

BIS2-A2

Armored Caravan

**A D&D LIVING GREYHAWK[®]
Bissel Regional Mini-Module**

Version 1

by Steven Conforti

The army needs some volunteers to escort a shipment of shiny new weapons and armor to Griffon Battle. How hard could that be? A Living Greyhawk Bissel mini-module for characters levels 1-8 which counts a military scenario.

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core 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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

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

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

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

Living Greyhawk 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 character participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the some above. Add each character's animals separately. A single character may only bring four or fewer of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	1	
1/3 and 1/2	0	1	1	
1	1	2	3	
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
- 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even numbered

increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher of lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you 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.
- 2) Advise characters to buy riding dogs to help protect them and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more ho in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

Time Units and Upkeep

This is a standard mini-module set in Bissel and counts as a military scenario. Characters whose home region is Bissel pay one Time Unit to participate in this adventure; all others pay two Time Units. Adventurer's Standard Upkeep costs 12 gp (in region) or 24 gp (out of region). Rich Upkeep costs 50 gp (in region) or 100 gp (out of region). Luxury Upkeep costs 100 gp (in region) or 200 gp (out of region).

Adventure Summary and Background

The master smiths of Wrekin have just completed work on a large shipment of armor and weapons for the Great Army of Bissel. This shipment is for Griffon Battle in the barony of Burning Stalks. There are 8 wagons worth of arms and armor that need to be escorted from Wrekin to Burning Stalks by way of the baronies of Misty Hills, Swordfields, and Paercium.

For PCs who are members of the army, they are given the mission of escorting this shipment as part of their basic training. For non-military PCs, Captain Calob of Ram Battle offers the PCs this job as an opportunity for adventure.

The PCs will have an eventful trip to Burning Stalks. They will be attacked by Swordwraiths while camping near an ancient battle site in Swordfields. Later, the caravan will be attacked by a group of unusually equipped mercenaries hired by rogue members of the Mouqollad Consortium house in Bissel. They seek to destroy the shipment for two reasons: to increase the value of the weapons and armor they supply to Bissel and to weaken the Bissel military for the good of the Baklunish people (in particular, for Ket).

Introduction

Some of you are seeking adventure in the township of Wrekin while most of you are here to continue your basic training in your first year of military service. In either case, adventure has found you again. Captain Calob of Ram Battle has need of your help:

“Recruits, we have another mission for you. Adventurers, we’d like you to undertake a job for us. The master smiths of Wrekin have just completed work on a large shipment of arms and armor for the Great Army. This shipment needs to be delivered to Griffon Battle in Burning Stalks. We’d like you to make that delivery for us. We will pay you for your troubles.”

“We need you to make the delivery quietly, in case agents of our enemies seek to prevent the shipment from arriving. We have planned an unusual route for you to take that should avoid any trouble that might be waiting along the

expected path of this shipment. Please make sure that the entire shipment of arms and armor makes it to Captain Ashgar in Griffon Battle.”

Calob provides the PCs with details of their route and to whom they are to deliver the goods. The PCs have a few hours to prepare themselves before the caravan is due to leave. The payment Calob mentioned is detailed in the Conclusion section of this mini-module.

The caravan consists of 8 wagons. Each wagon contains 8 crates of armor and weapons nailed shut with thick iron nails. On each wagon ride two guards and one wagon driver. The PCs accompanying the wagons will have to walk or ride alongside the wagons for the entire journey. Be sure to ask the PCs for their positions relative to the wagons during the journey (the wagons will travel two across and 4 deep along the entire journey) and for their plans for sleeping at night (the guards and wagon driver will each take a shift guarding their wagons at night, and the wagons will be positioned however the PCs wish at night).

Guards/Wagon Drivers War1 (24): CR 1; Medium-Size Humanoid (Human); HD 1d8+2; hp 10 each; Init +1 (Dex); Spd 20 ft.; AC 16 (touch 11, flat-footed 15) [+5 chainmail, +1 Dex]; Atk +4 melee (1d8+2/19-20/x2, longsword) or +2 ranged (1d8/x3, composite longbow); AL LN; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +3, Intimidate +3, Ride +5; Point Blank Shot, Weapon Focus (longsword).

Possessions: chainmail, longsword, composite longbow, 20 arrows.

Encounter One: Angry Spirits

The PCs suffer no unusual encounters until they reach the barony of Swordfields. The second night they camp in that barony, they have the misfortune to choose a campsite near an ancient battle site. A party of swordwraiths patrols this battle site. Swordwraiths are mercenaries who died in battle and are unable to give up their desire for combat. Thus they rise as undead and continually look for opponents to fight. These swordwraiths all bear the insignia of the mercenary company they belonged to before death (three golden balls connected by violet lightning bolts). Swordwraiths appear similar to how they did in life, but their

equipment is more battered and their flesh appears insubstantial. Their eyes glow dimly.

These swordwraiths were human mercenaries of Flan-descent and they speak Common and Flan. At midnight, they will arrive at the party's campsite and then announce themselves in Flan and then Common (sleeping PCs may make a Listen check (DC 12) to wake up) before attacking. The swordwraiths will focus exclusively on the PCs before attacking a single guard or wagon driver. The guards and wagon drivers will stay in the wagons and fire arrows and bolts at the swordwraiths (which will have no effect due to their damage reduction).

They will be willing to parlay with any fighter, ranger, paladin, barbarian PC of the same (or higher) level as they have HD or a PC with ranks in Profession (Soldier) equal to the APL of the mini-module if a PC attempts to parlay with them. If that PC makes a Diplomacy check (DC 16 + the APL), they can convince the swordwraiths that they are worthy of being permitted to pass through the area unharmed. Otherwise, the swordwraiths fight to the death and will chase down anyone fleeing the area for as long as it takes.

APL 2 (EL56)

Swordwraiths (2): CR 3; Medium-Size Undead; HD 1d12; hp 12 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (touch 11, flat-footed 18) [+6 splint mail, +2 lg steel shield]; Atk +5 melee (1d10+2/19-20/x2 and Strength damage, mw bastard sword) or +2 ranged (1d8/x3, composite longbow); SA strength damage; SQ undead, damage reduction (su) 10/+2, +2 turn resistance (ex); AL LE; SV Fort +2, Ref +1, Will +3; Str 15, Dex 13, Con -, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide -2, Listen +3, Move Silently -2, Ride +5, Spot +3; Alertness, Exotic Weapon (bastard sword), Improved Initiative, Iron Will, Weapon Focus (bastard sword).

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: splint mail, large steel shield, mw bastard sword, composite longbow, 20 arrows, *potion of bull's strength*.

APL 4 (EL 7)

Swordwraiths (2): CR 5; Medium-Size Undead; HD 3d12; hp 24 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 full plate, +2 lg steel shield, +1 Dex]; Atk +7 melee (1d10+2/19-20/x2 and Strength damage, mw bastard sword) or +5 ranged (1d8+2/x3, mighty [Str 14] mw composite longbow); SA strength damage; SQ undead, damage reduction (su) 10/+2, +2 turn resistance (ex); AL LE; SV Fort +3, Ref +2, Will +4; Str 15, Dex 13, Con -, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide 0, Listen +3, Move Silently 0, Ride +7, Spot +3; Alertness, Cleave, Exotic Weapon (bastard sword), Improved Initiative, Iron Will, Power Attack, Weapon Focus (bastard sword).

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: full plate, large steel shield, mw bastard sword, mighty [Str 14] mw composite longbow, 20 arrows, *potion of bull's strength*, *potion of blur*.

APL 6 (EL 9)

Swordwraiths (2): CR 7; Medium-Size Undead; HD 5d12; hp 36 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (touch 11, flat-footed 20) [+8 full plate, +2 lg steel shield, +1 Dex]; Atk +10 melee (1d10+5/19-20/x2 and Strength damage, mw bastard sword) or +7 ranged (1d8+3/x3, mighty [Str 16] mw composite longbow); SA strength damage; SQ undead, damage reduction (su) 10/+2, +2 turn resistance (ex); AL LE; SV Fort +5, Ref +3, Will +5; Str 16, Dex 13, Con -, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +1, Listen +3, Move Silently +1, Ride +9, Spot +3; Alertness, Cleave, Exotic Weapon (bastard sword), Improved Initiative, Iron Will, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability

damage, energy drain, or death from massive damage.

Possessions: full plate, large steel shield, mw bastard sword, mighty [Str 16] mw composite longbow, 20 arrows, *potion of bull's strength*, *potion of blur*, *cloak of resistance +1*.

APL 8 (EL 11)

Swordwraiths (2): CR 9; Medium-Size Undead; HD 7d12; hp 48 each; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 22 (touch 12, flat-footed 21) [+9 +1 *full plate*, +2 lg steel shield, +1 Dex]; Atk +12/7 melee (1d10+6/19-20/x2 and Strength damage, +1 *bastard sword*) or +9/4 ranged (1d8+3/x3, mighty [Str 16] mw composite longbow); SA strength damage; SQ undead, damage reduction (su) 10/+2, +2 turn resistance (ex); AL LE; SV Fort +6, Ref +4, Will +6; Str 16, Dex 13, Con -, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +2, Listen +3, Move Silently +2, Ride +11, Spot +3; Alertness, Cleave, Exotic Weapon (bastard sword), Great Cleave, Improved Initiative, Iron Will, Point Blank Shot, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: +1 *full plate*, large steel shield, +1 *bastard sword*, mighty [Str 16] mw composite longbow, 20 arrows, *potion of bull's strength*, *potion of blur*, *cloak of resistance +1*.

Treasure:

APL 2 – loot (132 gp), 2 *potions of bull's strength* (45 gp each).

APL 4 – loot (492 gp), 2 *potions of bull's strength* (45 gp each), 2 *potions of blur* (45 gp each).

APL 6 – loot (512 gp), 2 *potions of bull's strength* (45 gp each), 2 *potions of blur* (45 gp each), 2 *cloaks of resistance +1* (150 gp each).

APL 8 – loot (144 gp), 2 *potions of bull's strength* (45 gp each), 2 *potions of blur* (45 gp each), 2 *cloaks of resistance +1* (150 gp each), 2 +1 *full plates* (398 gp each), 2 +1 *bastard swords* (350 gp each).

Encounter Two: To Rust or Not To Rust

Eventually, the PCs will reach Burning Stalks. Two nights before the caravan reaches its destination, at 2 hours after midnight, it is ambushed by a group of unusually equipped mercenaries hired by rogue members of the Mouqollad Consortium house in Bissel (see LGG page 160). They seek to destroy the shipment for two reasons: to increase the value of the weapons and armor they supply to Bissel and to weaken the Bissel military for the good of the Baklunish people (in particular, for Ket).

The mercenaries are equipped with highly trained rust monsters that will seek out the crates full of metal weapons and armor and try to rust them all. The party is forced, by terrain, to camp along a road in a large plain of tall grasses. There are a few trees in the area, but it is easy for those wishing to sneak up on the encampment to do so due to the tall grass (+4 to Hide checks). Each of the wagons is attacked by a group of mercenaries while the rust monsters quietly move through the grass and into the wagons.

The rust monsters will focus on destroying the contents of the crates by first rusting the nails of the crate and then the contents, but, at all APLs but APL 8, will not defend themselves until all of the weapons and armor are destroyed. At APL 8, the rust monsters will defend themselves if attacked. Each rust monster (one per wagon) can destroy the nails of a crate in one round and the contents of the crate in 3 further rounds.

All APLs (no EL or EL 9)

Rust Monsters (8): hp 27 each; see *Monster Manual* page 157.

The mercenaries will exclusively attack the PCs and the guards accompanying the caravan, attempting to give the rust monsters as much opportunity as possible to destroy the shipment. They will never surrender, but might flee if defeat is inevitable. They will not reveal anything about their employers under any circumstances, but they do have some papers with identifying marks on them that the PCs might be able to identify as belonging to the Mouqollad Consortium in Bissel with a successful Knowledge (Religion, Bissel, Baklunish, Trade/Economics, or other appropriate one) check (DC 16 + the APL). The caravan guards and wagon drivers will not leave the wagons if at all

possible, and they will focus on attacking the rust monsters unless threatened by a mercenary.

APL 2 (EL 4)

Goblins (8): hp 4 each; see *Monster Manual* page 107.

Orcs (4): hp 4 each; see *Monster Manual* page 146.

APL 4 (EL 6)

Orcs (8): hp 4 each; see *Monster Manual* page 146.

Troglodytes (4): hp 13 each; see *Monster Manual* page 179.

APL 6 (EL 8)

Troglodytes (8): hp 13 each; see *Monster Manual* page 179.

Ogres (4): hp 26 each; see *Monster Manual* page 144.

APL 8 (EL 11)

Ogres (8): hp 26 each; see *Monster Manual* page 144.

Ogre Mages (2): hp 37 each; see *Monster Manual* page 144.

Treasure:

APL 2 – loot (60 gp), coin (20 gp).

APL 4 – loot (60 gp), coin (40 gp).

APL 6 – loot (28 gp), coin (60 gp).

APL 8 – loot (130 gp), coin (80 gp).

Conclusion

For every 2 APLs, the PCs will be rewarded with 1 gp each per crate delivered with its contents intact:

Treasure (maximum):

APL 2 – coin (64 gp).

APL 4 – coin (128 gp).

APL 6 – coin (192 gp).

APL 8 – coin (256 gp).

If more than 50% of the crates had their contents destroyed, any PC who performed poorly during the ambush who is a member of the army will have one of their commendations (if they have any) revoked.

If more than 50% of the crates are delivered to Captain Ashgar with their contents unharmed, he will award one PC (who is a member of the army) a commendation if they showed particularly outstanding leadership and honor during the mission (DM's choice, mark this on the Adventure Certificate).

If more than 75% of the crates are delivered to Captain Ashgar with their contents unharmed, he will award commendations as above, but with no restriction on the number of PCs who can receive a commendation.

If all of the crates are delivered to Captain Ashgar with their contents unharmed, he will award commendations as above and might award one PC a direct promotion to Corporal if they showed particularly outstanding leadership and honor during the mission (DM's choice, mark this on the Adventure Certificate).

If completely successful, the PCs will recover more treasure than they are permitted to retain at their APL. Before reducing the treasure gained by the party based on APL, allow the PCs to spend some of the treasure on NPC spellcasting (raise dead, restoration, etc.), if necessary. Explain, if necessary, that much of the wealth that “vanishes” out of the party's hands actually goes to the other members of the caravan (the guards and wagon drivers) who also deserved a “share”, especially if they are in need of NPC spellcasting.

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 to each character.

Encounter One

Defeating the swordwraiths

APL 2 – 75 xp; APL 4 – 105 xp; APL 6 – 135 xp; APL 8 – 165 xp.

Encounter Two

Defeating the ambushers

APL 2 – 60 xp; APL 4 – 90 xp; APL 6 – 120 xp; APL 8 – 300 xp.

Conclusion

Delivering at least 50% of the crates intact
APL 2 – 15 xp; APL 4 – 105 xp; APL 6
– 195 xp; APL 8 – 135 xp.

Total possible experience

APL 2 – 150 xp; APL 4 – 300 xp; APL 6 – 450
xp; APL 8 – 600 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 earthy possessions. Looting the bodies takes at least 10 minutes per 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 treasures 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 Bissel Regional adventure, characters from Bissel can spend extra Time Units to practice professions or

create items immediately after the adventure so this total could be modified under those circumstances.

Encounter One

APL 2 – 222 gp; APL 4 – 672 gp;
APL 6 – 992 gp; APL 8 – 2120 gp.

Encounter Two

APL 2 – 80 gp; APL 4 – 100 gp;
APL 6 – 88 gp; APL 8 – 210 gp.

Conclusion

APL 2 – 64 gp; APL 4 – 128 gp;
APL 6 – 192 gp; APL 8 – 256 gp.

Adventure Maximums

APL 2 – 100 gp; APL 4 – 200 gp;
APL 6 – 300 gp; APL 8 – 600 gp.

