

PAL4M-01

# Alone Together

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Theocracy of the Pale Regional Mini-mission

Version 1.1

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The devastation of Tenh has displaced many from their homes. In the foothills of the Griffs, some outcasts find common bonds and help each other survive, while others look for easy victims. A rustic mini-mission for APLs 2-10, part of the "Scouting Tenh" missions.

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 mini-scenario for the Dungeons & Dragons® game. A two-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with the preparation of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

### Preparation

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

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

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

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

### Playing the Game

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

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

players (and the judge) to keep track of who is playing which character.

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

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

### Tracking

This mini-mission will not be reported to the RPGA.

### 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.

	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	

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 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 two things that the group can do to help even the score.

- 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.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must

succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

## Time Units and Upkeep

This is a Regional mini-mission, set in the Theocracy of the Pale. Characters native to the Pale pay one Time Unit; all others pay two Time Units.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

## Adventure Background

The blink dogs of Tenh, like most of that land's residents, have had a tough life in the past decade.

Packs of the intelligent canines used to live on the plains of Tenh for thousands of years, away from human settlements. The sadistic occupying forces of Stonehold and luz enjoyed slaughtering blink dogs when they could find them, but most packs survived. When the Ethereal hordes arrived, though, many packs of blink dogs perished, while some escaped to the safety of the hills. They scraped by as lowland Tenh was reduced to dust. In a further blow, the strange energies of the *Codex of the Infinite Planes* that banished the Ether creatures also severed the blink dogs' link with the Ethereal Plane, preventing them from blinking and crippling their ability to hunt.

One pair of these non-blinking blink dogs has chosen to join with some Tenha refugees in the hills. These farmers were slaves under the Stoneholders, but escaped their overseers in the chaos of the Ether invasion. The old matriarch is ill and the younger people do not dare move her. This family, too, has only barely stayed alive by foraging in the scrubby hills. But together, the blink dogs and humans enjoy a slightly better existence. The humans had never even heard of blink dogs, so they believe these helpful dogs to be a gift from the gods in their time of need. The blink dogs talk with each other but cannot talk effectively with the humans.

But the foothills of the Griff Mountains are still dangerous. Displacer beasts, ancestral enemies of blink dogs, have found and destroyed a few isolated packs of the non-blinking blink dogs in the hills. Scouting parties of Stonehold barbarians prowl the mountains, killing and robbing refugees and waiting for the time to strike against the Pale (as hinted at in the intro module "Dawn Break"). Some Stoneholders and displacer beasts realize how much faster they can kill their enemies by working together—temporarily, of course—and one such group has just found the camp of the Tenha refugees with their blink dog allies....

## Adventure Summary

**Introduction:** The PCs set out from Atherstone, either working for the Army (to scout a designated section of the hills) or helping some Tenhas (to bring back news of their village).

**Encounter One:** The PCs find a ruined farming village near the foothills. A plume of smoke over the hills leads them up into the hills.

**Encounter Two:** The PCs meet the Tenhas and the blink dogs. The Tenhas tell about their flight from the lowlands. They do not know about the nearby enemies stalking them. PCs with access to translation-magic can talk with the blink dogs, too. The blink dogs will recover naturally in a few months -- though they do not know it -- but only powerful magic can restore them sooner.

**Encounter Three:** Shortly after the PCs find the refugees, displacer beasts and Stoneholders attack, eager for carnage and (admittedly scarce) plunder. The non-blinking blink dogs help the PCs at APL2, but they need to be protected at higher APLs.

**Encounter Four:** The PCs can interrogate the Stoneholders or follow their trail back to a camp containing a whole Fist (about a hundred men). Wise PCs will not stir up trouble here, but will bring back word to the Pale.

**Conclusion:** The PCs can help the Tenhas move to the safety of the Pale. The blink dogs would like to come along, too, if the PCs promise a welcoming environment. The PCs may choose to tell the Palish authorities about the enemies in the hills, to help the planned advance into Tenh.

## Cast of Characters

**A) The Tenha family.** All seven are Flan humans. Most of their Tenha pride has been beaten out of them by a hard year in the hills. They are mostly farmers, and are divided over whether to struggle here indefinitely or break camp and make for the Pale. See Encounter Two.

**B) The blink dogs:** They are a young mated pair, without pups. The rest of their pack is dead, killed by ether creatures.

**C) The Stoneholder raiders:** a Fist (war band) including warriors, barbarians, rogues, a bard, and more. At APLs 8 and 10, the PCs encounter the lieutenant, **Dorvund Eye-tooth**, second-in-command of this Fist. He is craftier than are most

Stoneholders, and ruthless when he sees an unfair fight in his advantage.

D) **The displacer beasts:** They form a bachelor pack. They have caught the trail of the blink dogs and are hungry for a fight.

## Preparation for Play

### Timetable for Running the Scenario

To keep within half of the four-hour convention slot, the following timetable can help you in pacing. If you have longer to play, adjust accordingly.

0:00-0:15 Introduction: character intros and roleplaying.

0:15-0:20 Encounter One: plot development.

0:20-0:40 Encounter Two: NPC introductions, roleplaying.

0:40-1:40 Encounter Three: combat.

1:40-1:45 Encounter Four: plot development.

1:45-2:00 Conclusion: roleplaying and wrap-up.

## Introduction

The PCs are in Atherstone, where the Pale is sending out groups to scout the Tenh Stonelands for the imminent invasion. It is early Harvester (*real-world September*) as the Theocracy prepares its campaign in Tenh.

***Atherstone bustles with activity: masses of troops, merchants, adventurers, and opportunists and hangers-on. Most buildings—be they colonnaded villas left standing after the barbarian invasion, or efficient new Palish construction—have been retrofitted as apartments, public houses, or barracks. Even the long-suffering Tenha refugees and residents seem to feed off the energy in the late-summer air. A dry wind from over the plains of Tenh—now the Stonelands—rattles the signs of taverns and kicks up dust in the streets.***

The PCs are going to scout an area of the foothills below the Griff Mountains, near where a small farming village was known to exist. Depending on the makeup of the party, figure out whether they would prefer to take on an official scouting mission from the Church or would prefer to help some Tenha refugees find out what happened to their village. The PCs have come for action, so a hook

should be easy. Allow the players to introduce their PCs to each other and to you.

The Church offers standard wages for scouting duty [50 gp per PC], but the refugees have only their thanks to give.

## Encounter One: Ruins

The PCs find a ruined farming village near the foothills.

***From Atherstone, the road leads northwest toward the border with the Stonelands. Palish engineers have rebuilt the Tenha trade route to ensure the swift movement of goods and troops to the front. Your path will skirt the foothills of the Griff Mountains, diverting from the road before its end at the castle of High Pentress.***

***Built to guard Tenh from the Troll Fens, High Pentress stands with the mountains at its back. Although the Pale holds the castle and the lands below it, some say that the ghosts of the defenders, driven mad or cut down by plague when Tenh fell, haunt the castle even today.***

***Traveling through the foothills of the Griff Mountains shows you the desolation of Tenh, its sweeping plains turned to dust. The cloudless sky holds no heat at night.***

***A few quiet days pass and bring you to the ruins of a farming village, among what were once productive fields. Stone foundations jut here and there among piles of rubble, the handiwork of Ethereal hordes. The wind, the only sound in the area, shifts to the northeast.***

If the PCs look through the ruins, they can tell quickly that these ruins have already been picked over by human scavengers. Have the PCs make Spot checks; those who make DC 15—or whatever the highest roll is, if not beating DC 15—notice a faint haze over the hills to the east, which is a plume of smoke from the camp of the Tenha refugees. Normally they try not to let smoke give away their position, but today's wind and the topography of these hills allow the PCs to see it.

**Development:** When the PCs follow the signs, proceed to Encounter Two.

## Encounter Two: Hideout

The PCs meet the Tenhas and the blink dogs. They can tell some information about their flight

from the lowlands, but they do not know about the nearby enemies stalking them.

**The lowest foothills are barren, like the plains, but higher elevations bring life: first some dry grass and eventually brush and larger plants. A few berries even remain on some bushes. The faint sound of a bird carries on the wind from somewhere among the scrub.**

The refugees have been foraging and hunting in the upper parts of the foothills, just barely getting by. Their camp is about two miles from the ruins of the village. Map #1 shows the camp, with a steep rock face at the back and a small cave where the old Tenha matriarch stays most of the time.

The PCs approach from the southwest (lower left) unless otherwise stated. They are met by the male Tenhas, standing fearfully over their just-extinguished campfire, and the two blink dogs. All are wary, trying to gauge the PCs' intentions. You can ask for a Diplomacy check if the PCs give them any reason to be more afraid.

These are the Tenhas. All are Flan, and none is chaotic or evil. You can make up some quirks or distinguishing characteristics as you see fit:

- **Arretah:** female Com1, age 72. Widow. The matriarch of the family. In fragile health.
- **Dentrech:** male Com2, age 48. Arretah's eldest son. Widower. He does not want to move from the camp (without the PCs' help), fearing that the stress of travel would kill his mother.
  - **Olliah:** female Com1, age 21. Dentrech's daughter. Does not want to move.
  - **Denford:** male Com1, age 17. Dentrech's son. Undecided over whether to move.
- **Karah:** female Com1, age 45. Arretah's daughter. Does not want to move.
  - **Marsedd:** male Com1, age 46. Married to Karah. Wants to move.
  - **Ansel:** male Com1, age 19. Son of Karah and Marsedd. Wants to move.
- **Folgarh:** male Exp2, age 42. Arretah's son. Trapper whose survival skills have kept the family alive (Survival +9; Skill Focus (Survival)). He is teaching his nephews and niece some of his skills. He is undecided about moving, since he can get along fine in

the hills, but he would prefer not to go on like this forever.

If you are not inclined to get into all of their names and relations, you may simply summarize them as a three-generation extended family with an ailing grandmother, a survivalist, and some grounds for arguments.

Generally, the Tenhas are tired and malnourished. They have a few weapons: daggers (one tied to a stick as a crude spear), slings, clubs, and Folgarh's handaxe. They are still prideful but try not to alienate potential rescuers. The NPCs might start pleading for help in leaving these wretched hills, at least if the PCs look trustworthy.

Folgarh (the trapper) is slightly better off, being the one among them with actual skill in survival. He has taught the kids enough that the whole group could get by awhile longer, but he is getting tired of having to do most of the work to support them.

Staying with the Tenhas are a mated pair of blink dogs that have lost their ability to *blink* or *dimension door*, because of the planar instabilities over Tenh. The blink dogs will recover naturally in a few months—though they do not know it—but can be restored to blinking with a successful *break enchantment* against CL 20th (probably out of reach of the PCs).

The blink dogs simply showed up a few months ago, joining the camp after determining that the Tenhas would not hurt them. They help the humans by catching and bringing back small animals, and are obviously smarter than average dogs. The Tenhas consider them to be gifts from Berei in this trying time.

- **The blink dogs:** these are a male and a female, both with tawny-dun fur and a little mangy. The female is slightly lighter-colored. As lawful good creatures, they value cooperation, even with this odd adopted pack.

A successful Knowledge (arcana) check (DC 14) identifies them as blink dogs; every 5 points beyond DC 14 gives additional information, such as that they are usually lawful good but are usually reclusive.

PCs with access to *tongues* or *comprehend languages* can talk with (or at least understand) the blink dogs. The dogs relate the death of their pack by ether creatures, the sudden loss of their blinking ability last year and the ensuing fear, and their decision to join these humans. As creatures of the plains, they feel ill at ease in the hills.

**Development:** When the conversation is starting to lag, or you decide it has been long enough, it is time for the fight! Go to Encounter Three.

## Encounter Three: Cats and Dogs of War

Shortly after the PCs find the refugees, the displacer beasts and Stoneholders attack, eager for carnage and (admittedly scarce) plunder.

The blink dogs try to help, but they may be liabilities at higher APLs. The humans retreat to the cave and guard against attack. Let the PCs be the heroes.

Note: The two waves of opponents arrive separately and this encounter is written as two fights, to fill out the ELs for full experience. If the fights were combined, each APL would have a single combat of EL = APL+3 (APL+2, at APL 10).

Use Map #1 for this encounter.

### Allies

#### All APLs (EL 3)

**Blink Dogs, non-blinking (2):** hp 22 each; see *Monster Manual* page 28. These blink dogs cannot *blink* or *dimension door* and are estimated at CR 1 each.

**Tactics:** The blink dogs are smart and are used to working together, but they are little more than higher-HD war dogs now. They maneuver to give flanking bonuses to each other (or to PCs) and try to protect the refugees.

#### Enemies: Wave One (Displacer Beasts)

These displacer beasts are neutral evil. They are members of a bachelor pack, working with the humans temporarily.

#### APL 2 (EL 4)

**Displacer Beast:** hp 51; see *Monster Manual* page 66 (Large Magical Beast, CR 4).

#### APL 4 (EL 6)

**Displacer Beasts (2):** hp 54 each; see *Monster Manual* page 66 (Large Magical Beast, CR 4).

#### APL 6 (EL 7)

**Displacer Beasts (3):** hp 54 each; see *Monster Manual* page 66 (Large Magical Beast, CR 4).

#### APL 8 (EL 9)

**Displacer Beasts (6):** hp 54 each; see *Monster Manual* page 66 (Large Magical Beast, CR 4).

#### APL 10 (EL 11)

**Displacer Beasts (4):** hp 54 each; see *Monster Manual* page 66 (Large Magical Beast, CR 4).

**Huge Advanced Displacer Beast, 12 HD (1):** hp 132; see *Appendix One*.

**Setup:** The displacer beasts approach with stealth ahead of the Stoneholders. The beasts sense ample hunting here and have outpaced the humans. If more than one, they move in with a dispersed formation (not all in an easy spell-burst).

Give the PCs a Spot check to see them approaching; unless a spotter is flying, allow a maximum spotting distance of 150 feet (PC's Spot beats NPC's Hide by 15).

**Tactics:** The displacer beasts want to kill the blink dogs, but that can wait, if they must kill intervening PCs first. At APL 2 and APL 4, a displacer beast is willing to take attacks of opportunity for a round while closing with a blink dog, but if any of the AoOs hit, the displacer beast learns fast not to do it again. If the PCs are flying out of danger, the beasts gladly move in to flay the blink dogs. The displacer beasts will flee (individually) if reduced to 5 hp.

#### Enemies: Wave Two (Stoneholders)

#### APL 2 (EL 2)

**Stonehold Scout:** Male human Rog1; hp 7; see *Appendix One*.

**Stonehold Warrior:** Male human War1; hp 13; see *Appendix One*.

#### APL 4 (EL 4)

**Stonehold Skald:** Male human Brd1; hp 7; see *Appendix One*.

**Stonehold Scout:** Male human Rog1; hp 7; see *Appendix One*.

**Stonehold Warriors (2):** Male human War1; hp 13 each; see *Appendix One*.

#### APL 6 (EL 7)

**Stonehold Sergeant:** Male human Bbn4; hp 41; see *Appendix One*.

**Stonehold Skald:** Male human Brd1; hp 7; see *Appendix One*.

**Stonehold Scout:** Male human Rog1; hp 7; see *Appendix One*.

**Stonehold Barbarians (4):** Male human Bbn1; hp 14 each; see *Appendix One*.

#### APL 8 and APL 10 (EL 9)

**Dorvund Eye-Tooth, Stonehold Lieutenant:** Male human Bbn3/Rog4; hp 56; see *Appendix One*.

**Stonehold Sergeant:** Male human Bbn4; hp 41; see *Appendix One*.

**Stonehold Skald:** Male human Brd1; hp 7; see *Appendix One*.

**Stonehold Scout:** Male human Rog1; hp 7; see *Appendix One*.

**Stonehold Barbarians (4):** Male human Bbn1; hp 14 each; see *Appendix One*.

**Setup:** The Stoneholder band comes in four rounds after the displacer beasts do. They move in with a dispersed formation too, as above. The PCs can get Spot checks, probably at -5 for the distraction of the fight.

**Tactics:** The skald (at all but APL 2) chants truculently (Inspire Courage) in the first round and keeps up the song as long as he can. The Stoneholders rush into melee, except the skald, who hangs back to shoot his bow. The barbarians fight chaotically but brutally; they rage after first being hit (Dorvund, at APL 8 and 10, does not rage except to save his life, since he does not like to lose the option of tumbling). If the PCs are flying out of danger, the barbarians slake their bloodlust by cutting down Tenhas and blink dogs. Dorvund will use his *potion of invisibility* and flee if reduced to 5 hit points.

**Treasure:** The Stoneholders have plenty of plunder. It is not itemized here. See the Treasure Summary for totals.

**Development:** The Stoneholders do not talk willingly, but intimidation or magic can get some information from them. The rest of their warband (a Fist) is several miles east of here, holed up and waiting for further orders. They have received information about troop movements in the northwestern Pale from Ludwedge the halfling, as described in the intro scenario "Dawn Break". There are several other displacer beasts at the camp, but each side knows that the partnership will not last much longer.

The PCs may choose to investigate (go to Encounter Four) or simply go back to the Pale (go to the Conclusion).

## Encounter Four: Fist's Camp

From the Stoneholders' information or by following their trail (Track DC 14), the PCs can go the few miles deeper into the foothills.

**A scrub-covered hill gives a view into the sheltered valley below, which holds a large camp. About twenty large skin tents stand in a defensive array. Many men—a few score at least—plus about a dozen war dogs and wolves, move about the camp. A few more of the inky tentacled cats gnaw on bones and lazily tussle with each other at the fringes of the camp. The men and wolves stay well clear of them.**

Wise PCs will not stir up trouble here, but will bring back word to the Pale. If the PCs do not want to be seen, then let them get away without incident (but perhaps with a little scare, such as suggesting that they were noticed).

**Development:** When the PCs leave, go to the Conclusion.

## Conclusion

The following assumes that the PCs succeeded in stopping the barbarians and displacer beasts, and rescued the Tenha family and blink dogs.

The PCs can help the Tenhas move to the safety of the Pale. Old Arretah is fragile but can be moved without harm. The blink dogs would like to come along, too, if the PCs promise a welcoming environment and some open rangeland to wander. The PCs may choose to tell the Palish authorities about the enemies in the hills, to help the planned advance into Tenh. The Pale pays 50 gp per PC for any (true) information that the PCs give. Whether the Stoneholders will still be there in two months is another matter....

### 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 Three

Defeat displacer beasts

APL2 120 xp

APL4 180 xp

APL6 210 xp

APL8 270 xp

APL10 330 xp

Defeat Stoneholders

APL2 60 xp

APL4 120 xp

APL6 210 xp

APL8 270 xp

APL10 270 xp

### Story Awards

Rescue Tenhas and blink dogs

APL2 15 xp

APL4 13 xp

APL6 10 xp

APL8 8 xp

APL10 8 xp

Tell Pale the location of Stoneholders

APL2 15 xp

APL4 13 xp

APL6 10 xp

APL8 8 xp

APL10 8 xp

### Discretionary roleplaying award

APL2 15 xp

APL4 12 xp

APL6 10 xp

APL8 7 xp

APL10 9 xp

### Total possible experience:

APL2 225 xp

APL4 338 xp

APL6 450 xp

APL8 563 xp

APL10 625 xp

## Treasure Summary

[Explanation of treasure and looting enemies removed.]

### Total Possible Treasure

The below figures include 50 gp per PC from the Church.

APL 2: L: 14 gp; C: 217 gp; M: 0 gp - Total: 231 gp (cap 225 gp)

APL 4: L: 62 gp; C: 267 gp; M: 0 gp - Total: 304 gp (cap 325 gp)

APL 6: L: 194 gp; C: 267 gp; M: 33 gp - Total: 494 gp (cap 450 gp)

APL 8: L: 233 gp; C: 267 gp; M: 514 gp - Total: 1014 gp (cap 650 gp)

APL 10: L: 233 gp; C: 417 gp; M: 514 gp - Total: 1164 gp (cap 1150 gp)

## Items for the Adventure Record

### Item Access

Since this is a mini mission, it provides no special access.

## Appendix One – NPCs

### Encounter Three

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#### All APLs: mix and match from this roster

**Stonehold Warrior:** Male human War1; CR 1/2; Medium Humanoid (human); HD 1d8+5; hp 13; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk/Grp +1/+3; Atk +3 melee (1d8+2/x3, battleaxe) or +1 ranged (1d6/x3, shortbow); Full Atk +3 melee (1d8+2/x3, battleaxe) or +1 ranged (1d6/x3, shortbow); SA —; SQ —; AL CN; SV Fort +4, Ref +0, Will +0; Str 14, Dex 11, Con 14, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Intimidate +3, Jump +4; Endurance, Toughness.

*Languages:* Flan dialect only.

*Possessions:* Studded leather, light wooden shield, battleaxe, dagger, shortbow, 20 normal arrows.

**Stonehold Scout:** Male human Rog1; CR 1; Medium Humanoid (human); HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk/Grp +0/+1; Atk +1 melee (1d6+1/19-20, shortsword) or +2 ranged (1d6/x3, shortbow); Full Atk +1 melee (1d6+1/19-20, shortsword) or +2 ranged (1d6/x3, shortbow); SA sneak attack +1d6; SQ trapfinding; AL CE; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Climb +4, Hide +5, Jump +4, Knowledge (local – Core) +6, Listen +4, Move Silently +5, Search +6, Spot +4, Survival +2, Tumble +5, Use Rope +6; Dodge, Improved Initiative.

*Languages:* Flan dialect, Common, Cold Tongue.

*Possessions:* Studded leather, shortsword, 2 daggers, shortbow, 20 normal arrows, 1 flask alchemist's fire, 50 ft hemp rope, grappling hook, 1000 gp in stolen coins and gems.

**Stonehold Skald:** Male human Brd1; CR 1; Medium Humanoid (human); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk/Grp +0/+0; Atk +0 melee (1d8/19-20, longsword) or +3 ranged (1d6/x3, masterwork shortbow); Full Atk +0 melee

(1d8/19-20, longsword) or +2 ranged (1d6/x3, masterwork shortbow); SA —; SQ bardic knowledge +2, bardic music 1/day (countersong, inspire courage +1, *fascinate*); AL CN; SV Fort +1, Ref +4, Will +1; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 15.

*Skills and Feats:* Appraise +6, Bluff +6, Diplomacy +4, Knowledge (geography) +1, Knowledge (history) +3, Knowledge (nature) +3, Perform (sing) +6, Sense Motive +3, Survival +1, Tumble +5; Point Blank Shot, Precise Shot.

*Languages:* Flan dialect, Common, Cold Tongue.

*Bard Spells Known* (2; save DC = 12 + spell level): 0—*daze, ghost sound, mending, message.*

*Possessions:* Chain shirt, longsword, 2 daggers, masterwork shortbow, 20 normal arrows, tanglefoot bag, 300 gp in topaz gems.

**Stonehold Barbarian:** Male human Bbn1; CR 1; Medium Humanoid (human); HD 1d12+2; hp 14; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14; Base Atk/Grp +1/+3; Atk +4 melee (1d12+3/x3, greataxe) or +2 ranged (1d6/x3, shortbow); Full Atk +4 melee (1d12+3/x3, greataxe) or +2 ranged (1d6/x3, shortbow); SA —; SQ rage 1/day; AL CN; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +4, Intimidate +3, Jump +8, Listen +5, Survival +5; Endurance, Weapon Focus (greataxe).

*Languages:* Flan dialect only.

**Rage (Ex):** +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

*Possessions:* Chain shirt, greataxe, dagger, shortbow, 20 normal arrows.

**Stonehold Sergeant:** Male human Bbn4; CR 4; Medium Humanoid (human); HD 4d12+8; hp 41; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16 (uncanny dodge); Base Atk/Grp +4/+7; Atk +9 melee (1d8+4/x3, masterwork longspear) or +5 ranged (1d8+3/x3, composite longbow [+3 Str bonus]); Full Atk +9 melee (1d8+4/x3, masterwork longspear) or +5 ranged (1d8+3/x3,

composite longbow [+3 Str bonus]); SA —; SQ rage 2/day, trap sense +1, uncanny dodge; AL CE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +7, Intimidate +6, Jump +11, Listen +8, Survival +8; Combat Reflexes, Power Attack, Weapon Focus (longspear).

*Languages:* Flan dialect, Common.

**Rage (Ex):** +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

**Uncanny Dodge (Ex):** This barbarian can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

*Possessions:* Masterwork breastplate, masterwork longspear, dagger, composite longbow (+3 Str bonus), 20 normal arrows, 3 flasks of alchemist's fire, 2 *potions of cure light wounds*, *potion of bull's strength*.

*Physical Description:* Typical Stoneholder of Flan-Suel extraction, pale with freckles, wavy red-brown hair worn long and wild. He wears wolf pelts over his armor.

**Dorvund Eye-Tooth, Stonehold Lieutenant:** Male human Bbn3/Rog4; CR 7; Medium Humanoid (human); HD 3d12+4d6+14; hp 56; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17 (uncanny dodge); Base Atk/Grp +6/+8; Atk +9 melee (1d10+4/x3, +1 *halberd*) or +8 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); Full Atk +9/+4 melee (1d10+4/x3, +1 *halberd*) or +8/+3 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); SA sneak attack +2d6; SQ evasion, improved uncanny dodge, rage 1/day, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +7, Ref +8, Will +5; Str 14, Dex 15, Con 14, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Balance +3, Bluff +12, Craft (trapmaking) +7, Disable Device +9, Intimidate +14, Jump +15, Listen +10, Search +6, Spot +10, Survival +9, Tumble +13; Combat Expertise, Improved Feint, Iron Will, Persuasive.

*Languages:* Flan dialect, Common, Giant.

**Evasion (Ex):** If Dorvund is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

**Improved Uncanny Dodge (Ex):** Dorvund cannot be flanked except by a rogue of at least 11th level.

**Rage (Ex):** +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds.

**Uncanny Dodge (Ex):** Dorvund can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

*Possessions:* +1 *chain shirt*, +1 *halberd*, handaxe, sap, dagger, composite longbow (+2 Str bonus), 20 normal arrows, 3 flasks of alchemist's fire, masterwork thieves' tools, *brooch of shielding* (30 points left), *cloak of resistance +1*, 2 *potions of cure light wounds*, *potion of invisibility*, *potion of resist fire 10*.

*Physical Description:* Flan-Suel Stoneholder, age 30, short and wiry, freckled complexion, many-braided dark blond hair, amber eyes; he grins wickedly in combat to show his teeth, which have been filed to points. His magical leather cloak is made of human skin, flayed from heavily tattooed Rovers of the Barrens; the bronze clasp (magical *brooch*) is of an ancient Flan design.

**Huge Advanced Displacer Beast, 12 HD:** CR 10; Huge Magical Beast; HD 12d10+60; hp 132; Init +1; Spd 40 ft.; AC 17, touch 9, flat-footed 16; Base Atk/Grp +12/+28; Atk +19 melee (1d8+8, tentacle); Full Atk +19 melee (1d8+8, 2 tentacles) and +14 melee (2d6+4, bite); Space/Reach 15 ft./10 ft. (20 ft. with tentacle); SA —; SQ darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks; AL NE; SV Fort +13, Ref +9, Will +7; Str 26, Dex 13, Con 20, Int 5, Wis 12, Cha 8.

*Skills and Feats:* Hide +10, Listen +5, Move Silently +5, Spot +5; Alertness, Combat Reflexes, Dodge, Iron Will, Weapon Focus (tentacle).

*Languages:* Common.

**Displacement (Su):** see entry under Displacer Beast, *Monster Manual* page 66.

**Resistance to Ranged Attacks (Su):** see entry under Displacer Beast, *Monster Manual* page 66.

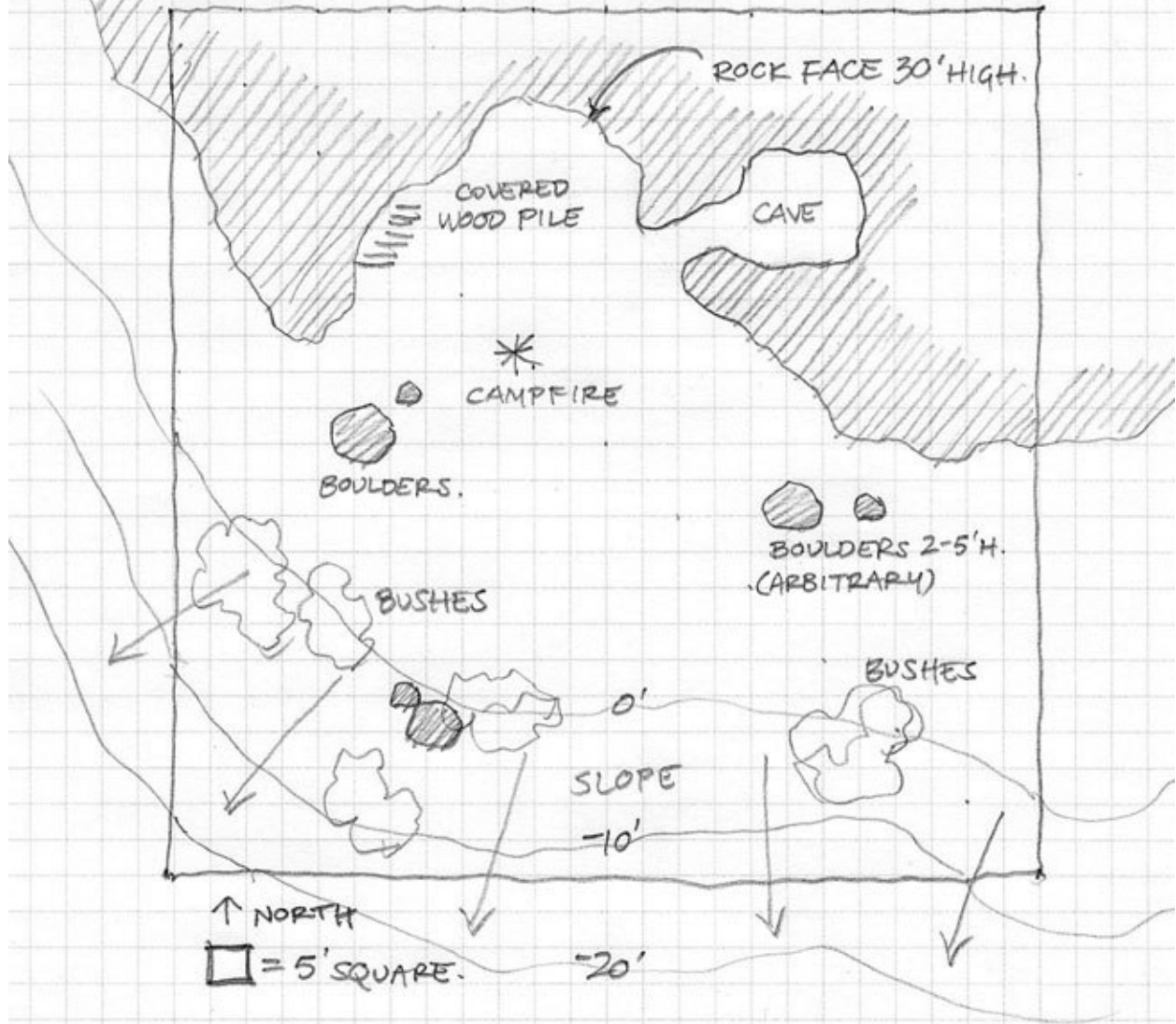
*Possessions:* platinum anklet worth 900 gp.

*Physical Description:* Like a normal displacer beast, but HUGE!

# Map #1 – Tenha Camp

**MAP** — A SUGGESTION.

THIS IS FOR A 24-INCH-SQUARE MAT.  
A BIGGER MAT WOULD BE BETTER, ESPECIALLY  
AT HIGHER APLS (MORE COMBATANTS).



DISPLACER BEASTS & STONEHOLDERS  
COME AROUND FROM EITHER SIDE.

JKS 04

## Critical Event Summary

The outcome of this mini mission may influence the invasion of Tenh. Please email your feedback, comments, advice, or noteworthy stories about this scenario to Derek Schubert at [derek.schubert@alumni.duke.edu](mailto:derek.schubert@alumni.duke.edu), with the subject "ConQuest Mini mission Feedback".

### Questions:

1. If the PCs fought Dorvund, was he killed or captured?
2. Did the PCs bring the Tenhas back to the Pale?
3. Did the PCs bring the blink dogs back to the Pale?
4. Did the PCs see the Stoneholders' camp for themselves?
5. If you have any other comments or questions, please include them.