

PAL5-03I

Cry Havoc!

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

Version 1.0

Round 1

By Matthew Thompson

While the Pale diverted much of her attention to the liberation of Tenh, its enemies were taking advantage of its distraction to further their own agenda. A mission recommended for animal lovers, investigators, Pholtans, and other generally helpful souls. A Theocracy of the Pale Introductory Adventure.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

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 and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the

adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.

1. 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.

2. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

3. If you are running a table of six PCs, add one to that average.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
4. 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 standard One-round Regional Introductory adventure, set in The Theocracy of the Pale. Characters native to The Theocracy of the Pale pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. 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.

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

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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 war to liberate Tenh is far from over, bandits, and those still loyal to Redspan, still harass the borders. Luckily, many that participated in the early part of the war have earned a reprieve; a few short weeks to spend with loved ones. Some have even come to the end of their service. This adventure takes place shortly after the initial liberation effort. The events leading up to the start of the adventure start about a week before one such soldier returns home. Below is the timeline of events leading up to the PCs being contacted by a returning soldier, Partheus Nortissika, a Scout in the Prelatal Army.

Day -8: Tenha refugees, returning to their recently reclaimed homeland, arrive at a small Hamlet named Ehrste near the border of what is now the Prelacy of Tenh. The proud Flan, having little coin, attempt to trade a few of their meager possession for a night in a room, to no avail. Angelina Nortissika, Partheus's wife, overhears their bartering and offers to house them for the night if they volunteer to help out at the family business.

Day -7: In the morning after cleaning the kennels at the *Nortissika Advanced Training Grounds for Canines and other Companions*, the Tenha refugees continue their travels back to Tenh.

Day -5: In the afternoon the refugees encounter a group of humans heading east towards the Hamlet. Wanting to hear word from their homeland they welcome the strangers into their camp for the night. Stories are exchanged and the two groups go their separate ways in the morning. Unknown to the refugees, these humans

are Stoneholders, and are on a mission with a shaman of Erythnul. They are to gain information about the Pale, as well as a personal mission to kidnap some specimens from a local kennel for the shaman to retrain.

Night of Day -3: The Stonefist Bandits attack the Nortissika home and kennel and kidnap several of the animals, as well as Olgrim, Angelina's father-in-law, who came out of retirement to be the Head Trainer while Partheus is away at war. In the struggle, Angelina is grievously wounded and left for dead in the kennels.

Day -1: The assault and kidnapping are discovered by a neighbor in the morning. Angelina is brought to the priest's assistant for aid. Melville, the town's constable, begins investigating the crime. The Mayor sends word to the authorities in Atherstone, hoping for some assistance.

Day 0 Morning: A maimed Partheus returns home in the morning and learns of the attack on his house and family. Overcome with grief, he first attempts to drown his sorrow in alcohol and let the constable do what he can. However, as the hours go by, his prayers to Pholtus focus more on personal justice instead of help.

Day 0: Evening: The PCs encounter a group of Kobolds on their way to Ehrste. Once word of their arrival spreads though the town, Partheus seeks them out, believing they are Pholtus's answer to his prayers.

Adventure Summary

Encounter One: The PCs were hired to escort a small wagon train loaded with supplies and laborers from Atherstone to Ehrste, a small village just outside the old palish borders, rebuilding after the ether threat. Only hours from the village, along the Troll Fens, the wagon is attacked by kobolds.

Encounter Two: After the attack on the wagons, the PCs finally arrive in Ehrste. While the wagon is being unloaded, the Mayor takes the party aside to pay them. Shortly afterwards, a drunken, angry, and disheveled Partheus approaches them and asks for their assistance after hearing word that a group of armed and armored people have arrived in town. He explains his situation and asks for the PCs to bring the perpetrators to justice. Assuming the PCs accept,

they can investigate his house as well as question the townsfolk if need be.

Encounter Three: The afternoon of the first full day after leaving the town, PCs travel through an area used as a camp and ambush blinds the night before last.

Encounter Four: The next afternoon, the PCs encounter a group of guards left by the kidnappers who are keeping watch for interlopers, with orders to ambush them.

Encounter Five: In the Evening after the ambush in Encounter Four, the PCs will encounter the Tenha refugees that stayed in the Kennel and are suspects in the assault by most of the Ehrste Townsfolk. The refugees have been delayed due to a sabotaged wagon, but they do not suspect any foul play and believe it broke naturally. Provided the PCs are not openly hostile, the refugees will offer them the safety of a large group if they wish to camp for the night.

Encounter Six: Nearing evening of the next day, the PCs find a small camp set well away from the main road. It is guarded by a few men and dogs, and bears symbols of Erythnul and the Stoneholders.

Encounter Seven: Behind the main tent of the camp is a concealed cave entrance. This cramped tunnel stretches beyond normal vision, and is trapped about half way down the corridor. The tunnel also branches, one path leading to Marbor, the other leading to evidence of his atrocities.

Encounter Eight: The PCs finally confront the driving force behind the kidnapping. Marbor was in the middle of "re-training" one of the animals when the PCs arrive in his cave.

Preparation for Play

Because of the two paths available in Encounter #2, and the impact each path has later in the scenario, it is suggested that a few things be collected early.

- Note if at least one of the PCs has the Track feat or any ranks in Profession (soldier).
- Have the PCs make several Sense Motive rolls for their possible encounter with Jacen Roi. You may also want to pre-roll a few of his Bluff checks.

- Have the PCs make several Spot and Listen checks to be used during several of the encounters.

Encounter One: A Simple Task

Skirting the Troll Fens on a small, lightly traveled path from Atherstone to Ehrste:

It seemed like a simple task. You had heard word that guards were being sought for a couple of craftsmen and their carts of supplies. They were heading to Ehrste, a small village northwest of Atherstone, just inside the border of the new Prelacy of Tenh, to help with the rebuilding effort. This was a chance to do some good for the Pale, and the pay was not half bad either.

Now would be a good time for the players to introduce themselves, since they have been together for most of a day now. They have been escorting two wagons loaded mostly with lumber and other carpentry supplies and tools. Driving the lead cart is the Master Carpenter Binlon, and his apprentice, Spencer, drives the second cart.

You have been traveling northwest for most of the day, traveling ever closer to the wooded area, the majestic Griff Mountains serving as a backdrop. "There be the Troll Fens, lads (and lasses)." The Master Carpenter calls out as the road banks west, the Troll Fens almost too close for comfort. "Shouldn't be too much longer 'til we be at Ehrste. Should be there just after sundown,"

The party is roughly 3 hours from Ehrste at this point. It is evening, with the sun low on the horizon and the shadows of the Fens and Mountains growing ever longer. Once the kobolds notice the dust kicked up by the carts, Braccus will cast *bleed* (the wagon is roughly 300 ft from the Kobolds, or just under 2 minutes away traveling at normal wagon speeds, so the PCs will not notice the spellcasting). Since the kobolds are laying an ambush and had plenty of time to hide and set up blinds, they have a Hide check of DC 20 before distance modifiers. See if any of the PCs made a successful Spot check using the previously collected Spot checks. If none succeeded, the kobolds attack when the wagons are even with them. If any PC succeeded, they may act in the surprise round. If they succeeded by 1 or more, the distance should be modified by 10-ft. from the ambush for each point by which they passed the

Spot DC. Also, any PC with ranks in Profession: (soldier) who succeeds at a DC 15 check will realize that this area is a prime spot for an ambush and may act in the surprise round as well but will not be able to identify the threat until the kobolds act. The two carpenters are not on guard or really paying attention to their surroundings, so none of them succeed, and the animals have blinders on so do not notice as well.

APL 1 (EL 2)

Kobolds (4): Male kobold War1; hp 5; see *Appendix One*.

Braccus: Male kobold Adept4; hp 18; see *Appendix One*.

Tactics:

The carts are small (5ftx5ft roughly), each being pulled by 2 donkeys.

Braccus: Once the carts are only a minute or 2 away (roughly 300ft), Braccus will *bless* the kobolds. When the carts are even with the kobolds, he will cast *web*, anchoring it on the carts. Due to a lack of other anchors, it will only get those in, adjacent to, or between the carts, including the donkeys. After this, he will cast *cause fear* on what he believes to be the biggest threats (highly mobile and/or strong looking PCs) then engage in ranged combat. If any kobolds flee, he will as well. If the ambush is spotted before the carts are even, he will stick to his tactics, hoping to buy some time for his minions to get into position.

The kobolds will lay in ambush between the road and the Troll Fens, hiding behind a few logs. The logs prevent anything from charging across them. They attack when they think they have the greatest advantage (after the *web* is cast, or during a surprise round). They start with any guards (the PCs), especially those that look easy to hit. They generally attack anyone not webbed, and take any easy shots they can get. If two or more kobolds are killed, those remaining will flee into the Troll Fens, taking their possessions with them.

If at any time a guard (PC) falls, any kobolds close by will attempt to loot what they can easily grab from the fallen. They will then flee with it into the woods if they think they can escape. They will not attempt to strike the downed guard, since they are more concerned with loot.

Treasure:

APL 1: Loot – 60 gp, Coin – 6 gp, Magic – 2 *potions of cure light wounds* - (4 gp each), 1 *scroll of cure moderate wounds* (12 gp each).

Development:

Braccus is one of the minor adepts of a local kobold tribe in charge of procuring supplies and funds. He only needed one more successful ambush before being promoted to lieutenant. If he succeeds, he pays no mind to the PCs and quickly forgets them. If he fails but survives, he will remember them to his dying day...

If the PCs decide to pursue any fleeing kobolds into the Troll Fens, remind them that it is probably called the Troll Fens for a reason. If they still persist, the PCs have a good shot of getting lost in the Fens without a skilled tracker, as well as possibly attracting the attention of a wandering Troll (1d4 rounds after a kobold enters the Fens, inform the party that they hear something large wandering in their general direction if the PCs have not moved on. If they still do not leave the Troll Fens, have a troll appear in 1d4 rounds (MM pg 247). If they still do not leave the Troll Fens at this point, chances are they never will. The Troll will not pursue anyone retreating.).

Encounter Two: A Soldier in Need

After arriving in town, the craftsmen begin talking with a small man that appears to be, or at least act like, some sort of authority figure. He hands them a to-do list and quickly sends them to unload the carts. Once everything seems to be underway, he turns his overly watchful eye towards you and marches over. "Well, thank you for protecting the supplies. Pholtus only knows we have enough to worry about without our rebuilding supplies being in danger as well. Oh, by the way, I'm the Mayor of this little gem. The name's Arimus Balthinar. I expect you'll want your well earned payments." He hands each PC a small bag of gold glories. "I was told there was a little tiff. I somewhat expected that, especially after yesterday. But hah, I'll show them. These little setbacks won't stop me! I'll rebuild this town to be a shining jewel to behold, welcoming all who travel between the Old and the New; we will soon be a gateway to the new Prelacy of Tenh." He gleams.

If the PCs want to ask him any questions about why he suspected an attack, it is due to his paranoia, noted in Appendix 2. As soon as he begins to explain himself however, Partheus arrives on the scene.

“Excush me! Yoo dare, wish da [insert a description of an obvious item carried by a PC, but with slurred speech]. I waash hoping yoo might be able to help mee.”

Hobbling towards you on a crutch is a somewhat disheveled, angry, drunk, mess of a man. It appears he has recently lost his leg as well. He is of obvious Oeridean heritage, wearing a road worn and tattered uniform of a Prelatal Army Scout.

“Yoo shee, after all my time in Tenh, liberating the landsh dare, doin’ all dat Pholtush ashked, givin me oon leg to dem nasteesh, dish ish how I’m repaid. I come home only ta find my wife nearly dead, my pappy kidnapped, and all my dogsh shtolen. And dare ain’t nushin I can do about it.” He begins to sob drunkenly in his hands, almost losing his balance before catching himself on his crutch.

While the PCs are now being distracted by Partheus, the Mayor walks off, diverting his attention to the craftsmen as they begin erecting a large archway over the main road to the town.

“Onesh I heard there wash a group of armed and ready folk, I knew it wash Pholtush himself anshering my prayersh. Show, all yoo got to do now ish find them buggersh hoo done dish and bring dem to jushtish.” He then begins to mumble something under his breath about a worthless, warshed-up, good-fur-nothin’ Conshtable.

The PCs no doubt have questions for Partheus at this point.

- **Who are you?** “Oh, shorry ‘bout dat. My namesh Partheus. I’m a shcout reshervisht in da Army. And pleash eshcushe my current shtate, but dish wash not what I wash planning on returning to.” He appears to try and consciously sober himself up and calm down but his speech is still somewhat slurred.
- **What happened to your leg?** “Ooo, dat. Well, ya shee heer,” he gestures towards his uniform, “I’m a shkout in da armee. One nite, I wash tashked ta find da vangird of ol wickersh troopshesh. Well, I foundem allright. Well, a couploffem anyway. I wash able to shoot a

mosht of em dead beforesh day got to mee. Woulda gottennem all too, but I mished the lasht one. Anyway, I fired again and hit em purty sholidlee, but he kept comin. He took a shwing wit hish cleaver and lopped my leg clean off. Nexsht shing I know, itsh mornin and a few udder shkoutsh ish fixin me up wish a wand. Musht have hit dat bugger better than I thought, he wash jusht too dumm to knowsh it.

- **What do you know about the Attack?** “Ash I shed, I jusht got in thish morning, been drinkin’ ever shince. I wash told dat day attacked da night afore lashed. Might be able ta get shome more from da conshtable, dat old washed up far’sh probably shtill pokin’ around my playsh shtill, or if’n the Preesht done and fixed my wife up, she might know shomshing. I’d be over dare right now, but I jusht can’t shtand ta shee her all beat up like dat. It’d crush dish broken mansh art.”

The PCs have several options at this point. Assuming they try to help Partheus and solve the crime, they will need to investigate. There are several places in town that the PCs can visit and ask questions. These are all detailed in Appendix II. Below is a brief summary of what can be gleaned from a few individuals.

- The Kennel ruins
 - **Melville, the Constable** knows that a few of the newer townsfolk, namely the Inn Keeper and the Carpenter, believe the group of flan refugees that traveled through this area recently are to blame, and he does not necessarily disagree with them, but he prefers to have solid proof before pointing fingers.
 - If one of the PCs possesses the Track feat and succeed at a DC 15 Track check, they notice signs of travel leading out to the nearby woods. If this trail is found and followed, it ultimately leads to those responsible.
- Main street
 - **Blacksmith: Valder Stone** directs anyone asking questions to the newly arrived merchant, since he might have seen something before arriving to town.
 - **The Carpenter: Mort Corpesia** believes that the Flan refugees that recently came through this area are responsible for the attack, and will even direct anyone asking

about it to the Innkeeper, who he says overheard them planning the attack.

- The Shopkeeper: Octavia doesn't suspect the refugees since she considered them to be kind people, but does admit they were down on their luck. Although her store is stocked with a lot of the common items a farmer or commoner would need, if the PCs are kind and ask nicely (DC 15 Diplomacy check), she also has a secret stash of specialty items (anything that's core access as per the current version of the LGCS).
- The Mayor: Arimus Balthinar believes that any problems that arise are the work of those conspiring to keep his little village from becoming a more important and famous city. He is also disturbed by the recent problems that have come up, namely the attack at the kennel (one of the village's main attractions), as well as the recent kobold attack on the rebuilding supplies. He believes both are a plot by the leaders of Lighton to prevent him from reaching his goals and keeping his little village just that, instead of the jewel he wants it to be. He also believes that the "traveling merchant" that stopped in town this morning is actually a spy by those sabotaging his dreams. Although he can not officially hire the adventurers to investigate the matter at the kennel, he would greatly appreciate it if they could get what information they could to prove his conspiracy theories.

Of course, the PCs could also head directly to the Inn to ask around even without prompting from the others in town.

The Innkeeper: Brutus, being a recent transplant to the village since they needed someone who knew how to run an inn, blames the refugees, even noting that he overheard one of them saying that "the kennel was very nice and it would be a shame if anything happened to the kind woman." He fails to note that it actually sounded sincere and not a veiled threat. Also, if a non-Oeridean is talking to him, he clumps them with the refugees as 'you/your people'. He also adds comments like "They probably took the dogs for food. They did look awfully hungry. Wouldn't put it passed 'em."

The Traveling Merchant: Jacen Roi

Human (mixed oeridean and flan), N, Exp 3, 14hp. Bluff +13. Sense Motive +8.

Jacen is a somewhat arrogant and aloof salesman, but is well mannered and usually well intentioned. He is also a bit of a coward, which overrides his intentions on occasion. (a British aristocrat's voice would work well for him). Because of what he actually knows about the incident, but is not inclined to say, below are some potential questions the PCs may ask Jacen as well as his practiced responses:

If the PCs ask any questions without some sign of hospitality (picking up his tab, buying him a good drink, etc): ***"Well, since you are spoiling my mood, the least you could do is buy me a drink. And none of that swill either. Something good"***. (he is currently sipping a very high quality scotch that is 5gp a glass, and he will accept nothing worth less).

- **What do you know about the attack at the kennel?** "Well, I do know that some variety of unpleasantness took place, as well as a kidnapping, but I do not know any of the details of said incident, and what little I do know is simply from overheard conversations." **(Mostly true)**
- **What brings you to this town?** "I am a purveyor of misplaced goods. Currently, I am on my way to Atherstone to liquidate the items I have procured in my recent travels to Tenh. There was quite the little conflict you know, and such events can be very profitable if one knows what one is doing. **(Mostly true)** In fact, if you are in the market for such things, I have quite the collection of armor and an assortment of various weapons for sale. Slightly used of course. But I assure you, they are still high in quality." The items he has are those left behind on fallen soldiers on all sides of the conflict in Tenh. Of course, he only salvaged items that would not be terribly missed, normal and masterwork versions of weapons and armor from the *Player's Handbook* at standard prices.
- **Notice anything unusual on your way to town?** Quite possibly, as I was traversing through a short-cut I know about that is just slightly off the main road. I noticed a glint of light coming from a small alcove in the Griff Mountains. Never one to pass by the possibilities of acquiring more goods for sale, I went to investigate. Once I neared the outcropping however, I saw a small group of men in some sort of camp. The glint was most likely off of one of their weapons. And seeing

as how they appeared to still have use for them, I decided not to approach.” **(True)**

- **Do you have any details about these men?** Why, certainly. I saw a handful of armed guards, mostly human stock, there was at least one of those mixed-breed orcs amongst them though. They were flying a banner with which I am unfamiliar, so I could not ascertain their allegiance. Oh, and I heard a few barks, most likely from some variety of canine or another. They sounded as if they were of a decent size as well. **(True)** If asked to describe the banner, he can. A DC 12 Knowledge (nobility and royalty) gives the PCs that the banner is a variety of that of The Stoneholders. A DC 12 Knowledge (religion) check reveals that the banner also has aspects of Erythnul incorporated into it as well.

Since Jacen is a little arrogant, he isn't really trying his hardest to get by the questions. Treat his Bluff check total as 14 (he took “1”). A successful Sense Motive check will reveal that he is not telling the whole truth. If the PCs listen to the Mayor or have some other reason to not trust him, they receive a +5 circumstance bonus to this check. If the conversation turns more to interrogation, he will divulge the following, and lose a bit of his arrogance and properness (and gain more of a used car salesman accent). Roll normally for his Bluff checks to conceal some of the truth.

- **What are you REALLY doing here?** Alright, alright! I was told that if I wanted to sleep in a bed that didn't have flowers growing in it, then I would have to stay in this town for a couple days. If anyone started pokin' around about the incident at the kennel, I was supposed to send a message. I don't know who it was, but they gave me some gold “for my trouble”. I was scared for my life. **(half true)** His ‘coercion’ wasn't that forced, he thought it would be easy gold, plus, he is a bit of a coward so would agree to almost anything if it meant the man would go away without harming him.
- **Who sent you?** I don't know who he was, but there was just a look in his eyes, a crazy look, a look of doom and destruction. I had no choice. **(Half true)** He knows the offer was made by someone skilled in the woods, and was traveling with a large dog.
- **How were you to contact him?** He gave me a scroll I was to read to get the message to

him. Luckily I'm not too bad at that, although I'm a touch out of practice. Once I got near the village, I buried it under a tree. **(True)** If the PCs promise to simply let him go (and he believes them), he will tell them exactly which tree. Otherwise the scroll is unrecoverable.

If the PCs succeed at a Sense Motive check opposed by his Bluff check for either or both of the half-truths, they will know that he is not telling the full truth. If Jacen suspects the PCs are on to him (by either sensing their motive or the questioning is becoming more hostile), he will attempt a distraction and flee for his life. He will only fight if he has a distinct advantage or has no choice. Either way, he will NOT inflict lethal damage on anyone. If the PCs inflict lethal damage, they may be charged with assault, and potentially murder. Jacen is detailed in the Appendix One if needed.

If the PCs capture him after he has attempted to flee, he will be forthcoming and answer all questions to the best of his knowledge. What he does know is the following:

- That the woodsman was not traveling alone, and that his companions were camping some distance from the road. But there is no trail that he is aware of or could find in the morning.

With this information, the PCs should be able to roughly go the same direction as the villains even without being able to track them. However, they may have a harder time about it if Jacen is able to send word (as detailed in later encounters.)

Treasure:

APL 1: Loot – 00 gp, Coin – 20 gp, Magic – 1 divine *scroll of animal messenger* (12 gp each).

Development: If one of the PCs has the Track feat, they can potentially follow the trail the assailants left at the kennel. If they decide to follow the trail right away, remind them it is approaching nightfall and they will need to camp only a few hours from town. If no one has the Track feat or they were unable to track them, they will gather enough information (generally from Jacen Roi) to know the likely location the assailants are headed towards. A room will be paid for by the Mayor if the PCs decide to spend the night in the town.

Encounter Three: Are you Blind?

The PCs will come across this ambush spot in the afternoon of the first day of travel. Draw out a wooded area with a few bushes and trees. Have the PCs make Spot checks DC 15 or use one of the ones collected earlier. If no one in the party succeeds, skip this encounter entirely. If someone succeeds, read the following:

You are several hours from the town. Suddenly, out of the corner of your eye, you notice a large bush near the base of a tree. Normally this would not cause you to think twice, but something about this just is not right.

What the PCs have found is one of several blinds set up in the area by the group that attacked the kennel in order to watch for anyone on their trail and ambush them. It is roughly half way between the road and where the kidnappers traveled through the woods, so PCs on either path have a chance of seeing it.

If the PCs investigate the area, have them make Search or Survival checks DC 10. If anyone succeeds, they discover that this area was used as a camp the previous night. With a second check, they find several indications that a group of humanoids and some sort of animals (the kidnapped canines and a wolf) passed through this area sometime within the last four days. They will be unable to track them without the Track feat however (DC 15).

Development: The PCs may deduce that the bandits are watching for anyone following them. If any of the PCs mention this, give that PC a +2 circumstance bonus to Spot checks in Encounter 3, since they will be looking for a potential ambush. If the party reaches this conclusion, either separately or together, give each one the bonus. Only the characters themselves get the bonus, not their animals or familiars. Also, this bonus can be gained by anyone who succeeds at a trained Profession (soldier) check DC 15, since it is common military practice to employ a rear guard.

Encounter Four: Ambush! (the Ambusher?)

This encounter takes place in the afternoon of the day following Encounter 3. Because of the

Forested Terrain, the encounter starting distance for this ambush is 2d8X10ft (DMG, pg 87). Have the PCs make a Spot check DC 15 before distance modifications or use one of the previously collected ones. Remember that if the PCs suspect an ambush from discovering the blinds in Encounter 3, give them a +2 circumstance bonus to this spot check. Also remember to have the NPCs make Spot and Listen checks as appropriate. If Jacen Roi was able to send a message in Encounter 1, give the bandits a +2 circumstance bonus on their Spot checks. If anyone succeeds, they may act in the surprise round. If there are no successes, adjust the starting distance until there is at least 1 success.

If a PC makes the Spot check but no bandit does, read the following:

Ahead, you notice a large bush near the base of a tree. At first, you didn't notice anything special about this bush, but then you noticed that this bush is holding a shortbow. Wait, is this an ambush? They haven't reacted to your presence yet, maybe they don't see you...

If both a PC and a bandit make their Spot check, read the following:

Ahead, you notice a large bush near the base of a tree. At first, you didn't notice anything special about this bush, but then you noticed that this bush has a shortbow, and it is raised and aimed at you and your companions...

If a bandit makes their Spot check, but no PC does, read the following:

Suddenly, from out of nowhere, bandits leap out and attack...

APL 1 (EL 2)

Stonefist Picket (1): Male human War1; hp 7; see *Appendix One*.

Stonefist Archer (1): Male human War1; hp 6; see *Appendix One*.

Grak'Tuk: Male ½ Orc Drd1; hp 10; see *Appendix One*.

Snarl: Wolf (Animal Companion); hp 13; see *Appendix One*.

Tactics:

This is the rear guard of the bandits. They have been watching the road and their trail since the attack. Their orders are to prevent, or at least delay any groups attempting to pursue them.

Stonefist Picket: He will shoot at easy targets with his shortbow in the surprise round. If there are not a lot of melee looking characters, he will continue to attack from a safe distance. If there are some melee types, he will shoot and close each round until he is a single move from the nearest combatant, then he will drop his bow and draw his melee weapon using his Quickdraw feat and will be ready for a PC to approach.

Stonefist Archer: If there are any obvious casters, he will be ready to shoot if one of them begins casting, otherwise he will shoot at what he thinks is the easiest target. Since their orders are to delay any pursuers, he will also try and injure anyone that is unwounded, which should delay them longer if his team should fail in defeating them.

Grak'Tuk: He will cast *Magic Fang* on Snarl and command him to attack.

If Grak'Tuk falls and either of the others is wounded, they will attempt to flee or if not able to, surrender. If fleeing, they will not run in the direction of their camp, attempting to draw off any pursuers that would follow them instead.

Treasure:

APL 1: Loot – 79 gp, Coin – 5 gp, Magic – 2 *potions of cure light wounds* - (4 gp each).

Development:

If any of the bandits are captured, all they know is that the Bandit Leader, Marbor, heard about the animals being trained at the Kennel and wanted to take them and build upon their training, then present them to his superiors. They can also provide a general layout of the Bandit Camp, but only Grak'Tuk knows about the hidden cave. However, he will not surrender, and if captured, will not speak and has been trained to think of only being whipped when captured, just in case someone tries to read his mind.

Encounter Five: Heading Home

The PCs are either traveling along the road or along the tracks left by the bandits. Either way they will notice the group of refugees making camp for the night. Read or paraphrase the following:

As night approaches, you notice a small cluster of wagons at the side of the road.

There are a few tents set up around the wagons. People seem to be busy at various tasks, with a few of them attempting to repair two of the wagons.

These are the Tenha refugees that bartered for rooms at the kennel. If the PCs approach the camp in the open, they will be greeted in the manner they approach. If the PCs have obvious weapons, the refugees will position themselves within easy reach of weapons. If the PCs have weapons drawn, the refugees will arm themselves and take defensive positions. As long as the PCs remain peaceful, the refugees will as well. Once it is determined that the PCs mean them no harm, they will relax. The eldest member of the group does most of the talking for them. He answers simply to Bevin, which is Flan for young soldier.

Bevin: Human (Flan), N, Aristocrat 2/ Warrior 1, 13hp.

Flan Refugee (5): Human (Flan), N, Commoner 1, 3hp each.

The PCs will probably have questions for the refugees if they talked with any of the townsfolk in Ehrste. Assuming hostilities were avoided, before Bevin answers any questions he offers the PCs a warm bowl of thin stew. If the PCs refuse, he will still answer their questions, but since they insult his hospitality, he will be a little short and might not volunteer any information. If they accept, he will gladly answer any questions they may have, even if they don't ask them.

He will also offer the safety of their camp for the night if the PCs will assist them in repairing their wagons (either by physically aiding in the repair, assisting in getting raw materials from the woods, or a simple donation of coin to aid them in their journey). It is obvious that none of them are skilled at wagon repair. If the PCs want to aid and not just give coin, have them roll appropriate Craft, Profession, or Knowledge skills, or a Survival check, and compare it to the following list of DCs in order to determine the refugees' attitude throughout the night.

- DC 10: aid, refugees are welcoming.
- DC 15: aid well, refugees are kind and helpful.
- DC 20: repairs will be easily finished, refugees are extremely grateful.

Also, if a PC volunteers to work on the wagon itself and has ranks in Craft (carpentry), Profession (wheelwright), Knowledge (architecture and engineering), or another applicable skill and

who succeeds at a DC 20 check in that skill notices that the wagon was not merely broken, it was sabotaged (as noted later).

Information the PCs may gain from the refugees: Adjust the attitude of the refugees according to how well they were aided, but in any case, they will be at least neutral to the PCs:

- Two nights after they left the town, they encountered a group of flan humans heading east out of Tenh.
- Knowing that dangers lurk in the darkness, the refugees invited the strangers to share a camp for the night if they would tell them of news from their homeland.
- They passed the night conversing about the situation in Tenh and other current events.
- At least one member of the group was a skilled woodsman.
- During the conversation, the refugees mentioned how the nice woman at the kennel bartered with them when the inn keeper would not. They mentioned that if the travelers were in need for anything, she may be able to help them.
- They also mentioned the magnificent animals that her husband, who was currently away at war, and her father-in-law trained there.

Unknown to the refugees, the humans they encountered were loyal to Stonehold and followers of Erythnul. While they were gathering information on the Pale, they had heard rumors of a skilled handler in a nearby village and were seeking to 'persuade' him to help train war animals for their cause, or to steal as many animals as they could and finish their training themselves, albeit with a slightly more aggressive tilt. The refugees confirmed what information they had on the kennel. They also told them that now, only Angelina and her elderly Father-In-Law were currently there.

After they attacked the kennel, the kidnappers made their way back to their hidden base. They kept away from any known trails so following them would be difficult. While the refugees were camping at their current spot, a few of the bandits snuck into the camp and sabotaged one of the wagons. This was mostly for destruction's sake, but also to slow them down and perhaps to distract any investigators that may be after them.

Encounter Six: Base Camp

This assumes that the PCs at least talked to Jacen Roi about the encampment. If they did not, then they will most likely be hearing about/seeing the banners for the first time and the description should be altered to take that into consideration. Read or paraphrase the following:

After traveling for several hours, you spot what appears to be a small encampment nestled between two rocky outcroppings at the base of the Griff Mountains. You are still hidden by the trees, but there is a clearing around the camp making it difficult to approach too close to the camp unnoticed by the guards and their dogs currently patrolling the area. The clearing also has a few stumps remaining, making it difficult to charge in directly. Near the rock wall of the mountains is a larger tent with a banner very similar to the one Jacen described flying over it. You also see one of the guards leading three canines into the tent and leaving with only two.

Have the PCs make Spot checks with a DC 15. If any succeed, read or paraphrase the following:

Perched 15ft up on the rock face behind the camp, you see a lone archer keeping a look out at the open ground around the camp.

With a DC 10 Knowledge (religion) check, the PCs can recognize that the banners are dedicated to Erythnul. A DC 10 Knowledge (nobility and royalty) check reveals that the banners are also associated with Stonehold (these checks can both be made untrained). The canines also match the description of the animals that Partheus and his father normally train. A Handle Animal, Sense Motive, or Animal Empathy check against DC10 reveals that the animal left in the tent appeared to follow the human unwillingly. Give the PCs a few minutes to formulate a plan on how best to approach the camp. If Jacen Roi was able to send word in Encounter 2, the guards receive a +2 circumstance bonus on Spot and Listen checks to notice the PCs and act in the surprise round if the PCs are attempting to sneak into the camp.

APL 1 (EL 2)

Stonefist Guard (1): Male human War1; hp 7; see *Appendix One*.

Guard Dogs (2): Dog; hp 6; see *Appendix One*.

Stonefist Sniper (1): Male Human Warrior 1; hp 5; see *Appendix One*.

Sharptooth Gravestone: Male human Ftr1; hp 12; see *Appendix One*.

Tactics:

See DM Map #1 for the placement of the exterior guards of the bandit camp.

Stonefist Guard: As soon as he notices intruders or an alarm is sounded, he will command the animals to attack (a move action for each animal). The next round he will follow them, drawing his sword on the move. His biggest priority is to bring down any lightly armored intruders, leaving Sharptooth to deal with the heavily armed intruders.

Stonefist Sniper: If there are any obvious casters, he will ready to shoot if one of them begins casting. Otherwise he will shoot at what he thinks is the easiest target, unless Sharptooth is having a problem, in which case he will target Sharptooth's opponent. Since he has a low wall in front of him on his perch, he has cover against anyone on the ground, but the low-wall does not impede his shots (PHB, pg 151). He also receives a +1 bonus to hit since he has the higher ground [not factored into his stat block].

Sharptooth Gravestone: He relishes physical combat and will attack whichever foe he views as the best test of his skills. He loves to play with his victims by tripping and disarming them. He is a natural gladiator and is very flashy in his moves. He does fight with honor though if he believes it to be a fair fight.

Since Sharptooth is the second-in-command of the camp and these guards are better trained and disciplined than the ones left behind for Encounter 4, they will not surrender.

Treasure:

APL 1: Loot – 161 gp, Coin – 40 gp, Magic – 4 *potions of cure light wounds* - (4 gp each).

Development:

If any of the bandits are captured, all they know is that the bandit leader heard about the animals being trained at the Kennel and wanted to take them and build upon their training, so he could present them to his superiors. They will point to the large tent if asked where he is. Only Sharptooth knows about the tunnel behind the tent and the trap in it but will reveal neither. If charmed, he will assume that his 'dear and trusted friend' is also a friend of the shaman (since everyone he knows is a Stoneholder), so will already know about the trap. If anyone but the

caster asks specifically about traps, he will become suspicious of that person and will attempt to secretly inform the caster about the "imposter", and will keep an eye on that character. He has also been taught the same exercises as Grak'Tuk, so reading his surface thoughts does not reveal anything useful. If asked to lead the group down the tunnel while charmed, again he assumes they know about the trap, so will not tell them about it, but he will keep to the safe side of the passage (Sense Motive DC 15 to notice he is consciously staying to one side). If the caster sets off the trap, he will make fun of the caster. If anyone else sets off the trap, he will gain assume they are imposters, and will attempt to flee (with the caster if he's willing) to the safety of Marbor's Lair (see Encounter 8).

The PCs can find an assortment of goods (noted as 30gp added to the Loot treasure entry for Encounter Five) and gems spread out through most of the tents. Once they search the main tent and do not find the dog they saw being left there, they will probably become suspicious and look for secret or concealed doors. A DC 15 search check reveals that there is in fact one located behind the throne in the back of this tent.

Encounter Seven: Into the Breach

The corridor ahead of you is damp, dank, and dark. It seems to head generally straight into the mountain, and stretches further beyond your vision. You hear haunting echoes from further down the tunnel, as if long forgotten and tortured souls were attempting to warn you of impending doom.

See DM Map #2. Once a marching order is established, check to see if they will cross the trigger for the trap. The Search DC is low enough that the Trapfinding ability is not required if the lead PC is actively searching for traps. It is also possible to bypass the trap without disarming it if their marching order does not cross the trigger.

Fusilade of Darts Trap: CR1; Mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14, Disable DC 20.

The tunnel branches in two directions shortly after the trap. Any PC with the Track feat (Survival DC 15) can note that most of the tracks

lead to the left while only a few go to the right. The left path leads to Encounter Eight. The right path leads to a small room. If the PCs enter this room, read the following:

This small room is filled with nightmares and pain. Crimson stains are the only decoration of this horrible place. Several machines of varying designs are spread out through this room. These machines serve one purpose, torture, and most have signs of recent use. However, they appear to be slightly modified from those you may have encountered before.

If any PC makes a DC 15 Intelligence check or a DC 11 check with any skill relating to animals, they will know that these machines have been modified to contain and torture animals of many varieties. No doubt, Marbor uses these machines as a part of his "re-training" process. Evidence of this can be found on one of the machines, since one of the newly acquired canines could not hold up to the re-training, its corpse was left on the contraption to rot.

Encounter Eight: Dogs of War

As you proceed down the tunnel, slight illumination can be seen ahead. The ghostly wailings you heard before grow ever louder.

The Cave room is 70-ft. from the PCs at this point. Any Listen checks made in the cave are only -1 per 20-ft. instead of the usual 10-ft. If anyone in the cave hears the PCs making excessive noise (talking above a whisper, casting a spell, etc), they will begin to prepare as well. (Marbor may cast *shillelagh* if he hears any spellcasting). Once the PCs near the small room Marbor is in, read or paraphrase the following:

Before you is a grizzly sight. The cave floor is covered with broken bones, and cobwebs cover almost every nook and cranny. The firelight from the torches casts an eerie, moving light across the room. Near the south wall of the cave, several young pups, most less than a year old, are chained to the wall, cowering. At least one of them is limp in its chains. Against the north wall, an elderly man hangs torpidly by his chained wrists, crying to himself. Despite his quiet sobbing, he does not appear to be conscious. Near the far wall stands a large, feral looking man. He wears several animal skins. Kneeling obediently beside him is a large mongrel mutt covered with a grotesque pattern of ritual scarring. The

man also has another dog chained and wincing before him, covered in fresh wounds in a pattern similar to the scars on the other animal.

Unless the PCs enter the cavern unnoticed, read or paraphrase the following:

As you approach, the large man looks towards you. "Fools, you will not foil my plans. I will oversee the completion of these animals' training. They will make a fitting gift to gain favor in my master's eyes." He gestures towards you, commanding his animals to attack!

APL 1 (EL 3)

War Dog: Riding Dog; hp 13; see *Appendix One*.

Marbor: Male human Drd2; hp 17; see *Appendix One*.

Scar: Riding Dog (Animal Companion); hp 13; see *Appendix One*.

Tactics: Marbor commands the animals to attack the nearest PC. It is a free action for him to command Scar, but a move action to command the war dog (both of these checks are automatic). He also receives a +2 circumstance bonus to Handle Animal checks for the War Dog due to the recent re-training.. Once his animals engage, he will attempt to *faerie fire* as many PCs as possible without getting any of his own guards or animals. He wants to test out his new animal, so he will only engage PCs that close on him or if either of his animals falls in combat. He will also cast *obscuring mist* in order to give his animals an advantage. He will eventually cast *shillelagh* if he needs to enter melee and was not able to cast it before combat.

Treasure:

APL 1: Loot – 32 gp, Coin – 25 gp, Magic – 2 potions of cure light wounds - (4 gp each), 1 scroll of cure moderate wounds (12 gp).

Development:

This is the mastermind behind the attack at the kennel. Because of the power vacuum left in the Stoneholders loyal to Stonehold after the siege at Calbut, The Shaman was hoping to gain favor with those still in power, hoping to eventually rise through the ranks and fill one of the seats recently left vacant. Through cruelty, he has begun re-training the animals kidnapped from the kennel to become more aggressive, ferocious, and

destructive. Since a majority of the six weeks required for training (as per Handle Animal) had already been completed at the kennel, he need only complete the training regiment with his own, cruel twists.

Assuming the PCs defeat the shaman and his animals, they can awaken the elderly man and possibly ask him a few questions. He lost consciousness more from mental shock than any physical wounds, and his mind is still in pain from the recent events. He witnessed the cruelty inflicted upon his animals. He believes however, that with proper care and patience, the canines can be brought back to the noble animals they once were. He will understand, however, if the PCs do not believe this and insist on dealing with the animals in other ways.

Also, Marbor has a few minor collections of other valuables (reflected as an additional 30gp worth of loot).

Conclusion

You have defeated Marbor, the evil shaman, and rescued Partheus's father and the animals they were training. When you return to Ehrste, Partheus greets you with a smile. He seems as emotional as he was previously, but his sadness and anger have been replaced by relief and joy. You notice his eyes tearing as he thanks each of you in turn with soft words and a firm hug. He then turns to your group and chokingly speaks, "If you ever find yourself in the area, stop by for a bite. Who knows, by then I may be able to repay your bravery."

If the PCs succeeded in not killing any of the captured animals, note this on the AR. Also note what the PCs did to Jacen Roi, if anything (only questioned, assaulted, killed, captured, turned in, escaped, etc.)

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 One:

Defeat the Kobolds

APL1 60 xp

Encounter Two:

Agree to assist Partheus without pay

APL 15 xp

Find the trail or get the information from Jacen Roi

APL1 30 xp

Encounter Four:

Defeat the lookouts

APL1 60 xp

Encounter Five:

Successfully aid the Tenha Refugee

APL1 30 xp

Encounter Six:

Defeat the Camp Guards

APL1 60 xp

Encounter Seven:

Defeating or avoiding the Trap

APL1 30 xp

Encounter Eight:

Defeat The Shaman

APL1 90 xp

Conclusion:

Rescued Partheus's Father and any of the kidnapped canines:

APL1 45 xp

Discretionary roleplaying award

APL1 30 xp

Total possible experience:

APL1 450 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter One:

APL 1: L: 60 gp; C: 6 gp; M: 2 *Potions of Cure Light Wounds* - (4 gp each), 1 scroll *Cure Moderate Wounds* (12gp)

Encounter Two:

APL 1: L: 0 gp; C: 20 gp; M: 1 Divine scroll *Animal Messenger* (12gp)

Encounter Four:

APL 1: Loot – 79 gp, Coin – 5 gp, Magic – 2 *Potions of Cure Light Wounds* - (4 gp each).

Encounter Six:

APL 1: Loot – 161 gp, Coin – 10 gp, Magic – 4 *Potions of Cure Light Wounds* - (4 gp each).

Encounter Eight:

APL 1: Loot – 32 gp, Coin – 25 gp, Magic – 2 *Potions of Cure Light Wounds* - (4 gp each), 1 scroll *Cure Moderate Wounds* (12 gp).

Total Possible Treasure

APL 1: L: 332 gp; C: 90 gp; M: 76 gp - Total: 488 gp

Appendix One – APL 1

Encounter One

Kobold Snipers (4): Male Kobold War 1; CR 1/4; Small Humanoid [reptilian]; HD 1d8; hp 4; Init +1; Spd 30 ft; AC 17, touch 13, flat-footed 15; BAB/Grapple +1/-4; Atk/Full Atk +1 melee (1d4-1; 20/x3, shortspear) or +4 ranged (1d3; sling) (+5 and 1d3+1 within 30ft.); AL LE; SV Fort +2, Ref +2, Will -1; Str 8, Dex 14, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft traps +2, Hide +8, Move +2, Profession miner +1, search +2; Point Blank Shot

Light Sensitivity (Ex): dazzled in sunlight or within radius of a *daylight* spell.

Possessions: small shortspear, small sling, 10 small sling bullets, 1 Tanglefoot bag, small leather armor, buckler. (76.1gp per kobold)

Braccus: Male Kobold Adept 4; CR 1; Small Humanoid [Reptilian]; HD 4d6; hp 14; Init +3; Spd 30 ft; AC 20, touch 14, flat-footed 17; BAB/Grapple +2/-3; Atk/Full Atk +2 melee (1d4-1; 20/x3, shortspear) or +6 ranged (1d3; 20/x2, sling); AL LE; SV Fort +3, Ref +4, Will +6; Str 8, Dex 17, Con 10, Int 10, Wis 14, Cha 10.

Skills and Feats: Craft: Traps +2, Concentration +4, Handle Animal +1, Heal +4, Hide +9, Knowledge: Religion +1, Move Silently +2, Profession Miner +4, Search +2, Spellcraft +1, survival +4; Scribe Scroll, Armor Proficiency: Light

Light Sensitivity (Ex): dazzled in sunlight or within radius of a *daylight* spell.

Possessions: small shortspear, small sling, 10 sling bullets, masterwork small chain shirt, masterwork buckler, 2 Potions of *Cure Light Wounds*, 1 scroll *Cure Moderate Wounds*, rat familiar. (416.1gp + 250 magic)

Spells Prepared (3/3/1; base DC = 12 + spell level): 0—[*Cure Minor Wounds*x2, *Detect Magic*]; 1st—[*Cause Fear*x2, *Bless*]; 2nd—[*Web*].

Encounter Two

Jacen Roi, Gentleman Merchant: Male Human [Oridian/Flan] Exp3; CR 2; Medium Humanoid [Human]; HD 3d6+3; hp 14; Init +2; Spd 30 ft; AC 15, touch 12, flat-footed 13; BAB/Grapple

+2/+2; Atk/Full Atk +2 melee (1d6 nonlethal; 20/x2, Sap); AL N; SV Fort +2, Ref +3, Will +3; Str 10, Dex 14, Con 12, Int 12, Wis 11, Cha 14.

Skills and Feats: Bluff +13, Decipher Script +7, Diplomacy +14, Intimidate +6, Sense Motive +8, Sleight of Hand +9, Spellcraft +7, Spot +6, Use Magic Device +8 (+12 for deciphering and using scrolls); Negotiator, Persuasive, Skill Focus(Bluff)

Possessions: Light Mace, Sap, Dagger, Studded Leather Armor, Scroll of Animal Messenger (buried outside of town) (150 magic)

Physical Description: See Description of Town in Two Appendix

Encounter Four

Stonefist Picket (1): Male Human War 1; CR 1/2; Medium Humanoid [Human]; HD 1d8+2; hp 7; Init +2; Spd 20 ft; AC 15, touch 11, flat-footed 15; BAB/Grapple +1/+3; Atk/Full Atk +5 melee (1d8+2; 19-20/x2, Longsword); AL NE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +2 (4r), Hide +1 (2r CC), Listen +2 (2r CC), Spot +2 (2r CC); Quickdraw, Weapon Focus (Longsword)

Possessions: Masterwork Longsword, Shortsword, Shortbow, 15 arrows, 1 Alchemist Fire, Chain Shirt. (476 gp)

Stonefist Archer (1): Male Human War 1; CR 1/2; Medium Humanoid [Human]; HD 1d8+1; hp 6; Init +3; Spd 20 ft; AC 18, touch 13, flat-footed 15; BAB/Grapple +1/+2; Atk/Full Atk +5 ranged (1d8+1; 20/x3, Longbow, MW arrows); AL NE; SV Fort +3, Ref +3, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +0 (4r), Hide +2 (2r CC), Listen +1 (1r CC), Spot +1 (1r CC); Point Blank Shot, Precise Shot.

Possessions: Str 12 Composite Longbow, 15 Masterwork Arrows, 5 Arrows, Shortsword, 1 Alchemist Fire, Chain Shirt, buckler. (450gp)

Grak'Tuk: Male ½ Orc Drd 1; CR 1; Medium Humanoid [Orc]; HD 1d8+2; hp 10; Init +2; Spd 20 ft; AC 15, touch 11, flat-footed 14; BAB/Grapple +0/+3; Atk/Full Atk +3 melee (1d6+3; 20/x2, Club); AL NE; SV Fort +4, Ref

+1, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Concentration +6 (4r), Handle Animal +5 (+9 for Snarl) (4r), Knowledge:Nature +4 (2r), Spellcraft +1 (1r), Spot +5 (4r), Survival +4 (1r); Skill Focus (Handle Animal).

Possessions: Hide Armor, Light Wooden Shield, Sling, 10 sling Bullets, Sickle, Club, 2 Potions of *Cure Light Wounds*. (24.1gp + 100 magic)

Spells Prepared (3/2; base DC = 11 + spell level): 0—[*Cure Minor Wounds*, *Detect Magic*, *Know Direction*]; 1st—[*Magic Fang*, *Sandblast*].

Snarl: Wolf (Animal Companion); hp 13; AC 17 (studded leather barding); Knows the tricks (Attackx2, Come, Defend, Down, Heel, Stay). see *MM* 283.

Encounter Six

Stonefist Guard (1): Male Human War 1; CR 1/2; Medium Humanoid [Human]; HD 1d8+2; hp 7; Init +2; Spd 20 ft; AC 16, touch 11, flat-footed 15; BAB/Grapple +1/+3; Atk/Full Atk +5 melee (1d8+2; 19-20/x2, Longsword); AL NE; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +2 (4r), Handle Animal +7 (4r), Listen +2 (2r CC), Spot +2 (2r CC); Skill Focus (Handle Animal), Weapon Focus (Longsword)

Possessions: Masterwork Longsword, Shortsword, Shortbow, 15 arrows, Scale armor, buckler, 1 Potion of *Cure Light Wounds*. (421gp + 50 magic)

Guard Dogs (2): Dog; hp 6; Knows the tricks (Attack, Come, Defend, Down, Heel, Stay); see *MM* 271.

Stonefist Sniper (1): Male Human War 1; CR 1/2; Medium Humanoid [Human]; HD 1d8+1; hp 6; Init +3; Spd 20 ft; AC 18, touch 13, flat-footed 15; BAB/Grapple +1/+2; Atk/Full Atk +5 ranged (1d8+2; 20/x3, Composite Longbow [Str 14], Mw arrows); AL NE; SV Fort +3, Ref +3, Will +0; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +1 (4r), Hide +2 (2r CC), Spot +2 (2r CC); Point Blank Shot, Precise Shot.

Possessions: Composite Longbow STR[14], 15 Masterwork Arrows, 10 Arrows, Shortsword,

Chain Shirt, buckler, 1 Potion of *Cure Light Wounds*. (530gp + 50 magic)

Sharptooth Gravestone: Male Human Ftr 1; CR 1; Medium Humanoid [Human]; HD 1d10+2; hp 12; Init +2; Spd 20 ft; AC 17, touch 12, flat-footed 15; BAB/Grapple +1/+4; Atk/Full Atk +4 melee (1d10+3; 19-20/x2, MW Heavy Flail); AL NE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +3 (4r), Intimidate +3 (4r), Listen +2 (2r CC), Spot +2 (2r CC); Combat Expertise, Improved Trip (+6 total), Improved Disarm (+14 total).

Possessions: Masterwork Heavy Flail, Heavy Flail, Flail, Club, Shortsword, Longbow, 20 arrows, Breastplate armor, 2 Potions of *Cure Light Wounds*. (624gp + 100 magic)

Encounter Eight

War Dog: Riding Dog; hp 13; Knows the tricks (Attack, Come, Defend, Down, Heel, Stay); see *MM* 272.

Marbor: Male Human Drd 2; CR 2; Medium Humanoid [Human]; HD 2d8+4; hp 17; Init +2; Spd 20 ft; AC 16, touch 12, flat-footed 14; BAB/Grapple +1/+2; Atk/Full Atk +2 melee (1d6+1; 20/x2, Club); AL NE; SV Fort +5, Ref +2, Will +4; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +7 (5r), Handle Animal +10 (+14 for Scar) (5r), Knowledge:Nature +3 (1r), Listen +6 (5r), Spellcraft +1 (1r), Spot +6 (5r), Survival +6 (3r); Blind-Fight, Skill Focus (Handle Animal).

Possessions: Hide Armor, Light Wooden Shield, Sling, 10 sling Bullets, Sickle, Club, 2 Potions of *Cure Light Wounds*, 1 Scroll of *Cure Moderate Wounds*. (24.1gp + 250 magic)

Spells Prepared (4/3; base DC = 11 + spell level): 0—[*Cure Minor Wounds* (2), *Detect Magic*, *Know Direction*]; 1st—[*Faerie Fire*, *Obscuring Mist*, *Shillelagh*].

Snarl: Riding Dog (Animal Companion); hp 13; AC 20 (chain shirt barding); Knows the tricks (Attackx2, Come, Defend, Down, Heel, Stay). see *MM* 272.

Appendix Two

Below is a brief description of the town, as well as some of the notable faces in the town.

Ehrste (Hamlet):

Population: 126 Before the Ether Problems

People of Note:

Arimus Balthinar, The Mayor (Oeridean):

After the end of the Ether Threat, the new Prelate of Tenh appointed Arimus to be the mayor of Ehrste and to oversee it's rebuilding. Arimus then gathered the more influential citizens to get back together and rebuild the town. He was able to get most of the previous residence to return. However, he needed to find a new Inn Keeper and Master Carpenter for the town, since those who previously filled those roles were lost to the Ether Threat. Also, seeing as how their current Constable took to heavy drinking and couldn't be relied upon to uphold the laws in the area, he sent messages to Melville to ask him to come out of retirement until a new Constable could be located.

The Mayor has a grand vision for this little town. He hopes that, with rebuilding and effort, his village will grow and become a stepping stone between the old cities of the Pale, and the new areas being liberated in Tenh. The town is also at a prime location as a last stop for many adventurers, being in the shadow of the Griff Mountains, near the edge of the Troll Fens, and near the border of the areas being liberated by the armies of Pale. He wishes to build the town up and become a hub of commerce and adventure.

He also has a rough understanding with the Innkeeper. He knows the Innkeeper's outlook on other races, and is trying to get him to be friendlier towards those of non-Oeridean ancestry. He is hoping that if the Innkeeper can become more accepting, word will spread that his little town welcomes all and is a good place to stop and spend time (and money).

About the Event:

He is a very ambitious (and somewhat paranoid) man and has great dreams for his small town. He is quite disturbed by the recent attack on the kennels, fearing that it will cripple the recovering economy of the town and prevent his dreams of being a hub. He believes it to be a plot by some of the other border towns to prevent him from

achieving his dream. He is naturally suspicious of any outsider and anyone he views as a threat to his dreams for the town. He knows that a traveling merchant stopped in the town the morning of the same day the PCs arrived in town and is staying at the Inn, no doubt "surveying the trouble the attack has caused in order to report to the leaders of Lighton or one of the other border towns that are looking to win the competition as the Hub to the new Prelacy of Tenh."

When told of the kobold attack, he immediately believes that the kobolds are being guided by the same groups that were behind the attack on the kennel. There is no evidence to support this however, but that doesn't stop him.

Melville, The Constable (Flan):

He appears to be a man that is too old to perform the tasks presented to him, but he gets the job done and rarely complains. He has a keen eye for detail and is fairly good at evidence gathering and analysis. He has an even temper and can remain calm and professional in most circumstances. After the Ether Threat, he came out of retirement since his previous replacement took to drinking during the threat and is no longer fit for duty.

About the Event:

The Constable is not one to give in to hearsay, although he doesn't deny rumor without proof. He doesn't care for the idea of non-sanctified groups doing the jobs of those trained in such things, but does admit he's beyond the years of getting a group of faithful Pholtuns together in order to bring the villains to justice. Despite that, he is one of the more objective people in the town when it comes to this incident. Although he does think the refugees may have been involved, he has not discovered any proof as to their guilt, but also none pointing to another suspect.

Brutus, The Innkeeper (Oeridean):

Seeing the flood of refugees from Tenh during the ether threat and the assortment of adventurers during and after said threat, he has no love for non-oerideans, and even less for non-humans. If a group enters his Inn and there are no oerideans amongst them, they can expect no more than begrudged assistance and

service. Of course, because of his deal with The Mayor and general greed, he does serve them instead of refusing them like he wants to. He also groups all non-oerideans as “you/your people” whether or not they are of the same ancestry or species.

About the Event:

He naturally suspects the group of Tenha refugees that recently came through the town since they were of flan decent and poor.

Valder Stone, The Blacksmith (Flan):

He is a jovial man, and fits the stereotypical visage of a blacksmith. When at his forge or anvil, he is often singing, humming, or whistling some ditty or another, keeping time with the strike of his hammer upon his work.

About the Event:

He doesn't know much about the attack, but does remember hearing something about refugees coming through the town only a few days before.

Mort Corpesia, The Carpenter (Oeridean):

He is one of the few friends the Innkeeper has, and that's mostly from their shared views about the poor (and currently, that means refugees). He, however, will gladly take anyone's money and offer his services to all that can afford it (of course, he sets his own prices and these may change depending on the customer). He is in charge of overseeing the other carpenters brought in to aide in the rebuilding of the town. Their current project is an archway over the main road welcoming visitors, followed quickly by rebuilding and modernizing the quickly built church that was constructed as soon as it was safe to return to the area.

About the Event:

He obviously blames the refugees as well, and will note that Brutus himself overheard the refugees talking about the kennel.

Niles Fulkner, The Clothier (Flan):

One of the few places in town that one of any size or stature can find good, quality service with a smile. Although he fancies himself an expert in modern high fashion, he finds himself making the more common and boring work and adventuring garments more than anything. He

doesn't mind too much, since the adventurers generally come in many sizes and test his skills as a tailor. He does have several expensive gowns and vests on display as well, so as to show off his skills and fashion sense.

About the Event:

He overheard something about refugees, but didn't pay attention since refugees couldn't afford his services. He does note that a very well groomed man of mixed Oeridean and Flan decent recently arrived, with obvious coin to spare. If the PCs could perhaps persuade him to stop by and buy some fine garmets, he would be most gracious.

Octavia, The Shopkeeper (Flan-Suel Mixed):

This rotund, yet muscular, older woman is one of the few in the town that came from a life of adventure. She proudly displays her treasures on the wall behind the counter, including her old Breastplate and crossed Bastard Swords. She has tales to tell that only fools (or other adventurers) believe, yet those who do not believe her stories hesitate to mention it to her face. Her store is stocked with several of the normal goods one would find in the average general store, but because of her experiences, she offers a fine selection of 'other items' if one knows how to ask nicely (DC 15 diplomacy check to see her secret stash). It is also rumored that she is one of the reasons the blacksmith is always smiling and in song.

About the Event:

All she knows about the attack is that if she was a younger lass (and in a bit better shape), none of the assailants would have made it from the town “intact” (she winks when saying this). But because of her age, she didn't hear a thing and wouldn't be able to fit in her old armor anyway.

Dexter Korbin, The Priest (Oeridean):

Although the head priest of the village is away tending to the wounded in the Liberation effort, his apprentice is still with the town. Sadly, he has only begun his training, and only capable of offering religious and philosophical support, as well as mundane assistance to those in need, instead of the miracles of Pholtus that the head priest could provide.

About the Event:

He doesn't know much about the attack itself, but he is currently tending Partheus's wife. She was left for dead in the attack. Her wounds became infected since she was thrown onto the kennel's waist pile after she was nearly killed protecting her animals. He is tending her wounds and fighting the infection as best he can. He expects a full, albeit slow, recovery with the means he has on hand.

Geoffrey, The Entertainer (no discernable subrace):

Only recently contracted to the Inn, Geoffrey is unfamiliar with much of the going-ons of the town. He is renowned for his many talents, and the Mayor was hoping this would draw people to his town. Of note are his abilities to sing, dance, play a few instruments, and perform several stage tricks.

About the Event:

He knows only that the attack took place, but does gesture towards a gentleman drinking at the bar that recently arrived from out of town. He will also comment that the gentleman left quite a handsome tip during his last performance. Since Geoffrey is part flan (among other things), he also doesn't finger them, if nothing else, just to spite Brutus.

Jacen Roi, The Gentleman Merchant (Flan-Oeridean mix):

He is a suave individual of mixed heritage. He appears fairly well off and has a fairly friendly demeanor, especially if one offers him a sophisticated drink. If asked what it is he does or where he is going, he will answer that he is a traveling merchant that was hoping to profit from the "Liberation" of Tenh. He is on his way to the larger cities in order to sell his collection of items 'recovered'. He has only just arrived in town earlier this morning.

All of the above is true, but he has also been paid by the villains to inform them if any do-gooders show up to try and thwart their evil schemes. He was told that if someone, or a group of someones, start asking around, to use an item he was given to send a message to the leader of the villains and warn them of this. Since he can answer most questions the PCs have honestly and without raising too much suspicion, his task should be an easy one. If

pressed however, he will claim to have been forced to cooperate (not entirely a lie), and if the PCs see through this one, he will attempt to distract them and flee since he will more than likely be outnumbered. He will only fight if forced to defend himself, but will only deal non-lethal damage, knowing that adventurers generally don't take kindly to being assaulted. If the PCs do in fact assault him, or end up killing him, they may potentially be charged for their acts (see <http://www.theocracyofthepale.com/background/gazetteer/law.html> for details). Don't forget to note his fate on the AR.

Others: The Inn also supports a staff of waitresses (many of whom are the daughters of other townsfolk) and a cook. The blacksmith, carpenter, and clothier also have apprentices. There are a few farmers and their families trying to reestablish their fields in the area as well.

- The Kennel ruins
 - Melville, the Constable is a tall, tanned, and well weathered man who's seen more than his fair share of winters. His large nose appears to have been broken at least a few times. He was retired, but during the recent trouble in Tenh the man that replaced him was called to duty and died. The mayor asked him to take his old job back, until a new constable is found for the village. He speaks in a calm, authoritative tone. He's not too happy that Partheus feels that he can't do the job, but he does admit that his age and injuries prevent him from gathering a few of the faithful and chasing down the criminals himself.
 - He knows that several of the townsfolk believe the group of flan refugees that traveled through this area recently are to blame, and he doesn't necessarily disagree with them, but he prefers to have solid proof before pointing fingers. Melville has attempted to reconstruct the scene of the crime. A straw dummy lies where Angelina was found, and he has placed other straw dummies where he believes the thieves stood when they assaulted her. There are also obvious signs of a struggle throughout the house and the kennels themselves. If one of the PCs possesses the track feat and

succeed at a DC 15 track check, they notice signs of travel leading out to the nearby woods. If this trail is found and followed, it ultimately leads to those responsible...

- **The Abbey**

- Dexter Korbin is wearing clean and pressed robes of an acolyte of Pholtus. He was left in charge of the Abbey while the Abbot was away tending to the wounded in the army. He is somewhat overwhelmed by the responsibility, and is doing the best he can in this situation, since he has yet to learn the enlightenment necessary to cast even minor miracles. He does have some skill as a healer however, and is tending to Angelina's wounds and infection using what mundane aids he has available.
- Angelina Nortissika is seriously wounded (-2hp out of 5), and she has been infected with Filth Fever. It's been only 2 days since the incident, and she is already suffered much from the disease. She is currently at 3 Str (down 4) and 2 con (down 6). Luckily, Dexter has been able to prevent the infection from spreading anymore and she is no longer in danger of succumbing to it provided Dexter keeps a watchful eye on her.

- **Main street**

Blacksmith: Valder Stone

- He has a dwarf's build, even being human, and sounds the part. He whistles and hums a lot and keeps time with his hammer when working. He doesn't know much about the attack, but has a hard time believing it was the flan refugees, since they were fairly nice folk. He does mention that a traveler came in from the west this morning though, so he might have passed something on his way in.

The Carpenter: Mort Corpesia

- He is a scrawny man with a long, thin, and curled mustache. He's currently

helping out with the rebuilding and is overseeing the new carpenters that arrived with the party. He's a bit of a weasel and doesn't care for refugees in general, since they were a burden in his hometown during the threat. He believes that the ones recently through the village are responsible for the attack, and will even direct anyone asking about it to the Innkeeper, who says he overheard them planning it even.

The Clothier: Niles Fulkner

- He is a very attractive man, and works hard to keep himself that way. He is also a skilled tailor and loves helping others to look their best. He speaks with a heavy lisp. Although he doesn't care for the refugees since they can't afford most of his items, he doesn't have a bias towards them either.

The Shopkeeper: Octavia

- She is a very large, muscular woman, although has gained a considerable amount of weight since she retired from the adventurers life (she speaks in a heavy East German accent). She is a kind, motherly woman and generally helps as much as she is able, but is also strict and expects others to be well mannered. She doesn't suspect the refugees since she considered them to be kind people, but does admit they were down on their luck. Her store is stocked with a lot of the common items a farmer or commoner would need. However, if the PCs are kind and ask nicely (DC 15 diplomacy check), she also has a secret stash of specialty items (anything that's CORE access as per the LGCS).

The Mayor: Arimus Balthinar (currently at the construction site near the edge of town)

- He is a short and slim man, but has more than enough attitude to make up for his small physical stature (napoleon complex). He is also very paranoid when it comes to his village. He believes that any problems that arise are the work of those conspiring to keep his little village from becoming a more important and famous city. He is trying to rebuild and expand his little empire in order to be an important site between

the old Pale and the new Prelacy of Tenh. Also, being in the shadow of the Griff Mountains and on the edge of the Troll Fens, he is hoping to also be a haven for those seeking adventure.

- He is disturbed by the recent problems that have come up, namely the attack at the kennel (one of the villages main stays), as well as the recent Kobold attack on the rebuilding supplies. He believes both are a plot by the leaders of Lighton to prevent him from reaching his goals and keeping his little village just that, instead of the jewel he wants it to be. He also believes that the “traveling merchant” that stopped in town this morning is actually a spy by those sabotaging his dreams. Although he can not officially hire the adventurers to investigate the matter at the kennel, he would greatly appreciate it if they could get what information they could that would prove the conspiracy.

• The Inn

The Innkeeper: Brutus

Brutus is a gruff, barrel-chested man with a deep, gravelly voice. He's not too subtle about his racist attitudes towards non-oerideans, especially those without coin, but has made a deal with the mayor to not be too open about it either. If asked about the incident, he blames the poor refugees, even noting that he overheard one of them saying that “the kennel was very nice and it would be a shame if anything happened to the kind woman.” He fails to note that it actually sounded sincere and not a veiled threat. Also, if a non-oeridean is talking to him, he clumps them with the refugees as ‘you/your people’. He also adds comments like “They probably took the dogs for food. They did look awfully hungry. Wouldn't put it passed ‘em.” If one has coin though, a lot of his bias is set aside.

The Entertainer: Geoffrey

Geoffrey arrived in town a few weeks ago at the request of the mayor. The mayor is hoping that if the Inn has a reputable entertainer featured under contract, then it will attract outsiders to travel to the village and spend some time (and money). Geoffrey was the best he could get for what little money he could offer. He is of mixed heritage (flan/oeridean, and possibly some elven

in his lineage). He is obviously not originally from the Pale (French accent). He comments that Angelina was a very kind woman. He also doesn't think the refugees are at fault, but mostly since he is part flan, and also to balance the biases of Brutus.

Encounter Five:

Bevin, leader of the Flan refugees

Bevin is wiry and wily. He the leader of his small group of refugees and takes that role very seriously. He is a kind soul, but can be riled if something threatened his charges. He is somber, yet does still have humor about him. Being the eldest in the group, he is also the spiritual leader. (voice of an old rabi).

Appendix Three: New Material

Sandblast, from Complete Divine:

SANDBLAST

Evocation

Level: Druid 1

Components: V, S, DF

Casting Time: 1 Standard Action

Range: 10ft

Area: Semicircle Burst of sand 10ft. long,
centered on your hands

Duration: Instantaneous

Saving Throw: Reflex half

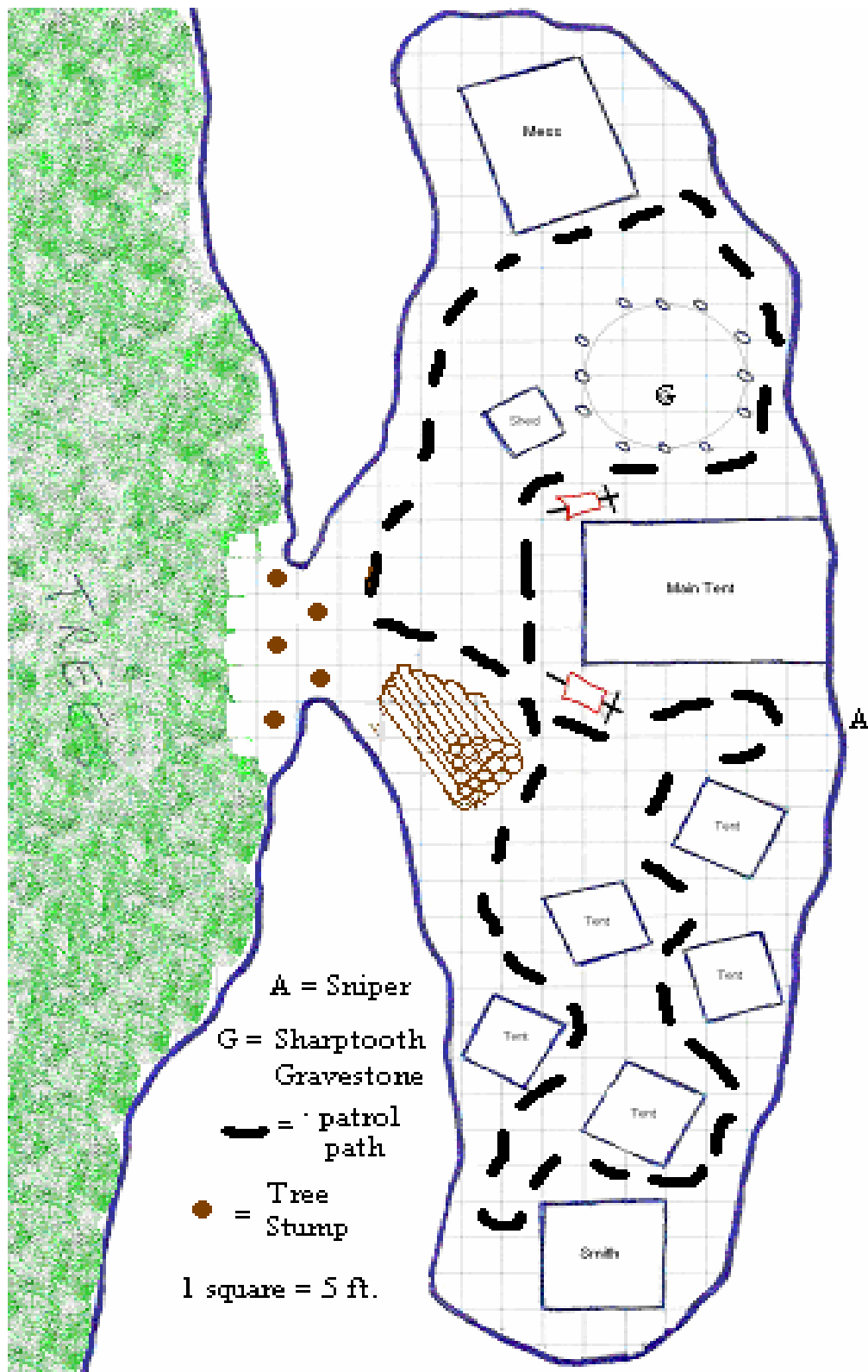
Spell Resistance: Yes

You fire a hail of hot sand from your fingers, dealing 1d6 points of nonlethal damage to creatures in the area. Any creature that fails its Reflex save is also stunned for 1 round.

A map of the region around Oxton. The map shows several locations: Oxton (a large black dot), Ehrste (a small black dot), Lighton (a circle with concentric rings), Athenstone (a circle with concentric rings), Spiral (a circle), Wintershit (a star), Garson (a square), and Castle Arndulant (a square). The map also shows a blue river, a green area labeled 'Spines', and a brown area labeled 'High Pentress'. A scale bar at the bottom indicates 100 miles.

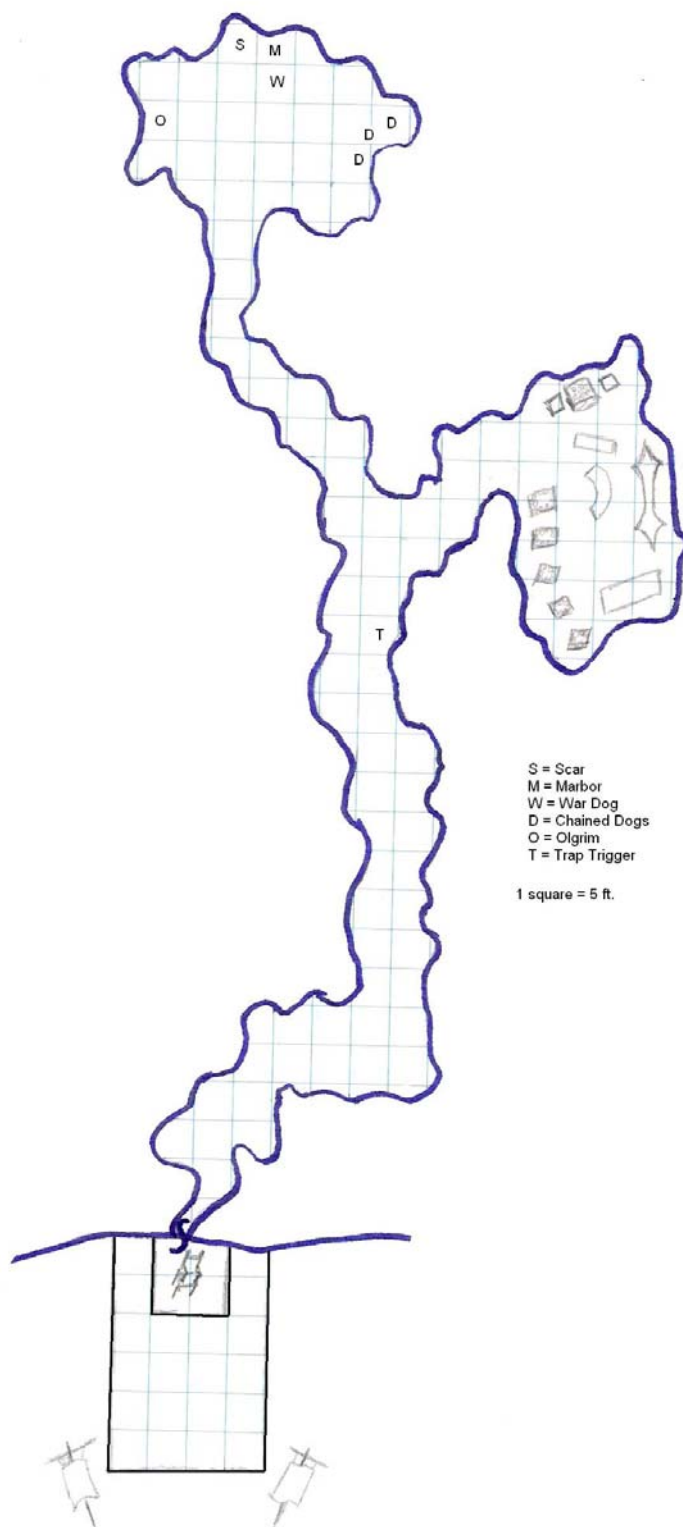
Cry Havoc

DM Map #2 – Encounter Six - Stonefister Camp



Stonefist Camp Nestled in a small alcove in the Griff Mountains.

DM Map #3 – Encounters Seven and Eight - Tunnel



Tunnel behind the Main Tent in the Stonefister Camp.