



A Race for Retribution

Series Town Information
By Jeff Colledge



This product contains the maps for Laendersburg, Stahl, and the surrounding area. It also details the basic statistics for each town and provides details for the NPCs that live and work there.



Table of Contents

Area Map	3
Map of Stahl	4
Town Details of Stahl	5
Map of Laendersburg	14
Town Details of Laendersburg	15
Grey Scale Maps.	19
Legal Stuff	22

Credits

Author: Jeff Colledge

Editor: Laura Olshak

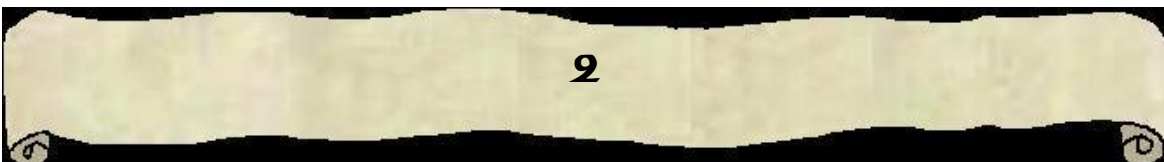
Cartography: Jeff Colledge

Artwork: Tigerlilly, Fredric Simons

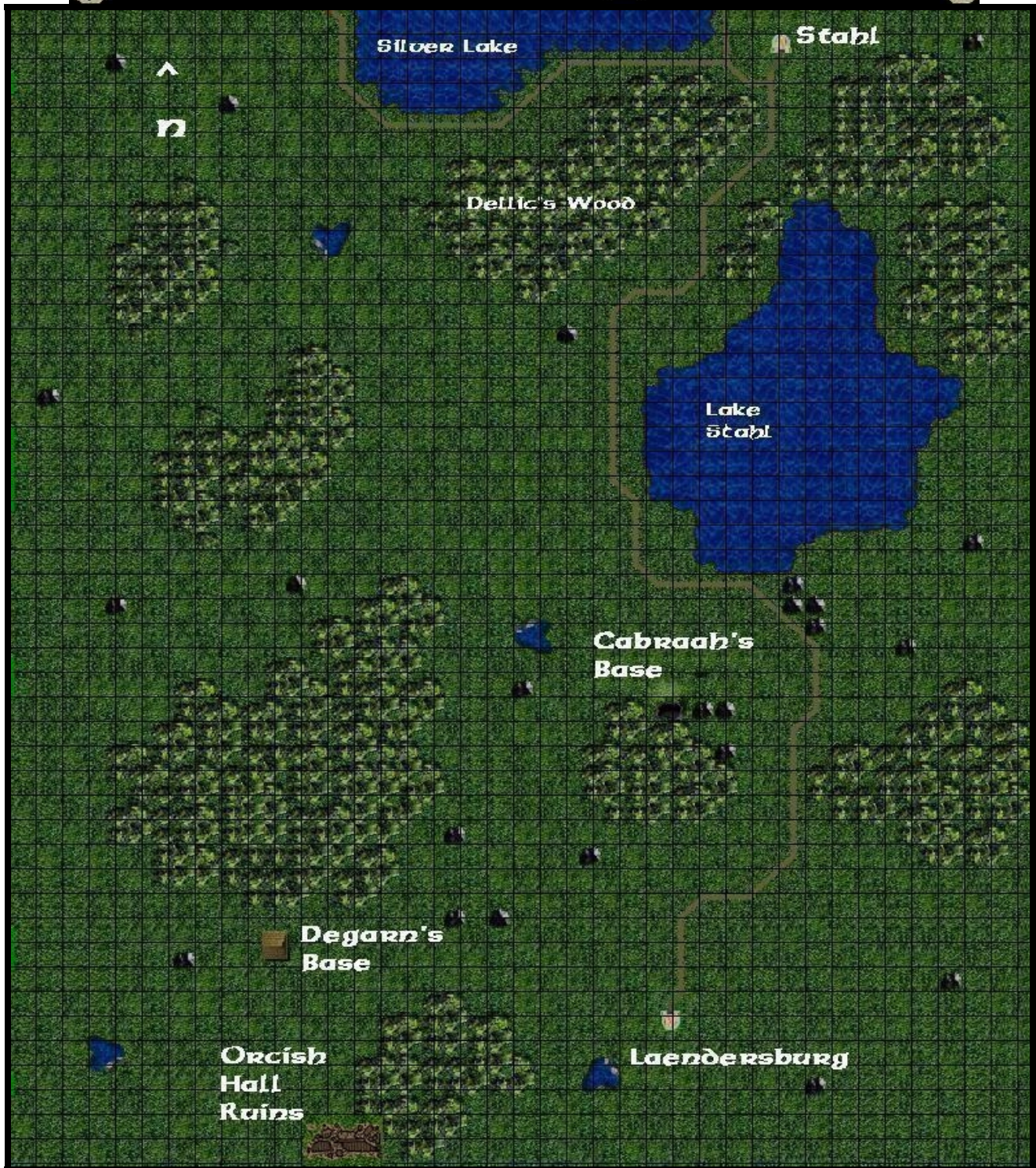
Playtesters: Bob Greenwald, Lyle Knapp, Rick Crouse, Josh Wheeler, Larry Walker

Special Thanks: Dungeon Crafter, Laura Olshak, Eric Noah, Mom, Russell Morrissey

Dedicated to my wife and daughter for putting up with all of my silliness.



N KIN > M Y Y Y Y A Y Y M M



Area Map

1 Square = 2.5 Miles

N KIN >FF YKYKAYNEM



Stahl

- | | | |
|--------------------------|------------------------|-----------------------------|
| 1 Farmers' Market | 7 Astrin's Inn | 13 Sun god's Temple |
| 2 Grey Sheep's Inn | 8 Sinael's Shop | 14 Retribution god's Temple |
| 3 Elix's Shop | 9 Jaellyn's Forge | 15 Theonius's Manner |
| 4 Sleeping Griffin's Inn | 10 Dancing Smoke Inn | 16 Guard Tower |
| 5 Argothorn's Forge | 11 Zeliik's Shop | 1 Square = 20 feet |
| 6 Babcock's Store | 12 Forest god's Temple | |



Town Information

The basic information for Stahl and Laendersburg is provided below. The DM may insert his own NPCs at the levels displayed in the Population Breakdown without disrupting the basic structure of the town. Look for bold numbers with each level and class to see if that person is detailed below. If it is not, feel free to insert your own NPCs.

Stahl

Population: 843 Town Size: Village
Maximum Valued Item: 200 GP Community's Total Coins: 8430 GP
Power Center: Conventional Alignment: Lawful Good

Population Breakdown (Bold numbers indicate they will be further defined below):

Level 5 bards: 1	Level 2 bards: 1 , 1	Level 1 bards: 4
Level 3 clerics: 1	Level 1 clerics: 1 , 1	
Level 4 druids: 1	Level 2 druids: 2	Level 1 druids: 4
Level 6 fighters: 1	Level 3 fighters: 1 , 1	Level 1 fighters: 4
Level 2 monks: 1	Level 1 monks: 1 , 1	
Level 1 paladins: 1		
Level 1 rangers: 1		
Level 3 rogues: 1	Level 1 rogues: 2	
Level 3 sorcerers: 1	Level 1 sorcerers: 2	
Level 2 wizards: 1	Level 1 wizards: 1 , 1	
Level 2 adepts: 1	Level 1 adepts: 3	
Level 2 aristocrats: 1	Level 1 aristocrats: 3	
Level 6 commoners: 1	Level 3 commoners: 2	Level 1 commoners: 724
Level 5 experts: 1	Level 2 experts: 2	Level 1 experts: 23
Level 1 warriors: 39		

8 total full-time soldiers.
42 total militia members

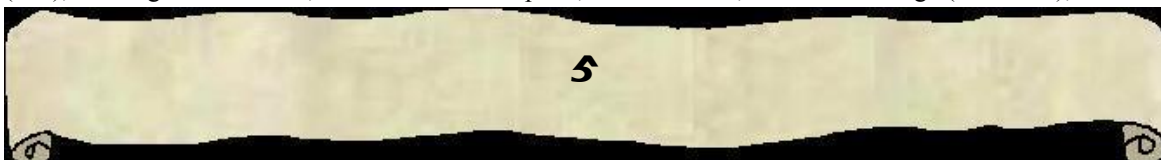
Town Attitude: Stahl is a trade center between a small clan of elves which reside in Dallic's Wood south of Silver Lake, a larger town, Kyer, to the north, and a small dwarven settlement west of Silver Lake. Stahl's mayor, Theonius, has proven to be a wily ruler. His charismatic personality has allowed him to surround himself with intelligent advisors, which he relies on. Being a minor trade center, the town itself happily follows Theonius's decrees as they have proven time and again to be profitable. The town's industries out side of merchanting are fishing from Silver Lake and forestry from the surrounding woods, with the elves keeping a watchful eye on their harvesting.

Alynian (Captain of the Guard), male half-elf Ftr6: CR 6; Size M (5 ft., 5 in. tall); HD 6d10+12; hp 32; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 20 (+2 Dex, +5 Breastplate, +3 (+1 Large Steel Shield)); Attack +12/+7 (+1 Falchion) (18-20/x2) melee, or +9/+4 Masterwork Composite Shortbow (x3) ranged; Damage 2d4+7 (+1 Falchion), 1d8 Masterwork Composite Shortbow; SV Fort +7, Ref +4, Will +4; AL LN; Str 18, Dex 15, Con 15, Int 9, Wis 14, Cha 11.

Languages Spoken: Common, Elven.

Skills and feats: Handle animal +5, Hide +2, Listen +6, Move silently +3, Spot +6, Swim +5; Alertness, Improved initiative, Power Attack, Quick draw, Weapon Focus (Falchion), Weapon Specialization (Falchion).

Possessions: +1 Falchion; Masterwork Dagger; Masterwork Composite Shortbow; Silver Shortbow Arrows (x35); +1 Large Steel Shield; Masterwork Breastplate; Potion of Aid; Potion of Enlarge (5th Level);





Personality: Alynian is the captain of the guard and reports directly to Theonius. He takes a no nonsense attitude to the safety of Stahl and suffers trouble makers poorly. While not necessarily the smartest one on the soldiers' payroll, his common sense allows him to identify weaknesses and plan sound strategies. This same common sense has given him an uneasy feeling where Djamal is concerned, and holds Brynnwynn suspect for many of the crimes in town. He has kept his opinion to himself, but with a bit of prodding he will come forth with his misgivings about these two. He works closely with Theonius to maintain order in the city. Much to his dismay, Hathorn's brawler attitude and the rough and rowdy bar run by Astrin can make his job a bit tougher than what he feels it should be. His closest friend in the town is Jaellyn, who he finds to be good company and easy to talk to. Alynian lives in the small square building within Theonius's grounds so he can keep the mayor safe and well advised of any trouble that may be brewing.

Argothorn (Argothorn's Forge), male dwarf (hill) Exp5: CR 4; Size M (4 ft., 2 in. tall); HD 5d6+10; hp 29; Init +3 (+3 Dex); Spd 20 ft.; AC 17 (+3 Dex, +4 Masterwork Scalemail); Attack +6 Masterwork Shortspear (3x) melee, or +6 ranged; Damage 1d8+2 Masterwork Shortspear; SV Fort +3, Ref +4, Will +6; AL LN; Str 14, Dex 16, Con 14, Int 10, Wis 15, Cha 6.

Languages Spoken: Common, Dwarven.

Skills and feats: Appraise +5, Bluff +5.5, Concentration +10, Craft (Blacksmithing) +9, Hide +3, Innuendo +10, Listen +5, Open lock +11, Spot +7; Skill focus (bluff), Skill Focus (Craft (blacksmithing))

Possessions: Masterwork Shortspear; Masterwork Scale mail; Potion of Cat's Grace; Potion of Cure Light Wounds; Potion of Cure Moderate Wound, Ring of Warmth.

Personality: This sturdy dwarf has had the misfortune of having a forge explode while he was working it. As a result of this, most of his body has the rippled markings of burnt flesh and his once glorious beard now looks like he's got mange on his chin. This reason is also why he wears a Ring of Warmth all of the time. While he's fairly easy to get along with, if someone comments on his appearance or seems a bit careless in his shop, he will instantly toss them out and threaten them with bodily harm should they try to return. The only thing that could have him retract this threat is if he knows they will go down to Laendersburg for the item. He's terribly aware of Mickine's abilities, in Laendersburg, and will do his best to keep business from that dwarf's door. He will occasionally head down to the Grey Sheep's Inn to enjoy some of Niirfel's company and ale. Any trouble that starts at the Inn will quickly be ended by Argothorn.

Astrin (Astrin's Inn), female half-orc Ftr3: CR 3; Size M (5 ft., 5 in. tall); HD 3d10+6; hp 28; Init +4 (+4 Improved Initiative); Spd 30 ft.; AC 10; Attack +8 Masterwork Greataxe melee, or +3 ranged; Damage 1d12+3 Masterwork Greataxe; SV Fort +5, Ref +1, Will +1; AL CN; Str 17, Dex 11, Con 14, Int 15, Wis 10, Cha 8.

Languages Spoken: Common, Gnoll, Goblin, Orc.

Skills and feats: Climb +8, Escape Artist +2, Handle animal +4, Knowledge (nature) +3, Listen +3, Pick pocket +2.5, Spot +3, Swim +4; Alertness, Improved Initiative, Power attack, Weapon Focus (Greataxe)

Possessions: Masterwork Greataxe ; Masterwork Large Steel Shield; Splint Mail; Potion of Cure Moderate Wounds; Potion of Delay Poison; Potion of Bull's Strength (x2).

Personality: Astrin runs the inn bearing her name on the easter part of town. Its patrons tend to be a rougher crowd that will celebrate the night with a fight or two on a fairly regular basis. Because of this, Astrin works the bar in her splint mail and keeps the greataxe and shield behind the bar incase things truly get ugly. She also keeps her potions with her at all times to administer to herself or anyone who needs it, no deaths in her bar....yet. Astrin will start a verbal assault upon Hathorn the minute he enters into her bar. While she truly likes the priest, she doesn't like the fact that he ends up destroying part of her bar by using her patrons as the tools to do it. She sees him as a kindred spirit and will come to his aid should he ever call, which she figures isn't likely to occur. She doesn't really get involved too much with the rest of the





town except for the occasional guard who comes in to stop the fight. This is due to her spending most of her time putting her bar back together.

Babcock (Babcock's Store), male gnome (rock) Ari2: CR 1; Size S (3 ft., 8 in. tall); HD 2d8; hp 12; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 Size); Attack +1 melee, or +4 ranged; SV Fort +0, Ref +2, Will +5; AL NG; Str 8, Dex 14, Con 10, Int 16, Wis 11, Cha 15.

Languages Spoken: Common, Dwarven, Elven, Gnome, Goblin, Orc, Terran.

Skills and feats: Alchemy +5, Appraise +8, Diplomacy +6, Forgery +8, Hide +6, Knowledge (Local)+6, Knowledge (arcana) +8, Listen +2, Move silently +2, Perform +6, Sense motive +2, Speak language +2, Spot +0, Swim +4; Iron will.

Possessions: +1 Dagger, Bracers of Armor +1, Wand of Detect Magic (31 Charges)

Personality: Babcock views himself as the only thing of culture in this backwater town. However, because he has a monopoly on the high end of the market, he won't leave. Babcock's store will deal with anything over 100gp in value. However, it will take 1 day for every 25gp over 100gp for Babcock to locate an item. He won't ever give PCs a time, but will say, "That item may take some time to find." His diplomacy and appraisal skills have helped him land a position as a negotiator for merchants and as advisor to Theonius. When performing these roles, or when he feels he has the upper hand, Babcock tends to put on airs and use a great deal of flowery language. A hobby of his is studying local history. He knows what has occurred within 1 weeks travel from Stahl, for the last 15 years. This includes the history of Laendersburg's founding. He frequents the Dancing Smoke Inn simply because it is the best that Stahl has to offer. For this reason, he's "maintained an amicable relationship with its proprietor".

Brynnwynn (Sleeping Griffin Inn), female human Rog3: CR 3; Size M (5 ft., 6 in. tall); HD 3d6+3; hp 18; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 Masterwork Studded Leather); Attack +4 Masterwork Scimitar (18-20/x2) melee, or +5 Hand Crossbow (19-20/x2) ranged; Damage 1d6+1 Masterwork Scimitar, 1d4 Hand Crossbow; SV Fort +3, Ref +7, Will +5; AL CN; Str 12, Dex 16, Con 13, Int 13, Wis 16, Cha 15.

Languages Spoken: Common, Ignan.

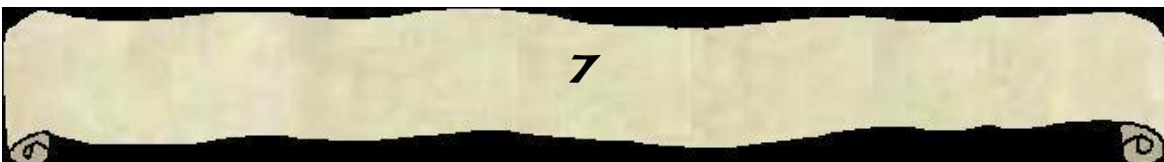
Skills and feats: Decipher script +3, Disable device +7, Disguise +7, Escape artist +8, Forgery +4, Hide +7, Jump +7, Listen +11, Move silently +8, Pick Pocket +10, Read lips +7, Search +6, Spot +11; Alertness, Improved initiative, Skill Focus (Pick Pocket).

Possessions: Masterwork Scimitar; Hand Crossbow; Hand Bolts (x23); Masterwork Studded Leather Armor; Potion of Cure Light Wounds; Bag of Tricks (gray); Cloak of Resistance +1;

Personality: A carefree soul, she and her two cohorts (1st level thieves to be detailed by the DM) are the scoundrels of the town. Most of the town know that she's less than trust worthy, but most of the merchants and other travelers don't and it is those she has her small thieves guild prey on. Most of the time, she'll hide any goods she's stolen for three to six months before she tries to sell them. Brynnwynn will only sell them to other travelers or merchants from out of town, basically because none of the local folk want to deal with stolen goods. Alynian knows Brynnwynn is up to no good most of the time, but he's not really tried to catch her red handed, simply because he's got other concerns and she keeps her theft to small amounts of goods and gold. She works closely with her husband, who she adores. While she doesn't hold much loyalty to anything, she'll stand by Djamal, even when she learns that he's been selling out the town.

Djamal (Sleeping Griffin Inn), male human Com3: CR 2; Size M (5 ft., 8 in. tall); HD 3d4+3; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +3 Quarterstaff melee, or +4 ranged; Damage 1d6+2 Quarterstaff; SV Fort +2, Ref +4, Will +4; AL CN; Str 14, Dex 16, Con 12, Int 12, Wis 16, Cha 12.

Languages Spoken: Common, Orc.





Skills and feats: Appraise +4, Bluff +2, Diplomacy +4, Handle animal +4, Hide +3, Jump +8, Listen +5, Move silently +6, Profession (Innkeeper) +6, Spot +5, Use rope +4; Alertness, Skill Focus (Appraise), Skill Focus (Diplomacy).

Possessions: Quarterstaff; Potion of Cure Light Wounds; Potion of Delay Poison.

Personality: Djamal runs the Sleeping Griffin's Inn, but his real business is acting as a scout for his wife, Brynnwynn. His inn is fairly open to any who wish to have a quiet evening and decent meal. As a result of this, he is able to learn quite a bit about his patrons and their business. Djamal passes on some of the more interesting information to Brynnwynn, who then uses it for less than legal purposes. He tries to keep a fairly low profile, but Alynian has noticed that more robberies have occurred to the Sleeping Griffin's patrons than even in Astrin's unsavory place. Djamal is the spy in Stahl, but no one, even Brynnwynn, knows that he's selling information to the orcs.

Elix (Elix's Shop), male halfling (lightfoot) Com6: CR 5; Size S (3 ft., 0 in. tall); HD 6d4; hp 17; Init +0; Spd 20 ft.; AC 11 (+1 Size); Attack +5 Dagger (19-20/2x) melee, or +4 ranged; Damage 1d4+1 Dagger; SV Fort +3, Ref +3, Will +4; AL N; Str 12, Dex 10, Con 10, Int 10, Wis 13, Cha 13.

Languages Spoken: Common, Halfling.

Skills and feats: Appraise +4; Climb +3, Gather Information +3 Hide +4, Jump +4, Listen +9, Move silently +2, Profession (Shopkeeper) +6 Spot +10; Alertness; Skill focus (Gather Information), Skill focus (Appraise)

Possessions: Dagger; Potion of Cure Light Wounds; Quall's Feather Token (bird);

Personality: Elix runs the general store by the farmers' market. He offers many wares, and PCs can purchase most any adventuring good, outside of arms, armor and mounts, at his store. If the item the PCs are looking for is over 200gp he'll direct them to Babcock's store. Elix is a friendly sort and will help anyone who needs it, however he will expect a favor in return at a later date if the price in gold can't be met. He's developed a solid friendship with Gest and will come to aid the druid as best as he can. However, if Niirfel were ever to be threatened, he would risk his own safety to help her, without a second thought. This is due to the attraction he has for the halfling innkeeper. While he tries to keep his feelings hidden it's fairly obvious to anyone, including Niirfel, who finds it sweet. He also doesn't trust Brynnwynn nor Djamal only because merchants who stay at his Inn seem to come up a bit poorer for the experience. Elix maintains a good trade relationship with Crolin in Laendersburg.

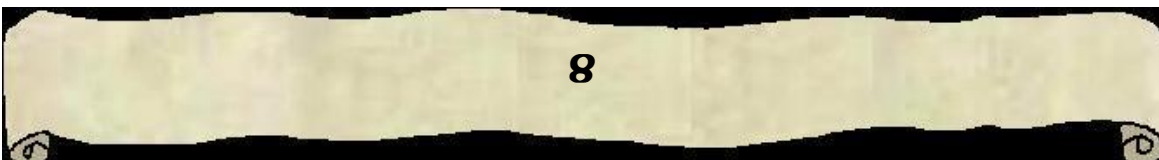
Endaerlyn (Dancing Smoke Inn), male elf (high) Wiz1: CR 1; Size M (4 ft., 10 in. tall); HD 1d4+1; hp 5; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack -1 Dagger (19-20/2x) melee, or +2 Light Crossbow (19-20/2x) ranged; Damage 1d4-1 Dagger, 1d8 Light Crossbow; SV Fort +1, Ref +4, Will +2; AL CG; Str 9, Dex 14, Con 13, Int 18, Wis 10, Cha 18.

Languages Spoken: Common, Draconic, Elven, Gnome, Orc.

Skills and feats: Appraise +6, Concentration +5, Craft +8, Hide +2, Knowledge (arcana) +6, Listen +2, Move silently +2, Profession +4, Search +6, Spellcraft +8, Spot +2, Tumble +3; Lightning reflexes, [Scribe scroll].

Possessions: Dagger; Light Crossbow; Light Bolts (x24); Scroll [arcane, caster level 3; Protection from Arrows]; Scroll [arcane, caster level 5; Silent Image; Lighting Bolt; Mirror Image].

Wizard Spells Known (3/2): 0th -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance. 1st -- Charm Person, Color Spray, Silent Image, Mage Armor.





Personality: Endaerlyn runs the Dancing Smoke Inn. It tends to cater to a little more affluent crowd, which enjoys some of the finer things. The inn got its name from Endaerlyn's use of smoke from the hearth to create Silent Images. Endaerlyn enjoys the quiet atmosphere of the inn and will strive to maintain it at all costs. He will not hesitate to use his spells to quell any trouble that might seem to be brewing. He has a fair professional relationship with Zeliik and has no desires to attain his position of mystical advisor to the mayor. Endaerlyn is also on good terms with Babcock who frequents his inn and often supplies him with the higher quality of goods.

Faenair (Sun god's Temple), female half-elf Clr3: CR 3; Size M (5 ft., 3 in. tall); HD 3d8+3; hp 20; Init +1 (+1 Dex); Spd 20 ft.; AC 19 (+1 Dex, +6 Banded Mail, +2 Large Steel Shield); Attack +5 Masterwork Light Mace melee, or +3 ranged; Damage 1d6+2 Masterwork Light Mace; SV Fort +4, Ref +4, Will +5; AL NG; Str 14, Dex 12, Con 12, Int 11, Wis 15, Cha 14.

Languages Spoken: Common, Elven.

Skills and feats: Gather information +4, Heal +9, Listen +3, Profession (Farmer) +6, Search +2, Spot +3; Lightning reflexes, Skill Focus (Heal).

Possessions: Masterwork Light Mace; Large Steel Shield; Banded Mail; Potion of Blur; Scroll [divine, caster level 3; Cure Moderate Wounds]; Pearl of Power (1st);

Cleric Domains: Healing, Strength.

Cleric Spells Per Day: 4/3+1(+1 Pearl of Power)/2+1

0 – Detect Magic, Purify Food and Drink, Read Magic, Resistance.

1 – *Endure Elements*, Detect Evil, Protection from Evil, Summon Monster I

2 – *Bull's Strength*, Delay Poison, Lesser Restoration

Casts healing spells at +1 caster level. As a free action, add +1 to Strength per level, duration 1 round.

Personality: Faenair oversees the small shrine to the god of the sun in the eastern part of Stahl. She is fairly attractive with an athletic build. She takes no pains to hide her half-elven heritage and is willing to deal with anyone from any race. Her healing abilities have become well known throughout Stahl and as such, her shrine is becoming almost as popular as the temple to god of nature. She is good friends with Asa in Laendersburg and normally travels down to visit her once a month. In an odd sense she's become one of Astrin's closest friends simply due to the number of times Astrin has come to visit for some healing after a entertaining night of fisticuffs in Astrin's Inn.

Gest (Nature god's Temple), male human Drd4: CR 4; Size M (5 ft., 9 in. tall); HD 4d8; hp 25; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +5 Sickle melee, or +6 Masterwork Sling ranged; Damage 1d6+2 Sickle, 1d4 Sling Bullet; SV Fort +5, Ref +4, Will +8; AL NG; Str 14, Dex 15, Con 11, Int 14, Wis 16, Cha 10.

Languages Spoken: Celestial, Common, Druidic, Ignan.

Skills and feats: Balance +3, Bluff +1, Diplomacy +7, Escape artist +4.5, Heal +11, Hide +2, Intimidate +3, Intuit direction +9, Listen +3, Move silently +2, Profession (farmer) +9, Sense motive +5.5, Spellcraft +5, Spot +3, Wilderness lore +9; Combat casting, Skill focus (heal), Skill Focus (Sense Motive).

Possessions: Masterwork Sling; Sickle; Sling Bullets (x23); Masterwork Padded Armor; Cloak of Resistance +1; Potion of Delay Poison; Potion of Aid; Quall's Feather Token (Bird); Wand of Summon Nature's Ally II [18 charges];

Druid Spells Per Day: 5/4/3.

0 – Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance

1 – Cure Light Wounds, Endure Elements, Entangle, Obscuring Mist

2 – Barkskin, Flame Blade, Speak with Animals



Personality: Gest is the keeper of the god of nature's temple in Stahl. He is in his late forties and has seen most of what has occurred around Stahl. The farmers and fishermen come pay their respects at his temple, which is located just off the farmers' market. Gest acts as an advisor to Theonius where the farmers and the elves, living in Dallic's Wood are concerned. He is well liked by most all in the town and his actions have earned him respect from everyone else. Due to the proximity of their establishments, Gest has befriended and watches over Elix, who is something of a non-combatant. He also is Sinael's closest friend due to his understanding of nature. Gest also can provide a history of Stahl and areas out to 1 weeks travel, including Laendersburg. He can be found at the Grey Sheep on most nights, partaking of the fine fare there.

Hathorn (Just Retribution god's Temple), male dwarf (hill) Clr1: CR 1; Size M (3 ft., 11 in. tall); HD 1d8+2; hp 10; Init +1 (+1 Dex); Spd 20 ft.; AC 17 (+1 Dex, +5 Breastplate, +1 Buckler); Attack +3 Heavy Mace melee, or +1 Light Crossbow (19-20/2x) ranged; Damage 1d8+2 Heavy Mace, 1d8 Light Crossbow; SV Fort +4, Ref +1, Will +4; AL LN; Str 14, Dex 13, Con 15, Int 11, Wis 15, Cha 10.

Languages Spoken: Common, Dwarven.

Skills and feats: Appraise +2, Concentration +6, Craft +6, Hide +1, Listen +2, Move silently +1, Spot +2; Weapon Focus (Heavy Mace).

Possessions: Light Crossbow; Heavy Mace; Light Bolts (x9); Breastplate; Buckler; Potion of Cure Light Wounds (x2); Necklace of Prayer Beads (Blessing);

Cleric Domains: Destruction, Strength (Ohmblexis)

Cleric Spells Per Day: 3/2+1.

0 – Guidance, Resistance, Virtue

1 – *Endure Elements*, Divine Favor, Shield of Faith

Smite - Single melee attack +4 attack bonus, +1 damage once per day

Feat of Strength – +1 to Strength for 1 round

Personality: Hathorn is the rowdy priest who maintains the shrine to the god of just retribution. He strongly believes in maintaining law, the problem is his god hasn't completely told him which laws to maintain. As such, he will pound a lesson into anyone he feels has broken some law. He tends to frequent Astrin's Inn in hopes that a fight will break out, to allow him to practice his retribution. Normally if he's there, one does break out and he'll be in the middle of it, due to his perception of someone breaking a law. This peculiar coincidence has been noticed by Astrin, and she lays into him every time he enters her inn. He enjoys this verbal sparring and due to it has taken to Astrin. He'll come to her aid as if she were his sister and complain mightily about it the entire time. Hathorn doesn't understand why Alynian gets short with him, as he's only trying to maintain law in the town.

Jaellyn (Jaellyn's Forge), male half-orc Com3: CR 2; Size M (6 ft., 0 in. tall); HD 3d4+3; hp 13; Init +0; Spd 30 ft.; AC 16 (+4 Scale mail, +2 Large Steel Shield); Attack +6 Masterwork Falchion (18-20/x2) melee, or +1 ranged; Damage 2d4+4 Masterwork Falchion; SV Fort +2, Ref +3, Will +1; AL LG; Str 18, Dex 11, Con 12, Int 13, Wis 16, Cha 13.

Languages Spoken: Common, Dwarven, Orc.

Skills and feats: Climb +5, Craft (Blacksmithing) +11, Listen +5, Ride +5, Spot +5; Alertness, Skill Focus (Craft (Blacksmithing)).

Possessions: Masterwork Falchion; Masterwork Scale Mail; Large Steel Shield; Potion of Cure Light Wounds (x2)

Personality: Jaellyn, who runs the forge on the west side of town, is a very agreeable fellow. His light hearted attitude may be due to his half-orc heritage and his desire to overcome any prejudice that it might cause. His works are decent quality though he doesn't have the skill to produce any masterwork items.



Jaellyn is known for his generosity and will cut his customers a deal if they are truly down on their luck. He's been seen coming to the aid of many farmers who are short of cash and as such most of the town like and respect Jaellyn, and would be willing to come to his aid if ever needed. He has a secret admiration for Sinael, due to her gentle nature, but no one is aware of this fact. At times he's left new horseshoes and other metal worked items upon her doorstep when she was in need of them.

Miranor (Corporal of the Guard), female dwarf (hill) Ftr3: CR 3; Size M (4 ft., 1 in. tall); HD 3d10+12; hp 37; Init +2 (+2 Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 Masterwork Chainmail); Attack +7/+7 Masterwork Handaxe (one in each hand) (x3) melee, or +5 ranged; Damage 1d6+4 Masterwork Handaxe; SV Fort +7, Ref +3, Will +1; AL NG; Str 18, Dex 15, Con 19, Int 16, Wis 11, Cha 8.

Languages Spoken: Common, Dwarven, Gnome, Terran, Undercommon.

Skills and feats: Appraise +8, Balance +4, Craft (Weapon Smithing) +5, Handle animal +6, Hide +2, Listen +6, Move silently +2, Open lock +3, Pick pocket +4, Search +5, Spot +6; Alertness, Ambidexterity, Two Weapon Fighting, Weapon focus (Handaxe).

Possessions: Masterwork Handaxe (x2); Masterwork Chainmail; Potion of Cat's Grace; Potion of Cure Moderate Wounds (x2);

Personality: Miranor is a brutal fighter who will risk her life to save any of the townsfolk. Then after she saves them she'll berate them for their foolishness of getting into a situation where they needed to be saved. She has a blunt and sometimes cruel demeanor, which gets her into trouble. However, most of her poorly thought out comments have good intentions behind them. She likes to fight with both of her handaxes, which in conjunction to her coarse personality have earned her the nickname "Bladed Bitch". She respects Alynian for his clear insight and his ability to lay solid plans, but he drives her nuts with the fact that he doesn't always think everything through or misses the importance of key factors at times. So in this aspect the two of them compliment each other well. She has feelings for Hathorn and is truly at a loss whenever he's around, weather this is due to his raucous nature or because he annoys Alynian isn't known.

Niirfeil (Grey Sheep's Inn), female halfling (lightfoot) Brd2: CR 2; Size S (3 ft., 0 in. tall); HD 2d6+4; hp 16; Init +3 (+3 Dex); Spd 20 ft.; AC 15 (+3 Dex, +1 Size, +1 Bracers of Armor); Attack +3 Masterwork Shortsword (19-20/2x) melee, or +5 Dart ranged; Damage 1d6 Masterwork Shortsword, 1d4 Dart; SV Fort +3, Ref +7, Will +6; AL NG; Str 10, Dex 16, Con 15, Int 13, Wis 11, Cha 16.

Languages Spoken: Common, Gnome, Halfling.

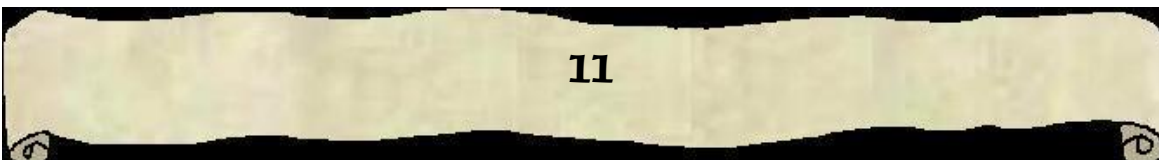
Skills and feats: Appraise +6, Balance +8, Climb +2, Escape artist +8, Hide +12, Jump +2, Listen +2, Move silently +5, Perform +8, Spot +0; Iron will.

Possessions: Masterwork Shortsword; Dart (x10); Bracers of Armor +1; Wand of Sleep (23 charges).

Bard Spells Known (3/1): 0th -- Dancing Lights, Detect Magic, Ghost Sound, Mage Hand, Resistance. 1st -- Sleep, Unseen Servant.

Personality: Niirfeil runs the Grey Sheep's Inn which is just inside the main gate. She maintains a tidy inn and feeds her patrons well. Most travelers, merchants, and simple folk frequent the Grey Sheep's Inn to enjoy some relaxing atmosphere and soothing beverages. Many times a merchant receives such excellent service that they will give her discounts on their wares. As a result of this, Niirfeil always maintains a high quality of goods both on her tables and in her rooms. She also enjoys performing at least a few songs every night which wins her even more admiration and support for her establishment. Most everyone in the town realizes that she has become a surrogate mother to Stahl, and as such they look out for her well being. She has a close friendships with Elix and Gest, due to the fact they frequent the Grey Sheep often.

Sinael (Sinael's Stables), female elf (high) Rgr1: CR 1; Size M (4 ft., 10 in. tall); HD 1d10-1; hp 9; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 Leather Armor); Attack +0 Scimitar (18-20/x2)+0 Short





N KHN >FF YKYAYYVFM

sword (19-20/x2) melee, or +4 Shortbow (x3) ranged; Damage 1d6+1 Scimitar, 1d6+1 Short sword, 1d6 Shortbow; SV Fort +1, Ref +3, Will +2; AL N; Str 12, Dex 16, Con 9, Int 13, Wis 14, Cha 9.

Languages Spoken: Common, Elven, Goblin.

Skills and feats: Animal Empathy +6, Concentration +3, Handle animal +4, Hide +6, Listen +4, Move silently +6, Search +3, Spot +4; Skill Focus (Animal Empathy); [Track].

Possessions: Scimitar; Short sword; Shortbow; 20 Arrows; Leather Armor; Potion of Speak with Animals (x2)

Personality: Sinael, is a delicate thing who enjoys the company of animals more than that of people. She runs the stables, which actually reside in the C-shaped building to the south of her store. Because she doesn't always feel comfortable with people, she tends to be rather curt when dealing with them. She acts as an appraiser for the merchants and has most any normal type of mount or livestock someone may wish to purchase. She'll sell riding gear but no wagons. Her closest friend in town is Gest, simply for the fact that he understands her love of nature. She suspects that Gest has been the one who's left new horseshoes and other metal worked items secretly at her door.

Theonius (Mayor), male human Brd5: CR 5; Size M (5 ft., 11 in. tall); HD 5d6+10; hp 29; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +3 Masterwork studded leather, +2 Large wooden shield); Attack +7 Masterwork Longsword (19-20/2x) melee, or +7 Masterwork Sling with masterwork sling bullets ranged; Damage Masterwork Longsword 1d8+2, Masterwork sling bullet 1d4; SV Fort +3, Ref +6, Will +6; AL LG; Str 15, Dex 15, Con 14, Int 12, Wis 14, Cha 17.

Languages Spoken: Aquan, Celestial, Common, Elven, Goblin, Gnoll, Gnome, Halfling, Orcish.

Skills and feats: Bluff +7, Concentration +9, Diplomacy +9, Disguise +10, Gather information +9, Knowledge +8, Knowledge (nature) +3, Listen +2, Perform +11, Speak language +7, Spot +2; Dodge, Skill Focus (Diplomacy), Weapon Focus (Longsword).

Possessions: Masterwork Sling; Masterwork Longsword; Masterwork Sling Bullets (x25); Masterwork Large wooden shield; Masterwork Studded Leather; Potion of Cat's Grace; Potion of Invisibility; Potion of Cure Moderate Wounds (x2); Potion of Charisma; Scroll [arcane, caster level 3; Arcane Lock; Cat's Grace];

Bard Spells Known (3/4/2): 0th -- Daze, Detect Magic, Ghost Sound, Light, Mage Hand, Resistance. 1st -- Charm Person, Cure Light Wounds, Mage Armor, Sleep. 2nd -- Cure Moderate Wounds, Hold Person, Invisibility.

Personality: A very easy fellow to get along with. He listens closely to what others have to tell him but is wise enough to separate misinformation from the truth. He rules by example and won't hesitate in getting his hands dirty for the good of the town. He gained his position as mayor after Laender left on his crusade against the orcs so he doesn't really know much about Laender's personality except that he hates orcs and is a fair trading partner. He likes to dress in bright colors and sometimes rather foppish outfits. But his wit is can be seen clearly in his brown eyes.

Zeliik (Zeliik's Shop), male human Mnk1/Sor3: CR 4; Size M (5 ft., 11 in. tall); HD 1d8+1 + 3d4+3; hp 17; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+3 Dex, +3 Wis); Attack +3 melee, or +3 monk, or +4 ranged; SV Fort +4, Ref +6, Will +8; AL LN; Str 14, Dex 16, Con 12, Int 14, Wis 17, Cha 17. Languages Spoken: Common, Halfling, Sylvan.

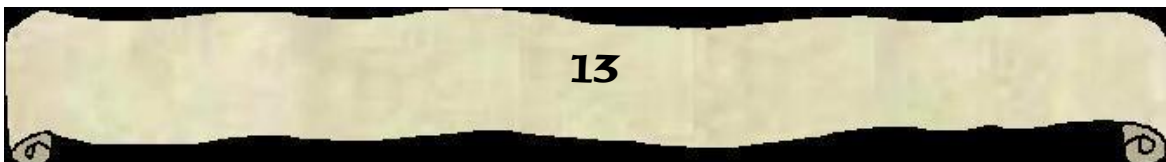
Skills and feats: Concentration +5, Disable device +3, Hide +5, Intuit direction +5.5, Knowledge (arcana) +7, Listen +9, Move silently +3, Perform +7, Profession +8, Spellcraft +8, Spot +5, Tumble +7, Wilderness lore +3.5; Improved Initiative, Alertness, Dodge, [Improved unarmed strike], [Stunning fist].

Possessions: Masterwork Shortspear; Potion of Cure Light Wounds; Potion of Invisibility; Potion of Ghoul Touch; Potion of Intelligence; Necklace of Fireballs (I);



Sorcerer Spells Known (6/6): 0th -- Detect Magic, Ghost Sound, Light, Mage Hand, Read Magic. 1st -- Chill Touch, Magic Missile, Mage Armor.

Personality: Zeliik returned to Stahl after Laender started settling his town. The sorcerer took his reward and built a fair arcane research lab. He now provides Stahl his services as the local mage in his shop. He is often hired by various merchants to verify the magical properties of goods they are dealing with. While he doesn't like Laender's racist attitudes, he doesn't really care too much. His schooling and business keep him entertained and well fed. Zeliik started out seeking mystic guidance from an elder monk, but he decided that *ki* training wasn't what he was looking for. However, his short time as a monk unlocked his inner magical abilities, which he has devoted his life to training. He also helps Theonius in dealing with potential magical troubles. The fact that both draw from an inner power to cast spells, has given Zeliik a feeling of kinship, where the mayor is concerned.



N KIN >FF YKYKAYNEM



Laendersburg

- 1 Militia Guard Tower
- 2 Crolin's Shop
- 3 Mickine's Forge
- 4 Sweet Harvest Inn

- 5 Laender's House
- 6 Ryn's House
- 7 Town Square
- 8 Sun god's Temple

1 Square = 20 feet



Laendersburg

Population: 94 Town Size: Hamlet
 Maximum Valued Item: 100 GP Community's Total Coins: 470 GP
 Power Center: Conventional Alignment: Lawful Neutral

Population Breakdown (Bold numbers indicate they will be further defined below):

Level 3 bards: 1	Level 1 bards: 2	
Level 2 clerics: 1	Level 1 clerics: 2	
Level 1 druids: 1		
Level 4 fighters: 1	Level 2 fighters: 1, 1	Level 1 fighters: 4
Level 1 paladins: 1		
Level 6 rogues: 1	Level 3 rogues: 2	Level 1 rogues: 4
Level 2 adepts: 1	Level 1 adepts: 2	
Level 4 commoners: 1	Level 2 commoners: 2	Level 1 commoners: 56
Level 7 experts: 1	Level 3 experts: 2	Level 1 experts: 1
Level 3 warriors: 1	Level 1 warriors: 3	

1 total full-time soldiers.
 6 total militia members

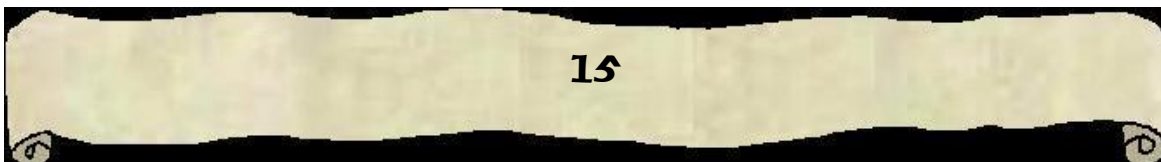
Town Attitudes: Laendersburg is a farming community through and through. Most of the population are simple farmers or retired individuals who are looking for a quiet life. Their only source of contact with the rest of the world is through the weekly trade with Stahl to the north. The folk of Laendersburg tend to be a private lot, not going out of their way to aid anyone in particular, sometimes including each other. However, if Laender were to rally them to a cause, such as defending the town, all would come flocking to his call. The general populace views Laender as a hero of the people and as such many of them have adopted his racist attitudes as their own. However, it should be noted that if the right set of events were to occur, many would eventually give up their own racist beliefs over time. The main trade of the town is farming.

Aislyn (Wife to Laender and full time soldier), female human Ftr2: CR 2; Size M (5 ft., 5 in. tall); HD 2d10+4; hp 23; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 19 (+2 Dex, +5 Breastplate, +2 Large Steel shield); Attack +6 (+1 Scimitar 18-20/x2) melee, or +4 ranged; Damage 1d8+3 (+1 Scimitar); SV Fort +5, Ref +2, Will +3; AL LG; Str 15, Dex 14, Con 14, Int 14, Wis 12, Cha 14.
 Languages Spoken: Common, Elven, Goblin, Orcish.
 Skills and feats: Climb +7, Diplomacy +4, Handle animal +6, Hide +2, Intuit direction +3, Listen +3, Move silently +2, Ride +7, Speak Language +1, Spot +3, Swim +5; Alertness, Improved initiative, Iron Will, Weapon Focus (Scimitar).

Equipment:

Scimitar +1; Large Steel Shield; Breastplate; Potion of Jump; Potion of Cat's Grace; Potion of Cure Moderate Wounds

Personality: Aislyn is a gentle soul who won't hesitate to bash heads when needed. This applies to her husband as well. She currently acts as the town's guard and can be found in the militia guard tower as often as not. She does this for two reasons. First, she is aware that there is an orcish threat present and doesn't want to see the town or the surrounding farms endangered. Second, she is also painfully aware of her husband's mental instability where it comes to orcs. As a result of this she wants to make sure she has the correct facts of a situation so she can 'advise' him of the proper course of action. Quite often her diplomacy where orcs are concerned is used on her own husband as much as anyone else. She loves the town and her husband and will defend either to the death. She is good friends with Asa. She also has old





ties with Alynian of Stahl who trained her with the way of the sword while she was pulling a stint a guard duty in Stahl.

Asa (Sun god's Temple), female half-elf Clr2: CR 2; Size M (5 ft., 8 in. tall); HD 2d8; hp 15; Init +0; Spd 30 ft.; AC 14 (+3 Studded Leather Armor, +1 Masterwork Buckler); Attack +3 Heavy Mace melee, or +1 Heavy Crossbow (19-20/2x) ranged; Damage Heavy Mace 1d8+2, Heavy Crossbow 1d8; SV Fort +3, Ref +0, Will +6; AL LG; Str 14, Dex 10, Con 11, Int 9, Wis 17, Cha 17.

Languages Spoken: Common, Elven.

Skills and feats: Concentration +5, Hide +0, Listen +4, Move silently +0, Search +0, Spot +4; Combat casting.

Possessions: Heavy Crossbow; Heavy Mace; Heavy Bolts (x22); Studded Leather Armor; Masterwork Buckler; Scroll [divine, caster level 3; Augury; Summon Monster II; Lesser Restoration]; Scroll [divine, caster level 1; Invisibility to Undead; Magic Stone]; Wand of Cure Light Wounds (14 Charges).

Cleric Domains: Heal, Good

Cleric Spells Per Day: 4/3+1

Typical Daily Spells:

0 – Cure Minor Wounds (x2), Purify Food and Drink, Guidance

1 – Bless, Deathwatch, Cure Light Wounds, *Cure Light Wounds*

Personality: Asa is an extremely beautiful priestess of the sun god. She was sent down to Laendersburg from Stahl to help watch over the newly formed community. She has built a small round shrine in the southwestern part of the hamlet. Asa has two assistants (1st level Clerics of the sun god) that aid her in tending to the flock. Her cures have won her a great deal of respect from all, and her gentle attitude has won the villager's hearts. She is somewhat disturbed by the racist attitudes that she sees every now and then but doesn't say much about them. Instead she is more concerned about the evil that lurks within the ruins of the orcish hall to the west. Her small stash of magic items are known to none and she will only unveil them should the town fall under direct attack. She is good friends with Aislyn and Faenair, who comes from Stahl to visit every once in awhile.

Crolin (Crolin's Shop), male halfling (lightfoot) Com4: CR 3; Size S (2 ft., 10 in. tall); HD 4d4; hp 10; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 Size); Attack +4 melee, or +5 ranged; SV Fort +2, Ref +6, Will +5; AL CG; Str 13, Dex 14, Con 11, Int 16, Wis 16, Cha 10.

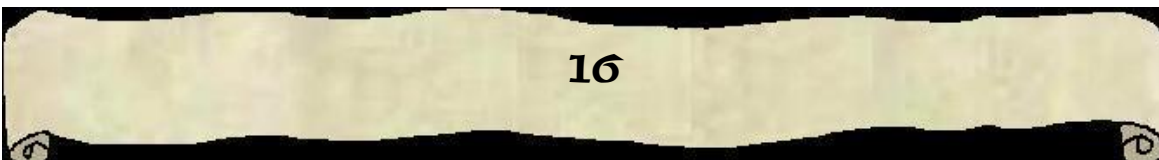
Languages Spoken: Common, Elven, Goblin, Halfling, Orc.

Skills and feats: Alchemy +5, Appraise +6, Bluff +3, Craft +6, Handle animal +5, Hide +6, Jump +3, Listen +7, Move silently +6, Profession (Bookkeeper) +9 Spot +8; Alertness, Lightning reflexes

Possessions: Light Mace

Personality: Crolin handles the general store for Laendersburg. He also acts as a record keeper for the farmers and a bookkeeper for the various businesses in town. He's very good at knowing a deal when he sees one. He will be able to get most basic supplies and goods without much difficulty within a week. Anything special will take a longer time and may not be possible due to his limited resources. Crolin is a meek halfling who will avoid any sort of trouble. However, because of his good connections in Stahl Laender will keep him safe from trouble to avoid having logistic problems. Because Crolin deals with the merchants from Stahl, he could provide a way to role-play the rumors. He doesn't share the town's racist attitudes as money doesn't care who holds it. He has a good business relationship with Elix in Stahl.

Laender (Constable and Town Leader), male human Ftr4: CR 4; Size M (5 ft., 6 in. tall); HD 4d10+12; hp 44; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+1 Dex, +6 Banded Mail, +2 Large





Steel Shield); Attack +9 Masterwork Longsword (19-20/x2) melee, or +6 Masterwork Longbow (x3) ranged; Damage 1d8+3 Masterwork Longsword, 1d8 Masterwork longbow; SV (with Cloak of Resistance) Fort +8, Ref +3, Will +2; AL LN; Str 16, Dex 13, Con 16, Int 15, Wis 11, Cha 13.

Languages Spoken: Common, Gnoll, Orcish.

Skills and feats: Diplomacy +4, Gather Information +3, Handle animal +7, Hide +1, Intuit direction +2, Jump +10, Listen +4, Move silently +2, Ride +6, Spot +4; Alertness, Combat reflexes, Dodge, Improved Initiative, Mounted combat, Weapon Focus Longsword.

Equipment: Masterwork Longbow; Masterwork Longsword; Longbow Arrows (x30); Masterwork Large Steel Shield; Banded Mail; Potion of Cure Light Wounds (x2); Potion of Bull's Strength; Cloak of Resistance +1

Personality: Laender is a fair ruler of his small village. His ability as a swordsman and experience in the wilds has allowed him to establish a larger than normal militia for a hamlet of Landersburg's size. His biggest flaw is his unrestrained racism against orcs and half-orcs. He will refuse to even be in a room with someone if he suspects them of having orcish blood in their veins. At the slightest shred of evidence, rather it is accurate or not, he will blame an orc or half-orc for any misdeed or vile plot. He will fly in to a rage if slightly provoked and will go on a tirade about the evil that orcs and half-orcs do, most of which is sheer nonsense. It should be noted that his racism could easily slip over to paranoia. He listens to his wife, Aislyn, and at times she's the only one who can calm him or talk some sense into him.

Mickine (Mickine's Forge), male dwarf (hill) Exp7: CR 6; Size M (4 ft., 2 in. tall); HD 7d6+14; hp 44; Init +1 (+1 Dex); Spd 20 ft.; AC 15 (+1 Dex, +4 Masterwork chain shirt); Attack +8 melee, or +8 ranged; SV Fort +4, Ref +3, Will +7; AL LN; Str 16, Dex 12, Con 14, Int 15, Wis 14, Cha 8.

Languages Spoken: Common, Dwarven, Goblin, Terran.

Skills and feats: Appraise +11, Balance +7, Craft (blacksmith) +13, Disable device +9, Forgery +14, Hide +3, Listen +8, Move silently +9, Read lips +4, Ride +15, Spellcraft +4, Spot +8; Skill focus (craft), Skill focus (forgery).

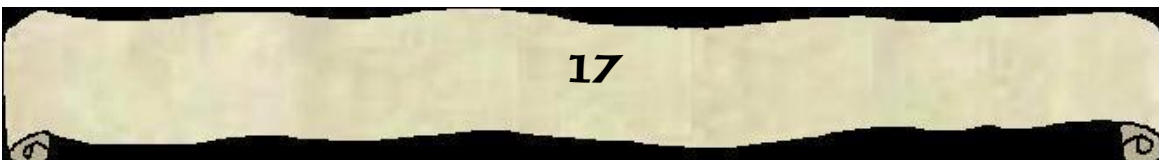
Possessions: Masterwork Heavy Mace; Masterwork Chain Shirt; Potion of Cure Moderate Wounds; Potion of Cure Serious Wounds.

Personality: Mickine setup his forge here only because the mayor of Stahl paid him handsomely. Since then he's not had much to complain about, because business is good with him being the only blacksmith in three days walk. However, he likes to complain anyway and will not hesitate to do so to anyone listening and even if they aren't listening. His goods are solid work and given enough time he can make any masterwork item. Mickine's a bit suspicious of Ryn as he always seems to have gold but never seems to do anything to earn it. Mickine's also picked up on Laender's racism and has similar attitudes if for no other reason than to give him one more thing to complain about. He'll charge a 50% premium to any half-orc character.

Ryn (Ryn's House), male elf (high) Rog6: CR 6; Size M (5 ft., 0 in. tall); HD 6d6+6; hp 26; Init +4 (+4 Dex); Spd 30 ft.; AC 18 (+4 Dex, Masterwork Studded Leather +3, Ring of Protection +1); Attack +9 (+1 Rapier) (18-20/2x) melee or +7 Masterwork Dagger (19-20/2x) or +8 Heavy Crossbow (19-20/2x) ranged; Damage +1 Rapier 1d6+3, Masterwork Dagger 1d4+2 Heavy Crossbow 1d8; SV Fort +3, Ref +9, Will +4; AL CN; Str 14, Dex 19, Con 13, Int 16, Wis 15, Cha 12.

Languages Spoken: Common, Elven, Goblin, Orcish.

Skills and feats: Alchemy +5, Balance +12, Diplomacy +10, Disguise +9, Gather information +6, Hide +12, Intimidate +8, Jump +9, Knowledge (religion) +4, Listen +11, Move silently +11, Open lock +10, Search +11, Sense motive +7, Spot +11, Use magic device +2; Alertness, Weapon Finesse (Rapier) Weapon Focus (Dagger).





Possessions: Heavy Crossbow; +1 Rapier; Masterwork Dagger; Heavy Bolts (x15); Masterwork Studded Leather; Potion of Cure Light Wounds; Potion of Cat's Grace; Potion of Sneaking; Potion of Alter Self; Ring of Protection +1;

Personality: Ryn is an unethical scoundrel who will side with anyone who seems to be fun or profitable. Unfortunately, this includes the orcs and goblins in the surrounding area. He has had dealings with these humanoids in the past to provide them goods, food, information, or as a mercenary. These actions are unknown to all in the town. While he was part of the original group that cleared out the orcs, his loyalty with them was dropped as he saw, Laender, time and again chase off someone who could be good for the town simply because they had orcish blood. This bittered Ryn and so he works with anyone who now strikes his fancy. His one main weakness is Asa. He is hopelessly in love with her and acts like a little boy whenever she's around and would never do anything to hurt her. More importantly he would do almost anything she asked...almost.

Saedar (Sweet Harvest Inn), male human Brd3: CR 3; Size M (5 ft., 7 in. tall); HD 3d6+3; hp 20; Init +0; Spd 30 ft.; AC 13 (+3 Studded Leather); Attack +0 melee, or +3 Masterwork Light Crossbow (19-20/2x) ranged; Damage 1d8 Masterwork Light Crossbow; SV Fort +2, Ref +3, Will +5; AL NG; Str 6, Dex 10, Con 13, Int 11, Wis 14, Cha 16.

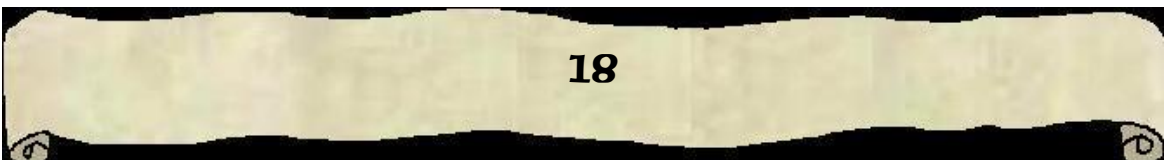
Languages Spoken: Common.

Skills and feats: Disguise +7, Gather information +9, Hide +2, Knowledge (arcana) +6, Listen +6, Perform +9, Spot +6; Improved Initiative, Alertness, Weapon focus (Light Crossbow).

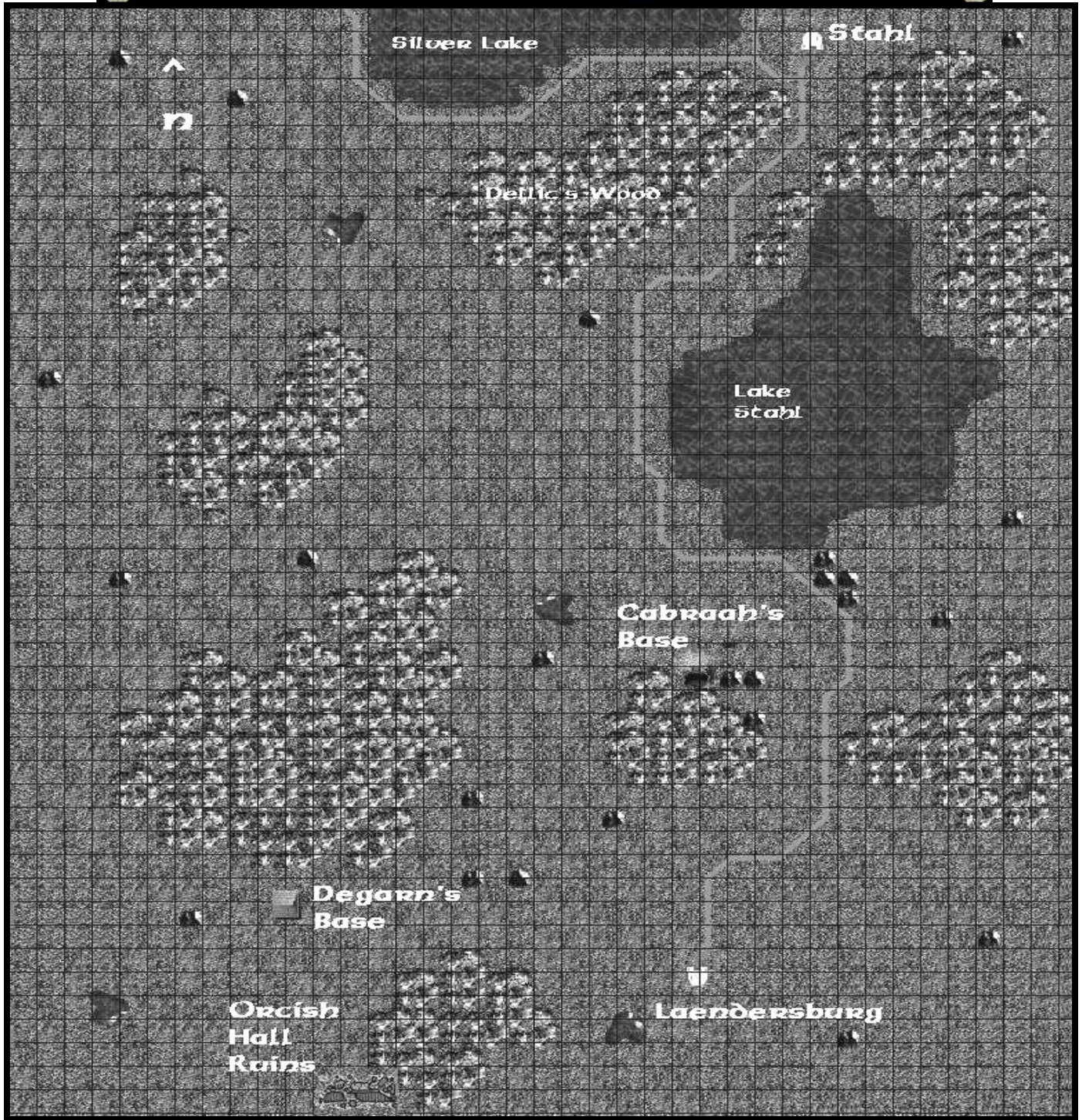
Possessions: Masterwork Light Crossbow; Light Bolts (x17); Studded Leather Armor; Potion of Cure Light Wounds; Ring of Protection +1;

Bard Spells Known (3/2): 0th -- Dancing Lights, Daze, Detect Magic, Open/Close, Prestidigitation, Resistance. 1st -- Charm Person, Summon Monster I, Sleep.

Personality: Saedar runs the Sweet Harvest Inn found just inside the gate. He requires travelers to stake their horses in the field across the road just south of the militia guard tower. Saedar was an adventurer until his party suffered heavy injuries from a large group of orcs. He had the tendons sliced in his left shoulder and his right hamstring was cut. Unfortunately, the damage was too deep for the healing magics of their cleric to completely fix. As such he now requires a cane to walk and doesn't have much strength. However, he still runs an excellent inn. The prices and food are reasonable and should trouble start he's been known to put the entire lot to sleep or to charm the person and make them work the bar for him. Should things get really ugly, he'll summon Dire Rats and use the light crossbow behind the bar to stop the troublemakers. Because of his poor experience with orcs, he has taken up Laender's racist banner. Any half-orcs will have to sleep outside of the Inn, and he's not above spitting on their food or in their drink.

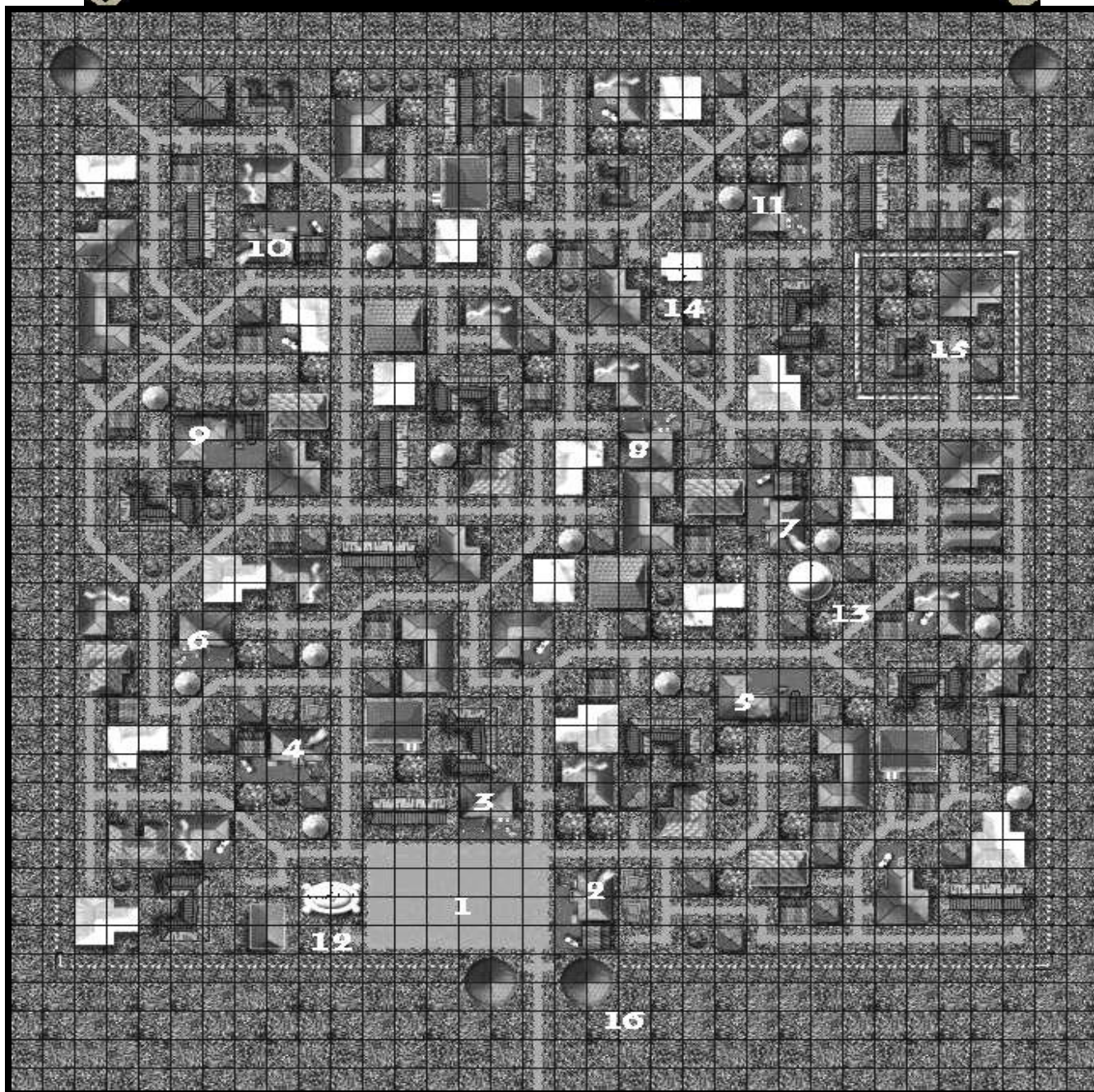


N KIN > FF YKYAYVME



Area Map

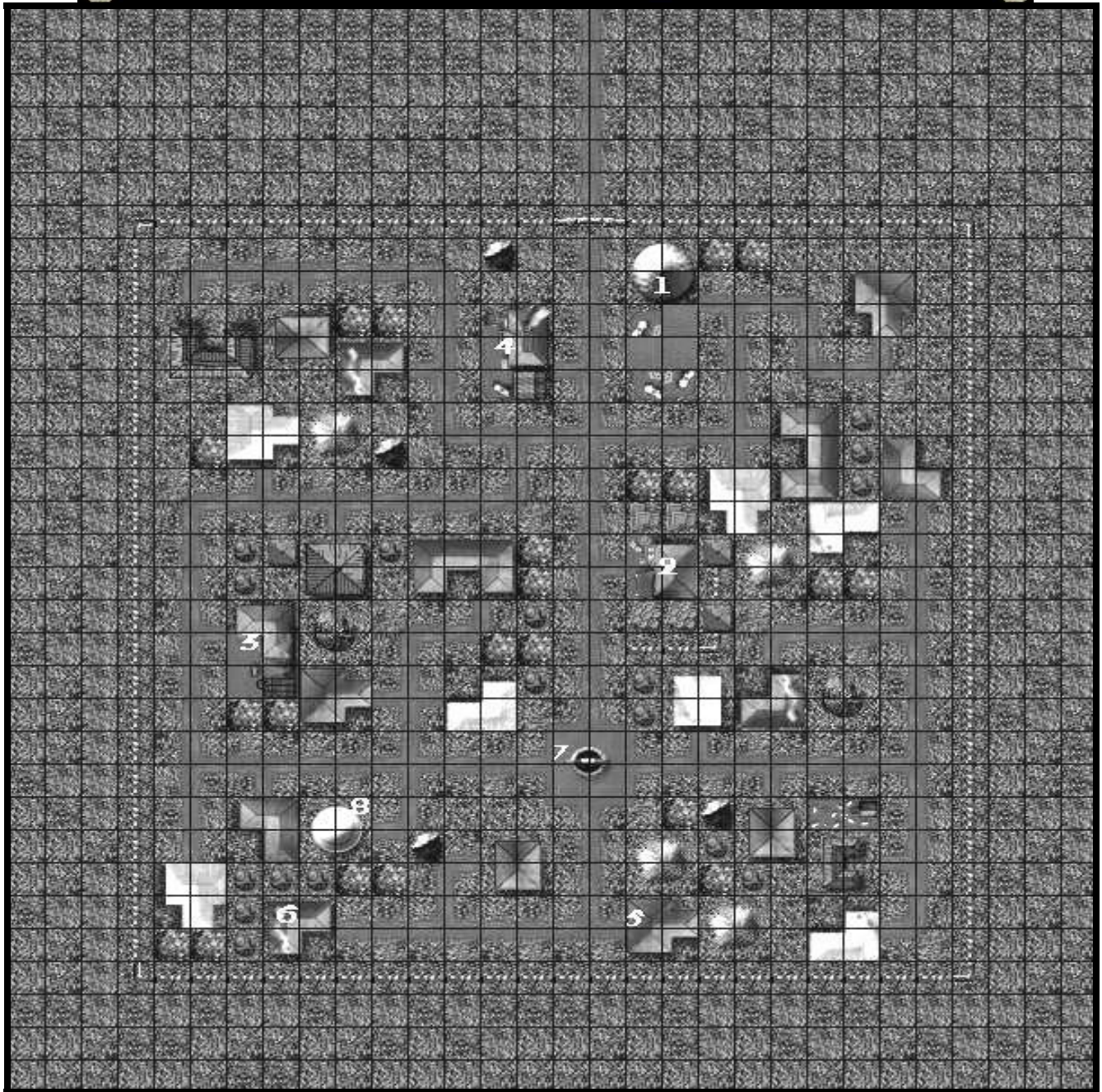
1 Square = 2.5 Miles



Stahl

- | | | |
|--------------------------|------------------------|-----------------------------|
| 1 Farmers' Market | 7 Astrin's Inn | 13 Sun god's Temple |
| 2 Grey Sheep's Inn | 8 Sinael's Shop | 14 Retribution god's Temple |
| 3 Elix's Shop | 9 Jaellyn's Forge | 15 Theonius's Manner |
| 4 Sleeping Grifpin's Inn | 10 Dancing Smoke Inn | 16 Guard Tower |
| 5 Argothorn's Forge | 11 Zeliik's Shop | 1 Square = 20 feet |
| 6 Babcock's Store | 12 Forest god's Temple | |

N KIN >FF YKYKAYNEM



Laendersburg

- 1 Militia Guard Tower
- 2 Crolin's Shop
- 3 Mickine's Forge
- 4 Sweet Harvest Inn

- 5 Laender's House
- 6 Ryn's House
- 7 Town Square
- 8 Sun god's Temple

1 Square = 20 feet

Open Game Content

All material derived wholly from the d20 SRD is considered Open Game Content. This includes but is not limited to all stat blocks, not including the proper names of NPC's, references to Skills and Skill Checks, spells, magic items, and other material as defined by the d20 SRD found at www.opengamingfoundation.org. All other content is designated as closed content, including but not limited to: NPC and Pre-generated character names, character personality text, monster descriptions and all other module text not otherwise required to be Open Game Content. All closed content as well as all illustrations contained within A Race for Retribution, Series Town Information are copy righted and wholly owned by Bard's Productions, LLC.

Bard's Productions, LLC reserves the right to publish addenda and/or modification to the designation of Open Game Content within this adventure on our web site if by the unilateral action of Bard's Productions, LLC by agreement of parties (including Bard's Productions, LLC) or by operation of law there is a change to the designation of Open Game Content.

All inquiries concerning any material presented within this document should be directed to the following email address:

Jeff_Colledge@bardsproductions.com

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

System Rule Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

A Race For Retribution, Series Town Information Copyright 2001, Bard's Productions, LLC