such a fire.

Let the players discuss what they want to do on this point. If they show little interest in the fire, remind them that the fire is directly on their path. In the wilderness it also is very stupid to leave possible enemies behind without at least assessing the danger they pose. If the PCs still decide to avoid the campsite, the band of outlaws will ambush the PCs the next day. Then these raiders are not drunk and fully alert. For more details see the notes at the end of Encounter One. Proceed to Encounter One if the PCs decide to investigate the bonfire.

Encounter One - A Feast in the Wilderness

The bonfire has been light by a band of outlaws who recently plundered a small group of mineworkers who where on their way to a mine with supplies. Among the supplies there were several barrels of wine and the outlaws are celebrating their victory. These outlaws are quite brutal and arrogant due to past victories and the alcohol. Their leader, Grak Manstomper, is a particular brutal and crude half-orc. He has got a price on his head and he is proud of it. The real leader though is Keral, a charismatic and manipulative sorcerer who prefers to let Grak believe him self to be in charge of the group. Keral is not a coward, but he is extremely practical and a very good actor.

A map of their campsite can be found at appendix I: Maps. On this map four distinctive features can be seen. The outlaws are camping on the banks of a small clear pond, perfect for swimming and drinking. Approaching the outlaws from this side will be difficult, but if the bandits

want to flee in this direction it will also hinder them. The pond is about 7 feet deep on the deepest point and both the bank and bottom are made out of small rocks. To the north there are several large boulders, which provide several good places to sleep when it is raining. It is also a perfect spot for guarding the area. Keral can be found here. The outlaws also stashed some of their loot here. Thirdly there is a pile of sacks, chest and one (or more) barrels lying on a heap. This is the loot of the day and the barrels are open to provide the outlaws with their drinks. Finally, there is a tree to which a man is bound. The man has obviously been tortured and in fact he is already dead by the time the PCs arrive. The state this man is in should clearly show the PCs with what kind of brutes they are dealing.

This prisoner was a messenger to the mercenaries and the Scarlet Brotherhood agent. He carried a warning that a group of adventurers was going to meet with the weapon caravan. He was fully aware of both the ambush and the route of the caravan. By now Keral and Grak know about everything that his man knows, except for the fact that the mercenaries were planning of using rust monsters in the ambush. Keral and Grak immediately decided to go to the spot of the ambush. They will wait there for the mercenaries to attack the weapons caravan and then attack whoever survives that fight. They are figuring out that victory should be relatively easy. Of course, they let the prisoner draw a map and this can be found among Grak's possessions. The outlaws will also be discussing their plans loudly during the celebration.

The PCs might decide to openly approach the outlaws, and in fact this might not be such a bad tactic. The outlaws do not want to fight at the moment, so they will welcome the PCs with open arms, inviting them to celebrate their victory over some local raiders. The prisoner was one of those raiders who did not want to tell where they had hidden the loot. The outlaws are no fools though and the moment the PCs arrive, they stop drinking, while they try to get the PCs drunk. If that does not work, they will try to slit the throats of the PCs during their sleep. The PCs might also decide to wait until the outlaws get into an alcoholic induced torpor, but that will not happen. At a certain point Keral will simply put an end to the festivities. Of course, they will still be relatively easy to surprise.

Tactics: Except for Keral all outlaws are drunk. This has **not** been taken into account in their statistics below. They suffer a -4 circumstantial

penalty on listen and spot checks, as well as a -2 penalty to both dexterity and constitution. Of course, they will not be very tactical. Keral on the other hand will try to dispose opponents as quickly as possible. He will try to flee as soon as it is apparent they are going to lose the battle with the PCs. If that is impossible, he will surrender, offering information for his life. Grak will fight to the death, unless the PCs manage to capture him alive.

When the outlaws are the ones ambushing the PCs, they will attack from higher ground, using their bows to attack. They will be spread out fairly much and they are taking cover behind rocks. In all APLs Keral will be protected by a shield spell. In APL 6, Keral will have himself, Grak and two other outlaws protected by *protection from normal arrows*.

Treasure: Under the rock (location 4) there is a stash of coins and gems well hidden. A search check DC 20 will locate this stash (DC 15 if specifically looking under the rock). Of course, a captured outlaw might also tell the location to the PCs.

APL 2 (EL 5)

- **Grak Manstomper:** Male half-orc Brb1; CR 1; Medium-size humanoid (orc/human); HD 1d12+3; hp 15; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d12+6/x3 great ax) or +2 ranged (1d8, longbow); SQ rage 1/day, dark vision 60 ft.; AL NE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 12, Con 16, Int 6, Wis 9, Cha 6.

Skills and Feats: Intimidate +2, Wilderness Lore +3; Power Attack.

Possessions: Scale mail, great axe, longbow, quiver +20 arrows, dagger, wooden symbol of Erythnul.

- **Keral:** Male human Sor1; CR 1; Medium-size humanoid (human); HD 1d4+1; hp 5; Init +6 (Dex, Impr. Init.); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk -1 melee (1d4-1/19-20 x2, dagger) or +2 ranged (1d8/19-20 x2, light crossbow); AL NE; SV Fort +1, Ref +2, Will +2; Str 8, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +5, Concentration +5, Knowledge [arcane] +5, Spellcraft +5; Combat Casting, Improved Initiative.

Spells known (5/4; Base save DC = 13 + spell level): 0 - *daze, detect magic, detect poison, read magic*; 1st lvl - *magic missile, expeditious retreat*.

Possessions: Travelers outfit, dagger, light crossbow, quiver +20 bolts.

Arrow (hawk familiar): Tiny magical beast; hp 2; Init +3 (Dex); Spd 10 ft. fly 60 ft. (average); AC 18 (touch 15, flat-footed 15); Atk +5 melee (1d4-2); SQ alertness, improved evasion, share spells, empathic link; AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 6, Wis 14, Cha 6; Listen +6, Spot +6 (+14 in daylight).

- **Outlaws (4):** Male humans War1; CR ½; Medium-size humanoids (human); HD 1d8; hp 5; Init +0; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +2 melee (1d8+1/19-20 x2, long sword) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +2, Ref +2, Will +0; Str 13, Dex 14, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +2, Jump +5, Ride +4; Point Blank Shot, Rapid Shot.

Possessions: Leather, large wooden shield, long sword, dagger, shortbow, quiver +20 arrow.

APL 4 (EL 7)

- **Grak Manstomper:** Male half-orc Brb3; CR 3; Medium-size humanoid (orc/human); HD 3d12+9; hp 34; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +8 melee (1d12+6/x3 great ax) or +4 ranged (1d8/x3, longbow); SQ rage 1/day, dark vision 60 ft., uncanny dodge (Dex bonus to AC); AL NE; SV Fort +6, Ref +2, Will +0; Str 18, Dex 12, Con 16, Int 6, Wis 9, Cha 6.

Skills and Feats: Intimidate +2, Intuit Direction +2, Wilderness Lore +4; Power Attack, Cleave.

Possessions: breast plate, masterwork great axe, longbow, quiver +20 arrows, dagger, wooden symbol of Erythnul.

- **Keral:** Male human Sor3; CR 3; Medium-size humanoid (human); HD 3d4+3; hp 12; Init +6 (Dex, Impr. Init.); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d4-1/19-20 x2, dagger) or +3 ranged (1d8/19-20 x2, light crossbow); AL NE; SV Fort +2, Ref +3, Will +3; Str 8, Dex 14, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +6, Concentration +7, Knowledge [arcane] +7, Spellcraft +7; Combat Casting, Improved Initiative, Point Blank Shot.

Spells known (6/6; Base save DC = 13 + spell level): 0 - daze, detect magic, detect poison, read magic, flare; 1st lvl - expeditious retreat, magic missile, shield.

Possessions: Travelers outfit, dagger, light crossbow, quiver +20 bolts.

Arrow (hawk familiar): Tiny magical beast; hp 6; Init +3 (Dex); Spd 10 ft. fly 60 ft. (average); AC 19 (touch 15, flat-footed 16); Atk +6 melee (1d4-2); SQ alertness, improved evasion, share spells,

empathic link, touch; AL N; SV Fort +2, Ref +5, Will +3; Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 6; Listen +6, Spot +6 (+14 in daylight).

- **Outlaws (4):** Male human Ftr1; CR 1; Medium-size humanoids (human); HD 1d10+4; hp 10; Init +0; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +2 melee (1d8+1/19-20 x2, long sword) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +3, Ref +2, Will +0; Str 13, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +2, Jump +5, Ride +4; Point Blank Shot, Rapid Shot, Toughness.

Possessions: Leather, large wooden shield, long sword, dagger, shortbow, quiver +20 arrow.

APL 6 (EL 9)

- **Grak Manstomper:** Male half-orc Brb5; CR 5; Medium-size humanoid (orc/human); HD 5d12+15; hp 53; Init +1 (Dex); Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +10 melee (1d12+6/x3 great ax) or +6 ranged (1d8+2/x3, longbow); SQ rage 2/day, dark vision 60 ft., uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +7, Ref +2, Will +1; Str 18, Dex 12, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Intimidate +2, Intuit Direction +3, Wilderness Lore +5; Power Attack, Cleave.

Possessions: breast plate, masterwork great axe, longbow, quiver +20 arrows, dagger, wooden holy symbol of Erythnul.

- **Keral:** Male human Sor5; CR 5; Medium-size humanoid (human); HD 5d4+5; hp 19; Init +6 (Dex, Impr. Init.); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d4-1/19-20 x2, dagger) or +4 ranged (1d8/19-20 x2, light crossbow); AL NE; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 12, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +7, Concentration +9, Knowledge [arcane] +9, Spellcraft +9; Combat Casting, Improved Initiative, Point Blank Shot.

Spells known (6/6/5; Base save DC = 13 + spell level): 0 - daze, detect magic, detect poison, read magic, flare, light; 1st lvl - expeditious retreat, magic missile, protection from good, shield; 2nd lvl - alter self, protection from arrows.

Possessions: Travelers outfit, dagger, light crossbow, quiver +20 bolts.

Arrow (hawk familiar): Tiny magical beast; hp 9; Init +3 (Dex); Spd 10 ft. fly 60 ft. (average); AC 20 (touch 15, flat-footed 17); Atk +7 melee (1d4-2); SQ alertness, improved evasion, share spells, empathic link, touch, speak with master; AL N; SV

Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 10, Int 8, Wis 14, Cha 6; Listen +6, Spot +6 (+14 in daylight).

• **Outlaws (4):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+5; hp 17; Init +0; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +3 melee (1d8+1/19-20 x2, long sword) or +4 ranged (1d8/x3, long bow); AL NE; SV Fort +4, Ref +2, Will +0; Str 13, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Handle Animal +2, Jump +5, Ride +4; Point Blank Shot, Rapid Shot, Toughness, Dodge.

Possessions: Chain shirt, large wooden shield, long sword, dagger, longbow, quiver +20 arrow.

Encounter 2 - Bad Weather

The distance between the camp of the outlaws and the ambush site is about 30 miles through hills without any trail. In these hills trails lead to civilization so the PCs might pass several trails they cannot follow them. That means for a group of medium-sized PCs without heavy armor it will take 3 days to get there. More then likely it will take 4 days. A forced march will obviously reduce this time. At the first night after having seen the bonfire the following encounter will take place.

Sunndi is infamous for it's weather. Though that concerns mainly the high temperatures combined with a high humidity, in the right season thunderstorms and flashfloods can cause a lot of trouble as well. This is especially true in the hills the PCs are in. Any PC with even a little bit of knowledge on weather will realize that that night they will more then likely be in the middle of a thunderstorm. If none of the players realize the danger such a storm might pose, allow them to roll a wilderness lore check DC 10.

The thunderstorm will last for a full 4 hours, and it will drizzle until sunrise afterwards. During the thunderstorm visibility is reduced by half, imposing a -8 penalty to all Spot, Search, and Listen checks. Any creature further away then 5 ft. also has got one-half concealment. Lightning bolts are a considerable threat on the top of the hills. The players should not ignore this danger. Each hour there is 10% chance one random PC will be hit by APL x 2d8 dmg lightning bolt (reflex DC 14 for ½).

Flash floods on the other hand threaten those hiding on the slopes and in the valleys. A successful wilderness lore check DC 15 allows the PC to find a save spot on time. Make this check in secret to make the players sweat. Let them think

the world will end, because a thunderstorm in open hills is never a pleasure. If the check fails they will get in a flash flood. Everybody in a flash flood needs to make a fortitude save DC 15 to prevent being washed away. Those washed away take 1d6 subdual damage per round. A swim check DC 15 is needed to get out of the water, while a check of 10 reduces the damage to 1d3 subdual damage. PCs will not drown, if they do not get out by themselves they will wash ashore unconscious.

The rest of the journey will be relatively uneventful. It is not that the hills are deserted, but most creatures avoid groups of heavily armored people. If the PCs are looking for humans, they can find a small group of miners about 20 miles from the bonfire. These are a suspicious grim lot quick to grab their weapons. After some tough negotiations though they are willing to sell food, clothes and minor mining supplies (like rope and pitons) to the PCs for double the PHB price. They will not help the PCs in their fight against anything.

Encounter 3 - At the Ambush Site

The weapon caravan consists of only one wagon. There are two warriors on horses guarding the caravan. An old sturdy grim dwarf with yellow teeth and a love for foul language drives the wagon. The dwarf is past his prime and he will prefer to stay out of combat. He is not afraid to use the mace in his girdle and the whip in his hands though. The merchant Deris will also be on the wagon. This man hides under the wagon at the first sign of trouble though. He is a merchant and a spy, and he is fully aware his skill with weapons is bad. The amount of guards may seem low to the PCs, but Deris has made sure the area he was traveling through were heavily patrolled prior to their journey. He is not expecting any trouble and he wants to keep his role as a relatively poor merchant up.

It is fairly important to keep an eye on the weapons and armor in the wagon during this encounter. Since the PCs know where they will be ambushed, they might decide to hide the weapons and armor. In that case though they will get the full interest of the rust monsters. So while they will be saving the weapons, they might be risking their own. In that case the leader of the mercenaries, a sturdy woman of Oeridian decent who listens to the name Ysena, will quickly realize this is the case based on the behavior of her rust monsters.

In a higher APL she might actually notice it before the ambush takes place. In that case she will never attack, but simply follow the tracks of the caravan backwards until she gets at the location of the weapons.

In the wagon the following weapons and armor can be found:

- 21 longsword
- 20 longbows
- 20 chain shirts
- 20 small wooden shields
- 1 large wooden shield
- 400 arrows
- 1 breastplates
- 21 daggers
- 1 masterwork longsword

Tactics: The human mercenaries will cause a distraction by attacking the front of the caravan with ranged weapons. They are spread out to prevent easy destruction by spells and they use the rocks for cover. Only after the initial attack will Ysena release the rust monster(s). She will then follow with the rust monster(s) to protect them. Note the rust monster(s) will go to the biggest source of metal. More then likely this will be the load of weapons in the wagon. Only in self-defense will it attack the PCs (except perhaps when a PC in plate mail is in the way).

None of these mercenaries is willing to fight to the death and they will either flee or surrender when Ysena is down (or gone) or when half of their numbers are down. Ysena prefers surrender above losing the rust monster. Since she has got a good control over the aberrations, she has got a good bargaining chip.

Remember, the mercenaries have been hired to destroy the cargo. They will try not to kill PCs. If at all possible they will try to stabilize PCs that go down and they will never perform a coupe-de-grace.

APL 2 (EL 5)

• **Ysena:** Female human Ran1; CR 2; Medium-size humanoid (human); HD 1d10+1; hp 11; Spd 30 ft.; Init +3 (Dex); AC 17 (touch 13, flat-footed 14); Atk +1 melee (1d6, club) or +4 ranged (1d8/x3, longbow); SQ favored enemy - aberrations (+1); AL N; SV Fort +3, Ref +3, Will +2; Str 10, Dex 16, Con 12, Int 10, Wis 14, Cha 13.

Skills and Feats: Animal Empathy +5, Handle Animal +6, Hide +6, Move Silently +6, Wilderness Lore +6; Track, Dodge, Mobility.

Possessions: Leather, large wooden shield, club, longbow, quiver +20 arrows.

• **Mercenaries (5):** Male human War1; CR ½; Medium-size humanoid (human); HD 1d8; hp 4; Spd. 30 ft.; Init +2 (Dex); AC 14 (touch 12, flat-footed 14); Atk +1 melee (1d6, club) or +1 ranged (1d6/x3, longbow); AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +3, Ride +4; Point Blank Shot, Rapid Shot.

Possessions: Leather, large wooden shield, club, shortbow, quiver +20 arrows.

• **Rust monster (1):** CR 3; hp 27; See MM page 157.

APL 4 (EL 7)

• **Ysena:** Female human Ran1/Rog2; CR 3; Medium-size humanoid (human); HD 1d10+2d6+3; hp 20; Spd 30 ft.; Init +7 (Dex, Impr. Init.); AC 18 (touch 13, flat-footed 15); Atk +2 melee (1d6, club) or +5 ranged (1d8/x3, longbow); SA sneak attack +1d6; SQ favored enemy - aberrations (+1), evasion; AL N; SV Fort +3, Ref +6, Will +2; Str 10, Dex 16, Con 12, Int 10, Wis 14, Cha 13.

Skills and Feats: Animal Empathy +5, Climb +4, Handle Animal +6, Hide +9, Listen +4, Move Silently +9, Spot +4, Tumble +9, Wilderness Lore +6; Track, Dodge, Mobility, Improved Initiative.

Possessions: Masterwork studded leather, large wooden shield, club, longbow, quiver +20 arrows.

• **Mercenaries (5):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+1; hp 11; Spd. 30 ft.; Init +3 (Dex); AC 18 (touch 13, flat-footed 15); Atk +1 melee (1d6, club) or +4 ranged (1d8/x3, longbow); AL N; SV Fort +3, Ref +3, Will +0; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +3, Ride +4; Point Blank Shot, Rapid Shot, Far Shot.

Possessions: Studded Leather, large wooden shield, club, longbow, quiver +20 arrows.

• **Rust monster (1):** CR 3; hp 27; See MM page 157.

APL 6 (EL 9)

• **Ysena:** Female human Ran2/Rog3; CR 5; Medium-size humanoid (human); HD 2d10+3d6+5; hp 31; Spd 30 ft.; Init +7 (Dex, Impr.

Init.); AC 18 (touch 13, flat-footed 15); Atk +4 melee (1d6, club) or +7 ranged (1d8/x3, longbow); SA sneak attack +2d6; SQ favored enemy - aberrations (+1), evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +5, Ref +6, Will +3; Str 10, Dex 17, Con 12, Int 10, Wis 14, Cha 13.

Skills and Feats: Animal Empathy +6, Climb +7, Handle Animal +6, Hide +9, Listen +8, Move Silently +9, Spot +8, Sense Motive +4, Tumble +9, Wilderness Lore +8; Track, Dodge, Mobility, Improved Initiative.

Possessions: Masterwork studded leather, large wooden shield, club, longbow, quiver +20 arrows.

- **Mercenaries (7):** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Spd. 30 ft.; Init +3 (Dex); AC 18 (touch 13, flat-footed 15); Atk +2 melee (1d6+1, club) or +5 ranged (1d8/x3, longbow); AL N; SV Fort +4, Ref +3, Will +0; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +3, Ride +4; Point Blank Shot, Rapid Shot, Far Shot.

Possessions: Studded Leather, large wooden shield, club, longbow, quiver +10 masterwork arrows, +10 normal arrows.

- **Rust monsters (2):** CR 3; hp 27; *See MM page 157.*

Conclusion - A Touch of Rust

The whole affair was put into motion by the Scarlet Brotherhood agent is eltesh Dawar. He will not fight along side the mercenaries. He is fully aware that he is a bad combatant and he is a coward. Instead he is observing the ambush from the top of a hill nearby.

Only Ysena is aware of this. She also is the only one who has spoken with him. When questioned about who employed her, she will state that she does not know the name of the man. He was a tall man with long blond hair bound into a ponytail with light blue eyes and a pale complexion. The man was obviously of Suelese decent. She was told that he was operating in name of a group of troubled weapon smiths from Pitchfield who wanted the dwarves from the Glorioles stop producing weapons. This seemed plausible to her. If she is confronted with the truth about the weapon caravan, she will act rather angry. She hates it when employers hire her for the wrong reasons and she will immediately tell that the man was more then likely observing the ambush from a nearby hill.

If the PCs travel to that hill, he is more then likely long gone. He has left reasonable easy to follow tracks though (DC 15) and the PCs are free to follow these tracks. They will catch up with the man and they can arrest him. Dawar will not put up a fight, but he will immediately surrender. Of course, he will profess to be innocent. If Ysena is alive she will recognize Dawar as the man who employed her and her men.

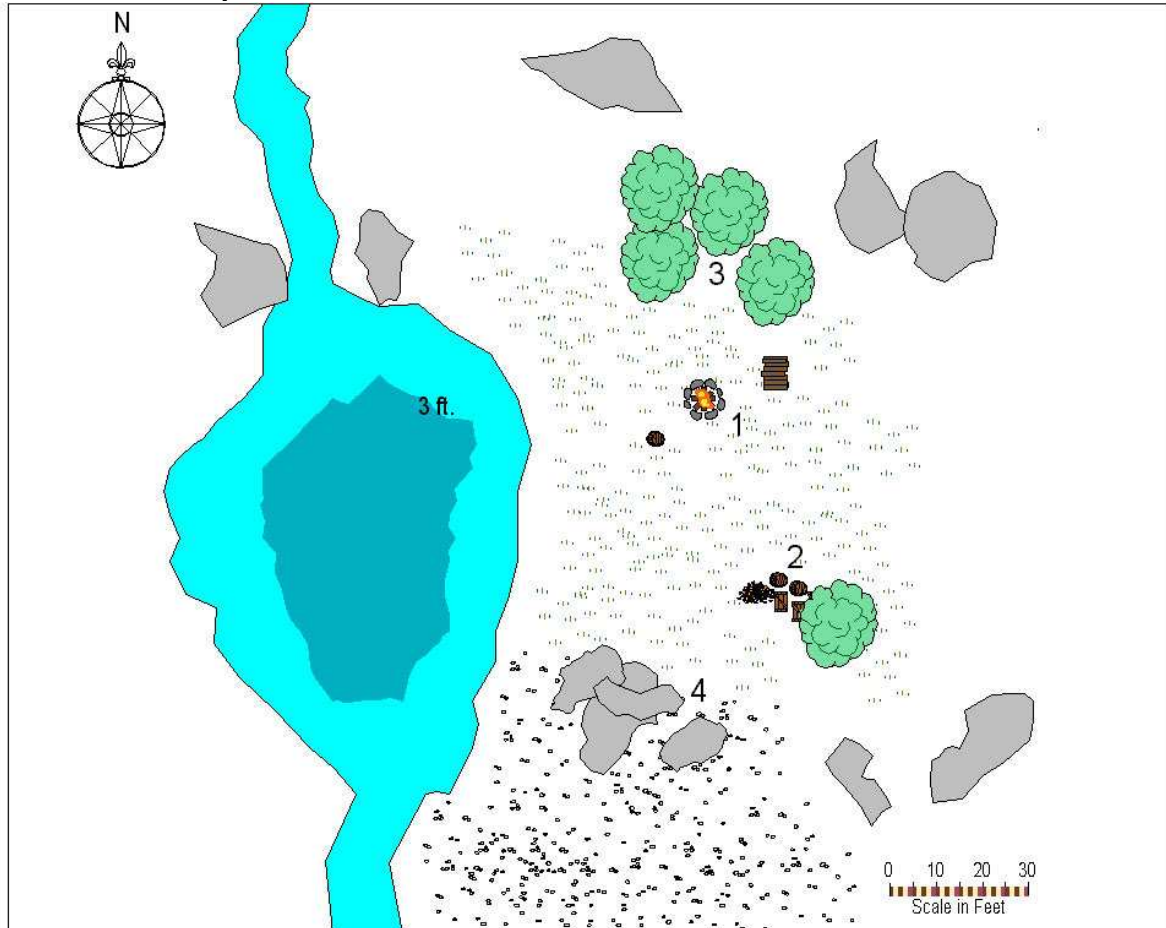
The PCs can also decide not to follow the man, but to make some careful notes on the appearance of the man. If they hand over this description together with the story of Ysena (and preferably with Ysena) to the authorities in Pitchfield they will make a favorable impression on the Veil of the Sun. Deris, the merchant who was transporting the weapons, will suggest this course of action to the PCs. Though he will act like he is not too sure about it.

Finally, if the PCs took evidence of their defeat of Grak and show it to the authorities in Pitchfield they will be given a monetary reward. The amount is dependent on the APL in which this adventure was played and it can be found at the Treasure Summary.

Make sure that you as a DM fill in the questionnaire in appendix Two and send it in to the PoC of Sunndi (see <http://Sundi.blackstar.nl>) or hand it over to a Triad member at the event at which this game is run. If it is run after 12 August 2002 this is not truly necessary anymore, but it still will be highly appreciated.

Appendix One: Maps

Encounter 1 - Camp Outlaws



1. Bonfire
2. Loot
3. Dead prisoner
4. Hiding place stash

Appendix Two: Questionnaire

- The name of the DM: _____.
- The name of the players and their character:
 1. _____.
 2. _____.
 3. _____.
 4. _____.
 5. _____.
 6. _____.
- What happened to Grak Manstopper and Keral?
- What did the PCs do with Ysena and her rust monsters? Did they survive? Were they captured? Did they flee? Did Ysena made a bargain with the PCs? If so what kind of bargain?
- Did any of the weapons and armor of the weapon transport get destroyed by the rust monster(s)? If so, make a list of the weapons and armor that survived.
- What did the PCs do with the Scarlet Brotherhood agent Dawar?