

URD1-03

Race to Sete

A One-Round D&D LIVING GREYHAWK®
Duchy of Urnst Regional Adventure

Version 1

by Seth Johnson

You need to get to Sete as quickly as you can. The future of Lord Bylan Grek rests in your hands. Heroes with a spirit for adventure, danger, risk and fast paced action need apply. An adventure for characters level 1-6.

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

Preparation

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

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

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

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

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

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 rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in 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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from 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 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 Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Wild: You are living in the wild, either as a nomad, or perhaps in a cave. You hunt and gather your own food and your clothes consist of furs and/or hand-woven items. At times, food is scarce and you go hungry. But you survive. You must have an effective Wilderness Lore of 6 (including modifiers) or higher to avoid being Destitute.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Rough: You live in the wilderness, roaming a specific territory or living in a rude shack or tent. Your meals come from hunting and foraging, though you may cultivate a few small crops or herd some animals. You get by well enough to barter for equipment or to gather coins to pay for necessary repairs. You must have an effective Wilderness Lore of 4 (including modifiers) or you are Poor.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Wild	14 sp	-2 (-1 rural)
Poor	43 sp	-1
Rough	43 sp	-1 (0 rural)
Common	12 gp	0

High 250 gp +1
Luxury 500 gp +2

Adventure Summary and Background

DMs need to keep in mind this module main theme is a chase. The PCs are hired to get a message to Furel Grek the Lord of Sete as quickly as possible. Overwhelming odds are pursuing the PCs in an effort to keep them from delivering a scroll tube. Other obstacles arise as the PCs race south.

The PCs begin the adventure by the stumbling across a wounded man who is being harassed and injured by a group of hired thugs. The man, clearly at the end of his endurance, gives a blood crusted scroll tube to the PCs along with a bag of 200 gold pieces to help finance the trip south.

The dying man, Rollon, is in the employ of Lord Bylan Grek, a noble who is currently under investigation for a crime he may or may not have committed. Lord Bylan needs a message delivered to his brother and a possible group of allies based in Sete. Without the support of these men and women, Lord Bylan will probably be imprisoned and/or possibly executed.

Another noble house, House Tanebech, is doing everything in its power to keep word from reaching Sete. Covert and overt strike teams have been put in place along the road to Sete to stop the messengers. Events pull the PCs to Sander's Blacksmith Shop where they gain horses and tack. Sander is expecting someone else when the PCs arrive and only reluctantly does he supply the PCs with horses. He also helps the PCs make a break out of town.

Late that evening, the PCs arrive at an inn along the road to Sete. They have reason to believe this inn is a safe location from a map found in Rollon's saddlebags. During the evening, a strike team will attack by torching the inn. PCs will need to escape from their rooms and a fight will occur in the stables as the PCs try to gain their horses.

An optional encounter, depending on the time left in the round, will take place along the roadway with "The Black Crone." She is an NPC oracle of sorts who will fill the PCs in on a bit of Sete history. The next encounter will deal with a professional duelist who will call one PC out and will allow the PC to choose the weapon and the terms of combat for the scroll case.

The final encounter will be a large group of riders catching up with the PCs and final dash to Sete ensues. Before the PCs are overwhelmed, the Sete Roughriders will arrive to help the PCs turn the tide of the fight, but only after the PCs engage in combat a final time. Afterwards, the PCs hand over the scroll case to Lord Furel Grek of Sete and the PCs are given lodging and stabling for their tired selves and mounts.

Encounter 1: The Wrong Place at the Right Time

Start this adventure off at breakneck speed. The PCs need to be swept up before they know it. Keep the action fast and furious. There will be time for introductions later, although brief descriptions of the PC are encouraged. The PCs will need to depend on each other right off the bat and not break the action.

Choose the largest PCs and have Rollon, man-at-arms to Lord Bylan stumble into him or her.

Taking a walk down the sidewalk in the small town of Simton is a great way to begin an early morning. You find you aren't alone in enjoying the sunshine and warm mid-summer breezes. In fact, a number of other people are close at hand. All of them, like you, must have some reason to be out this time of the morning. Looking at their faces, it could be anything from breakfast to breaking some noses. Some faces may look familiar, but others you may not have seen before. Simton is about four days ride South of Seltaren in the center of the duchy.

Before you can speak kind, or unkind, words to the fellows near you, your peace of mind is shattered. From an around a nearby building stumbles a single man. He is wearing a full suit of banded mail armor, the metal colored in black and tan. He carries a shield with a gold unicorn on a green field displayed on the front and carries a naked longsword dripping thickening blood. As he rounds the corner, he pauses to lean heavily against the building and catches his panting breath.

Take a quick moment to judge the PCs reactions. It is likely that they will be eager to learn more about this man. A successful Knowledge: Nobility and Royalty check of DC 10 will indicate that this man's shield bears the symbol of House Grek. A DC 15 check will also reveal that Lord Bylan Grek has been accused of a crime that he has pleaded innocent against.

House Grek

An older Noble House easily tracing its roots back to House Maure and closely intermarried with the House Lorinar, this House is known not only for its great warriors, but for its connection with the common folk of the Duchy, by good works and sponsorship of schools for the young. The head of House Grek, Lord Sarkor, is one of Duke Karll's closest friends and advisors.

As soon as one of the PCs indicates that they are going to interact with him, move on with the introduction. Rollon is in a terrible hurry at this time and is not interested in hesitating.

Unless all of the PCs hide from Rollon (his spot skill is +4), he will approach the PCs with his offer. If they do manage to all hide, then Rollon waits for Jathea and her minions to round the corner and will fight her without the benefit of the PCs help. Jathea will call Rollon a great fool and demand the message. At this point, true heroes would come to his aid. If the PCs refuse to intervene, Rollon will flee the battle before taking too many wounds and run to Sander's Blacksmith Shop for his horse.

The man's blue eyes sharpen as he looks at you then he visibly relaxes. Blood streams down his neck from a hidden head wound in his matted black hair. His eyes wince shut from the pain and with a great effort he pulls himself up and stands proudly in front of you. He sheathes the blade, but you can't help but notice drops of browning blood seeping from bottom of the scabbard.

Pause for character reactions. PCs might consider helping or harming the stranger before he gets a chance to tell his tale. He will hold up his hand and demand to be heard. He makes his play in front of either the largest PC or the most "lawful" character type he can recognize. If anyone tries to interrupt him, he tries to talk over them, quickly getting to the point of his tale.

"You are here with the timing of Heironeous' Lightning," the man says, still a touch out of breath. "I am Rollon Rholken. I don't have much time to explain, only to sum up. Take this." The man thrusts a bloodied wax sealed scroll tube into (PC's) hand followed a bag of coin. He nearly falls, but steadies himself with a look of determination.

"Please listen to my plea and accept," the man continues. "My pursuers will quickly find the trail of corpses I left in my wake. I've only managed to kill five of them before the remaining four took off racing at all four compass points for reinforcements. You must take the message in this tube to Lord Furel Grek in the town of Sete, but be sure not to break the seal. I have horses available at Sander's Blacksmith Shop down the block. They were for an adventuring party I hired in Seltaren, but I'm the only one still breathing. Please... my lord Grek's honor depends upon you and the choice you must make quickly."

Pause and allow the PCs to react to this. The coin pouch contains a hefty sum of 200 gold pieces and the scroll tube is sealed in wax.

The Scroll Case

The scroll tube is sealed intricately with wax and a careful search (DC 12) will reveal small holes in the scroll case that might contain needles. They don't, in fact, contain any needles, but the inner layer of wax is coated with a contact poison. Anyone removing the wax must make a Fortitude

save DC 20 or take 2d4 points of temporary Constitution damage, with another Fortitude save DC 20 and 1d4 points of temporary Constitution damage one minute later. The scroll case contains a rolled parchment imbued with an Illusory Script spell, which an illusionist will immediately recognize. Any PC attempting to read it must make a Will saving throw (DC 16) or be affected with a Suggestion spell instructing the PC to "Stop trying to read this message." Successful saves still result in a temporary sense of mild disorientation.

Keep in mind that Rollon is wounded, but not ready to give up. He will accept healing, but tries to hurry the PCs toward Sander's Blacksmith Shop. Once either the PCs agree to help, the players start going into character introductions, or the discussion begins to slow down the pace of the game, read the following:

Shouts, much nearer than you would expect, come from the west. Looking in that direction, you see a group of people running toward you with weapons drawn. They focus on the man who handed you the message tube. You see their weapons are coated with blood and a few of the armed men seem to be already injured. The woman in the lead wearing unadorned banded mail shouts for you to stop.

At this point, Jathea and her group are 60 feet from the group. Find out what the PCs reactions are to this. Unless the PCs immediately flee, continue with the text below. If they do flee, Rollon will still engage them and hold them off.

A successful Knowledge: Local History check DC 15 will indicate that this woman is Jathea, a local hired blade who, along with her sister, are both feared and respected among the mercenary community.

A Detect Evil spell or special ability will indeed reveal that these are evil people, but only after Jathea has started talking (it takes three rounds to determine the location of the evil auras, after all).

The woman smiles and holds up her hand. "Ah, you have stalled the criminal for us. The penalty for his crimes is death, but it is best if you stay out of this mess. Give me the scroll case and leave us now." She steps forward with her weapon, a rapier of fine quality, sparkling in the morning light. Behind her and the fighters, a man with gray robes moves out to the left.

Jathea is, of course, lying. A successful Sense Motive countering her Bluff (+3) will reveal this. She is not lying about knowing which PC has the scroll case, however.

"Please," groans Rollon, struggling to take a fighting stance, "I'll hold them off as long as I can. That slime Jathea isn't to be trusted. If

there's a criminal here, it's her not me. Get moving!"

"Rollon, you are a great fool," Jathea spits out, biting off each word like she would a chunk of raw meat. Her pleasant demeanor has all but disappeared. "My men and I know that these worthless curs have your message. I have over fifty more riders approaching as we speak, there is nowhere for them to go. We will kill all of you and take the message for ourselves."

Rollon is visibly angered by her insults and growls in your direction, "I understand if you want to kill her. You all may help me slay these ruffians and assist my Lord Grek and yourselves as well." At this point, any chance for discussion is over as the men move in to attack.

If the PCs refuse to help Rollon and hand over the scroll case to Jathea and her band, the adventure is over and Rollon will curse them and escape to try to gain the tube later.

If the PCs all flee the scene, don't bother with initiative, go to Encounter 2: Get On Your Horse And Ride! If the party splits up, Rollon will have no qualms about condemning those who remain for doing so. He will relentlessly order them to help defend their friends and insists that he is enough to slay these ruffians himself.

If the PCs all wade in and fight, have the thugs engage by racing around Jathea giving her a chance to escape down the alleyway. She will not stand and fight, but will withdraw and allow the thugs and wizard to attempt to gain the scroll tube. She is smart enough to realize that someone on her side must survive the encounter with knowledge of who has the scroll case.

The thugs will target the PC carrying the scroll case. Although it may be tactically best for them to attack Rollon, they will only do so if he has the scroll case or if he is attacking them. If the PC with the scroll case falls, the thugs will try to take the case from the fallen PC and run, rather than make sure the PC is dead.

If she's killed here, pay attention to what's done with her body and send an email to scrawnavant@hotmail.com if possible.

Rollon Rholken, male Suel human Ftr7: Medium-size Humanoid (6 ft. tall); HD 7d10+28; hp 51(71 max); Init +1 (+1 Dex); Spd 20 ft.; AC 19 (+1 Dex, +6 Banded Mail, +2 shield); Atks +10/+5 melee (1d8+4/ crit 19-20, x2, longsword); AL LG; SV Fort +9, Ref +3, Will+4; Str 15, Dex 12, Con 19, Int 10, Wis 11, Cha 13

Skills: Diplomacy +4 (3 ranks), Handle Animal +7 (6 ranks), Ride +11 (10 ranks), Spot +4 (4 ranks). *Feats:* Iron Will, Endurance, Leadership, Weapon Focus (Longsword), Weapon Specialization (Longsword), Mounted Combat, Ride By Attack, Spirited Charge
Languages: Common

Possessions: banded mail (colored in black and tan), broadsword, punching dagger, large

steel shield, scroll case, potion of Cure Moderate Wounds, 200 gp.

Jathea, female Suel human Ftr6: CR 6; Medium Humanoid (5 ft. 4 in. tall); HD 6d10+12; hp 50; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 19 (+6 from banded mail,+1 Dex, +2 shield); Atks +9/+4 melee (1d6+4 (18-20 x2), rapier); AL NE; SV Fort +8, Ref +5, Will +2.

Str 15, Dex 13, Con 15, Int 10, Wis 10, Cha 10.

Skills: Bluff +3, Run +3, Gather Information +5, Escape Artist +6. *Feats:* Improved Initiative, Blind Fight, Weapon Focus: Rapier, Run.

Possessions: Rapier, banded mail, pouch containing 20 gp and 16 cp.

Tier 1 (EL 5)

Gerdharn, male half-elf, Wiz1: CR 1; Medium-size Humanoid (5 ft., 2 in. tall); HD 1d4+2, hp 6; Init +7 (Dex, Improved Initiative); Spd. 30 ft.; AC 13 (Dex); Atks -1 melee (1d6-1 (x2), Club); AL NE; SV Fort +2, Ref +3, Will +5; Str 8, Dex 16, Con 15, Int 16, Wis 15, Cha 10.

Skills: Hide +4. *Feats:* Improved Initiative.

Possessions: Club, Scroll of *Shocking Grasp* (level 1), pouch with 20 gp.

Spells(3,1): 0 lvl-daze (DC 13), light, flare(DC 13); 1st lvl-magic missile

Thug Fighters, male human, Ftr1 (4): CR 1; Medium-size Humanoid (5 ft. 8 in. tall); HD 1d10+5; hp 15; Init +0; Spd 20 ft.; AC 15 (+1 Dex, +4 from Chain Shirts); Atks +2 melee (1d6+1 (x2), Club); AL NE; SV Fort +4, Ref +3, Will +0; Str 12, Dex 13, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +1, Listen +1, Rope Use +2; *Feats:* Toughness, Lightning Reflexes, Combat Reflexes

Possessions: Club, chain shirt, pouch containing 4 sp and 16 cp.

Tier 2 (EL 7)

Gerdharn, male half-elf, Wiz3: CR 3; Medium Humanoid (5 ft., 2 in. tall); HD 3d4+6, hp 12; Init +7 (Dex, Improved Initiative); Spd. 30 ft.; AC 13 (Dex); Atks -1 melee (1d6-1 (x2), Club); AL NE; SV Fort +0, Ref +4, Will +5.

Str 8, Dex 16, Con 15, Int 16, Wis 15, Cha 10.

Skills: Hide +4. *Feats:* Improved Initiative, Brew Potion.

Possessions: Club, Scroll of *Shocking Grasp* (level 3), pouch with 60 gp.

Spells (4,2,1): 0 lvl-daze (DC 13), light, flare x2 (DC 13); 1st lvl-magic missile x2; 2nd lvl-Melf's acid arrow.

Thug Fighters, male human, Ftr2 (4): CR 2; Medium Humanoid (5 ft. 8 in. tall); HD 2d10+7; hp 19; Init +0; Spd 20 ft.; AC 15 (+1 Dex, +4 from Chain Shirts); Atks +4 melee (1d6 (x2), Club); AL NE; SV Fort +5, Ref +3, Will +0; Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +1, Listen +1, Rope Use +2; *Feats:* Toughness, Lightning Reflexes, Combat Reflexes.

Possessions: Club, chain shirt, pouch containing 10gp, 4 sp and 16 cp.

Tier 3 (EL 9)

Gerdharn, male half-elf, Wiz3: CR 3; Medium Humanoid (5 ft., 2 in. tall); HD 3d4+6, hp 12; Init +7 (Dex, Improved Initiative); Spd. 30 ft.; AC 13 (Dex); Atks -1 melee (1d6-1 (x2), Club); AL NE; SV Fort +0, Ref +3, Will +5; Str 8, Dex 16, Con 15, Int 16, Wiz 15, Cha 10.

Skills: Hide +4. **Feats:** Improved Initiative, Brew Potion.

Possessions: Club, Scroll of *Shocking Grasp* (level 3), pouch with 60 gp.

Spells(4,2,1): 0 lvl-daze, light, flarex2; 1st lvl-magic missile x2; 2nd lvl-Melf's acid arrow.

Thug Fighters, male human, Ftr3 (6): CR 3; Medium Humanoid (5 ft. 8 in. tall); HD 3d10+7; hp 22; Init +0; Spd 20 ft.; AC 15 (+1 Dex, +4 from Chain Shirt); Atks +6 melee (1d6+2 (x2), Club); AL NE; SV Fort +4, Ref +4, Will +1.

Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +1, Listen +1, Rope Use +2; **Feats:** Toughness, Lightning Reflexes, Combat Reflexes, Weapon Focus (club).

Possessions: Club, chain shirt, pouch containing 20gp, 4 sp and 16 cp.

After the fight, Rollon should still be standing, as the thugs were targeting the PC with the scroll case. When the battle is over, read the following:

"Thank you. You are fighting on the side of good. In the saddlebags on my horse Onyx, you'll find food, water and a map to Sete. You must move quickly. There is an Inn whose owner is loyal to Lord Grek marked on the map. He can tell you where to go from there." He breathes deeply then continues, "If you treat Onyx well, he will guard you with his life. Go with speed!"

If the PCs are reluctant to leave him, have Rollon continue with:

"Go! Jathea will surely send more men here. Don't worry about me, it takes a lot of steel to stop my breathing. That message must reach Sete posthaste! Now, go!"

As the PCs move away, they see him pull a vial from inside a pocket concealed in his armor and drain the contents with one mighty gulp. Almost instantaneously, his posture straightens and he raises his sword in a salute. Sure, he was near death, but heroes do heroic things. If the PCs stand around, increase the tension by adding the sounds of running feet...many running feet, approaching down the alleyway toward their position. If rogues hide and watch, 30 men at arms arrive and survey the damage. Hopefully, the PCs are on their way to Sander's Blacksmith

Shop by then. Any PC who waits watches Rollon run directly into the fray and starts butchering. If the PCs start to return to help him, Rollon screams for them to move on and that more are approaching and that he can only last so long before he makes his escape.

Encounter 2: Get On Your Horse And Ride!

Try to keep this moving. The DM should interrupt the characters if they start taking the time to introduce themselves at this time. Remind them they are currently comrades in arms and perhaps deeds and names aren't necessary at this time. There will be time for that toward the end of this encounter. Things should be happening too quickly for pleasantries

Sanders is a well-known blacksmith in Simton. He's not only a utilitarian smith, but also he's known for his decorative wrought iron work. Many nobles hire him to create interesting portcullis and barred window lattices. His workshop is attached to a small stable where horses are kept before being shod. He has procured horses for Rollon's group in the past and he'll be reluctant to let them go to people he hasn't worked with before. His reluctance will show when a group of strangers burst into his forge demanding horses. If the PCs are concerned about the directions, any passing locals can point the way to Sander's Blacksmith Shop. It's about a six-block run.

Ahead you hear the sound of hammers on iron. A large sign showing a burning coal held with metal tongs marks Sanders's Blacksmith Shop. As you near, the door opens and a huge dark complexioned figure fills the doorway. He puts both hands on his hips and leans back ponderously. A crackle sounds as his muscles stretch and his backbone straightens.

Give the PCs time to say what's on their minds. It is probable that the PCs think this is Sanders. It's not. Remind the PCs they can still make out the sound of combat over the hammering steel. Have this man, listen to what they say and tilt his head. Then read:

"Uh, sorry. I'm not Sanders. I'm Jarmo. I can get Sanders for you, but he's in the middle of pounding out an iron gate for Lord Regin so I don't think he'd really like to be bothered right now. Gosh, that looks like a fight brewing up the street." He makes a signal of rubbing a thumb and finger together. Could he really be asking for a bribe or tip?

Up the street, Rollon is doing his best, fighting tooth and nail. A Spot or a Listen DC15 roll allows the PCs to hear Rollon wail and scream,

"Get moving!" The PCs do have a bag of gold at their discretion with 500 gold pieces inside. Jarmo isn't greedy, but a few coins help him buy an extra leg of mutton and a few glasses of ale. The PCs can also Intimidate DC 15 or Diplomacy DC 15. The key here is to keep the PCs waiting a bit while the fight and noise increases up the street. After a moment or two, of haggling with Jarmo, have a man at arms wander nearby, spot the PCs and then take off running toward the fight Rollon is having up the street.

Once the PCs convince Jarmo to get Sanders, read the following:

A minute passes. Then another three minutes. Up the street the direction you came, you see a number of people milling around, but the sound of fighting still reaches your ears. In the distance you hear shouts and wait...was that "They're at Sanders's Blacksmith Shop, we must hurry" just yelled out?

Suddenly, the door to the forge slams open and standing next to Jarmo is a smaller man with arms the size of three-gallon whiskey barrels. He looks at you closely and says, "You aren't Rollon or his hired men either. What do you want? Where's Rollon?"

Let the PCs talk. Keep Sanders standing there with his arms crossed and a stern look on this face. Let the crowd get more vocal up the street as well. When the tension feels right and the PCs have explained their situation well enough, have Sanders say:

"Ok, it sounds like you're working for Rollon and I don't want a bunch of ruffians messing up my forge. Come around back. The horses and tack are ready to go as Rollon requested. You'll find three days worth of supplies in the saddlebags. Rollon always rode the black stallion Onyx. Best put your best rider on board him. He's a bit spirited." Sanders leads the way around back of the forge. There you find a dead end that's been converted into a stable. A young ironworker, little more than a boy pulls open the stable door. With a nod, Sanders ushers you inside. As your eyes adjust to the light, he whispers something to Jarmo. The huge man shakes his head, but returns to the forge looking a bit concerned. The young boy follows in Jarmo's shadow. Sanders waves any stragglers in, shuts the door, but doesn't latch it. Inside the gloomy building are seven riding horses. Each has saddlebags and bedrolls cinched on as well as quality saddles. There are three ponies ready to go too. One of the horses, jet black in color, seems better than the rest by far.

"This is the best I could do under the time constraints Rollon gave me. I feel a bit strange letting Onyx out without talking to Rollon in person, but if what you say is true about what happened to him, you might need his horse. There's few better in all the Duchy."

The door to the stable swings open a hand's width crack and the young boy wiggles in, closing the door with his back. He blurts out, "Master Sanders, there's men with drawn swords heading down the street. I think they're looking for these people."

"Little Daan," Sanders replies, "hustle yourself in through the backdoor of the forge and tell the rest to get ready." Sander turns to you. "If Rollon hadn't saved my life once, I wouldn't be doing this. Damn my luck. Ok, listen, when you hear metal striking metal, hightail it out of here. Don't slow down or look back. Take the South Gate and may Furtubo aid your race. Good luck!"

With that, Sander opens the door and leaves it a hand span open.

Let the PCs saddle up. Spell casters may have used most of their spells, but combat should be over for the most part. This next section is a race out of town and combat should be avoided to keep the event from slowing down.

Remember someone will have to open the door and then remount when they make their break for it. Give the PCs a bit of time to plan, but if they start trying to introduce themselves, skip down to the ringing metal signal. The PCs shouldn't have enough time to talk about themselves yet. Ride checks (DC 10) will apply when the PCs make their dash out. Don't instantly dump them off the horse. Let them flop around in the saddle nearly falling but let them regain their balance at the last moment, but not without some loss of pride. If the PCs try to do other things besides ride, the DM can make modifiers on their rolls to show the increased difficulty. If a PC thinks to look in the saddlebags on the black horse, they find the map to Sete. Before they have time to study the map closely, read the following:

Suddenly the air is filled with the sound of metal clanging off metal and more than a few grunts of pain and surprise. It seems the blacksmiths are trying out some of their wares. That could be the signal Sander promised. What do you do?

Let the PCs make their break. They will be racing out around the building into a swarm of 20-30 milling, cursing fighting men. Five of the men are blacksmiths, three are apprentices and the others are thugs out for the blood of the PCs. Let the PCs feel the adventure of forcing horses through a crowd. Use the following complications to build tension. If the PCs fail a Ride check or don't have the skill, don't kill them off, but make the scene more cinematic, daring and dangerous. Describe them nearly tumbling off, dropping the reins, slamming into the saddle horn (ouch!) or any other number of near disasters. Keep a crowd of people in pursuit, but back far enough only to build tension. Bring in enemy riders like a good chase scene, but allow the PCs the chance to lose them in the crowded streets of Simton.

Describe the following events and let the PCs react:

1. Around a blind corner there's a group of six people crossing the street. As the PCs thunder past, people will be diving out to the way, crashing into pottery and falling into other pedestrians. A Spot check (DC 10) lets the PCs notice the pottery in time to get safely past. A failed check means the PC is covered with flour. On the plus side, there is a large cloud of flour blocking sight from their pursuers.

2. The horse of the PC furthest in back snorts and rears up as a group of dogs bark loudly and give chase. A Ride check (DC 5) keeps the rider on board. If the PC falls, require a ride check (DC 15) to perform a *soft fall* and avoid taking 1d6 points of falling damage. The dogs become frightened that the PC is now on the ground and immediately dissipate. The PC will need to make a hasty scramble to get back on her horse, which doesn't require any checks.

3. That "vegetable stand in a bad location" situation is next. The PCs zoom around a corner there's a vegetable stand right on the blind corner. The owners dive for cover and then leap up to curse and then toss rotting tomatoes and other veggies at the riders. If the PCs try to pull up the horses to apologize, have a few of Jathea's thugs come racing around the corner to keep them moving toward the gate. Each PC gets targeted with a vegetable; treat it as a ranged touch attack with no modifiers. Failure results in a splat on the back with a rotten tomato, rotten zucchini, or a rotten eggplant.

4. As they near the gate, a wagon laden with manure crosses their path forcing the PCs to swerve with a Ride check (DC 10). Failing the swerve, the PC's mount will attempt to jump over the wagon. The horse is easily able to leap over the cart, but a Ride check (DC 15) is required to stay on the horse. This time, there is no falling damage, because the fresh manure in the wagon fortunately softens the PC's fall. Leaving the manure and getting back on the horse requires no checks, but the PC is likely to suffer some embarrassing moments as the driver of the cart laughs uproariously at her predicament.

Once enough of this has occurred, have the PCs break out of the South Gate on the road to Sete. Those PCs who look back can't see any pursuit but the journey will take some time and the mercenaries seemed pretty serious about stopping the messengers. Once they decide to slow up, allow them time to introduce themselves. For the first time, it seems safe enough to be civil and introduce each other.

Encounter 3: A Break From Saddle Sores

Hopefully the PCs will think to check the saddlebags. If they don't think to look, give them wisdom checks. When they start pawing around read the following:

Opening up the saddlebags seems almost like opening birthday presents. Inside each pair on each horse you find a pouch with 50 gold pieces, some writing paper, pens and inkwell, iron rations for three days, a two wineskins and four hard green apples. In the saddlebag found on the black horse, there's what appears to be a map.

Give the PCs handout number one.

As you ride along, the afternoon passes without incident. Three hours, four hours, eight hours in the saddle passes. The shadows grow longer as you near what must be the first "X" on the map. You top a small rise and there ahead of you appears an inn nestled comfortably along a small grove of apple trees along the side the road. The smell of baked bread and roasting meat floats toward you. With growling tummies you near the sharply steep roofed building. The door to the inn opens and a young girl with blonde pigtails looks out as you approach and waves.

(Pause for PC reactions)

"Are you staying for the night?" she calls out, smiling. "The Tossing Troll is the last inn for miles and the Roughriders haven't made a cleansing run for weeks. You'd do right to stay here."

Looking over her head you see the sign of the place. It shows a troll throwing an orc across a brackish ditch. Again, wonderful smells of food tempt your stomachs and the saddle sores speak out their concerns with more than one or two painful aches.

If the PCs move on, skip this encounter and move to Encounter Four. Tell the PCs they ride on until dark and they camp out under the stars. Let them set watches; but nothing happens during the night, but roll dice anyway.

If the PCs decide to stay at the inn, read the following:

"I'm Nulane," the little girl says. "Bring your horses here to the stable." She steps down off the porch to lead the way. Suddenly, you hear the girl take a deep breath. "This isn't your horse," she says, frowning. "This horse is Mr. Rollon's, she says, her eyes taking on a suspicious squint. "I'd recognize Onyx anywhere. What have you done with Lord Rollon?"

Allow a few moments of PC speech, and then continue with what's below:

Before you can respond further, a huge mountain of a man blocks the doorway of the inn. "My little girl is right. I'm Golar, but most folks call me Side o' Beef, the owner of The Tossing Troll. I sold that horse to Rollon. He came from my sister-in-law's ranch down south in Sete. Onyx isn't a horse he'd up and let someone borrow. What's the story here?"

Side o' Beef looks like a solid slab of muscle with a head on it. Let the PCs tell their tale. When Side o' Beef has heard enough, he'll have Nulane take care of the animals and bring the PCs inside. If the PCs don't say much or make Side o' Beef feel comfortable with them having Rollon's horse, he'll take their gold, but he'll be more gruff and short with them. He'd kick them out, but money's been tight and he needs the business.

"Dinner's ready," Side o' Beef says, nodding toward the Inn, "go inside and take a seat. We don't have many travelers these days so the place is basically yours. I've got a few rooms occupied, but I've got space to spare. For your group, 5 gold gets you food, drinks, a room and fodder for your animals."

If the PCs ask about any other traffic, Side o' Beef will continue:

"Yesterday, we had six or seven riders heading south, but they didn't have much to say. I've got rooms available for a gold piece each, which includes dinner and breakfast in the morning. If you're working for Rollon, I'm sure you can pay for it. He's never been short with his cash when it comes to hiring help."

If the PCs ask about Rollon and the area to the south, Side o' Beef is willing to share. If the PCs didn't tell a convincing story to Side o' Beef regarding where Rollon is, roll a d6 and only give one of these hints. If the PCs have told Side o' Beef enough so he believes in them, give the PCs all the information. It's best to have the PCs roleplay some here. Side o' Beef will take any gold offered by the PCs, but he'll still only tell one of these if he isn't convinced of Rollon's welfare. Here's what Side o' Beef knows:

- ***What do you know of Rollon?*** Rollon is as honest as the day is long. He seems an excellent judge of character and only works on the side of good.
- ***What do you know about Sete?*** Sete is a rough and tumble town. Lord Furel Grek runs the place. He is related to the man Rollon works for.
- ***Anything else about Sete?*** Don't get into trouble in Sete or it might be "The Pit" for you. PCs notice that Side o' Beef says "The

Pit" with a shiver. He won't tell any more about the place except only to stay upstairs if you know what's best.

- ***What about the group of people heading South?*** The group of people that moved on south seemed to be an adventuring party with at least one person who appeared to be a cleric and one magic user.
- ***Who or what are the Roughriders?*** The road to Sete is loosely patrolled and dangerous at times. The Sete Roughriders try to keep the roads clear of danger, but the group is stretched pretty thin after the series of humanoid attacks further south. Many a good Roughrider fell protecting the innocent.
- ***Have you seen anything suspicious lately?*** Nulane has told him she's seen shadowy figures moving around the inn during the last few evenings, but Side o' Beef says his daughter often sees more danger in her imagination than there is in reality.

After simple but filling dinner, Side o' Beef shows you upstairs. The rooms on the second floor are Spartan, but clean. The rooms have a solid door and latch. One room has a window that overlooks the stable. Each room could comfortably sleep four, and he has a number available. How do you plan to break up? With that finished, he wishes you good night and tells you breakfast will be shortly after sunrise.

Encounter 4: Strangers in the Night

Let the PCs bed down, sleep and regain spells during the night. If they set watches, the attack will come shortly before the false dawn. Unless the PCs have the ability to detect invisibility, they will first be warned of the attack by the smell of smoke coming from under their door. The group attacking them has sent an invisible foe into the ground floor of the inn and he has set the entire bottom floor on fire by pouring oil and lighting it. The PCs will need to go out the window or rush through the flames. Let the PCs determine how they get out. Give their plan a good chance to work.

The quickest way is to go out the window. There are bushes under the window that will break a fall, resulting in only 1d4 points of falling damage unless a successful Climb check (DC 10) is made.

If they go downstairs, one round will get them to the lower level, which is in flames, and a second round will allow them to find a way out. Here the PCs can simply hold their breath to avoid the smoke, but a Reflex save (DC 15) is required to avoid catching on fire and taking 1d6 points of

fire damage each round until the fire on them is extinguished.

Once the PCs have reached the outside of the building, they may notice (DC 10 Spot check) that the roof of the stable has caught on fire and they might hear (DC 10 Listen check) the baying of horses from within. Side 'o Beef is also outside, making sure that everyone managed to escape the building safely and organizing a quick bucket brigade. If the PCs bring the burning stable to his attention, he instructs them to get the horses out of the stable.

Inside the stable, the ambushers are searching the horses for the scroll case. Once the PCs enter, the fight begins.

Keep this fight moving. If the tide turns against the PCs, have Side o' Beef come to their aid. Knowing his inn is going to be gutted, he wants whatever the NPCs are carrying to help him pay for rebuilding. If a PC horse is killed, the thugs' horses can be seen tied to an apple tree down the road with Spot check (DC 16).

Tier 1 (EL 5)

Thug fighters, male human, Ftr1 (5): CR 0.5; Medium Humanoid (5 ft. 8 in. tall); HD 1d10+2; hp 12; Init +0; Spd 20 ft.; AC 15 (+1 Dex, +4 from Chain Shirts); Atks +3 melee (1d8, Light Flail) or +2 ranged (1d8 (crit x3), Longbow); AL NE; SV Fort +4, Ref +1, Will +0.

Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +1, Listen +1, Rope Use +2; **Feats:** Simple Weapon Proficiency.

Possessions: Light Flail, Longbow, Chain Shirt, pouch containing 3gp, 3sp and 9cp.

Tier 2 (EL 7)

Thug fighters, male human, Ftr2 (5): CR 0.5; Medium Humanoid (5 ft. 8 in. tall); HD 2d10+4; hp 19; Init +0; Spd 20 ft.; AC 15 (+1 Dex, +4 from Chain Shirts); Atks +4 melee (1d8, Light Flail) or +3 ranged (1d8 (crit x3), Longbow); AL NE; SV Fort +5, Ref +1, Will +0.

Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +1, Listen +1, Rope Use +2; **Feats:** Simple Weapon Proficiency.

Possessions: Light Flail, Longbow, Chain Shirt, pouch containing 15gp, 3sp and 9cp.

Tier 3 (EL 8)

Thug crossbow men fighters, male human, Ftr3 (4): CR 0.5; Medium Humanoid (5 ft. 8 in. tall); HD 3d10+3; hp 22; Init +0; Spd 20 ft.; AC 15 (+1 Dex, +4 from Chain Shirt); Atks +5melee (1d8, Light Flail) or +3 ranged (1d8 (crit x3), Longbow); AL NE; SV Fort +4, Ref +2, Will +1.

Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +1, Listen +1, Rope Use +2; **Feats:** Simple Weapon Proficiency.

Possessions: Light Flail, Longbow, Chain Shirt, pouch containing 45gp, 3sp and 9cp.

Cyndralla, female half-elf, Wiz4: CR 0.5; Medium Humanoid (5 ft., 2 in. tall); HD 4d4+8, hp 20; Init +7 (Dex, Improved Initiative); Spd. 30 ft.; AC 13 (DEX); Atks +1 melee (1d6-1, Club); AL NE; SV Fort +0, Ref +4, Will +7.

Str 8, Dex 16, Con 15, Int 16, Wiz 15, Cha 10.

Skills: Hide +4. **Feats:** Improved Initiative.

Possessions: Pouch with 60 gp.

Spells(4,3,2): 0 lvl-daze, light, flare, ray of frost ; 1st lvl-burning hands x2,charm person;2nd lvl-Melf's acid arrow, web.

After the combat, read the following:

Splashing water can be heard as Side o' Beef's bucket bridge seems to finally have the blaze under control. From a patch of trees not too far away, you see Nulane leading a group of horses back to the Inn, apparently the ones used by the people who ambushed you. As the sun rises, the smoke cloud casts eerie shadows on the surrounding countryside. In the distance, back toward Simton, you can see a dust cloud forming. Riders, coming this way.

"I have a feeling that that isn't Rollon coming to the rescue," Side o' Beef mutters, as the fire dies out in the main floor of his inn. He shakes his head sadly side to side. "You've got a choice to make. Sete is straight down the road about a day or so ride away. The main road is quicker, but with those riders approaching, they may catch you, depending on how long I can keep them here. You see that hill over there," Side o' Beef says, pointing a meaty finger toward the south. "At the foot of that small rise is Sete. Most of the area around here is prairie and most folks can keep that one in sight. If any of you are skilled at going cross-country, I have a feeling you can find the town. Tell you what, I'd rather not know what you are doing, just in case. You best ride and make your decision when you are no longer in sight of the Tossing Troll. Damn, but you've set me back." Nulane finally approaches Side o' Beef with a terrific grin on her face. She hands a bulging sack to the unhappy innkeeper. He quickly unties the sack and smiles widely. He looks up at you and says, "Luckily some of your attackers were packing a tidy sum of gold. I'm not going to have to charge you triple for the damage. Well, have a good ride!" With that he moves into the smoldering Inn to survey the damage. Nulane waves and ducks inside as well.

Due to the nature of the chase, this event has been fairly linear in design. Now the PCs need to make a choice to either stick to the road or go across country. If the PCs stay on the road, go to Encounter 5A. If they take to the prairie, go to Encounter 5B.

Encounter 5a: Duelist of the First House

This can be a tricky encounter. The PCs will face a duelist. She's a professional killer with strong sense of honor. She will ride toward the camp with no weapons drawn. If allowed to approach, she will explain she was hired to return the scroll case. She will ask for a PC champion and fight only that PC for the ownership of the scroll case. If the PC is bested, all is not lost, a group of NPCs looking for the PCs will fill the duelist with crossbow bolts which allows the PCs a chance to regain the case. Allow the PCs to regain spells.

Yesterday's ride was long and tiring. Finding a spot along the road to camp wasn't a problem. The night passes uneventfully and dawn soon breaks brilliantly across the horizon. Sete should be only a full day's ride from here. As you breakfast and prepare your horses, cool dew coats your blankets and equipment. The smell wafting from the land is fresh and wonderful. Looking around, it seems everyone should have gotten a good night's rest. To those that love the land, there couldn't be a prettier place than the Duchy of Urnst. For those you who call the city home, you feel wet, chilled and a bit sick of riding a horse!

As you finish breaking camp, a rider approaches, sees you and waves a greeting. The rider slows the horse to a walk and moves cautiously in your direction. The rider doesn't have any weapons drawn and seems to be completely non-aggressive.

If the PCs leap and ride off, the rider will shake its head and let them race off, then have this encounter happen again a few hours later. The rider will then break cover directly in the PCs' path. When the PCs allow the rider to come near, read the following:

It is obvious this rider's horse is nearly the end of its stamina. As the figure nears, you see many types of weapons strapped on the steed and the rider. With a strong tug, the rider brings the foaming, winded animal to a shuddering stop. The rider reaches up to pull back a cloak coated with traveling dirt that effectively covers the rider's face.

If the PCs let the NPC speak before they draw weapons, the rider will appear calmed and relaxed. If not, the rider makes a tsk-tsk noise, waves a slow finger at them.

A face of once-great female beauty shines forth as the she pulls back her hood. Emerald eyes, fine nose, but what grabs your attention is vicious-looking bite shaped hole sealed with scar tissue within her right cheek. Through the hole, beautiful white teeth can be seen. The teeth appear strongly attached to the upper and lower

pink gums. The rider starts to speak, but pauses to wipe away a small sparkling stream of saliva leaking from the hole with a brown gauntlet worn on her left hand. The gauntlet shows long etched scars of water staining. Her chainmail armor is covered with dust. A variety of weapons hang from loops across her horse's tack. On the woman's hip rides a common looking greatsword.

Let the PCs react. When the woman talks, she should sound very breathy, with sucking noises between breaths. A great deal of wind escapes her mouth through the hole as she forms words.

Air hisses from the woman's mouth as she struggles to speak. "I've tracked you for the last couple of days. You have something I am hired to return to Leukish. It's a scroll case to be exact. My sister Jathea has not been able to catch you, for that, I honor you. I will give you a chance to prove your valor. Choose your champion and fight me for it. I am a woman of honor, I hope you have honor yourselves.

"Who will be the champion to face Esteh Acidcheek? What weapon shall we use and what are the conditions?"

Esteh is packing the following weapons: a light mace, a halfspear, a handaxe, a short sword, a long sword, a scimitar, a battleaxe, and a greatsword. She prefers the greatsword, but will use whichever weapon she has that most closely matches the weapon of her opponent. She will raise the issue of shields, as she currently has none and will expect her opponent to likewise not use one. If the PC wants to fight to first blood, unconsciousness or death is fine by Esteh.

Although she is truly evil, she is extremely lawful. Once the arrangement is made, she will stick to it to the letter. If the PCs win, she will sigh a slumpy sigh and ride off. The PCs are not necessarily bound by such morals, however, and can cheat as much as they wish.

Another option is that the PCs can simply jump her where she stands. Esteh will defend herself as well as she is able, though she will likely fall if this happens. Note that this option might be the only one the PCs have if Esteh wins the challenge. It may not be a very honorable solution, but it will ensure that the message is safely delivered to Sete.

Tier 1 (EL 2)

Esteh Acidcheek, female human Ftr2: CR 2; Medium Humanoid (5 ft. 4 in. tall); HD 2d10+4; hp 21; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 17+1 (+5 from chainmail,+2 dex, +1 Dodge feat); Atks +5 melee (2d6+2 (crit 19-20x2), Greatsword), +4 melee (all other weapons); AL LE; SV Fort +5, Ref +2, Will +0.

Str 15, Dex 14, Con 15, Int 10, Wis 10, Cha 10.

Skills: Ride +5, Handle Animal +5, Climb +5.
Feats: Improved Initiative, Quick Draw, Weapon Focus (greatsword), Dodge.

Possessions: A light mace, a halfspear, a handaxe, a short sword, a long sword, a scimitar, a battleaxe, a greatsword, chainmail, pouch with 24 gp, 12 sp, masterwork riding saddle.

Tier 2 (EL 3)

Esteh Acidcheek, female human Ftr3: CR 3; Medium Humanoid (5 ft. 4 in. tall); HD 3d10+6; hp 28; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 17+1 (+5 from chainmail,+2 dex, +1 Dodge feat); Atks +5 melee (2d6+2 (crit 19-20x2), Greatsword), +4 melee (all other weapons); AL LE; SV Fort +5, Ref +3, Will +1.

Str 15, Dex 14, Con 15, Int 10, Wis 10, Cha 10.

Skills: Ride +5, Handle Animal +5, Climb +5.
Feats: Improved Initiative, Quick Draw, Weapon Focus (greatsword), Dodge, Mounted Combat.

Possessions: A light mace, a halfspear, a handaxe, a short sword, a long sword, a scimitar, a battleaxe, a greatsword, chainmail, pouch with 48 gp, 12 sp, masterwork riding saddle.

Tier 3 (EL 5)

Esteh Acidcheek, female human Ftr5: CR 5; Medium Humanoid (5 ft. 4 in. tall); HD 2d10+15; hp 40; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 17+1 (+5 from chainmail,+2 dex, +1 Dodge feat); Atks +5 melee (2d6+4 (crit 19-20x2), Greatsword), +4 melee (all other weapons); AL LE; SV Fort +6, Ref +3, Will +1.

Str 15, Dex 14, Con 16, Int 10, Wis 10, Cha 10.

Skills: Ride +5, Handle Animal +5, Climb +5.
Feats: Improved Initiative, Quick Draw, Weapon Focus (greatsword), Dodge, Mounted Combat, Weapon Specialization (greatsword).

Possessions: A light mace, a halfspear, a handaxe, a short sword, a long sword, a scimitar, a battleaxe, a greatsword, chainmail, pouch with 84 gp, 12 sp, masterwork riding saddle.

Encounter 5b: Buzzing in the Air

This encounter allows the PCs a chance to either parley or battle. After a long day in the saddle, a good night's sleep always feels good. After the PCs get moving, they will arrive at a comical scene of an Ogre with his head stuck in a hole and the other Ogres laughing up a storm. The PCs can either attack the Ogres or help the stuck Ogre get free.

Yesterday's ride to the hill was long and tiring. Finding a spot to camp wasn't a problem. The night passes uneventfully and dawn soon breaks brilliantly across the horizon. Sete should be only a full day's ride from here. As you

breakfast and prepare your horses, cool dew coats your blankets and equipment. The smell wafting from the land is fresh and wonderful. Looking around, it seems everyone should have gotten a good night's rest. To those that love the land, there couldn't be a prettier place than the Duchy of Urnst. For those you who call the city home, you feel wet, chilled and a bit sick of riding a horse!

Allow the PCs to set a marching order. When that is ready, read the following.

The sun climbs past noon as you near a stream with a number of small trees, shrubs and shady places. From downstream, you hear a sudden thick guttural laughter. These roaring "Bah-hahas" seem to nearly knock the leaves from the nearby trees. Do you quietly ride on or investigate?

If the PCs ride on, skip the rest of this encounter. If the PCs investigate, please ask how they are doing it. PCs can Move Silently DC10 since the creatures are making so much noise. If a PC fails their sneak or the PCs noisily approach, have the laughter suddenly stop and have the Ogres attack. If the PCs have made a good plan and have moved up silently, read the following (NOTE: At Tier One, there are only two ogres, one of which is stuck in the tree):

A number of large, ugly humanoid creatures roll across the ground pointing and laughing at one of their comrades who has his head stuck in a hole in a hollow tree. The ground shakes with laughter as one of them crawls to his feet and kicks the stuck creature right on his wide bottom. This brutal kick causes the rest of them to fall once again into a fit of laughter.

Any PC who has evidenced any knowledge of adventuring or the wilderness will recognize these creatures as Ogres.

Some PCs will open fire or race down and slay the Ogres. If so, skip to the combat section. If the PCs use Diplomacy DC12 (or DC 8 if the PC opens the conversation in Giant rather than Common), they can talk to the Ogres and perhaps help get the stuck fellow out. Only one of the Ogres is smart enough to speak Common. If they speak to the Ogres before attacking, paraphrase the following:

When you speak out, the Ogres quiet down quickly and at you very warily. "Hey, what you doin' here?" the Ogre who kicked the one trapped in the tree growls. "You ain't trying to get the honey are you? We need the honey for making mead. Old Rocknose here," he points a sausage sized finger at the stuck Ogre, "probably ain't too happy right now, but we think it's funny. We can't seem to get him out. We have no probl'm with you as long as you ain't here to take our honey.

Hey," an idea seems to pop into the Ogre's head. "Can you help us get Rocknose loose?"

Inside the tree are just ordinary bees, but they have a nasty sting. If the PCs don't attack, they can now hear Old Rocknose grunt and groan through the rough bark of the tree. There's also a very angry buzzing sound too. Rocknose is not happy, but he's firmly stuck; his big head just can't fit out of the hole.

Here's a number of ways to free him, but the PCs make their own up as well.

- Wrapping a rope around Old Rocknose and using a horse or two to pull him free will work, but Rocknose will be very upset and sore from the experience.
- Taking an axe or a blade and chopping him out will work, but the bees will swarm from the hole. Each PC within five feet of the tree take $1d4+1$ points of damage from the swarming bees.
- Probably the best plan is to convince Rocknose to spit out the huge ball of wax he's been chewing on. First, the PCs will need to discover that this is the problem, and second, they will need to talk to Rocknose—unless they speak Giant, they'll need to explain the problem to the other Ogres first.

Old Rocknose's face will be a puffy mess of stings, but he'll be so glad to get out of the tree he'll give the PCs each a big hug and a 20 gold piece agate he's found along the river bed. If the PCs kill him, this treasure will not be rewarded.

The ogres won't attack the PCs if the PCs sneaked up and talked with them first. The PCs might kill off all the Ogres except Old Rocknose. If the PCs loot the Ogres they will find 15 gold pieces in various piles of small coin, but the agates aren't there.

Here are the stats if the PCs fail to sneak up or do battle instantly with the Ogres:

Tier 1 (EL 2)

Another ogre, Rocknose, is still stuck in the tree if combat starts before he is freed. He is too stung up to put up much of a fight.

Ogre (1): CR 2; Large Giant (9 ft. tall); HD 4d8+8; hp 26 (each); Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex,+5 natural, +3 hide); Atks +8 melee (2d6+7, Huge Greatclub) or +1 ranged (2d6+5 (crit x3), Huge Longspear); Face/Reach 5ft. x5 ft./10 ft. (15-20 ft. with Longspear); AL CE; SV Fort +6, Ref +0, Will +1

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Feats: Weapon Focus (Great Club)

Gear: Great Club, Great Spear, a few shiny rocks worth 4 sp, 15 gp.

Tier 2 (EL 5)

Another Ogre, Rocknose, is still stuck in the tree if combat starts before he is freed. He is too stung up to put up much of a fight.

Ogre (3): CR 2; Large Giant (9 ft. tall); HD 4d8+8; hp 26 (each); Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex,+5 natural, +3 hide); Atks +8 melee (2d6+7, Huge Greatclub) or +1 ranged (2d6+5 (crit x3), Huge Longspear); Face/Reach 5ft. x5 ft./10 ft. (15-20 ft. with Longspear); AL CE; SV Fort +6, Ref +0, Will +1

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Feats: Weapon Focus (Great Club)

Gear: Great Club, Great Spear, a few shiny rocks worth 4 sp, 15 gp.

Tier 3 (EL 7)

Another Ogre, Rocknose, is still stuck in the tree if combat starts before he is freed. He is too stung up to put up much of a fight.

Ogre (5): CR 2; Large Giant (9 ft. tall); HD 4d8+8; hp 26 (each); Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex,+5 natural, +3 hide); Atks +8 melee (2d6+7, Huge Greatclub) or +1 ranged (2d6+5 (crit x3), Huge Longspear); Face/Reach 5ft. x5 ft./10 ft. (15-20 ft. with Longspear); AL CE; SV Fort +6, Ref +0, Will +1

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Feats: Weapon Focus (Great Club)

Gear: Great Club, Great Spear, a few shiny rocks worth 4 sp, 15 gp.

When the encounter ends, describe to the PCs that a single horseman is hightailing it over a nearby hill heading directly toward a growing dust cloud. The PCs should realize a large host is in pursuit of them and speed may be important right now.

Optional Encounter: A Word of Warning

If time still remains, run this encounter. This situation lets the PCs roleplay and discover information about where they are going and perhaps a bit about the message tube they are carrying to Sete. The DM is free to describe the day of traveling the PCs had. The lay of the land is growing flatter. There are low rolling hills and many small streams of clean water. The hill Side o' Beef pointed out is growing more and more defined. Regardless of whether the PCs stayed on the road or went cross-country, the area around Sete is more populated with farms the closer they get to the town. Many ranchers have their own roads worn in the prairie leading to Sete. The PCs pass a multitude of small farms and ranches dotting along the way. Some children run out and

watch the PCs pass only to be shooed back by parents. The young ones seem used to travelers and even wave occasionally. Unlike other areas of the Duchy of Urnst, this area is often patrolled and bandits keep to the more rugged areas. Still, there is danger here, even though the PCs might be able to camp in a farmer's barn rather than under the stars in later adventures.

Have the PCs set a marching order. They would be riding quickly, but they should have an order. When everything is ready, read the following:

The green flowing hills and small farms appear so peaceful. It's hard to believe anyone could be in danger traveling around the Duchy of Urnst. Still, there are many areas of danger in all directions, as you know, but the roads to Sete all seem clear today. You estimate it's a couple of hours ride to Sete.

Have characters make Spot DC15. PCs that make the roll see this abruptly appear directly ahead. Those that miss the roll need to make a Ride DC 5 or pull back on the reins so suddenly they are bucked off!

Suddenly, smoke appears before you, followed by a loud clap of thunder. Then, as the smoke clears, you notice a hunched figure standing on the road in front of you. A faint cackling sound comes from...well, from all around you.

The Black Crone is a cryptic NPC character. Suffice to say she's the bearer of good and bad tidings. The crone appears in various guises, but her favorite is as an old woman dressed in a ratty black cloak and cowl. A pale skeletal hand slides from the cloak when she gestures to make her point. Her face is usually shadowed, but a glimpse of pale skin the color of a fish's belly and beady black eyes that flash like lightning can be seen within the hood of her cloak

Have some fun with the crone. Use a cackling voice and play her with a hunched back. Think Wicked Witch of the West after a serious riding accident, not a house falling on her.

If the PCs try to ride around her, she appears in front of them again and again until they finally approach and halt. Once the PCs have neared the crone, within 10-20 feet, read the following:

"I smell old blood on you," croaks a voice from a heavy cloaked figure. The voice seems feminine, but all motherly inflections sound burnt away. "Yes, blood and fear, anger and pain. Yes, I think you are travelers of interest to me. Where do you go as if I don't already know?"

Pause for PC response. Squint an eye at them, make your fingers claws, you know the drill, watch PCs, as they should be squirming a bit by the end of this.

"Bound to Sete with a tube of warning, that might stop blood a flowing. I know a bit of this world, for a bit of gold from each of ye, you might be told."

The crone needs no money, but if a PC or all of them hand over coin, have her thank them by her saying each of their names aloud. Have the PCs notice she puts each coin from each person in a separate pocket in her cloak. Don't explain why, but she now has an item the PC has left his or her taint on. That might be useful to her later on. Make a note of which PCs have given her gold from their own hand. At the end of the adventure, have these players write on their log sheet that they have given something they personally touched to the Black Crone.

Some PCs may remember other NPCs in adventures of the Duchy of Urnst that speak in this strange rhyming dialect. The Black Crone ignores any mention of this. There may be a connection, but no connection is forthcoming at this time.

"Sete is a town of new and old, if truth be told," the Black Crone says. "Its roots run deep into the Duchy's soil, from Flani, Suloise and Oeridian toil. Soon you should beware The Pit, many young fools die in it."

Have the crone draw a deep shuddering breath and reach her claw-like fingers to the sky when you read the next stanza.

"There are many secrets rich and foul, around Sete wolves aren't the only howl. During the night are often shrieks, undead, humanoids and awful beasts."

Have the crone sweep a finger across the group pointing at each in turn. Then read the following:

"Finally, you are not yet safe, behind you rides a host with haste. Many men armed with steel are willing to carve you up with zeal."

With a clap of thunder and a puff of green-orange smoke, the crone vanishes. Pause for PC reactions. When they are finished, tell them there's about two hours left to Sete. If any PCs make inappropriate comments about her (expect it) sound another clap or two of thunder and have the PC feel a couple of spiders slipping down the backs of their necks

Encounter 7: The Dust Cloud Cometh

If the PCs have bested Esteh or regained the scroll or taken care of the ogres and the honey, let them mount up. The goal of this encounter is to

allow a chase on horseback with possible missile fire and other complications sprouting up. Try to regain the feel for the chase like the one at the start of the adventure. Feel free to add to the mood by making the tap-ta-tap of many horses on the tabletop as the chase picks up speed. Overall, the DM should start this slow and build it to a hell bent for leather race. The PCs are terribly outnumbered and should see the need for speed. If the PCs decide to make a stand, have the battle look very bad before the Sete Roughriders arrive in the nick of time. Still, even after the Roughriders arrive, there are still plenty of foes to face the PCs. This combat should be dangerous and perhaps deadly. DMs should not have the Roughriders appear and "save the day." The PCs need to be at the center of the fray! A great deal depends on the PCs response to the pursuers. If the PCs make a stand, allow the riders to come in stages, sort of like a Kung Fu movie where the bad guys come in waves. The object is to show overwhelming odds and let them carve it down some (and perhaps a few heroically fall) before help arrives.

After an hour of riding and Sete nearing in the distance, have the PCs make Spot DC15. PCs that make the roll have glanced back to see a cloud of dust nearing from behind at great speed. Wisdom checks alert the PCs that a number of riders are behind them coming fast and if the PCs don't pick up the pace, have the 20 pursuing riders appear roughly 400 yards behind them. Horns sound and Intelligence checks will alert the PCs that these folks aren't friendly. Duh. (If the PCs whine about not seeing them coming sooner, perhaps they were magically shielded, the riders used a nearby hillock for cover or perhaps more than one ranger is working for the pursuers). Roll for Initiative and engage the chase before the combat.

Your horses don't appear too winded and the town of Sete nears perhaps less than an hour distant! Ride!

If the PCs speed up immediately, give them a few moments fall into a marching order. As the ground races under their horses' hooves, the riders appear to be closing the gap!

Describe the following events in this chase and have the PCs react:

1) A covey of quail explodes from the brush from the side of the road like a hail of thrown stones. Your horses dodge out of instinct to the left. Make a Ride (DC13) to keep from slamming your head on your horses' neck. Those PCs who fail feel tears sting their eyes but keep on riding!

2) As you crest a small rise, a woodcutter has fallen a number of trees across the roadway! As you thunder toward him, he drops his axe and leaps out of the way! Make Dexterity or Strength

checks to keep a grip as your horse plunge over the fallen logs! PCs who fail, feel a tree limb slap them across the face for 1d4 damage and large leaf sticks to their face blocking their view.

3) Dropping over another small rise you see directly ahead is a small flock of sheep moving up the roadway. A lone shepherd calls out a warning as you slam directly into the woolly roadblock. The animals bound every direction imaginable. Have one leap across the saddle in front of a PC and start kicking and "baaaaa"-ing before tumbling back to the roadway unharmed.

As the PCs look back, the mob behind them grows to 50-60 riders as others close in the chase.

Sete looms closer, but the riders behind you have closed the gap. Long range arrow fire rains down, but one appears hit in the first volley. What's that? A large group of riders stream from Sete and start racing toward your position. With a clash crosses the distance, you see a second group of riders intersect the mercenaries following you. Still, one group breaks free of the fray and continues to chase you down! You feel the strength of your horse flagging as your pursuers fire another round of arrows, now at medium range.

Determine which PC horse is hit in the flank. Describe the horse rocking abruptly to the right and crashing down. If a PC makes a Tumbling DC18 or Dexterity check at -3, they are not pinned under the steed. A trapped PC will need one round of help to be worked free. This battle must be run carefully. Bleed down the PCs, but don't exterminate them unless they do something foolish. This combat is the PCs concern. The riders from Sete will not arrive in time to help and the others are keeping the bulk of the pursuing forces from reaching the fray.

Tier 1 (EL 5)

Leader, male human Ftr3: CR 3; Medium Humanoid (6 ft. 4 in. tall); HD 3d10+9; hp 26; Init +7 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (+7 from Half-Plate,+3 Dex); Atks +5 melee (2d6 (crit 19-20x2), Greatsword), +8 ranged (1d6 (crit 20x3), Masterwork Short Bow); AL NE; SV Fort +5, Ref +4, Will +1.

Str 15, Dex 16, Con 15, Int 10, Wis 10, Cha 10.

Skills: Bluff +3, Run +3, Escape Artist +6.

Feats: Improved Initiative, Blind Fight.

Possessions: Greatsword, Masterwork Short Bow, Half-Plate, pouch with 50 gp, 12 sp.

Thug fighters, male human, Ftr1 (3): CR 0.5; Medium Humanoid (5 ft. 8 in. tall); HD 1d10+2; hp 12; Init +0; Spd 20 ft.; AC 15 (+1 Dex, +4 from Chain Shirts); Atks +3 melee (1d8, Morning Star) or +2 ranged (1d10 (crit 19-20/x2), Heavy Crossbow) ; AL NE; SV Fort +4, Ref +1, Will +0.

Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +1, Listen +1, Rope Use +2; Feats: Simple Weapon Proficiency.

Possessions: Morning Star, Heavy Crossbow, Chain Shirt, pouch containing 10gp, 10sp and 6 cp.

Tier 2 (EL 6)

Leader, male human Ftr3: CR 3; Medium Humanoid (6 ft. 4 in. tall); HD 3d10+9; hp 28; Init +7 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (+7 from Half-Plate, +3 Dex); Atks +5 melee (2d6 (crit 19-20x2), Greatsword), +8 ranged (1d6 (crit 20x3), Masterwork Short Bow); AL NE; SV Fort +5, Ref +4, Will +1.

Str 15, Dex 16, Con 15, Int 10, Wis 10, Cha 10.

Skills: Bluff +3, Run +3, Escape Artist +6. Feats: Improved Initiative, Blind Fight.

Possessions: Greatsword, Masterwork Short Bow, Half-Plate, pouch with 50 gp, 12 sp.

Thug crossbow men fighters, male human, Ftr2 (3): CR 0.5; Medium Humanoid (5 ft. 8 in. tall); HD 2d10+4; hp 19; Init +0; Spd 20 ft.; AC 15 (+1 Dex, +4 from Chain Shirts); Atks +4 melee (1d8, Morning Star) or +3 ranged (1d10 (crit 19-20/x2), Heavy Crossbow); AL NE; SV Fort +5, Ref +1, Will +0.

Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +1, Listen +1, Rope Use +2; Feats: Simple Weapon Proficiency.

Possessions: Morning Star, Heavy Crossbow, Chain Shirt, pouch containing 20gp, 3sp and 9cp.

Tier 3 (EL 7)

Leader, male human Ftr4: CR 4; Medium Humanoid (6 ft. 4 in. tall); HD 4d10+9; hp 38; Init +7 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (+7 from Half-Plate, +3 Dex); Atks +6 melee (2d6 (crit 19-20x2), Greatsword), +8 ranged (1d6 (crit 20x3), Masterwork Short Bow); AL NE; SV Fort +5, Ref +4, Will +1.

Str 15, Dex 16, Con 15, Int 10, Wis 10, Cha 10.

Skills: Bluff +3, Run +3, Escape Artist +6. Feats: Improved Initiative, Blind Fight.

Possessions: Greatsword, Masterwork Short Bow, Half-Plate, pouch with 90 gp, 8 sp.

Thug fighters, male human, Ftr3 (3): CR 0.5; Medium Humanoid (5 ft. 8 in. tall); HD 3d10+3; hp 22; Init +0; Spd 20 ft.; AC 15 (+1 Dex, +4 from Chain Shirt); Atks +5melee (1d8, Morning Star) or +3 ranged (1d10 (crit 19-20/x2), Heavy Crossbow); AL NE; SV Fort +4, Ref +2, Will +1.

Str 15, Dex 13, Con 13, Int 10, Wis 10, Cha 11.

Skills: Climb +1, Listen +1, Rope Use +2; Feats: Simple Weapon Proficiency.

Possessions: Morning Star, Heavy Crossbow, Chain Shirt, pouch containing 50gp, 3sp and 9 cp.

When the battle finishes, read the following:

In a small cloud of dust, some of the riders from Sete pull up. A few of them carry bows ready with

arrows, but none are pulled in your direction. From her horse, a female Suel noble gives you a wide toothy grin.

"Welcome to the southern part of the Duchy of Urnst," she says, her pale blue eyes taking in your fallen foes. "Toronnon, look to their injuries." A Suel human dismounts and makes a sign of being willing to help your pains. The noble rises in the saddle and looks over the few remaining pockets of skirmishes behind with little worry on who will win. As you watch, your pursuers break and run north. In the distance you hear a muffled cheer from the victors.

"We would have gotten here sooner, but Rollon's pigeon only arrived this morning. I'm glad we weren't on any other missions. I'm Lady Ondreh Nelaera of the Sete Roughriders. When you are ready, we'll escort you the rest of the way as the Roughriders will finish cleaning up this mess."

Conclusion

Give the PCs time to help their fallen. Anyone near dead will get a healing potion poured down him or her. If any PC is at -10 or below, there's nothing the Road Warden can do to help but offer a pack animal to take the body to Sete. Lady Ondreh leads the group the rest of the way toward Sete. If asked about the Roughriders, Lady Ondreh will give the PCs a look of wonderment as if she can't believe the PCs haven't heard of the group. If pressed, read the following:

"The Roughriders are a group of light armored warriors who specialize in horsemanship and mounted combat. We patrol the southern part of the Duchy of Urnst and put a stop to marauding bandits and humanoids that thrive in this land. We also watch for the return of Rary the Traitor. Many seers believe he will come through the Duchy when he decides he wants to sack Greyhawk. We are a few Roughriders down due to increased trouble recently," she says, looking over you and your horses, "perhaps some of you might be worthy. Ah, look ahead."

The village of Sete spreads out ahead of you. It looks like many other small hamlets found scattered across the duchy. Not giving you much time to take the town in, Lady Ondreh leads you past busy little shops, blacksmiths hammering steel, leatherworking stands and other bustling businesses to a large stone building near the center of the town. Hanging from a metal bar above a massive doorway is a sign depicting manacles and a large iron lock. The door swings open as you approach and a burly man with bright red hair and sparkling green eyes meets you before you can dismount.

"I'm Lord Furel Grek. I have word you have a message tube from Rollon. I'd like that now if you will."

If the PCs demand identification, the Lord Furel will make it clear he is who he is. Lady Ondreh will also say it will be a good idea for the PCs to hand over the scroll tube and not anger the Lord into introducing them to "The Pit." When the PCs hand over the tube he looks it over. If the wax seal is broken, his eyes narrow and he shakes his head.

"I'll read this inside. It seems I owe you a great debt," Lord Furel rumbles. "It seems my half-brother is in deeper political trouble than I thought he'd get into so soon. I warned him about the dangers of Duke Karll's court, but he wouldn't listen. On a brighter side, I received another message from Rollon, it seems he'll pull through. I'd like to have a 100 of him in the Roughriders, but the fool believes in my brother's causes too much."

With a heavy sigh, he turns for the door. Before he enters he pauses and looks at you. "You adventurers have earned the gratitude of House Grek. That alone will stand you in good stead. Ondreh, get these adventures to "The Pit," but put them in the nicest rooms available upstairs, on me. And get those horses stabled and cared for; they are looking pretty worn down too. When Rollon returns for Onyx, we don't want her looking poorly. Once again, thank you."

With that, Lord Furel goes inside to read his brother's message.

"Well, I'm glad you're staying upstairs at "The Pit," Lady Ondreh says with a smile. "C'mon, let's take care of those horses and yourselves."

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Defeat Gerdharn and Thugs 100 xp

Encounter 4

Defeat the Thugs 75 xp

Encounter 5a

Defeat Estah Acidcheek (individual award) 50 xp

Encounter Two

Aid in Rocknoses's escape 100 xp

--or--

Defeat the ogres 50 xp

Optional Encounter

PCs do not taunt the old crone 25 xp

Encounter 7

Defeat the Riders 100 xp

Conclusion

PCs deliver the message 50 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter One

- Pouch containing 200 gp
- Rapier
- Banded mail
- Pouch containing 20 gp and 16 cp
- 6 chain shirts
- Arcane Scroll of *Shocking Grasp* (level 1)
- Pouch with 20 gp
- 6 pouches containing 4 sp and 16 cp each

Encounter Three

- Pouch containing 50 gp for each PC
- Map of the road to Sete

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Encounter Four

- 5 Light flails
- 5 Longbows
- 5 chain shirts
- 5 pouches containing 3 gp, 3 sp, and 9 cp each

Encounter Five A

- Light mace
- Halfspear
- Handaxe
- Short sword
- Long sword
- Scimitar
- Battleaxe
- Greatsword
- Chainmail
- Masterwork Riding Saddle
- Pouch containing 24 gp and 12 sp

Encounter Five B

- Agate worth 20 gp
- Great Club
- Great Spear
- Shiny rocks worth 4 sp
- Pouch containing 15 gp

Encounter Seven

- Greatsword
- Masterwork Short Bow
- Half-Plate
- 3 Morning Stars
- 3 Heavy Crossbows
- 3 Chain Shirts
- 1 Influence Point with Noble House Grek
- Pouch containing 50 gp and 12 sp
- 3 Pouches containing 10 gp, 10 sp, and 6 cp each

(etc)

Appendix A: Rollon Rholken, Man-at-Arms to Lord Bylan Grek

Rollon, male Suel human Ftr7: medium humanoid (6 ft. tall); HD 7d10+4; hp 49; Init +1 (+1 Dex); Spd 20; AC 19 (+1 Dex, +6 Banded Mail, +2 shield); Atks +10/+5 melee (1d8+4 [19-20, x2] longsword); AL LG; SV Fort +9, Ref +3, Will+4

Str 15, Dex 12, Con 19, Int 10, Wis 11, Cha 13

Skills: Diplomacy +4 (3 ranks), Handle Animal +7 (6 ranks), Ride +11 (10 ranks), Spot +4 (4 ranks)

Feats: Iron Will, Endurance, Leadership, Weapon Focus (Longsword), Weapon Specialization (Longsword), Mounted Combat, Ride By Attack, Spirited Charge

Languages: Common

Possessions: banded mail (colored in black and tan), broadsword, punching dagger, large steel shield, scroll case, 8 silver.

Appendix B:

DM's map of the Simton-Sete region of the Duchy of Urnst



Race to Sete DM's Map

Appendix C: Player's Hand out 1
Player's map of the Simton-Sete region of the Duchy of Urnst

