

YEO5-IS1



Here Comes the Bride

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

Version 1.3

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Looking for work? Travel...see the Yeomanry. Simply walk a woman from one town to another and get paid for it. No experience required. A Yeomanry regional adventure for first level characters, and Part 1 of the Brides 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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Visit the LIVING GREYHAWK website at www.rpga.com.

For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

Introduction

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 the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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 chits, or as elaborate as resin dungeon walls and miniatures.

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

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

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 the players (and the judge) 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 judge can bar the use of even core rulebooks 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's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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, 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 discussed in the Preparation section above 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 sidebar 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group 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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	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	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

Is This a Military Module?

PCs in the militia or army are not considered activated for this adventure.

Is This a Dustdigger Module?

No.

Loftwick

The capital of the Yeomanry League, Loftwick stands high above the Yeoman Valley, at the southernmost end of the High Craggs, a spur of the Jotens. Surrounded by high walls, and by higher peaks, Loftwick is a commanding presence in the western dales of the Yeoman Valley. Loftwick serves as a trading center for the western League, and extensive dockworks line the edge of the Wick River, some few miles south of Loftwick.

Loftwick is divided into numerous wards and neighborhoods, including the Leatherworkers, Goldsmiths and Masons wards, identified by the major guild in the ward, and other residential neighborhoods including High Cross and Low Cross, Five Points, and Death's Privy. Among Loftwick's well-known landmarks are the Gnome Clockworks, Blacksun Tower, the High Church of Heironeous, and the Fellcrack.

Westburn

The city of Westburn is far more accurately called a fortress — more by necessity than by design. The construction of the city proves this time and again, with layers of defense built over, around, and on top of pre-existing structures that did not survive the stresses of Westburn's dangerous neighbor, the tunnel near Dark Gate. Only one defensive measure shows a deliberate or well-maintained aspect: the Wall. This bulwark, a thick network of scaffolds and sheet stone, is designed to withstand tremendous force through the ingenious use of silt-filled 'chambers' within the rock. Solid panels of buttressing on the outside and inside hold the chambers together and when ruptured, the silt absorbs so much force that a breach is almost impossible to cause. Heavily-reinforced foundations house the waypoints around Westburn where brave guardsmen watch from ground level and combat invaders when they first reach the city. Above these, crenellations protect archers who provide cover fire and warnings should the ground defense fail. Designed by dwarves hailing from the mountains south of Westburn, the Wall provides excellent protection for both the citizenry and dwarven interests. These interests culminate in the organization that designed and finances the Wall, the Earth Guild.

Adventure Summary

INTRODUCTION: We begin the scenario with the PC's in Loftwick, hopefully looking for some work. Jarrad has put out a notice in the Inn seeking guards to escort Chelsea.

ENCOUNTER 1: PC's meet Jarrad and he explains his situation and offers to hire them to escort Chelsea from Westburn to Loftwick. Someone has threatened to harm her if she goes through with the wedding!

ENCOUNTER 2: The PC's run into some trouble on their way south...some hungry spiders waiting on the edge of the nearby forest.

ENCOUNTER 3: The PC's arrive in Westburn and find Chelsea's home just in time to see her being drug from the residence by a group of thugs. Combat should ensue.

ENCOUNTER 4: The PC's travel back to Loftwick. About just outside town, they are ambushed by another group seeking to kidnap Chelsea.

CONCLUSION: The PC's get Chelsea safely to Jarrad.

Preparation for Play

Introduction

The scene opens here with the PC's lounging around an Inn in Loftwick. They've been here several days now, and have gotten into a routine of having dinner and swapping tall tales with a regular group. The PC's should go ahead and make character introductions and get a bit of a feel for one another before you read the opening text below.

Once again you find yourselves sitting around the Inn, talking about the reputation you plan to have someday when you are a renowned adventurer. If only you could get started!

You've finally quit checking the notice board every day, hoping for a break. It's so annoying that all the jobs require some sort of experience. How are you ever supposed to GET experience?

Wait...what is that? It looks like a new posting. Perhaps you should give that old board one more look?

The PC's should take the bait here and read the notice. If they do not, have a barmaid walk by commenting that she "can't believe that fellow thinks he will find adventurers on such short notice". When questioned, she directs them to the notice, Player Handout #1.

Jarrad has left directions to his home with the barmaid, so all the PC's need to do is ask her.

Encounter 1: The Job

[Encounter One text goes here. Repeat this type of layout for each encounter. An encounter is split up into x subsections, below are the subsections, their descriptions, and the order in which they should appear. Remove this paragraph and the following descriptions of the subsections.]

Text that should be read aloud should use the "Read Aloud Text" style. It provides a distinct format that will set it off from the other text in the scenario.

Following the directions you were given, you make your way to the home of Jarrad Udric. It's a nice looking house, though not extravagant. As you approach the door it is flung open, as though someone is expecting you.

A well dressed man stand there appraising you. He appears to be quite stocky and has curly brown hair that is worn a bit long. You can't help but notice that his nose looks slightly bent, as though it had been broken in the past and didn't quite heal straight. His brown eyes look you up and down and then he speaks. "What can I do for you?"

Here is the basic run-down of what he will say in response to the PC's questions:

- He is looking to hire a group of persons to go to Westburn and fetch his bride-to-be and bring her safely here.
- He can not go and get her himself because he is so busy planning for the wedding and making sure everything is ready.
- He feels that she needs guards for two reasons. One is that she is very much a "city girl" and is not accustomed to much travel. Also, he has received a threat against her life if they go through with the wedding.

- The threat was a note slipped under Chelsea's door during the night a few days ago. He has kept the note as evidence and will show it to the PC's if asked. He wants to keep it though.
- "Chelsea is an angel. She's the love of my life, and the only thing that matters to me is her safety."
- He says he does not know who would care if they wed and who could possibly be threatening to harm her. Neither one of them have any other family. Though it could possibly be some distant relation to her previous husband.
- Chelsea's husband Charles died quite a few years back. (He was ill...no foul play was suspected). He didn't have any close relations and the two of them never had any children.
- He is willing to pay the group 20 gold pieces each for bringing her safely here. He would prefer to pay it all after she is safely delivered, but should a PC request it, he will pay half now and half when they return. In addition, he'll put out a good word for them in town.
- He would prefer it if the PC's set out at once (first thing in the morning if they come at night or right away if they come to him in the daytime). It is a 3 day journey to Westburn, and the wedding is in only 7 days. If for some reason they do not seem inclined to leave at once, he asks them when they will be leaving. (just ask once and no more, otherwise paranoid players will become suspicious without reason.)

Once the PC's have their questions satisfied and agree to take the job, read the following:

"I thank you for accepting this job. Please, bring her safely to me. She must not be harmed."

At this point, the PC's can pick up any necessities they may need for their 3-day journey. Jarrad does not provide any supplies or mounts. He simply does not have the time to make such arrangements. If pressed, he will offer the PC's half gold up front if he has not already. If asked, he will also provide the PC's with a note containing his seal.

Encounter 2: The Way South

Make sure to get a marching order as soon as they leave town.

The road south to Westburn is a nice one and well traveled. You pass other travelers on the road occasionally, and even stop to have lunch with a farmer carting some vegetables to town. Your day is a nice peaceful one, with perfect weather to top it off. As you travel through the afternoon, a forested area appears on your left, breaking the monotony of the farmlands and meadows which continue on your right. Soon, the sun begins to set and you realize you need to find a place to make camp.

At this time, the PC's are on the road and on one side lies some woods and the other is open meadow. Unless the PC's do something very unusual, they will have an interesting night. Since this is an intro mod, if the players do not think of it themselves, ask if they would like to set watches and help them work out a schedule.

Have each watch roll Spot and Listen checks. Any animals present and awake can do so also. The first watch will hear and see nothing. Second watch will hear the following with a DC 15 Listen check:

You hear what sounds like purposeful movement in the nearby forest. It doesn't sound very close though, and maybe it's just the wind on the other side of the woods.

This is primarily to scare the PC's a little bit and also to prepare them for an encounter in the morning. The third watch passes uneventfully, though ask the PC's to make Spot and Listen checks.

In the morning, make sure they have a marching order as they continue south. (Be aware of DM Map #1 if you draw out the road to start the day.)

After a couple hours of travel, you suddenly hear a scream of terror off into the woods on your left.

Assuming the PC's dash into the woods:

About 30 feet into the woods you see what must have been the source of the scream. A human shaped mass is struggling inside of what looks like a sticky white net. A spider is on the other side of the mass, moving toward it as you approach.

If they PC's choose to get involved, roll initiative normally. (See DM Map #1). If the PC's choose to leave and immediately turn and go back to the road, they may leave without incident. Of course they do not get the XP or treasure from this encounter.

The 2 Hunter Spiders lurking above in the trees will ready their action to jump down and attempt to grapple the first PC that passes beneath their tree.

****If the PC being aimed for makes a DC 17 spot check (address this to those making the check):**

You glance up just in time to see a spider leaping down on you.

The PC is not flat-footed and may react normally, including taking an AOO on the spider as it moves in for the grapple.

****If the PC does not make the spot check:**

A spider leaps down on you from above!

The PC is flat-footed with regards to that spider. He is denied his Dex and does not get an AOO on the spider as he attempts to grapple.

APL 1 (EL 3)

Monstrous Spider, Medium (3): hp 11 each; see *Monster Manual*, p.288. (The spider on the ground is a web spinner and the 2 in the trees are hunters.)

Tactics: The spiders are hunting for food. The Hunters will attempt to grapple a PC, and bite him if they get the drop on the party. If he succeeds, on the next round, he will attempt to take the PC up to his web. If and when all out combat begins, the web spinner spider will use his throwing webs to snare himself some extra meals, only moving to bite when all threatening parties are webbed. The spiders all will attack with his bite until a PC stops struggling (either by becoming unconscious or trying to fake it), then it will attempt to take that PC up to his web to eat. Remember the spiders are hunting for food. Their goal is to subdue with their poison and then take their breakfast away for eating. Should a PC be taken up to the web, his comrades can still save him! The PC's can pursue him up the trees to the web. See the *Monster Manual* entry for some info on the webs and use your imagination for the rest! Make the rescue attempt a fun but scary adventure for the party.

Treasure: If the PC's search the web with a DC 10 search check, they will find 6 gold coins, 2 small black gems (worth 120gp), a small freshwater pearl (worth 8gp), 3 smokesticks, a carved bone statuette (worth 40gp), a potion of reduce person – items left by previous unfortunate guests of the spiders.

APL 1: L: 30 gp, C: 174 gp, M: *potion of reduce person* (21 gp each).

Development: If the PC's cut the unknown victim free of the webs during combat, he'll run a little ways away and hide behind a tree. When combat is over (or when he is released if it is after combat), he will thank the PC's profusely for saving his life. He knows nothing about anything and has nothing to offer for a reward. He was just a traveler walking north up the road and stepped off into the woods to take a leak. He is grateful and eager to get back on the road to the safety of town.

Once the creature is defeated by killing it, subduing it, offering it other prey (they could feed it a dog or something), or they run away and go around it (no xp for running away and going around it), they continue their journey south.

The rest of your day's travel is thankfully uneventful. As the time to make camp approaches, you are probably glad to find yourself in open farmland, with no woods in sight.

This night will pass uneventfully, but have the PC's make Spot and Listen checks anyway to keep them on their toes.

Next day passes uneventfully as well, and they arrive at the outskirts of Westburn in the late afternoon.

Encounter 3: The Bride

Following the directions you were given, you make your way through town. Finally you arrive at what seems to be the correct part of town. Very large, very lavish homes can be seen in this area.

You spot the correct house and just as you approach it, the door flies open and out come two men forcibly leading a woman between them. One has a strong grip on her arm and is towing her out the door and the other is giving her a push from behind with his club.

No matter what time the PC's arrive or how quickly they traveled, they arrive just in time to see this occurring. The woman does meet the description the PC's were given of Chelsea if they ask. If they PC's do not immediately interfere, the thugs start dragging her toward a nearby wagon. Chelsea struggles and calls out, "Help me, please someone help me!".

Once the PC's try to speak to them or interfere, the thugs brandish weapons at the PC's, instructing them to mind their own business. They will continue dragging her toward the wagon unless stopped. At this point, Openad is basically grappling Chelsea (holding her with his left arm and brandishing a sap in his right) and Edhel is stepping out the door behind them with his club and shield out.

APL 1 (EL 3)

Openad (War3): hp 24; see Appendix 1.

Edhel (War2): hp 13; see Appendix 1.

If combat begins, Openad releases Chelsea with a shove in the direction of her house, figuring once he has dealt with the PC's he can just go in and get her again. Chelsea will indeed run for her house when released.

Tactics: These thugs have been hired to kidnap Chelsea. They are usually marketplace hoodlums, extorting "protection" money wherever possible. They are being well paid for this kidnapping, but not well paid enough to go to jail or die. The only thing that will catch Openad's attention is the offer of gold pieces, otherwise he will fight. It takes an offer of at least 100 gold pieces to convince him to give up and leave. Openad is the brains of the outfit and will try and beat the PC's unconscious. He has no intention of killing anyone, that is not his style. He's never had to murder anyone before and doesn't intend to risk it now. Edhel is younger and not so wise in his choices. He doesn't really care if the PC's live or die and swings his club for lethal damage. If things start to go badly against him in combat Openad will attempt to flee, leaving Edhel holding the bag.

Treasure: Available on the bodies here is the equipment listed in the statblock for each. Anything marked -in wagon is only found if the PC's search the wagon sitting at the edge of the

road nearby. This is not obviously the thugs wagon unless the PC's stood and observed the thugs a bit before getting involved, so don't volunteer this windfall.

APL 1: L: 530 gp, C: 15 gp, M: *potion of CLW* (4 gp each).

If they search and take the wagon they get an additional:

APL 1: L: 124 gp, C: 0 gp, M: *none*.

Development: If the PC's manage to take Edhel alive and question him, he only knows that Openad hired him to help out with this special job. Normally he works for him in the protection money racket. He doesn't know who hired Openad.

If the PC's manage to take Openad alive and question him, he clams up. He refuses to answer questions as he has been paid to keep his mouth shut. For an attempt at diplomacy to work, the check must take him from hostile to friendly (a DC 35 check). An easier way to get him to talk would be: an offer of more money coupled with a promise of release (that he believes) or a successful Intimidate check (see PHB p.76) will get him to reveal the following (use as answers to the appropriate questions):

- He was hired to kidnap Chelsea.
- The man who hired him was an "associate" named Zun who approached him about the job three days ago.
- Zun is a Suel human with blond hair and blue eyes, got a scar above his left eyebrow.
- He doesn't know how to reach him. Zun said he would be in touch in a few days. He was just supposed to take the woman to an abandoned house in town and wait.
- He has no idea why the man wanted Chelsea kidnapped.
- He doesn't normally do this kind of work; he usually runs a protection operation with the local merchants. He is obviously not much good at this type of thing and just wants to go back to his regular business.

If the PC's are all defeated:

Any PC not killed in combat, but knocked unconscious instead, awake to find themselves in

the care of some healers in Westburn the following morning. They can ask around and find out that luckily a couple of town guardsmen stumbled upon the thug(s) forcing Chelsea into their wagon and were able to rescue her. They got the PC's to the healers and set out to escort Chelsea to Loftwick themselves. Mod over.

If the PC's are successful, either killing, subduing, or forcing the thugs to run away:

The woman you saw before comes rushing out of the house. She is older than you expected, at least 15 years older than Jarrad, perhaps more and a little on the chubby side. She is well dressed, though a bit ruffled looking, with brown eyes and short red hair. "Oh, thank you so much! I don't know what I would have done if you had not come along. Those awful men." She shudders. "I foolishly opened the door right up to them, thinking they were sent here by my betrothed, Jarrad."

Assuming the PC's offer the information that they are here to escort her, go to Encounter 4: The Way North.

If they do not speak up and say this, Chelsea gives them a big thank you, 10 gold pieces each in reward money and goes back into her house and bars the door. If the PC's knock on the door and introduce themselves properly and tell her why they are here, go to Encounter 4.

Encounter 4: The Way North

"Oh! You are the group Jarrad sent? Wonderful! Oh wait, I'm not very good at this...maybe I should ask you for some proof?"

If the PC's show her either Jarrad's seal or offer a plausible story including a description of the man, she will happily agree to allow them to escort her.

"It is almost evening now. I have plenty of rooms in my house for you all to stay here if you like, and we can leave in the morning. I know I would certainly feel safer with you here. And I bet you'd like to have a nice meal for a change...my cook is absolutely wonderful."

Chelsea does indeed have 3 spare bedrooms in her home, in addition to her own. She welcomes the PC's into her home, but does not insist upon it.

If the PC's wish, they can go stay at the Inn instead. If they stay with Chelsea, she will have her cook make them a fabulous dinner and they

will sleep in very comfy beds. She is very traditional and insists that females and males in the party sleep in separate rooms. The cook will also make them a wonderful breakfast before they set out in the morning. The PC's can set a watch if they wish, but there are no more attacks and the night passes peacefully.

Morning comes and after another fabulous meal prepared by Chelsea's cook you are ready to set off on the journey back to Loftwick.

The weather continues to be lovely and you pass many other travelers on the road. Chelsea is fascinated by all that you see and hear on the journey and reveals to you that she has never been more than an hour's walk outside of Westburn in her entire life. She has obviously lead a very sheltered life.

After several days of uneventful travel, you are finally approaching Loftwick. You can see it just ahead in the distance.

Just as you are about to let Chelsea know the good news, you spot something moving in the bushes.

See DM Map #2.

The ambushers have taken 20 on hide checks and are hiding in the bushes. Determine the distance at which the PC's spot them. [(Spot roll – hide) x 2 = # of 5' squares away they are when they notice them.] If it is less than 60', they will be surprised. Once the PC's get within 60' of Zun, he fires his crossbow and combat begins with the PC's being surprised. Enda will also get to fire off a spell before the regular initiative will begin, as she is readied for Zun's shot. Taking 20, Zun has a 15 on hide because of Guidance, and Enda has a 22.

The 2 thugs Burnam and Aghard both have a 22, because their tower shields are on the ground at this point.

APL 1 (EL 4)

Zun (Ftr2): hp 23; see Appendix 1.

Enda (Ade2): hp 13; see Appendix 1.

Burnam (War1): hp 8; see Appendix 1.

Aghard (War1): hp 8; see Appendix 1.

Tactics: This group has been hired to ambush the party as they get close to Loftwick. They have been instructed to fight the party as they wish, but to leave at least one party member alive. If they are winning, they will knock the last party member unconscious and leave with the woman.

They have hidden in an area with quite a few bushes and scrub foliage, so no charging will be possible. 5' steps are possible though.

Zun is the boss here, and wades into melee combat, confident of his skills. His crossbow is loaded and ready, and he takes his first action to potshot any obvious spellcaster or someone else without armor in the party. Once at least one PC approaches, he drops the crossbow, pulls his mace as a free action (quickdraw feat) and as a move action readies his shield. He will use his CMW potion as a last resort to save himself or Enda.

Enda tries to avoid melee combat. She stands behind her group, trying to hit the characters with Sleep and Cause Fear. She has pre-cast Guidance on Zun to help his hide check. If Zun goes down, she tries to stabilize him with a Cure Minor but she doesn't care about the other two. She will only use her scrolls if absolutely necessary (she doesn't want to lose money on this job!), for example using the CLW scroll or CMW potion on either herself or Zun to prevent death or the Obscuring Mist to try and flee, etc. She will fight with her mace or sling if necessary.

Burnam and Aghard are just hired meat. They are supposed to stand between Enda and combat. Once combat begins, they spend their first actions to pick up and ready their tower shields and swords. They will melee fight when someone comes close, but otherwise they will use their tower shields to step in front of Enda, standing with the tower shields directly next to each other and provide her full cover and try to keep the PC's away from her. They will fight to unconsciousness as long as Enda is alive, knowing she can heal them later. If she falls unconscious herself or dies, they will run once they have lost 75% of their hit points or if Zun goes down as well.

It would take a lot of gold to stop this group from attacking. Zun will entertain offers of 200 gold or more, unless Enda has been killed, in which case no amount of money will convince him to walk away.

Treasure: Available on the bodies here is the equipment listed in the statblock for each. Anything marked -at campsite or -in tent is only

found if the PC's think to try and track down the camp, find it and search it.

APL 1: L: 1407 gp, C: 18 gp, M: *potion of CMW* (25 gp each), *potion of CMW* (25 gp each), *scroll of bless* (2 gp each), *scroll of CLW* (2 gp each), *scroll of command* (2 gp each), *scroll of obscuring mist* (2 gp each).

If they find and search the camp they get an additional:

APL 1: L: 13 gp, C: 0 gp, M: *none*.

And Player Handout #2.

Development: If the PC's lose, any PC's left merely unconscious will awaken in Loftwick the next day. They can ask around town and discover that Chelsea is missing and that Jarrad has hired another group of people to rescue her. Mod over.

If the PC's are successful and have any captives to question, they get much the same information as in Encounter 3. Give them information based on who they question.

- Burnam and Aghard know absolutely nothing. Zun hired them to help keep Enda safe during the ambush.
- The group has been camped nearby awaiting the PC's arrival.
- Zun was the only one to have contact with their employer, and he does not have a name or physical description. It was a man in a cloak that did not give his name or reveal his face.
- Enda is Zun's girlfriend and he wanted her to be safe during the ambush so he hired a couple of local boys to stand in front of her.
- They were supposed to take the woman to this abandoned house in Loftwick and wait for instructions. (He can give directions to the place, but should the PC's insist on going there, they will find nothing but a boarded up abandoned house.)
- Yes, he did hire the thugs in Westburn, figuring two shots at doing the job were better than one.

If the PC's wish to try and find the campsite of the kidnappers, it takes a DC 14 Track check to follow them.

You follow the tracks of the group that ambushed you for about half a mile and then you come across a small campsite. You see two tents set up with a doused campfire between them.

If the PC's search the campsite, in one of the tents they'll find a backpack with some supplies including silk rope, a tindertwig, a note (Players Handout #2) and a couple of sunrods. There is also a small sack of rations in each tent.

Just as the PC's are finishing their search of the campsite, a squad of town guards approach.

"You there, halt!" the captain calls out to your group. "Keep your hands where I can see them and explain yourselves at once."

The guard is here because they have received reports of a suspicious group skulking about just outside of town. Really make the PC's sweat here. The guards believe this to be their campsite and are expecting troublemakers. A good story (the truth will do nicely) and a diplomacy check is called for here (at the DM's discretion, Chelsea can speak up on behalf of the party, detailing their brave deeds to give them a +5 to this check):

****A diplomacy check of DC 15 or better:**

"Well then, move on along about yer business and from now on, leave th' criminals to us. We'll be watching ya."

The guards take all the equipment found at the campsite as possible evidence, as well any prisoners and bodies. They still eye the PC's suspiciously, but they allow them to leave with Chelsea.

****A diplomacy check of DC 25 or better:**

"Sounds like ya'll have been through th' ringer! Sure are some brave souls indeedy. We'll head back into town and start up a report on th' incident."

If there are prisoners left alive, follow that with:

"We'll take this here scum off'n your hands and escort them to jail. Help yerself to any of this junk ya want. Let us know if ya need anything else while ya in town."

The guards basically treat the PC's as heroes for saving Chelsea's life. Any dead bad guys are left "for th' buzzards". Any dead or unconscious PC's, the guards will be happy to help carry into Loftwick.

Conclusion

At last you reach your destination, the safety of the city of Loftwick. Heading straight for Jarrad's home, you all breathe a sigh of relief. He rushes out to meet you as you approach his door.

"Chelsea my dear! I was so worried!" They embrace tightly. He seems very pleased to have her here safe at last. After a few moments, they finally separate. "I can't thank you enough for what you have done. Did you have any trouble?"

Give the pc's a few minutes to recount their tale. If asked, Jarrad does not recognize any of the attackers and has no idea what any of them could have to do with him or Chelsea.

"Oh my! It was even more dangerous than I thought. You have certainly earned your pay and our undying gratitude. Here is the gold I owe you, and you'll find that your favorite Inn will be running a tab for you tonight to be billed entirely to me. Go and relax and enjoy yourselves, you deserve it."

Jarrad pays them whatever he still owes them in full, and he has indeed made arrangements to cover their bar tab for the evening, for all the ale they care to drink.

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 (objectives plus roleplaying) to each character.

Encounter Two

Defeat the Spiders

APL 1: 90 xp.

Encounter Three

Defeat the thugs

APL 1: 90 xp.

Encounter Four

Defeat the ambushers

APL 1: 120 xp.

Track down the thug camp

APL 1: 30 xp.

Successfully negotiate with the guards

APL 1: 30 xp.

Story Award

Safely deliver Chelsea – the bride

APL 1: 30 xp.

Discretionary roleplaying award

APL 1: 90 xp.

Total possible experience

APL 1: 480 xp (max 450)

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 treasure.

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 minutes 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 (i.e., 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 pieces 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 treasure from each encounter add it up and that is the 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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One:

APL 1: L: 0 gp, C: 120 gp, M: *none*.

Encounter Two:

APL 1: L: 30 gp, C: 174 gp, M: *potion of reduce person* (21 gp each).

Encounter Three:

APL 1: L: 530 gp, C: 15 gp, M: *potion of CLW* (4 gp each).

If they search and take the wagon they get an additional:

APL 1: L: 124 gp, C: 0 gp, M: *none*.

Encounter Four:

APL 1: L: 1407 gp, C: 18 gp, M: *potion of CMW* (25 gp each), *potion of CMW* (25 gp each), *scroll of bless* (2 gp each), *scroll of CLW* (2 gp each), *scroll of command* (2 gp each), *scroll of obscuring mist* (2 gp each).

If they find and search the camp they get an additional:

APL 1: L: 13 gp, C: 0 gp, M: *none*.

Total Possible Treasure (Maximum Reward Allowed)

APL 1: L: 328 gp each, C: 55 gp each, M: 83 gp each – Total: 466 gp (450 gp).

Items for the Adventure Record

Special

Favor of Jarrad Udric

For escorting Chelsea safely to him in Loftwick, Jarrad is very grateful. He is willing to make sure the PC's future stays in Loftwick are comfortable. The PC is granted free standard upkeep during adventures that take place primarily in or around Loftwick for one year from the date this favor was granted. Date: _____

Influence with the Merchants of Westburn

For getting rid of the leader of the thugs involved in the protection racket, the merchants of Westburn are extremely grateful. This PC has an Influence Point with the Merchants of Westburn. This influence may be of some value to the PC in the future. Contact the Yeomanry Triad for further details. This influence is gained only if Openad is killed or if he is turned over to the Westburn watch **AND** the PC's specifically mention the protection racket to either the Westburn Watch or the merchants themselves.

Item Access

none

Appendix One – APL 1

Encounter Three

Openad; Human War3, male: CR 2; Size M; HD 3d8+3; hp 24; Init +0; Spd 20 ft (base 30 ft); AC 14, touch 10, FF 14; BAB +3; Grapple +5; Atk: +7 melee (1d6 + 2, Sap MW), or +5 melee (1d3 + 2, Unarmed); SV Fort +4, Ref +1, Will +2; AL N; Str 14, Dex 10, Con 12, Int 8, Wis 13, Cha 15.

Languages spoken: Common

Skills and Feats: Climb +2, Intimidate +11, Jump +2, Spot +3, Swim +1; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Skill Focus, Toughness, Weapon Focus.

Possessions: 10 gp, Sap mw, Flask, Wagon, Silk rope (50 ft.) – in wagon, Heavy horse – with wagon, Bit and bridle – on horse, Scale mail mw, Belt pouch, Potion of cure light wounds.

Edhel; Human War2, male: CR 1; Size M; HD 2d8; hp 13; Init +0; Spd 20 ft (base 30 ft); AC 18, touch 10, FF 18; BAB +2; Grapple +3; Atk: +4 melee (1d6 + 1, Club), +3 melee (1d3 + 1, Unarmed); SV Fort +3, Ref +0, Will +0; AL CN; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8.

Languages spoken: Common

Skills and Feats: Climb -3, Intimidate +2, Jump -2, Swim -3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Endurance, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus.

Possessions: 5 gp, Belt pouch, Heavy wooden mw shield, Banded mail mw, Club.

Encounter Four

Zun; Human Ftr2, male: CR 2; Size M; HD 2d10+4; hp 23; Init +4; Spd 20 ft (base 30 ft); AC 19, touch 10, FF 19; BAB +2; Grapple +4; Atk: +5 melee (1d8 + 2, Mace, heavy MW), +3 ranged (1d10/crit 19-20, Crossbow, heavy MW), +4 melee (1d3 + 2, Unarmed); AL N; SV Fort +5, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 13, Cha 8.

Languages spoken: Common, Draconic

Skills and Feats: Climb -4, Handle Animal +3, Intimidate +1, Jump -2, Open Lock +1, Ride +3, Swim -3; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Improved Initiative, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Toughness.

Possessions: 5 gp, Belt pouch, Thieves' tools, Potion of cure moderate wounds, Tindertwig, Half-plate mw, Heavy mw mace, Heavy mw crossbow, Heavy wooden shield, Tent – at campsite, Backpack – in tent, 2 Sunrods – in tent, Silk rope (50 ft.) – in tent.

Enda 2; Human Ade2, female: CR 1; Size M; HD 2d6; hp 13; Init +6; Spd 30 ft; AC 12, touch 12, FF 10; BAB +1; Grapple +2; Atk: +3 ranged (1d4, Sling), +3 melee (1d6 + 1, Mace, light MW); AL CN; SV Fort +0, Ref +2, Will +5; Str 12, Dex 14, Con 10, Int 13, Wis 15, Cha 8.

Languages spoken: Common, Infernal

Skills and Feats: Concentration +2, Handle Animal +0, Heal +3, Survival +3, Knowledge (Arcana) +3, Knowledge (Geography) +2, Knowledge (History) +2, Knowledge (Nature) +2, Knowledge (Nobility) +2, Knowledge (Planes) +2, Knowledge (Religion) +2, Listen +5, Spellcraft +3, Spot

+5, Knowledge (Local - Sheld Valley) +2; Improved Initiative, Simple Weapon Proficiency, Still Spell.

Ade Spells Prepared (3/2): (DC = 12 + spell level): 0--Cure minor wounds, Ghost sound, ~~Guidance~~, 1--Cause fear, Sleep.

Possessions: 7 gp, Light mw mace, Sling, Belt pouch, Bullets (10), Elixir of vision, Potion of endure elements, Potion of cure moderate wounds, Scroll of bless (div), Scroll of cure light wounds (div), Scroll of command (div), Scroll of obscuring mist (div), Spell component pouch, Silver holy symbol, Toad familiar.

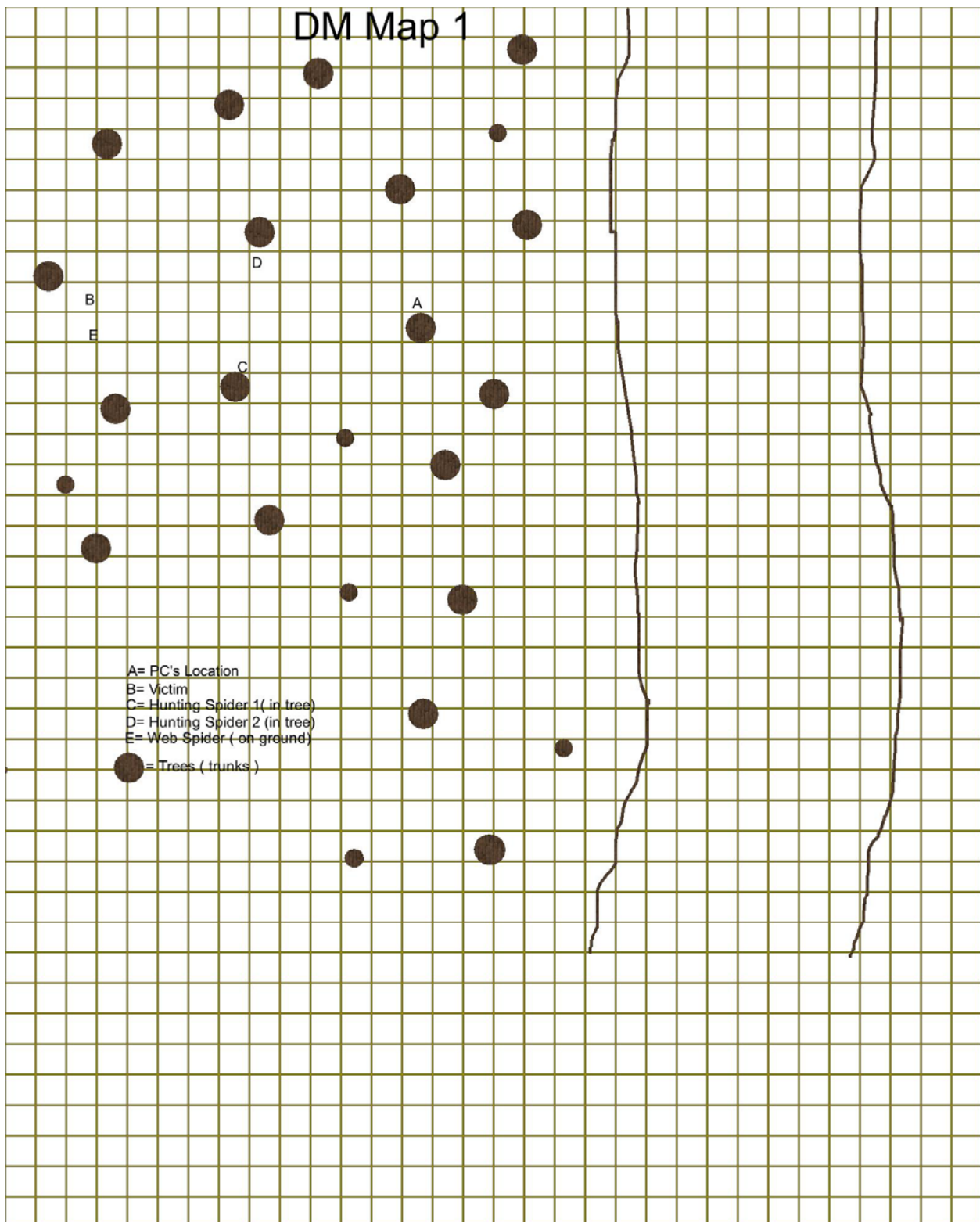
Burnam & Aghard; Human War1, male: CR 1; Size M; HD 1d8; hp 8; Init +0; Spd 20 ft (base 30 ft); AC 17, touch 10, FF 17; BAB +1; Grapple +1; Atk: +2 melee (1d6/crit 19-20, Sword, short MW), +1 melee (1d3, Unarmed); AL CN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

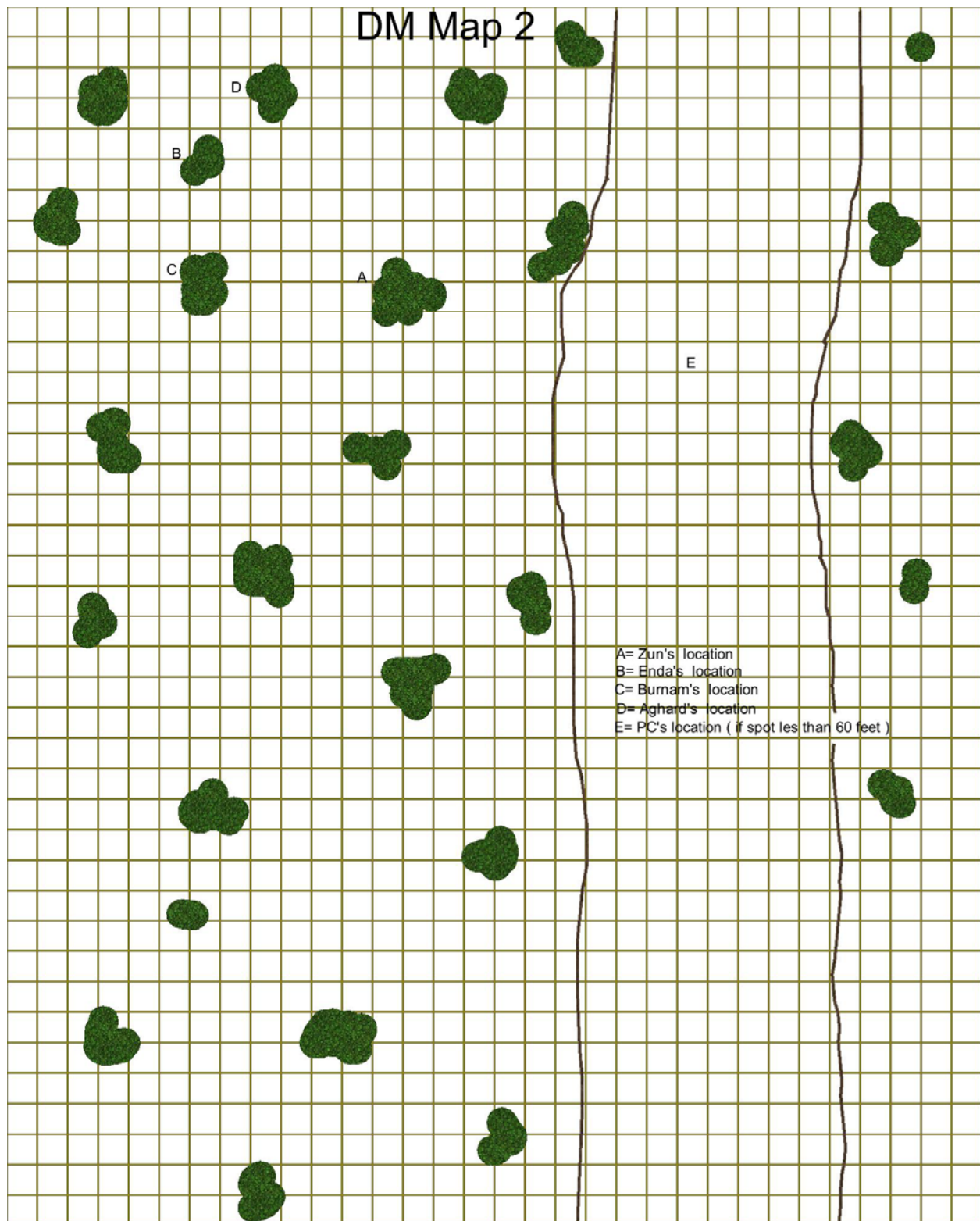
Languages spoken: Common

Skills and Feats: Intimidate +4, Listen +2, Spot +2; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency.

Possessions: 3 gp, Tower shield, Studded leather mw, Short mw sword, Belt pouch.

Judge Aids





Player Handout #1

A note found on the notice board:

Urgently Needed: a group of 4-6 persons willing to travel to Westburn and back to escort the lovely lady Chelsea to her wedding.

No experience is required.

Please see Jarrad Udric.

Player Handout #2

A note found at the thugs campsite

Here is your advance payment. You will receive the rest after the attack. I will meet you where we have planned.

Remember, you must leave at least one of the bodyguards alive. I don't care what you do with the rest.

Under no circumstances are you to harm the woman. She must be untouched.



The threatening note slipped under Chelsea's door:

**If you get
married,
you will die!**