

PERIS5–02

# Between a Rhennee and a Hard Place

A One–Round D&D LIVING GREYHAWK<sup>®</sup>  
A Perrenland Regional Introductory Adventure

Version 1.2

Round 1

by Greg Jones

With war on all fronts, the people of the Northern Yatils are hard pressed to deal with the annual raids from the Tiger Nomads. In true Perrender fashion, they have called for mercenaries to help them deal with the situation. Are you ready? A Perrenland Introductory Adventure for APL 2.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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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## Introduction

This is an RPGA® Network adventure for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this adventure, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA adventure.

### Preparation

First you should print this adventure. This adventure was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

### Playing the Game

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

### Tracking

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

### Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level

characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

Perrenland is in a state of war. The forces of luz are attempting to force their way through the Kershane Pass and the Sepia Uplands. Despite some initial setbacks, leading to the loss of many of the brave men and women of the 1<sup>st</sup> Armie, the soldiers of Perrenland were able to bring the forces of luz to a standstill in the Kershane Pass. This has been achieved through the bravery of Perrenders and an alliance with the Guurhok Nation, an affiliation of Hextor-worshipping goblinoids.

Meanwhile, elements of the 2<sup>nd</sup> Armie, led by Madriga, have managed to secure the Sepia Uplands and deny a northern invasion route to the forces of luz. However, the people of Perrenland also face conflict from within its own borders. luz's evil mother Iggwilv has reappeared in the Yatil Mountains near the old Ur-Flan fortress of Kir-Russ. Since her reappearance, she has managed to sack the area around the Mounds of Dawn and has made efforts to join her forces with those of her son. With so many threats to the territorial integrity of Perrenland, there are very few troops to spare anywhere.

In the Northern Yatils, the Morgenrood Clan has managed to repel the raids of the Tiger Nomads for hundreds of years. However, this year their forces have been stripped to the bone by the wars on Perrenland's southern and eastern borders. Also, the appearance of the red dragon, Vermillion, in Brebenward has caused an immense amount of trouble for the insular clan. Apart from the number of refugees and monstrous humanoids fleeing out of the mountains, a large section of the Morgenrood Grafgardt has disappeared on a quest to hunt the dragon and kill her.

All this means, that for a sleepy little village on the northwest edge of Lake Quag, there is no help to be had when trouble comes to visit. As happens every year, the Tiger Nomads are raiding into Perrenland, creating havoc and causing unrest. However, this year, the Tiger Nomads are being advised and assisted in their efforts by some agents from the Empire of luz. These agents wish to see more than just destruction; they want to create another front for the war. To do this they are helping the Tiger Nomads to be more effective than ever before, both in the value of the raids and in the conflict they leave in their wake.

In the village of Luzerndorf a group of Rhennee have tied up their barges so that they may trade and do some routine repairs on their vessels, as they do every spring. This is perfectly legal in Perrenland, but for the under-protected people of Luzerndorf, the presence of so many strangers is a concern. The reputation and attitude of the Rhennee only adds to these concerns and, as such, tensions have begun to build. So far this has only led to some minor scuffles between the younger people of both groups, however it would not take much for hostilities to escalate.

Given the current situation, the raiders have been commanded by luzian agents to kidnap some of the village girls. The girls can then be sold for the profit of the Tiger Nomads, whilst the luzians are rewarded by an increase in tensions in the area. The hope is that there will be bloodshed between the villagers and the Rhennee, a situation that could lead to trouble all over Lake Quag. Even if there is no bloodshed, the increased tensions will lay the groundwork for future provocations - with the Rhennee being used as targets.

## Adventure Summary

This adventure begins with the PCs traveling to Huglerote to seek employment as mercenaries. The Morgenrood Clan is hiring people to help against the raids of the Tiger Nomads that occur each year. Having been hired by the recruiting officer in Huglerote, the PCs are given an assignment to suit their experience. Patrolling the edge of the Lake is seen as a milk-run, as the Tiger Nomads never raid along the Lake. However, the presence of the PCs is supposed to give the people of these villages comfort that they are not completely undefended.

As the PCs travel along the edge of the Lake, they come to the small village of Luzerndorf. Here the PCs witness first hand the tensions that exist between the lake people of Perrenland and the nomadic Rhennee. A fight has broken out between a Rhennee and one of the village lads, and the PCs arrive just in time to break it up. This will serve to demonstrate the already tense situation in the village, and allow the PCs to demonstrate their sense of justice. Having done so, the PCs are invited to stay in the village.

Like most villages in Perrenland, most of the men of Luzerndorf are currently on the frontline, fighting the war against luz. This means that the leaders of Luzerndorf are more concerned about security than normal. As it is time for the older

village boys to undertake their manhood ceremony, the mayor attempts to hire the PCs to watch over the boys. By tradition, the people of the village cannot get involved, and the other villages in the area are too short of men to help.

Assuming the PCs agree to help, they are given the use of a boat to travel to an island with the boys. The island contains the ruins of an old temple dedicated to Nerull, the god of the dead. The temple had many people sacrificed in it during ancient times, and on holy nights of Nerull the dead still walk the island. The PCs will need to help the boys defeat a group of undead that are walking on this unholy night of the dread god.

Having safely guided the young boys into manhood, the PCs return to Luzerndorf to find the village in an uproar. During the night the village has been raided and a number of the village girls and one of the Rhennee are missing. The villagers and the Rhennee are casting aspersions at each other and none will allow the search to get underway. The PCs are once again turned to and offered the commission of finding and rescuing the girls. The PCs have a number of options for information gathering and assistance. The people of the village can equip them with a boat and any supplies they need, while the Rhennee can give them maps and advice about the shoreline of the lake to the north. If the PCs are ill-equipped to man the boat, they can gain the assistance of either a villager or a Rhennee.

The PCs will then need to travel across the lake to the base of the raiders. En route they will encounter a Quagaloogal lizardfolk who has been ambushed by a group of kobolds. If the PCs stop to help the lizardfolk, they will get assistance in the form of a bird to guide them to the raiders' camp, and some healing from the lizardfolk. The PCs can then continue on to the raiders' camp. Depending on how the PCs approach the camp, they may have an easy time of overcoming the raiders, or they may have a difficult battle on their hands.

Having defeated the raiders, the PCs discover that the slaves are being watched over by a guardian. Defeating the guardian will allow the PCs to rescue the slaves and be hailed as heroes. It is then a simple matter to ambush the remaining boats and return the prisoners to their homes.

## Preparation for Play

**Important DM's Note Regarding Divination Magic In Perrenland During This Adventure:** At

some stage, the PCs may decide to cast some form of divination magic. The Nation Mocked series will be introducing the following effect into Perrenland regional adventures. The following divination spells will no longer function correctly in a Perrenland regional adventure. They can still be cast but the follow effects occur instead:

*Speak with dead:* The corpse lets out a deep groan and says the following "your doom is at hand mortal" and then implodes and turns to dust.

*Divination:* Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

*Sending:* Works normally if sent from the sanctified temple of the caster's god to another temple of the caster's god. Otherwise it instead delivers a Sonic Burst spell instead of a message.

*Commune with Nature:* Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a Doom spell cast at 9<sup>th</sup> level and an overwhelming feeling that the land is being blighted.

*Dream:* The PC suffers the effects of *Nightmare* at their caster level.

*Commune:* Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

*Scrying and Scrying, Greater:* The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka. Instead of seeing what they thought they would see they instead see the following.

***Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of luz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?***

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

**APL 2:** *Summon Monster II* (Fiendish monstrous spider, Medium).

**APL 4:** *Summon Monster IV* (Howler).

**APL 6:** *Summon Monster VI* (Fiendish monstrous spider, Huge).

**APL 8:** *Summon Monster VII* (Fiendish Girallon).

**APL 10:** *Summon Monster VIII* (Vrock)

**APL 12:** *Summon Monster IX* (Hezrou)

The PCs get no XP for this encounter as they could have avoided it. The Summoned Monster will stay for APL + 2 rounds.

Contact other plane: *Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).*

*Whispering Wind:* The spell causes a loud farting sound when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

## Introduction

The PCs have been hired to patrol the Lake edge north of Huglerote. The recruiting sergeant in Huglerote, Auchdritter Hans Reiner, took one look at the PCs and judged that this was the only task that they were qualified for. As such, the PCs find themselves traveling alongside Lake Quag north of Huglerote, looking for trouble, and with instructions to assist the villages with any problems they may have and, if necessary, to protect them from any threats that may appear.

***It is spring in Perrenland, and much of the country has found itself drafted by the Auszug (or army). This is due to trouble from both luz and his mother, Iggwilv, the Witch Queen. Your party has heard that there is trouble nearby – on the border of Perrenland and the Tiger Nomads. So you set out for the northern edge of Lake Quag, looking to make a name for yourselves, and maybe a little money.***

***Travel by boat is out of the question, with most of the boats on the Lake being used to assist in the war effort. Instead, you travel overland to Huglerote, where you are hired by a recruiting sergeant to patrol the Lake north of Huglerote. You get the impression that the recruiting sergeant, Auchdritter Hans Reiner, did not have a high opinion of your experience or abilities, which is why you have been given the next best thing to a milk run. However, the pay is good (50 gp each for the 4 week patrol)***

***and you instructions include “...defending the people of your designated patrol area from any and all threats, and to lend assistance to the people of your designated patrol area as you are able”. You realize that means you are merely waving the flag in the area, but a successful patrol will be good experience for the future, and there is always the chance that something real might happen.***

***As you approach the end of your first week of patrolling, your suspicions are confirmed that this is nothing more than a milk run. You have acted as honour guard at a local wedding, rescued a cat from a tree and helped bring in several catches of fish.*** <If there are any centaurs present, they have also been hard at work giving pony rides to the children.>

***As you are approaching Luzerndorf, the next village in your patrol area, you here the sounds of a fight ahead of you. Rounding a bend in the path you see a brawl between two teenagers. One is obviously a local lad, while the other is dressed in an outlandish fashion. He is wearing brightly colored clothing, has a red bandana on his head and has a large gold earring in his left ear. Both of the boys have a group of supporters cheering them on, and the lad in the outlandish clothing appears to be winning. As you approach, the cheering dies down and the supporters from both groups look upon you with guilty looks on their faces. Regardless, the two antagonists continue to fight.***

A Knowledge (Local-luz Border-States or Core) check DC 8 will reveal that the outlandishly dressed folk are Rhennee bargefolk.

**Vladimir kel Drega:** Male Human (Rhen) Rog1; hp 7, see appendix one.

**Walter Ludenstrag:** Male Human (Fl/Or) Com1; hp 9, see appendix one.

It will be easy for the PCs to break up the fight, as both of the boys have had enough by now. If they ask, the PCs will discover that the fight was because the Rhennee lad had been accused of having stolen something. Further questioning reveals that the Rhennee had just won at gambling, and the villagers are sore at having lost again. Vladimir will argue his innocence (I do not need to cheat, these villagers play so badly), while Walter will be surly, sure that Vlad has cheated, but unable to prove it.

This scene will introduce the PCs to the tensions in the village, and allow them to establish a reputation as fair and helpful heroes. Doing so will make their job much easier later in the adventure. If any PC goes to do *lethal* damage to one of the boys, then all of the villagers will scream “No! Don’t hurt them! Please! They are just boys!” If this warning is not heeded, and one of the boys are given *lethal* damage, then both the people of the village and the Rhennee will shun the PCs, and all CHA based checks made by every PC in this adventure will be at –4.

## Encounter One: The Village of Luzerndorf

The fight having ended, the PCs are invited to travel on to the village. Assuming that the PCs were fair in their dealings with the boys, they will have the option of visiting the Rhennee barges, where they will receive a warm welcome. If they promote a lynching, the Rhennee will be very hostile to the PCs for the remainder of the module, and all CHA based checks will be at –4. The PCs can also meet the people of the village and gather information about the local situation. This is also a good time to allow the PCs to purchase anything they might require (at *Player’s Handbook* prices).

The Rhennee are traders and have all standard equipment from the *PHB*, while Keldrine Blackhammer can make them any normal or masterwork weapons and armour from the *PHB*. If there are any centaurs in the group, she will also make alchemical silver or cold iron horseshoes for them (2 gp a set).

**Luzerndorf (hamlet):** Conventional (mayor, town council); AL LN; 100 gp limit, Assets 800 gp; Population 148 + 64 transient (Rhennee). (95% human, 5% dwarf); Authority Figures: Town Mayor: Heinrich Hauttrimmer.

***The village of Luzerndorf is a typical, small village that is situated on the edge of the region’s second largest lake – Lake Quag. You would estimate that there are about 150 people living here, plus about 60 itinerant Rhennee in their barges on the Lake. As you walk into the village, one thing that you notice almost immediately is that there are very few men between the ages of fifteen and fifty. Attached to many of the buildings in town are posters promoting the Auszug. The posters and the recruiting officers seem to have done their job well in this little village, for it seems that most***

***of the able bodied men have gone to the front for the war effort.***

The PCs have a number of options at this stage, including shopping, finding lodging for the night, visiting the Rhennee and talking to the locals to discover what news there is.

**Shopping:** If the PCs wish to go shopping, the village of Luzerndorf and the Rhennee can provide most things in the *Player’s Handbook*. GMs must use discretion here. The village is not going to be able to provide nobles’ outfits. However, there is a talented dwarf smithy in the village that can make masterwork weapons and armor for the adventurers if they wish. There is also a small Kerk temple in town with a 3<sup>rd</sup> level cleric, Bother Kurt Kerkmann in residence. The temple will sell the PCs up to three potions of *cure light wounds* if they ask (his entire supply), and as much Holy Water as they can carry.

**Keldrine Blackhammer:** Female dwarf Ftr4/Exp4; Skills: Craft (armor) +15, Craft (weapon) +15, hp 64.

**Brother Kurt Kerkmann:** Male human Clr3 (Pelor), hp 21. Note: Bother Kurt has feat *Augment Healing* and the Healing Domain.

**Lodgings:** The only inn in town is The Duck And Swallow, a small establishment on the Lakeside that specializes in oven-roasted waterfowl. The only other place for the PCs to stay is on the Rhennee barges, assuming they have good relations with the Rhennee. The inn has plenty of rooms and the innkeeper, Eliza, is more than happy to host the PCs. Any large animals that the PCs have will need to be stabled in a yard about 200 meters from the inn. Any centaurs in the group can find lodgings in the stable yard.

**Eliza Hoogelmeyer:** Com2/Exp2, hp 13.

**Information:** There are many sources of information in this small town, but the most obvious are the innkeeper (Eliza), the town cleric of Pelor (Kurt), the mayor (Heinrich), the Rhennee, and the teenagers at the fountain.

The fountain in the center of the village is a gathering place for all of the town’s youth. While they are more interested in flirting with each other than talking of local politics and events, they do know what is going on and will respond well to any PCs with a Charisma of 14 or more, or to the exotic nature of a centaur.

**Town Youths:** Katya, Hilda, Heidi, Hannah, Gertrude, Steffi, Margot, Kayt, Mill (female humans). Willem, Fritz, Walter (male humans). Conrad Blackhammer (male dwarf).

No matter where the PCs go for information, the result is essentially the same. They can make Gather Information checks and consult the table below:

DC	Information
5	Most of the men of the village have gone to the front to fight the war against luz.
10	This has made the leaders nervous about the safety of the village and its people, especially with all the Rhennee in town.
15	Some of the local boys are waiting to perform their manhood ceremony. It hasn't gone ahead yet because there is nobody to escort them to the island and watch over them.
20	The manhood ceremony involves going out to an island in the Lake and facing some dread opponent. If they are successful, they will be joining the army and going to fight luz.
25	The test is, in fact, about facing death and how a boy comes to terms with that. The test is an ancient one, dating back to the times when a village needed warriors to protect it from monsters and bandits. Those that do not show courage will not be trusted as warriors, and so must perform other duties for the village.
30	Not everybody hates or distrusts the Rhennee. Young Willem is seeing Katrina, a Rhennee girl, without the knowledge of either of their parents.

GMs should feel free to add any other little bits of information that will add flavor to the game. Especially feel free to elaborate on what is happening in the war against Iggwilv and luz.

**The Rhennee:** If in the introduction the PCs made friends with the Rhennee lad, then the Rhennee leader will welcome them as valued friends. If not, the Rhennee will ignore the PCs, only reacting to bar them entrance to the barges (with force if necessary).

The Rhennee are a very family based nomadic people who tend not to trust outsiders. They see anybody who is not a part of their family as being a potential mark, and are happy to fleece them for

all they can. However, once they give their friendship they are loyal without question and will do anything for a friend that they would for a family member.

***The Rhennee barges are very colorful, painted in bright colors and decorated with cloth and trinkets from across the Flanese. Some of the designs used are alien to your eyes speaking of the mysterious heritage of these strange people. However, the people are very friendly offering your drinks and food while ensuring that you are comfortable.***

While visiting the Rhennee the PCs can find out the above information, but with a different perspective. Note that while some of the Rhennee know about Willem and Katrina, Boris, the Rhennee leader and Katrina's father, does not.

**Boris kel Drega:** Male Human (Rhen) Rog5/Ftr2, hp 41.

**Katrina kel Drega:** Female Human (Rhen) Rog1, hp 6.

## Encounter Two: The Mystic Isle

When the PCs have finally run out of things to do in the village (or if the GM feels they are running out of time), the mayor will approach them with a proposition. He wants the PCs to act as guards for the boys of the village while they perform their manhood ceremony. The mayor knows what the PCs will be in for (having passed the test himself) but will only reveal it to them if they ask.

The test is one of courage: having to face the "walking dead". The villagers don't want to see the boys killed by this, which is why they are properly equipped and given an escort. While on the island, the boys and the PCs will be attacked by a group of undead from the temple of Nerull. They will need to defeat the undead before returning.

***Having investigated all of interest in the town, you are surprised to see an older man in ceremonial robes approach you, holding a long ornate staff. As he approaches the villagers near you go silent out of respect. While the man appears to be strong, the perceptive among you can see that his robe partially conceal that he has lost most of his left arm. "Greetings young adventurers, my name is Heinrich Hautrimmer and I am the***



**mayor of Luzerndorf. I hope you are enjoying your stay in our fine village.”**

Allow the PCs to answer as they will at this point and ask a few polite questions if they like before the mayor continues with his request.

**“It would seem that Pelor has answered our prayers in your arrival. We have need of some brave adventurers, if your services are available.”**

Once again, allow the PCs to answer and ask questions. If necessary, remind them that helping the people of ‘their designated patrol area’ is a part of their current contract.

**“I would like to hire you on behalf of the village to guard our young boys while they undertake their manhood ceremony. Normally men from neighboring villages would do this for us, but with the war there are none to spare. All that is required of you is to row out to an island with the boys, and sit with them through the night while they perform their vigil.”**

The mayor will answer questions, but he won’t volunteer a lot of information. He will offer the PCs 20gp each for this task, which most PCs (Knowledge-local DC 8) will realize is probably more than they can really afford. For most of the people of the village, 20gp would be equivalent of about a month’s wages!

Assuming the PCs agree, the mayor will introduce them to the boys, and show them where the boat is. If the PCs refuse, skip on to encounter three. The PCs wake up in the inn or on the barges to discover that something has occurred during the night.

If there are any clerics in the party, he will take them aside briefly and say:

**“I see that you are a cleric. You should know that the test involves facing the undead. I would like to ask you not to use your turn undead powers. Otherwise, it defeats the purpose of the test, and will prove nothing of the youths’ ability to face their fears with courage.”**

### The Youngsters

**Conrad Blackhammer:** Male Dwarf Ftr1; hp 13, See Appendix One.

**Fritz Baaker:** Male Human (FI/Or) Com1; hp 5, See Appendix One.

**Walter Ludenstrag:** Male Human (FI/Or) Com 1; hp 9, See Appendix One.

**Katya Siemensma:** Female Human (FI) Com1, hp 4, See Appendix One.

If the PCs comment on the obvious fact that Katya is female, then Heinrich will answer in simple terms, as if it were completely normal, that if she wants to fight in the war like a man, then she must pass the manhood ceremony.

The PCs are provided with a fishing boat, which is big enough to hold a sail and to have a deck and cabin. The boat is big enough for the PCs, the youths, any equipment they might want to take (including any dogs and familiars). It is not big enough to carry horses, however medium-sized centaurs can fit. The youths all have leather armor, staves and packs, except for Conrad who has a large hammer.

The boat trip to the isle is easy and without incident, unless *none* of the PCs have Profession (sailor). The trip will then result in the PCs being “looked down upon” by the youths, who can all manage a boat of this size on the lake.

***Before you is the mysterious island at which you will be spending the night. It is not a large island, but it is thickly covered in trees and undergrowth. Docking the boat at the only visible beach, you can see that a path leads into the darkness of the trees. Following the path, you soon come across some ancient ruins. It seems that the youths feel that this is where they should stand their vigil.***

The clearing is about 80’ across, with the ruins of the ancient temple at one end. Inspection of the ruins will reveal that it is an ancient site, probably of Ur-Flan origin. A Knowledge (religion) check (DC 15) will reveal that it is dedicated to the Flan gods of the Old Kerk, while a DC 20 will reveal that it is an ancient temple dedicated to Nerull, the god of the dead.

Nothing happens to the PCs until midnight, but feel free to increase the tension of this scene with Listen checks, a bit of fog, etc. Perhaps one of the PCs even hears some noise from the Lake (as the raiders pass). Once positions and watches for everybody has been determined (remember that the boys will all be awake), move on to midnight. Have the characters who are awake make spot checks (DC 12) to see the wolf skeletons appear on the far side of the ruins. Those who make the spot check can act during the surprise round. In

the surprise round, the skeletons are appearing as part of the summoning, and take no other actions.

***As midnight approaches, a break in the clouds overhead reveal the full moon. The moonlight bathes the clearing, giving it a creepy feel. Even creepier are the wolf skeletons charging across the clearing at you.***

**Creatures:** This encounter is supposed to be a test for the youths, but the war has enhanced the negative energy in the whole country. Therefore, more undead emerge than the mayor expected. You should still remind the clerics in the party of the mayor's request. Note that an additional wolf skeleton has been added due to the number of NPCs.

### **APL 2 (EL 3)**

**Wolf Skeletons (4):** hp 13 each; see *Monster Manual* page 226.

**Tactics:** The skeletons are summoned creatures, raised by the ambient magic that still exists in the old holy place. They will attack as automatons, seeking to destroy all who do not wear a holy symbol of Nerull. Remember that the wolf skeletons DO NOT have a wolf's trip attack!

**Treasure:** None.

## **Encounter Three: A Village In Turmoil**

If the PCs escorted the youths to the island, they have this encounter when they return in the morning. If they stayed in town, they wake up to hear shouting in the main square.

***Entering the main square of the village you can see that many of the people of the village are upset, shouting and gesturing, some at the Rhennee and some at the mayor. The mayor is trying to restore order and quiet everybody but his efforts so far seem to be in vain. Seeing you standing on one side of the square, the mayor gestures then walks over to you.***

Adjust the following dialogue as needed if the PCs did not go out to the island.

***“Brave adventurers! I have need of your services again! During the night three of the village girls, Heidi, Margot and Steffi were kidnapped. There is no indication of where they might have been taken, but when we went to ask the Rhennee about it, they were untying to leave. We have stopped them from leaving***

***but we need your help desperately, both to talk to the Rhennee and to find those who are missing!”***

If the PCs refuse, the adventure ends here. Feel free to remind them of their contractual duties, but if they insist, it is over. If they accept, they have a number of things they can do, including dealing with the Rhennee, inspecting the crime scenes, finding Willem and Katrina and inspecting the Lakeside where the raiding boat docked.

**The Rhennee:** The Rhennee are upset because Katrina is missing but she has not been kidnapped as most suspect, she is simply spending the night with Willem. If the PCs already have friendly relations with the Rhennee, it will be possible to calm things down and get the Rhennee to agree to stay and assist with a Diplomacy check (DC 10). If the PCs have not made friends with the Rhennee the Diplomacy check will be DC 15. Give the PCs a +5 to their diplomacy check if they think to point out that leaving now will make it look like the Rhennee are responsible. If asked which way a boat would go, Boris will say that the most likely direction is north along the Lake until at the border of the Nomad Territories. It is the only way to smuggle people out of Perrenland, as all other directions are heavily patrolled with the war.

If Boris is especially well disposed to the PCs, he will lend them a map of the Lake that shows all of the coves and inlets that the raiders could be hiding in.

**The Crime Scenes:** Inspecting the rooms where the girls were sleeping will reveal essentially the same thing in each case. The window has been opened and in the case where the window was locked (Steffi's room) the lock was picked. In Heidi's room, a Search check (DC 15) will reveal a small dart on the floor. The dart was coated in a narcotic (sleep venom) to knock the girl unconscious.

Tracks can be seen in the dirt under the windows and they can be followed to the Lake with a Survival check (DC 8).

**Lakeside:** At the side of the Lake can be seen marks from where a boat has been beached. By the size of the mark it would appear that the boat is about the same size as the large fishing boat that the PCs were provided with previously, a very common sight on the Lake.

**Willem and Katrina:** If the PCs know about Willem and Katrina's affair, it is an easy enough task to track them down. They have gone south to

a little cove in the Lake which is only half a mile from the village. While they will be embarrassed at being discovered, they know nothing about what has happened during the night. Finding Katrina will make Boris more helpful with the PCs, and even more antagonistic with the villagers.

Discovering what has happened to the girls, the village (in the person of the mayor) will entreat the PCs to go after them. If asked for money, the mayor will go as high as 50gp per PC, but it is obvious that this will be hard on the village. It will also be taken out of the PC's pay at the end of the adventure, so there will be no gain for the PCs anyway. He will also offer the PCs the use of the fishing boat they used to take the boys to the island. If the PCs ask for help with the boat, they can enlist one of the boys from the trials, or if they prefer the Rhennee, they can enlist the aid of Vladimir kel Drega.

## Encounter Four: Race Across The Lake

The race across the Lake to find the girls should be full of suspense, but if the game is running short of time, feel free to cut this section down. It would be appropriate to ask the PCs to make Profession (sailor) checks (DC 10), and to remind them that if they joined the Zee Auszug they would be trained to deal with this sort of circumstance.

The journey across the Lake to the kidnapers' camp will take the PCs at least a day and a half. In that time *the players should be allowed to rest to regain their spells at least once*. This will be critical as the final encounter will be tough if the spell-casters are out of spells.

In the first hour of their journey across the Lake the PCs will witness a battle taking place between a Quagaloogal lizardfolk and a group of kobolds. The reason for this battle is territorial, and the PCs are able to avoid it if they wish. If the PCs decide to help the lizardfolk with the battle, the lizardfolk will be able to aid them on their quest.

***Leaving Luzerndorf, you have a chance to sail across the Lake and achieve what you came here to do, to protect your country and its people. The weather is perfect for sailing, although the skill of the sailors sometimes makes the journey a bit of a trial. About an hour into your journey you notice a battle occurring on the shore about 120' off your port bow (that is the front left side of the boat for***

***the nautically challenged). It seems that a group of kobolds are doing everything in their power to wipe out one of the Quagaloogal lizardfolk.***

**Creatures:** This is a territorial dispute between the lizardfolk and the kobolds. The kobolds have ambushed the lizardfolk and have the advantage of position. It is assumed that the PCs will come in on the side of the lizardfolk, as kobolds are known to be evil creatures. Assuming they do, this encounter will begin at a distance of 120', with the PCs approaching from the rear of the Kobolds' position.

### APL 2 (EL 3)

**Sariss:** Lizardfolk Drd2; hp 2 (31); see *Appendix One*.

**Maxitees:** Kobold Adept3; hp 17; see *Appendix One*.

**Kobolds (8):** hp 4 each; see *Monster Manual* page 161.

**Tactics:** The Kobolds managed to ambush seriously wound Sariss (he only has 2 of his 31 hp left). They now have Sariss pinned down and it seem only a matter of time before he will be surrounded and killed. If the PCs join the fight, the Kobolds will flee once they lose either half their numbers, or their leader. Sariss will not fight until surrounded, as he is too badly wounded. Note that Maxitees has already used his *Bless* for the ambush. If the PCs look like they need help, Sariss will cast his *Summon Monster I*.

**Development:** If the PCs drive off the Kobolds in time to save Sariss, he will meet with the PCs and offer his aid and thanks, go to encounter five. If not, the PCs assistance from this encounter and go straight to encounter six. In the unlikely event that the PCs try to assist the Kobolds, the PCs get only half XP for the encounter, and no assistance.

### Treasure:

APL 2: Loot – 56 gp, Coin – 0 gp, Magic – 4 x *Potions of Cure Light Wounds* - (32 gp).

## Encounter Five: Gunboat Diplomacy

Having driven off the kobolds the PCs now have the opportunity to talk with Sariss. Sariss feels he has an obligation to the PCs, and assuming they are willing to tell him what they are doing, he will offer what assistance he can.

***Having defeated the Kobolds you are approached by the Lizardfolk. While badly wounded, it is obvious that this is a creature of some importance within his own society. His clothing and adornments are as spectacular as they are alien to you.***

***“Greetings no-tails, I am Sariss of the Quagaloogal lizardfolk. I want to thank you for your assistance with those pesky kobolds. But tell me, what brings so many no-tails onto this area of the Lake on this bright day?”***

Allow the PCs to answer as they like, and even to ask Sariss some questions. He will be as helpful as he can, but he won't reveal where his people live, nor will he take the PCs there. He will also hedge around what was going on between him and the Kobolds. The closest he will come to the truth is that Kobolds are evil little creatures who will attack anybody, and that they took him by surprise as they are wont to do.

If the PCs tell Sariss about their mission to save the girls from the slavers, he will offer to help them in the following way:

***“I have noticed that boat on the Lake for the last few days. I sent my friend Atriss to investigate and she found a small cove where these no-tails you chase have set up a dwelling. For your assistance, I will ask Atriss to show you the way to the cove. When you reach the cove, Atriss will chirp three times, then return to me. How you deal with your enemies is up to you. However, I also offer you these berries, which will keep you healthy and help to heal your wounds.”***

Sariss then presents the PCs with a pouch containing 12 *goodberries*, and will cast two *Cure Light Wounds* spells on the party members that need it most.

Atriss is a coot, a small water bird that acts as Sariss' animal companion. She will show the PCs the way to the cove with short bursts of flight in the direction they need to travel. In between flights, she will rest on the front of the boat.

**Development:** If the PCs are being paranoid and choose not to tell Sariss what they are doing, he will still give them the *goodberries*, and cast two *Cure Light Wound* spells on the party members that need it most.

## Encounter Six: The Bay of Tigers

The way in which this encounter will work is entirely dependent on what the PCs did in Encounter Four. If the PCs helped the Lizardfolk, they will know when they have arrived at the correct bay and will be able to sneak over the headland to surprise the raiders. If not, they will need to sail straight into the cove. After having already checked twelve coves and bays the PCs will not have the time to sneak over the headlands at every inlet they come across. If they insist on doing so, they raiders will be gone when they finally arrive, two days later. The exception to this is if a party member has a familiar that: a) can fly; and b) can converse intelligently about what it sees with its master.

***You travel across the Lake for the remainder of the day and the night. In that time you are able to get some rest, uncomfortable but never the less critical for the spell-casters. It is this fact more than any other that shows you the true value of water-craft, and the way in which they can be used to aid Perrenland in the war.***

Read the following if the party has Atriss with them:

***As dawn breaks you approach yet another small cove and you all watch Atriss, waiting for the chirps that have not come as you past all the other inlets you have seen. However, this time she does chirp, three times, and then flies away. It would seem that you have reached your destination, and only the headlands lie between you and the raiders' camp.***

Read the following if the party does NOT have Atriss with them:

***With the sun high in the sky, you round the headlands into yet another small cove, some of you wonder if you will ever find the raiders' camp. However, it seems that your journey is over, as you can see before you an encampment, and a newly constructed jetty. Unfortunately, the raiders have a watch set and as you approach the jetty you can hear the sound of a warning bell being rung.***

If the PCs cross the headlands, read the following, otherwise read them the text above:

***Having grounded your boat on the shore, it is easy for you to cross the headlands on this side of the cove. As you top the rise you can***

**see an encampment of several tents and a wooden cage over a pit. There is a guard on duty at the dock, but there are no boats in sight.**

If the PCs have crossed the headlands, then they can approach within 30' of the guard without being noticed if they make a move silently check at DC 12 (the guard is focused on the lake). If they sail into the cove, the encounter begins at 180' with the PCs still in the boat. The raiders not on guard will appear from the tents after 1d3 rounds. If the PCs did not have Atriss with them, all of the raiders are up and about already.

**Creatures:** The guards will try to raise the alarm as best they can for assistance. The guard on the dock has a bell, the others will simply yell. The large tent contains four raiders, the Leader's tent contains the Ubadai and the sixth raider (who is also the only female among the raiders). The raiders will fight to the death, as to return and leave their companions behind would be too much of a dishonour.

#### **APL 2 (EL 4)**

**Ubadai:** Male human (Ba) Rog2; hp 12; see Appendix One.

**Tiger Nomad Raiders (6):** Human (Ba) War1; hp 5 each; see Appendix One.

**Tactics:** The raiders will attempt to fight off the PCs as best they can. Ubadai will try to flank to best be able to use his sneak attack. These are not the most experienced of the Tiger Nomads, and have yet to develop elaborate tactics.

**Development:** If the PCs ask to search the tents, they will find saddles, equipment and other basic loot. In Ubadai's tent they will find Ubadai's stash of magic potions and 135gp in coin.

#### **Treasure:**

APL A: Loot – 320 gp, Coin – 26 gp, Magic – *Potion of Cure Light Wounds* x 4- (32 gp).

## **Encounter Seven: The Guardian of the Pit**

The slave pit is the obvious place to look after the PCs have defeated the raiders. The cage covering the pit holds a worg, placed there by the raiders to guard the slaves. The worg is kept well fed so that it will not feel the need to snack on the prisoners or its keepers. The worg is also intelligent enough to react when the PCs attack

the camp. It will take the worg 6 rounds to open the cage from when it becomes aware of the presence of the PCs. After that point it will do its best to kill the PCs.

**Inside the cage that covers the pit you can see a worg tearing at the ropes that hold the cage together. It does not look like it will take the worg long to escape. However, the bars of the cage are wide enough to get a spear through.**

**Creature:** The worg must be gotten past before the slaves can be removed from the pit. If the PCs attack the worg through the cage, the worg will spend a full round action breaking the door off the cage, and then will proceed to attack them. This means that the party should get at least two rounds of attacks in before the worg starts to tear them apart.

#### **APL 2 (EL 2)**

**Worg (1):** hp 30; see *Monster Manual* page 256.

**Tactics:** As soon as the worg becomes aware of the PCs it will try to quietly tear at the binding to get out of the cage, a process that will take 6 rounds. If the PCs wound the worg before the 6 rounds are up, it will take a full round to break the door of the cage, then attack the nearest PC.

**Development:** Having defeated the worg, the PCs can rescue the 14 women from the slave pit. If they did not know already, this is where they will discover that Katrina was not kidnapped by the slavers.

## **Conclusion**

**Inside the pit are 14 young women, taken from a number of villages on the Lake. As the day passes you are able to ambush the two boats that the raiders have been using as they return. In the process you are able to rescue another 6 young women, and to claim the boats as spoils of war. Upon returning the young women to their villages you are hailed as heroes, having prevented an unimaginable fate.**

**You have now completed your first mercenary contract, and have the option of using this experience to join either the Auszug or the Pax Mercuri. After all, it's not a job, it's an adventure!**

**The End**

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter Two

Defeat the Wolf Skeletons

APL2 90 xp

### Encounter Four

Defeat the Kobolds / Aid the Lizardfolk

APL2 90 xp

### Encounter Six

Defeat the Raiders

APL2 120 xp

### Encounter Seven

Defeat the Worg Guardian

APL2 60 xp

### Story Award

Rescue the Girls:

APL2 60 xp

### Discretionary roleplaying award

APL2 30 xp

### Total possible experience:

APL2 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.

### Introduction: Signing the Contract

APL 2: L: 0 gp; C: 50 gp; M: 0 gp

### Encounter Four: Races on the Lake

APL 2: L: 56 gp; C: 0 gp; M: 16 gp – 2x Potion of Cure Light Wounds (8gp each)

### Encounter Six: The Bay of Tigers

APL 2: L: 320 gp; C: 96 gp; M: 32 gp – 4x Potion of Cure Light Wounds (8 gp each)

### Total Possible Treasure

APL 2: L: 376 gp; C: 146 gp; M: 48 gp - Total: 570 gp (450 gp cap maximum)

## Combat Appendix – APL 2

### Encounter Intro

**Vladimir kel Drega:** Male Human (Rhen) Rogue Level 1; CR 1; Medium Humanoid (Human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk/Grp: +0/+1; Atk +2 melee (1d6+1/18-20, masterwork rapier); Full Atk +2 melee (1d6+1/18-20, masterwork rapier); Space/Reach: 5ft./5 ft.; SA Sneak Attack +1d6; SQ Trapfinding; AL CN; SV Fort +1, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 14.

**Sneak Attack:** If a rogue can catch an opponent when he is unable to defend himself effectively from the attack, the rogue can strike a vital spot for an extra 1d6 damage.

**Trapfinding:** Rogues can use the search skill to locate traps when the task has a difficulty class higher than 20.

*Skills and Feats:* Bluff +6, Climb +6, Listen +4, Profession (Sailor) +4, Profession (Gambler) +4, Search +4, Sleight of Hand +7, Spot +4; Combat Expertise, Improved Feint.

*Possessions:* Masterwork rapier, sap, cards, dice, load clothes and jewelry.

**Walter Ludenstrag:** Male Human (FI/Or) Commoner Level 1; CR ½; Medium Humanoid (Human); HD 1d4+5; hp 9; Init -1; Spd 30 ft.; AC 11, touch 9, flat-footed 11; Base Atk/Grp: +0/+2; Atk +2 melee (1d6+2, quarterstaff); Full Atk +2 melee (1d6+2, quarterstaff); Space/Reach: 5ft./5 ft.; AL CG; SV Fort +2, Ref -1, Will +1; Str 14, Dex 8, Con 14, Int 10, Wis 12, Cha 16.

*Skills and Feats:* Profession (Sailor) +7, Profession (Cook) +8; Skill Focus (Cook), Toughness.

*Possessions:* Leather armour, quarterstaff, waterskin, rations, pack.

### Encounter Two

**Conrad Blackhammer:** Male Dwarfven Fighter Level 1; CR 1; Medium Humanoid (Dwarf); HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 13, touch 11, flat-footed 12; Base Atk/Grp: +1/+4; Atk +5 melee (1d8+3/x3, warhammer); Full Atk +5 melee (1d8+3/x3, warhammer); Space/Reach: 5ft./5 ft.; SQ Dwarf racial traits, darkvision 60ft.;

AL LN; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Craft (Armoursmith) +6, Craft (Weaponsmith) +6; Power Attack, Weapon Focus (warhammer).

*Possessions:* Leather armour, warhammer, waterskin, rations, pack.

**Fritz Baaker:** Male Human (FI/Or) Commoner Level 1; CR ½; Medium Humanoid (Human); HD 1d4+1; hp 5; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk/Grp: +0/+2; Atk +2 melee (1d6+2, quarterstaff); Full Atk +2 melee (1d6+2, quarterstaff); Space/Reach: 5ft./5 ft.; AL NG; SV Fort +1, Ref +1, Will +1; Str 14, Dex 14, Con 12, Int 10, Wis 12, Cha 14.

*Skills and Feats:* Climb +4, Profession (Sailor) +7, Profession (Fisherman) +3, Swim +6; Athletic, Endurance.

*Possessions:* Leather armour, quarterstaff, waterskin, rations, fishing line, pack.

**Walter Ludenstrag:** Male Human (FI/Or) Commoner Level 1; CR ½; Medium Humanoid (Human); HD 1d4+5; hp 9; Init -1; Spd 30 ft.; AC 11, touch 9, flat-footed 11; Base Atk/Grp: +0/+2; Atk +2 melee (1d6+2, quarterstaff); Full Atk +2 melee (1d6+2, quarterstaff); Space/Reach: 5ft./5 ft.; AL CG; SV Fort +2, Ref -1, Will +1; Str 14, Dex 8, Con 14, Int 10, Wis 12, Cha 16.

*Skills and Feats:* Profession (Sailor) +7, Profession (Cook) +8; Skill Focus (Cook), Toughness.

*Possessions:* Leather armour, quarterstaff, waterskin, rations, pack.

**Katya Siemensma:** Female Human (FI) Commoner Level 1; CR ½; Medium Humanoid (Human); HD 1d4; hp 4; Init +7; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk/Grp: +0/+1; Atk +1 melee (1d6+1, quarterstaff); Full Atk +1 melee (1d6+1, quarterstaff); Space/Reach: 5ft./5 ft.; AL CG; SV Fort +0, Ref +3, Will +0; Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 12.

*Skills and Feats:* Climb +5, Profession (Sailor) +6, Swim +5; Athletic, Improved Initiative.

*Possessions:* Leather armour, quarterstaff, waterskin, rations, pack.

## Encounter Four

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**Sariss:** Male Lizardfolk Druid Level 2; CR 3; Medium Humanoid (Reptilian); HD 2d8+4 plus 2d8+4; hp 31; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +2/+4; Atk +4 melee (1d6+2, club); Full Atk +4 melee (1d6+2, club); Space/Reach: 5ft./5 ft.; SA Spells; SQ Hold breath, animal companion, nature sense, wild empathy, woodland stride, trackless step; AL N; SV Fort +6, Ref +4, Will +6; Str 14, Dex 10, Con 16, Int 10, Wis 16, Cha 12.

*Skills and Feats:* Balance +6, Heal +6, Jump +9, Knowledge (nature) +6, Survival +15, Swim +10; Multiattack, Self Sufficient.

**Hold Breath:** A Lizardfolk can hold its breath for a number of rounds equal to its Constitution score before it risks drowning.

**Animal Companion (Ex):** Sariss has a coot (a water bird) named Atriss as his animal companion. Atriss accompanies Sariss on his adventures, but is otherwise typical for her kind.

**Nature Sense (Ex):** A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

**Wild Empathy (Ex):** a druid can use body language, vocalizations and demeanor to change the attitude of an animal. This ability function just like the diplomacy skill. The druid rolls a d20 and adds their druid level and Charisma modifier.

**Woodland Stride (Ex):** A druid may move through any sort of undergrowth at normal speed without taking damage or suffering impediments. Magically created or manipulated thorns and briars still impede the druid.

*Possessions:* Large Shield, club, healer's kit, ornaments and jewelry, *goodberries*.

*Spells Prepared* (4/3/; base DC = 13 + spell level): 0—[*cure minor wounds*, *detect magic*, *guidance*, *read magic*]; 1st—[*cure light wounds* (2), *summon monster I*, *speak with animals*].

**Maxitees:** Male Kobold Adept Level 3; CR 1; Small Humanoid (Reptilian); HD 3d6+3; hp 17; Init +6; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk/Grp: +2/-4; Atk +5 ranged (1d6/19-20, light crossbow); Full Atk +5 ranged (1d6/19-20, light crossbow); Space/Reach: 5ft./5 ft.; SA Spells; SQ Darkvision 60', light sensitivity; AL LE; SV Fort +1, Ref +3, Will +4; Str 6, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

*Skills and Feats:* Concentration +8 (+12), Spellcraft +7; Combat Casting, Improved Initiative.

*Possessions:* Masterwork Light Crossbow, Potion of *Cure Light Wounds* (x2)

*Spells Prepared* (3/3; base DC = 12 + spell level): 0—[*Detect magic*, *ghost sounds*, *touch of fatigue*]; 1st—[*Bless*, *burning hands*, *sleep*].

## Encounter Six

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**Ubadai:** Male Human (Bac) Rogue Level 2; CR 2; Medium Humanoid (Human); HD 2d6+2; hp 12; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk/Grp: +1/+2; Atk +5 melee (1d6+1/18-20, masterwork scimitar) or +4 ranged (1d6/x3 composite short bow); Full Atk +5 melee (1d6+1/18-20, masterwork scimitar) or +4 ranged (1d6/x3 composite short bow); Space/Reach: 5ft./5 ft.; SA Sneak Attack +1d6; SQ Trapfinding, Evasion; AL NE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 14.

**Sneak Attack:** If a rogue can catch an opponent when he is unable to defend himself effectively from the attack, the rogue can strike a vital spot for an extra 1d6 damage.

**Trapfinding:** Rogues can use the search skill to locate traps when the task has a difficulty class higher than 20.

**Evasion (Ex):** A rogue can avoid even magical and unusual attacks with great agility. A successful reflex save equals no damage.

*Skills and Feats:* Bluff +7, Diplomacy +9, Disguise +9, Hide +8, Intimidate +9, Listen +5, Move Silently +8, Ride +5, Sense Motive +7; Improved Initiative, Weapon Finesse.

*Possessions:* Leather armour, masterwork buckler, masterwork scimitar, sap, composite short bow, quiver-20 arrows, riding horse, tack, keys, Potion of *Cure Light Wounds* (x4).

**Tiger Nomad Raider:** Male or Female Human (Bac) Warrior Level 1; CR ½; Medium Humanoid (Human); HD 1d8; hp 5; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk/Grp: +1/+3; Atk +3 melee (1d6+2/18-20, scimitar) or +2 ranged (1d6/x3, composite shortbow); Full Atk +3 melee (1d6+2/18-20, scimitar) or +2 ranged (1d6/x3, composite shortbow); Space/Reach: 5ft./5 ft.; AL NE; SV Fort +1, Ref +6, Will +0; Str 14, Dex 12, Con 10, Int 10, Wis 12, Cha 10.



*Skills and Feats:* Handle Animal +3, Intimidate +2, Ride +5; Mounted Combat, Mounted Archery.

*Possessions:* Leather armour, buckler, composite shortbow, quiver-20 arrows, scimitar, riding horse, tack

