

YEO7-IS1

Guards for Hire

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

Version 0.9.1

by Jack Jeffers

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Need a Job? The Merchant's Guild of Loftwick needs adventurers to serve as caravan guards to accompany caravans and merchants traveling the heart of the Yeomanry. Travel between the major towns of the Yeomanry and earn gold. Adventurers must possess their own equipment, but horses and rations will be supplied by your employer. A Yeomanry regional adventure for APL 1.

Resources: *Complete Divine* [David Noonan], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet].

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at POC@yeomanry.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You must be at least a HERALD-LEVEL GM to run this adventure.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. 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.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

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 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials do NOT consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may NOT count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does NOT significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are NOT possible in this adventure.

ADVENTURE BACKGROUND

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. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.net>.

REGION/CITY/LOCATION

This module covers the area of the Yeomanry from Westburn to Loftwick and from there toward Fort Baxter. See *Player Handout #1* for a map of the Yeomanry.

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.

Loftwick

The capital of the Yeomanry League, Loftwick stands high above the Yeoman Valley, at the southernmost end of the High Crag, 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.

The Outpost

The Outpost is a watch station constructed on the west side and at the top of the Escarpment on the New Road which runs between Loftwick and Fort Baxter. It is roughly 85 miles from Loftwick to the Outpost and another 65 miles or so from The Outpost to Fort Baxter. There used to be a long ramp which lead down to the base of the Escarpment, but it was destroyed in the Landstraad some years ago. Now, travel is able to continue through the use of an elevator system.

The Ramp is being rebuilt, but it is taking quite a bit of time. The building has been hampered by small aftershock quakes, problems with the marshy swamp at the bottom, and a few problems with attacks by wild creatures and bandits. The Outpost is a small fortification made from good Yeoman stone which looks recently built. There is also a stable where they house the horses for the soldiers as well as the draft horses which turn the great wheel that operates the elevator.

At present, the Outpost is manned by the 14th Strike Harriers, who are a Yeomanry Army company of some repute. The 14th was one of the companies of the Army of Freedom which reconstituted following the Army of Freedom's disbanding.

There is currently a crew of workmen who are steadily working on rebuilding the ramp. They are overseen by Farrier himself, the man who designed the original ramp.

BACKGROUND

Constant raids by bands of outlaws are plaguing merchant's caravans traveling the heart of the Yeomanry, particularly those traveling between Westburn, Loftwick and Longspear.

In need of assistance, The Merchant's Guild of Loftwick has contacted all of the merchant's guilds in the major cities of the Yeomanry. They all

agreed that the raids are coordinated and seem to be centrally controlled, as all of the raids are conducted in the same manner, leaving none but dead behind. The guilds have agreed to cooperate in this endeavor as the thievery is affecting business throughout the Yeomanry. The guilds decided to advertise for adventurers to guard the caravans and investigate to see if there is a single bandit organization planning and controlling the raids Yeomanry-wide.

ADVENTURE SUMMARY

INTRODUCTION: We begin the scenario with the PC's on the road between Westburn and Loftwick. Each began this trip as an individual but they have bonded during their trip, realizing that they have a better chance of being hired as a party, rather than as individuals.

ENCOUNTER 1: PCs meet Telonius on the road and travel along with him. He invites them to stop with him at a wayside park for lunch. Telonius is glad of company and is sizing the party up before making an offer for them to accompany him all the way to Westburn.

ENCOUNTER 2: Telonius proves to be quite a host and is preparing a hearty meal when the odor of the cooking food attracts a pack of starving wolves.

ENCOUNTER 3: Telonius, impressed with the PCs' performance during the wolf attack, offers them the job of guarding him all the way to Westburn. When they near the intersection of the road to Shalehal, they are attacked by a band of robbers, Brawler's Thieves, who expected Telonius to be alone.

ENCOUNTER 4: Successfully arriving in Loftwick after defeating the bandits, the PCs turn over any surviving captives to the authorities. Telonius reports to the Merchant's Guild, who interviews the PCs. They are asked to work for the guild as well as Telonius.

ENCOUNTER 5: The bandit leaders, having heard of the PCs' success, send a larger group, Thurman's Band, to raid Telonius's caravan on the lonely road between Loftwick and The Outpost.

ENCOUNTER 6: Having again successfully fought off another band of caravan raiders, and finding evidence of Yeomanry-wide planning of these raids, the PCs return to Loftwick and report to the Merchant's Guild.

INTRODUCTION

At any time during the adventure, you may provide the players with Player Handout #1, which is a map of the Yeomanry.

The characters begin traveling along the road between Westburn and Loftwick. They have hooked up, as travelers do, with others going the same direction. As it is roughly a 3 day journey between the two, the characters will have time to make introductions and discover a bit about each other. Let them do this before reading the opening text below.

Each of you has seen a handbill posted in one of the inns in Westburn. The handbill advertised the need for adventurers to guard caravans and merchant's pack trains leaving Loftwick for other parts of the Yeomanry. You have set out individually for Loftwick in hopes of being hired as a caravan guard.

It is a bright sunny day, a nice day for foot travel as you head out toward Loftwick and the chance for adventure.

Each of you has skills and abilities that give you advantages toward being successful as adventurers and caravan guards in particular. Finding that you all have common interests and complimentary skills, you have decided to apply as a band instead of individuals.

As the sun reaches mid-day, your group stops for a short lunch break. You hear the sound of hooves approaching and notice a lone traveler leading a pack string of loaded mules coming up the same road behind you.

ENCOUNTER 1: FELLOW TRAVELER

A pack train draws alongside and the man driving the train gives you a wide smile. He is medium height, fairly plump, and dressed in traveling clothing. He is wearing a short sword on his left side and a dagger on his right. His face is broad and ruddy with several old scars on one cheek and his brow. The pack mules, seven of them, are loaded with mostly empty packs. In addition, you can see that each mule is also bearing a waterskin and saddlebag.

If the party does not speak to him, he will greet them and ask if they mind him traveling along with

them for a ways, as he'd be pleased to have some company.

Here is a list of information to questions the PCs might ask.

- His name is Telonius Firebrand, a trader who has a general store just outside Westburn on the Burn River.
- He is going to Loftwick for some supplies to take back to his shop because there have been very few caravans through recently and he is running low on wares.
- He is making the trip alone because he was unable to hire guards.
- He is wary, but unafraid because he used to be a man-at-arms during the Greyhawk Wars.
- He would appreciate the PCs' company just in case. (He will not offer them money at this point for their company, being unwilling to risk his meager funds on unproven "guards". If they ask him why he won't or can't pay them, he can use the excuse that he needs all his money to purchase goods for his shop.)
- He thinks, and has heard, that the raids on the caravans have been widespread. Not even large caravans have escaped being attacked and there have been no survivors to describe their attackers. The caravans were either totally wiped out, or those missing have never been heard from again.
- He has heard that the merchant's guilds are trying to take some kind of action to investigate the raids, but so far those hired were either killed with the caravans they were to guard or those guarded caravans were not attacked.
- Most of the attacks have been in the west or northern parts of the Yeomanry, where the biggest caravans are traveling between the larger towns.
- Telonius believes that all the attacks are coordinated and planned by some master organization that is trying to disrupt business throughout the Yeomanry.

ENCOUNTER 2: A MEAL INTERRUPTED

See: *DM Aid, Map #1; Appendix 1 - Encounter 2.*

After a few more hours journey, Telonius says to you, "I must stop and eat and rest the mules for the night. Please do join me. I would love the company, and the increased safety of camping in numbers. I can provide a lovely dinner for us all. I know of a place just ahead where there is nice spot to stop and camp."

After a few minutes you see a grove of trees ahead on the right. It is about 15 feet off the road and there is a clearing in the center that has a stone fire pit and ledge handy.

Telonius secures his pack mules at the edge of the trees and ties feed bags to each of them, filling them with feed from one of the saddlebags. He then lays a fire and begins preparing a meal. He has cookware and plenty of food that he cooks up. Soon the odor of a delicious meal fills the area and Telonius opens several bottles of wine to go with it.

Use DM Map #1 for the layout of the area. Have the players use miniatures or markers to show placement of each member of the party.

The odor of the cooking food has spread downwind (The wind is blowing from the Northeast) for a considerable distance, attracting the attention of a small pack of hungry wolves. They slink up within the cover of nearby trees and brush and observe the band. Unless noticed by the group, they spread out under cover and prepare to attack, in hopes of snatching a meal. When the attack begins, the pack mules will spook, causing Telonius to rush to calm them down. He is of no help in the combat.

Have the players roll Listen and Spot checks. If they have any animal companions or familiars they can roll for them also. A roll of DC 18 or higher, if the party is on guard, DC 23 if they are not, will have the following results:

You hear the sounds of stealthy movement in the nearby trees. It seems to be slow and purposeful.

Have the players roll initiative. The wolves starting positions are indicated on the map with a white W1, W2, or W3.

Anyone not making the Listen or Spot check is caught flatfooted as the wolves appear out of the shadows of the brush. The wolves are in an attack posture, hackles raised and teeth bared.

APL 1 (EL 3)

Wolves, medium (3): hp 13 each; see *Monster Manual*, page 283.

Tactics: The wolves are primarily interested in snatching the food that smells so good. If they have a totally clear path to the food, they will grab it and run. They will fight anyone between them and the food, seeing them as 'competition' that must be run off. Once any PC attacks any of the wolves, they will fight as normal as a pack. A wolf will flee (if there is a clear path to do so) when reduced to 5 hp or less.

Development: Assuming the PCs are not defeated by the wolves, Telonius will be grateful and impressed by their handling of the attack. Read the text below:

After the wolves are dispatched, Telonius is finally able to get the pack animals calmed down, and addresses you. "You all seem to work so well together; I am in your debt. Now that you have proven yourselves to me, I would be interested in hiring you on as guards for the remainder of my trip. If you are interested in the job, I can offer 20 gold pieces to each of you to continue along with me to my destination as my guards."

Telonius will also suggest they drag the wolf bodies away from the camp a ways so that other predators are not attracted by the scent. The rest of the night will pass uneventfully, though if the PCs set watches, you can scare them a little with Spot and Listen checks during the night, maybe even having them hear some animals eating or dragging away the wolf bodies.

ENCOUNTER 3: BANDITS

See: *DM Aid* –Map#2; Appendix 1 - Encounter 3.

The next day dawns clear and bright, and it seems you are in for another clear day of travel. Getting all packed up, you set out again on the road to Loftwick, this time as paid guards. The day is a fine one and your travel is unhampered.

Make certain you get the players to tell you what their regular marching order will be.

Telonius has proved to be a boon companion, keeping the band well fed and entertaining you with stories of his days as a man-at-arms during the war. He knows many excellent jokes and amusing stories, and seems to enjoy your company as well.

After a full day's travel, you find another good spot to camp for the night. Your dinner is again excellent fare and proceeds untroubled, as does the rest of the night.

You are awakened early in the pre-dawn light by Telonius, who tells you that if the group sets out right away and is willing to travel late, you can possibly make it to Loftwick tonight.

About midday, the caravan is attacked by a band of thieves who expected Telonius to be alone. Agents have informed Bruiser that Telonius departed Westburn without guards.

Allow the PCs to decide their marching order and where Telonius's pack train is located in relation to them. Telonius's pack train consists of 7 mules (5 by 10) and Telonius himself. The mules are tied together, with up to 5 feet of rope between each mule. Allow the PCs to decide how they will organize themselves for this guard duty.

Give the PCs opposed Spot checks to spot the hidden bandits. The Spot DC, given their distance at 45 feet or more away, is a 19. DM Map #2 shows the site of the ambush and the location of Bruiser and his band when the attack begins. For ease of computation, the bandits all took 10 on their hide checks. If the pack train reaches point "A" on the map without spotting anyone, the bandits attack. If the bandits are spotted, the attack will begin at the distance at which they are first spotted.

It is now about midday and you are traveling north along the road. Suddenly a band of thieves attacks from the woods on the east side of the road.

APL 1 (EL 3)

Bruiser, Male Human War2: hp 14; see Appendix 1.

Archer, Male Human War2: hp 15; see Appendix 1.

Fighter, Male Human War2: hp 15; see Appendix 1.

Tactics: Bruiser and his band are cutthroats of the coarser sort, cruel and ruthless when they have the upper hand, and would rather stab you in the back than face you. This band is held together only by Bruiser's brutality. If he is slain or the fight begins to go against them, they will flee if possible. If Bruiser is killed or disabled, any remaining will flee if possible and if not, they will surrender. Bruiser and the archer open fire from a distance,

trying to pin down the party, while the bandit fighter tries to sneak up on them. If they are not spotted initially, they try to move closer to the road where they can charge unsuspecting characters.

Treasure: *Studded leather armor +1*, mw studded leather, mw leather armor, mw heavy wooden shield, mw light wooden shield x2, mw short sword x2, mw longsword, dagger x3, mw shortbow, arrows x40, mw mighty (+2 Str) composite longbow, belt pouch x3, flint & steel, whetstone, 20 gp.

APL 1: L: 118 gp, C: 20 gp, M: *studded leather +1* (98 gp).

ENCOUNTER 4: ACCOLADES

Arriving in Loftwick after successfully defeating Bruiser's band of thieves, the PCs can turn over any surviving captives to the authorities. Telonius reports in to the Merchant's Guild.

The Merchant's Guild, hearing of your success against the bandits, sends for you. Upon arrival, you see Telonius there as well. You are quickly summoned in to speak with one of the guildmasters.

"The Outpost is in need of supplies," he tells you. "Our last few attempts to deliver them have met with failure. Since Telonius's pack train successfully defeated a band of these caravan raiders with your help, we'd like you to take on a mission for us. Simply escort another pack train belonging to Telonius to the Outpost carrying the much needed supplies."

"If you will accept this contract, we will pay you 50 gold pieces each for making the round trip with Telonius."

If the party insists, they can receive 10 gold pieces each in advance. All the rest will be paid only upon successful return. Allow the party to purchase any items they need (and have access to) and gather supplies for an 8 to 14 day journey. Loftwick is the capital city of the Yeomanry and pretty much any open access items can be found there at the standard prices.

ENCOUNTER 5: A REVENGE ATTACK

See: *DM Aid –Map #3; Appendix 2 – Encounter 5.*

The bandit leaders have heard of Bruiser's defeat from their spies in the capitol. They are determined to make an example of the party and Telonius in order to discourage future caravan guards.

The trip begins well as the party leaves for the Outpost. Again, it will be important to know the marching order for this trip. It is roughly 85 miles to the Outpost from Loftwick, so it will take 7 days to get there, as Telonius is not mounted and the loaded pack mules move only about 16 miles a day (the equivalent of a 20-ft land speed). The party can elect to camp each night or ride through nonstop. If they do not camp, you will need to consult the forced march rules on PHB p.164. Telonius would prefer to camp each night if given the option. Heighten the suspense by asking for watches for the night and having them roll Spot and Listen checks. Put the party on edge by night cries and sounds of movement from small animals hunting.

The trip is uneventful until they reach the Sule River between Loftwick and The Outpost, about 50 miles from Loftwick where an ambush has been set for them at the bridge over the Sule River. As always, give them opposed Spot checks to not be caught flatfooted. The DC for the Spot check against the closer ambushers (Br and Bt) is DC 15; the Spot check for those on the other side of the bridge is DC 29.

On a successful Spot check, read the following:

You spot movement in the high grass on the side of the road. Is that the reflection of steel or of an animal's eye? You aren't sure if there's about to be trouble, or if it's simply deer or boar moving about.

If anyone in the party has an animal companion or familiar with Scent, it will catch the scent of men in the breeze when they are 60 feet away. You should have the animal use some method that is appropriate for it to communicate to its companion.

Once the ambushers have been noticed, either by the PCs or their animals, they will go ahead and begin the attack with no surprise round. If the PCs detect Bruce and the bandit before they cross the river, Thurman and Sebastia will rush across to join the battle.

If the ambushers are not detected, read the following as soon as the party and the pack mules are vulnerable and strung out across the bridge.

Too late, you notice two men in the edge of the woods to the south. One of them opens fire with a bow. Another two opponents appear across the river from the trees north of the road; one of them opening fire with a crossbow. It seems both groups are attempting to pin you down on the bridge.

These attacks should be rolled as the surprise round, and then begin normal initiative.

APL 1 (EL 4)

Thurman, Male Human Ranger2: hp 14; see Appendix 1.

Bruce, Male Human Barbarian1: hp 11; see Appendix 1.

Sebastia, Female Human Cleric1: hp 7; see Appendix 1.

Bandit, Male Human Rogue1: hp 5; see Appendix 1.

Tactics: This is a vengeance attack meant to punish the band of PCs, and teach the Merchant's Guild a lesson. The objective is to wipe out the PCs and Telonius and steal the supplies. Thurman and Sebastia will be concealed in the trees north of the river crossing and are indicated by a white "T" and "S". Bruce and the remaining bandit are hidden in the trees south of the road and on the approach side of the crossing. A white "Br" and "Bt" indicate their positions. The plan is to catch the PCs, Telonius and the pack train on the bridge crossing the river, hem them in, and attack from both directions.

When the bandits close with the party and engage in melee combat, Telonius will release the pack string and assist the adventurers as best he can.

This battle will continue until Thurman and his band are subdued or killed.

Treasure: chain shirt +1, light steel shield, mw longsword, dagger x4, mw light crossbow, bolts x20, backpack, trail rations (5 days), belt pouch x4, mw studded leather armor, mw heavy wooden shield, mw heavy mace, club, mw scale mail, mw light steel shield, mw light mace, mw short sword, mw longbow, light wooden shield, chain shirt, arrows x20, whetstone, several pieces of chalk, a journal, and 15 gp.

APL 1: L: 231 gp, C: 15 gp, M: chain shirt +1 (104 gp).

Development: If any of the bandits are taken alive, they will not talk under any circumstances,

fearing their boss more than anything the PCs can do to them. The journal contains lists of caravans and pack trains with their departure points and arrival points, as well as a general description of their cargo.

Assuming the PCs survive to continue on (feel free to roleplay this out more if time permits, using the information in the background section on the Outpost):

The remainder of your trip is uneventful. You make it to the Outpost and deliver the needed supplies. The soldiers stationed there are pleased to see you, as their stores were getting quite low. They are disturbed at the news of these caravan raiders and resolve to keep a close watch on all caravans passing by the Outpost.

If the journal is mentioned to the soldiers at the Outpost, they will suggest that the PCs take it back to Loftwick with them and turn it over to the Merchant's Guild. They will take custody of any captive bandits if the PCs wish, or else they may be taken back to Loftwick and turned in.

CONCLUSION

Your supplies delivered, you have no trouble at all on the journey back to Loftwick, aside from a few scattered rain showers. Reporting in to the Merchant's Guild, you are paid the remaining money you are owed and are thanked heartily by the guildmaster.

The PCs have gained the favor of the Merchant's Guild.

If the journal is found and turned over to the Guild, add the following:

"We hope this journal you have found will help us in our investigation into this recent upswing in caravan attacks. It is obvious from the data contained here that someone is tracking our shipments all over the Yeomanry and seems to know exactly which caravans are unguarded and vulnerable. Perhaps we have a 'leak' as they say. Hopefully there will be some clues found in this journal once we have time to study it more closely. Thank you again for your excellent work and I hope you will consider working for us again in the future."

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 2

Defeat the pack of wolves.

APL 1: 90 xp.

Encounter 3

Defeat the bandits.

APL 1: 90 xp.

Encounter 5

Defeat the raiders.

APL 1: 120 xp.

Story Award

Protect Telonius and his pack train.

APL 1: 50 xp.

Deliver the supplies to the outpost.

APL 1: 50 xp.

Discretionary Roleplaying Award

APL 1: 50 xp.

Total possible experience

APL 1: 450 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 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 adventure, 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 1:

APL 1: L: 0 gp, C: 20 gp, M: (0 gp).

Encounter 2:

APL 1: L: 0 gp, C: 0 gp, M: (0 gp).

Encounter 3:

APL 1: L: 118 gp, C: 20 gp, M: *studded leather* +1 (98 gp).

Encounter 5:

APL 1: L: 231 gp, C: 15 gp, M: *chain shirt* +1 (104 gp).

Conclusion:

APL 1: L: 0 gp, C: 50 gp, M: (0 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 1: L: 349 gp, C: 105 gp, M: 202 gp –
Total: 656 gp (450 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of the Merchant's Guild: You have done a favor for a very powerful group of people. In the future, they will pay you back by finding a hard-to-get item for you within the Yeomanry. On a future Yeomanry AR when you are granted adventure item access, you may cash in this favor to extend the access duration to 10 adventures, rather than 3. List the AR and the item chosen below. This favor is usable only ONCE.

AR #: _____ **Item:** _____

Item Access

None

APPENDIX 1 – APL 1

ENCOUNTER 1

TELONIUS

CR 2

Male human fighter 1 / expert 2

LG Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Dwarven, elven

AC 13, touch 12, flat-footed 11

(+2 Dex, +1 armor)

hp 17 (3 HD);

Fort +2, **Ref** +2, **Will** +4

Speed 30 ft. in padded armor (6 squares);

Melee mw short sword +2 (1d6-1) or
dagger +1 (1d4-1)

Ranged dagger +4 (1d4-1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +1

Atk Options Distracting Attack

Abilities Str 8, Dex 15, Con 10, Int 14, Wis 12, Cha 13

Feats Animal Affinity, Diligent, Distracting Attack,
Negotiator

Skills Appraise +9, Balance +6, Bluff +4, Diplomacy +8,
Handle Animal +9, Intimidate +7, Ride +12,

Possessions mw padded armor, mw short sword,
dagger, heavy horse (bit, bridle, military saddle,
saddlebags), cookware, flint and steel, bedroll, 7
mules (waterskins, pack saddles, trade goods), 78gp

Description 5'6" and 184 lbs. Black hair and hazel eyes. There are several scars on one of his cheeks and his brow. He is ruddy, quite corpulent and a hearty companion. Telonius is a retired fighter turned merchant. He has the personality of a successful salesman, honest and personable. He loves a good joke even if it is on himself, and loves to tell tales about his days as a soldier. Although he was simply a man-at-arms, he performed with honor and feels more at home with adventurers than the fishermen from the Burn River who make up the bulk of his customers.

ENCOUNTER 3

BRUISER

CR 1

Male human Warrior 2

LE Medium humanoid (human)

Init +4; **Senses** Listen +1, Spot +1

Languages Common

AC 15, touch 10, flat-footed 15

(+4 armor, +1 shield)

hp 14 (2 HD);

Fort +4, **Ref** +0, **Will** +1

Speed 30 ft. in studded leather (6 squares);

Melee mw short sword +5 (1d6+2) or
dagger +4 (1d4+2)

Ranged mw shortbow +4 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Abilities Str 15, Dex 10, Con 12, Int 8, Wis 13, Cha 14

Feats Improved Initiative, Point Blank Shot

Skills Climb +4, Handle Animal +3, Intimidate +4, Jump
+5, Ride +2,

Possessions *studded leather* +1, mw light wooden
shield, mw shortbow with 20 arrows, dagger, mw
short sword, belt pouch, flint and steel, whetstone, 7
gp

Description 5 feet 10 inches tall, Bruiser weighs 185 pounds. He has green eyes and is bald. The tattoo of a dragon in green ink covers most of his scalp and the left side of his face. Bruiser is a simply a thug. Cruel and brutish, he climbed to the leadership of this band of thieves by just being meaner and a little smarter than his partners are. Never given jobs that might task a smarter man, he yearns for tasks far beyond his limited abilities. Usually drunk or hung-over, he reacts to all situations with violence, little tact, and no forethought.

ARCHER

CR 1

Male human warrior 1

CN Medium humanoid (human)

Init +1; **Senses** Listen +3, Spot +1

Languages Common

AC 16, touch 11, flat-footed 15

(+1 Dex, +3 armor, +2 shield)

hp 15 (2 HD);

Fort +5, **Ref** +1, **Will** +1

Speed 30 ft. in studded leather (6 squares);

Melee mw short sword +5 (1d6+2) or
dagger +4 (1d4+2)

Ranged mw composite longbow +5 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options Point Blank Shot, Precise Shot

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Point Blank Shot, Precise Shot

Skills Climb +2, Listen +3, Move Silently +2, Open Lock
+3, Search +1.

Possessions mw studded leather, mw heavy wooden
shield, mw composite longbow (+2 Str) with 20
arrows, mw short sword, dagger, belt pouch, 4gp

Description 5 feet 4 inches tall, the archer has brown eyes and hair. The archer is just a sell-sword, but he has skills with a bow and that is what differentiates him from the rest of Bruiser's band. Like the others, he is looking for a chance to get away from Bruiser.

FIGHTER

CR 1

Male human Warrior 2

NE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 14, touch 11, flat-footed 13

(+1 Dex, +2 armor, +1 shield)
hp 15 (2 HD);
Fort +5, **Ref** +1, **Will** +1

Speed 30 ft. in leather armor (6 squares);
Melee mw longsword +5 (1d8+2) or
dagger +4 (1d4+2)
Ranged dagger +3 (1d4+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Atk Options Blind-Fight, Dodge

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Feats Blind-Fight, Dodge
Skills Survival +2, Jump +4, Listen+2, Move Silently +3,
Search +2, Spot +2, Use Rope +2
Possessions mw leather armor, mw light wooden
shield, mw longsword, dagger, belt pouch, 4gp

Description Identical enough to almost be twins, both
fighters are 5 feet 7 inches tall. Both weigh about 145
pounds and have brown eyes and hair.

ENCOUNTER 5

THURMAN **CR 2**
Male human Ranger 2
NE Medium humanoid (human)
Init +1; **Senses** Listen +5, Spot +0
Languages Common

AC 17, touch 11, flat-footed 16
(+1 Dex, +5 armor, +1 shield)
hp 14 (2 HD);
Fort +4, **Ref** +6, **Will** +0

Speed 30 ft. in chain shirt (6 squares);
Melee mw longsword +5 (1d8+2) or
mw longsword +3 (1d8+2) and dagger +2 (1d4+1)
Ranged mw light crossbow +4 (1d8)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Atk Options Quick Draw, Two-Weapon Fighting

Abilities Str 15, Dex 13, Con 12, Int 8, Wis 10, Cha 14
Feats Lightning Reflexes, Quick Draw, Track, Two-
Weapon Fighting
Skills Handle Animal +7, Hide +4, Listen +5, Move
Silently +4, Ride +8, Search +4
Possessions chain shirt +1, light steel shield, mw
longsword, dagger, mw light crossbow with 20 bolts,
backpack, 5 days of trail rations, belt pouch, 2gp.

Description 6 feet tall and 185 pounds. Thurman has
blue eyes and blonde hair. Handsome to the point of
effeminate, he wears his hair shoulder length. He is
conceited about his appearance. Overall, he has a
cheap appearance. He does not care much for indoor
life and prefers staying at his encampment in the
foothills of the Jotens. He has made a life of crime and
plans to collect enough loot to live a life of carefree
luxury. He is a stern and hard master who punishes the
least mistake or infraction of his rules. He cares for no
one but himself.

BRUCE **CR 1**
Male half-orc barbarian 1
CN Medium humanoid (half-orc)
Init +1; **Senses** Listen +0, Spot +0
Languages Common

AC 16, touch 11, flat-footed 15
(+1 Dex, +3 armor, +2 shield)
hp 11 (1 HD);
Fort +4, **Ref** +1, **Will** +0

Speed 40 ft. in studded leather (6 squares);
Melee mw heavy mace +5 (1d8+3) or
dagger +4 (1d4+3) or
club +4 (1d6+3)
Ranged dagger +2 (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +3
Atk Options Combat Reflexes
Special Actions Rage

Abilities Str 17, Dex 13, Con 14, Int 6, Wis 10, Cha 10
SQ Darkvision, Fast Movement, Rage
Feats Combat Reflexes
Skills Handle Animal +1, Intimidate +4, Jump +5
Possessions mw studded leather, mw heavy wooden
shield, mw heavy mace, dagger, club, belt pouch,
3gp, journal.

Description 6 feet 4 inches tall, Bruce weighs 240
pounds, none of which is fat. He has brown eyes and
Black hair. Bruce is dull of mind, slow to think, but fast to
respond brutally. He thinks that every one smaller than
him, except for Thurman and Sebastia, is inferior. He
thinks that Thurman is his best friend and would die for
or do anything for him. He does not understand the
concept of surrender. He knows little and is illiterate,
and believes anything Thurman tells him.

SEBASTIA **CR 1**
Female human cleric 1
LE Medium humanoid (human)
Init -1; **Senses** Listen +2, Spot +2
Aura Faint evil
Languages Common, Flan

AC 14, touch 9, flat-footed 14
(-1 Dex, +4 armor, +1 shield)
hp 7 (1 HD);
Fort +3, **Ref** -1, **Will** +4

Speed 20 ft. in scale mail (4 squares), base movement
30 ft.;
Melee mw light mace +1 (1d6) or
dagger +0 (1d4)
Ranged dagger -1 (1d4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +0
Special Actions Divine Vigor, spells
Cleric Spells Prepared (CL 1st):
1st—*bane* (DC 13), *cause fear*^D (DC 13), *divine favor*
0—*cure minor wounds*, *inflict minor wounds* (DC 12),
resistance
D: Domain spell. Deity: Nerull. Domains: Death, Evil

Abilities Str 10, Dex 8, Con 13, Int 12, Wis 14, Cha 15
SQ Turn or Rebuke Undead

Feats Divine Vigor, Skill Focus (Concentration)

Skills Concentration +8, Knowledge (Arcana) +3, Knowledge (Planes) +3, Knowledge (Religion) +5, Spellcraft +5

Possessions mw scale mail, mw light steel shield, mw light mace, dagger, belt pouch, spell component pouch, 8 gp.

Description 5 feet a tall and 86 pound, Sebastia has hazel eyes and blonde hair. She is 20 years old and very voluptuous. Wise but not smart, Sebastia is the perfect foil for Thurman. An attractive blonde, She thinks that the whole band has fallen in love with her, and that Thurman is her secret lover. Shallow where Thurman is cunning, she covets jewels, fine clothing and food. She is always dressed improperly for any occasion, wearing fine robes over her chain mail shirt.

BANDIT

CR 1

Male human rogue 1

NE Medium humanoid (human)

Init +6; **Senses** Listen +1, Spot +1

Languages Common, orc

AC 17, touch 12, flat-footed 15
(+2 Dex, +4 armor, +1 shield)

hp 5 (1 HD);

Fort +0, **Ref** +4, **Will** +1

Speed 30 ft. in chain shirt (6 squares);

Melee mw short sword +3 (1d6+2) or
dagger +2 (1d4+2)

Ranged mw longbow +3 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +2

Atk Options Sneak Attack (+1d6)

Abilities Str 15, Dex 14, Con 10, Int 12, Wis 13, Cha 8

SQ Trapfinding

Feats Improved Initiative, Stealthy

Skills Climb +3, Disable Device +5, Handle Animal +1, Hide +5, Jump +3, Open Lock +6, Ride +4, Search +5, Swim +3, Tumble +3

Possessions mw short sword, mw longbow with 20 arrows, light wooden shield, chain shirt, dagger, belt pouch, whetstone, several pieces of chalk, 7gp

Description 5 foot 6 inches tall, 160 pounds. Common thief afraid of Bruce and Thurman, he obeys unquestioningly because he knows that if he does not, Bruce is there. Bruce has mashed several other members of the band recently, and that is why the band is short-handed right now.

DM AID: MAP #1 – ENCOUNTER 2



A Meal Interrupted

(scale 1 square = 5 ft.)

W1 = Wolf #1, W2 = Wolf #2, W3 = Wolf #3

DM AID: MAP #2 – ENCOUNTER 3



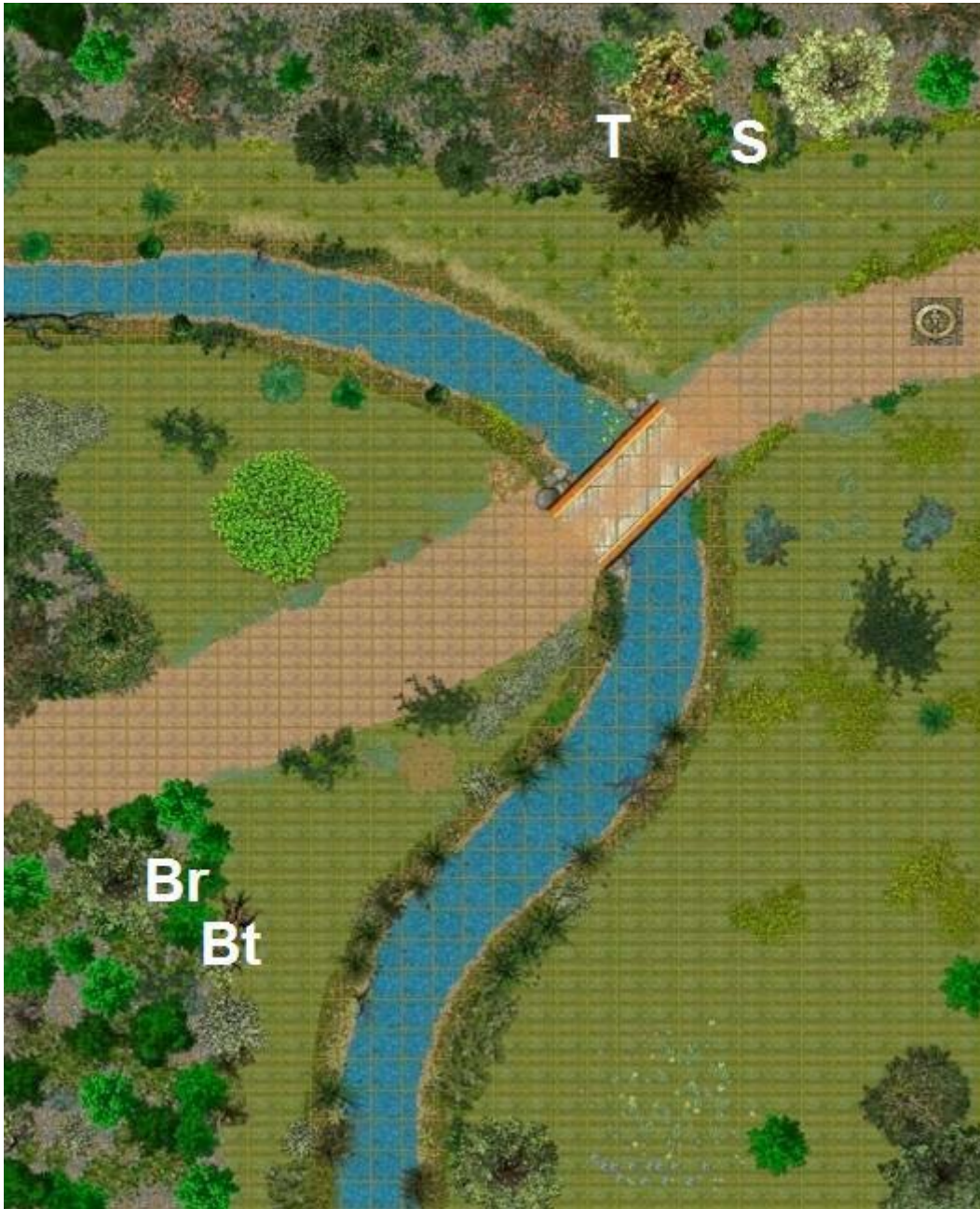
Bandits

(scale 1 square = 5 ft.)

B = Bruiser, A = Archer, F1 & F2 = Fighters

Big red A is where party is ambushed if bandits are not spotted.

DM AID: MAP #3 – ENCOUNTER 5



Revenge Attack

(scale 1 square = 5 ft.)

T = Thurman, S = Sebastia, Br = Bruce, Bt = Bandit

DM AID: NEW RULES

NEW FEATS

Distracting Attack (*Miniatures Handbook*)

Prerequisite: Base attack bonus +1.

Benefit: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

Special: A fighter may select Distracting Attack as one of his fighter bonus feats.

Divine Vigor (*Complete Warrior*)

Prerequisite: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

PLAYER HANDOUT #1 – MAP OF THE YEOMANRY

