

KETI3-04

On the Road Again

**A One-Round D&D LIVING GREYHAWK[®]
Ket Introductory Regional Adventure**

Version 1

Round 1

by Stephen Baker

A trip down the Irafa Rd becomes all the more interesting as you “volunteer” to help a lieutenant in the Kaman, the light cavalry of Ket. An introductory adventure for 1st level characters only.

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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, including the DM.

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is

general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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 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 Player Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the following 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.

CR	1	2	3	4
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	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 or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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 challenged 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 dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Summary and Background

The adventure begins in the northern part of the Irafa Rd, the thoroughfare that cuts through the Bramblewood forest. It leads through the Bramblewood and connects Ket to the newly occupied Districts that were formerly part of Bissel.

Characters may be on the road for any number of reasons. There are rumours of a newly-uncovered temple in the near Bramblewood that may have drawn some; others might simply be on their way through the Gap to further adventure in Ket or beyond. Whatever the reason, they will be soon either involved in assisting the military of Ket or incarcerated to await judgement.

The instigator is a lieutenant Samsar in the Kaman who has been charged with escorting a pair of Dwarven Engineers (Tabar) on a survey of the Irafa Rd. This has been a yearly requirement since the ever-changing nature of the Bramblewood was recognized and is particularly relevant in the new, post-WotC time of great change to the maps. His Squadron (10 Kaman) have come down with an unusual rash from insect bites and they have been ordered onto light duty for one week by the local Mullah and healer (the same person). Rather than delay his survey, the lieutenant is aggressively recruiting for replacements. If he is refused, he will press the characters into service or throw them in jail for refusing the lawful request of a representative of the Beygraf.

Kettite military units

Dasne – Scouts (infantry), equipped with short sword (Quadarra) and light armor. The only part of the army to have a large component of halflings.

Gele – Infantry Crossbowmen, support unit of the army.

Kaman – Light Cavalry Archers, chain shirt barding and composite shortbows.

Neyze – Heavy Infantry of the Ket, Pikemen, breastplate and pike (longspear).

Paighan – Militia of Ket, raised in local Beyships to defend the area. These are commoners trained to Warrior levels and form the basis of the remainder of the army.

Samsir – Light infantry support troops, chain shirt, scimitar, shield. These troops are fast enough to move and occupy ground cleared by the heavy cavalry and hold it until heavier ground units arrive.

Somb – Breastplate, lances, composite shortbows, breastplate barding. The traditional heavy cavalry of Ket, not as heavily armored as their Eastern counterparts but with far more flexibility and missile capability.

Tabar – Heavy Infantry (and engineers). An exclusively Dwarven unit and the only users of Full Plate in the military. Their position is that of combat engineers and shock troops.

Strongjaws – Clan of orcs and half-orcs in Ket. This is not a military unit but they contribute a lot of fighters to the armed forces of Ket.

A brief note on the army of Ket. It is a feudal state, with local lords (Beys) raising the majority of troops. There are units raised by the larger cities though these are under the control of the more powerful lords that control the big urban centres. Units are associated with a physical part of Ket as a result, save for special units raised by the Beygraf himself (The Thorns). As such they are headquartered in that area and raise their manpower from the region owing allegiance to that Bey in question. Unless there is some sort of military emergency, no more than half of any given unit would be placed on active duty outside the Beyship – the rest remain as local troops, training and recruiting replacements. This serves to both increase the long-term power of the military and prevent the loss of entire generations in areas of the country during the course of a battle or a war.

The vast majority of well-trained troops are Kaman, Neyze, Somb or Gele. Paighan (Militia) supplement the standing army in times of war in terms of numbers (equalling the Neyze and Gele together for units fielded) and the other units comprise smaller percentages. The Somb are raised from persons who can afford the equipment themselves, restricting them to the nobility and higher placed merchant houses. Dasne, Samsir and Tabar are very small units and highly specialized.

Background:

The Irafa Rd is one of the more important aspects of Ket. It connects the heartland of the nation to the recently annexed “original Kettite” territory that was once owned by Bissel. Trade Caravans are a common sight and the military controls nearly all aspects of the Road and the happenings upon it.

The Bramblewood itself is a very dangerous and tough place. The Irafa Rd cutting right through it is constantly subject to incursions of monsters, ranging from the Wood and Wild Elves of the forest to more typical Ogre bands and the like. Ket keeps a close eye on everything near the road, for security reasons, but has not seen any reason to make a more extensive security perimeter.

Staying out at night in the Bramblewood is an invitation to become a snack for a passing monster. Not only is it inadvisable but it can also lead to poorly planned rescue attempts and other disasters, so much so that the military tries to strictly limit travel to daylight hours. Closer to the road, the less powerful are the monsters that frequent the area, but all this changes at night – at that point, is more of a case of the monster that you did not see or hear, rather than the one you did. Behirs, manticores, ogres, ettercaps and tarrasques are amongst the monster that call the woods home, not to mention the scattered tribes of Elves in the forest. Few adventurers camping outside without a secure defensible position have survived to report in.

Adventure Synopsis

Introduction: The party will gather and be pressed into the service of Ket by Lieutenant Samsar of the Beygraf's Own Kaman, either voluntarily for the money/honor, or by coercion. They will be introduced to the Kaman and Tabar military units of Ket, with some Neyze also present.

Encounter #1: The party will escort the Tabar and Kaman on the first scouting expedition out on the Irafa Rd. During the course of the day, a squadron of Somb will pass by and introduce another aspect of the military of Ket.

Encounter #2: While surveying on the second day, a poorly placed marker will cause a hive of bees to erupt from a tree, spraying honey in the process (heated in the sun). The characters will have a short time to deal with the problem before a young bear cub will wander by. They then have to shoo it away or otherwise deal with it quickly before the mother bear arrives.

Encounter #3: Reaching one of the Irafa Rd forts, the party will be able to rest at night inside, as members of the military. They will be introduced to Samsir and Gele holding the fort along with a contingent of Neyze and have a chance at getting in a brawl with a half-orc named Hill from the Stongjaw tribe, a member of the Neyze.

Encounter #4: More surveying out on the road will result in an encounter with a member of the Dasne who warns of an elven presence in the area. Characters may

begin to take precautions. Elves will begin to shadow the party at this point.

Encounter #5: An elven Barbarian/Ranger will attack the party, targeting the horses first, in an effort to strand them in the wilderness at night. She seeks to delay things while her other companions get in position for an ambush.

Encounter #6: The remaining companions of the elf arrive some half an hour later and attack, trying to injure the Tabar and drive them away.

Conclusion: A member of the Earth Archons will arrive just after the end of the battle with the elves and hustle the characters away from the area. He will reward them and remove them from their military service (if they so desire). Bounty will be offered on the elves and their equipment.

Introduction

It is a beautiful fall day, the perfect time of the year for a quick trip through the Bramblewood Gap. The Irafa Rd is not known for hospitality but everyone anticipates a rapid passage.

Allow the party to introduce themselves as the case may be. Most of them will either be travelling through or seeking employment in Ket. There is also the following information available as the Judge so desires (if you need reasons for people to be travelling and the like), any, all or some of which can be used:

- A) There is an old temple that has been uncovered in the near Bramblewood. Adventurers are being sought by the Bey to do some preliminary studies while the Archons gather the necessary forces for a proper investigation;
- B) The Beygraf is about to issue a proclamation about Tusmit and it is rumoured the ambassador from our Baklunish neighbor to the West is looking very nervous these days. It is a bad time to be from Tusmit and openly travelling in Ket;
- C) Two elf-hunting expeditions are about to start in the middle of the Irafa Rd and are apparently still desperate for good cooks and hunters to assist their efforts. They are paying well and will be providing extra bounties for any monsters that may be found in the Bramblewood;

What is real and what is not is entirely conjecture. The troops of the Irafa Rd will be able to neither confirm nor deny these various rumours, though each will have heard of them.

After a time, the various members of the party will be approached by ten members of the Neyze (the pikemen of Ket) and asked politely (but firmly) to come with them. The Sergeant of the Neyze, Fizztaq, knows that Lieutenant Samsar of the Kaman wishes to meet with the party but not why.

As the gates of the Inner Keep open, a full squadron of horse can be seen at ease on the far side of the square. The man in charge of them wheels when the gates finish opening, and urges his horse in a trot in your direction.

Leaping clear of the horse with a single fluid motion, he nods back to the squadron and they leave the square to the stables.

“Greetings” he hails in Common, staring at you. “My name is Lieutenant Samsar of the Beygraf’s Own Kaman. I have a task I would like you to consider assisting in for the honor of Ket.”

With this the Lieutenant will invite any questions that the party might have. He will not be taking no for an answer, despite what he might have said. Although he will pay the members of the party 50 lances per day for the job he has, he will just as willingly press them into service (at the same rate, this is a lawful society after all). If anyone really objects (threatens a fight or something) he will call over the Neyze squad and put them in a holding cell for the week.

The following information (up to DC 20) can be gathered from Lieutenant Samsar by asking him or it can be rolled to see if the character knew of the facts already. Gather Information can only be learned after a number of hours questioning Lieutenant Samsar and is considered to have taken place en route.

Knowledge (Local, VTF) or Gather Information – DC 5: The Irafa Rd is surveyed every year to ensure that up to date maps are kept in military hands

Knowledge (Local, VTF) or Gather Information – DC 10: The Kaman are not surveyors. It is likely that the Lieutenant has an Archon or a few of the Tabar (Dwarven Heavy Infantry, also engineers) with him to assist in this task

Anyone makes a Knowledge (Nobility) check of DC 10 can also be filled in on any military unit questions they might have. Bardic Knowledge can be substituted for any of the above checks, but at a DC 3 higher than listed.

“There, now that we are ready, it is time to call forward the Tabar,” Lieutenant Samsar says at the end of the discussion. He shouts out a pair of names, Tirk and Sart, and two dwarves walk out of the stables leading a horse and a cart. They are dressed in full plate and march with a purposeful steady rhythm.

Leaving the Military (unofficially)

Any member of the party who does not actually wish to stay in the module may choose to leave it at any point

during the nighttime stays in the forts. If they choose to sneak out of the fort at night, they are automatically successful (the forts are shut up at night to prevent things from getting in, not out). The character(s) however must face an EL 4 encounter to escape from that point onward, however. This is an encounter with a Griffon (as per the *Monster Manual*), an EL 4 encounter, fought during the night on the Road itself or in the trees as chosen by the party, with the party (whoever is there) getting one round of missile fire in first at 100 feet before it closes – if they have the vision for this.

Leaving in Daytime

It is possible that party members can just sneak off during the day. In order to successfully escape, they must likewise get past an EL 4 encounter.

This is another encounter with a Griffon (as per the *Monster Manual*), fought during the day on the Road itself or in the trees as chosen by the party, with the party (whoever is there) getting one round of missile fire in first at 100 feet before it closes.

Caution on the Irafa Rd

Characters should be warned in dire terms about the dangers of the Bramblewood Forest. Anyone venturing into the woods itself during the day will face an EL 2 encounter if they stay more than five minutes (the bear encounter again from Encounter 2). Should they venture out at night, they will face a Griffon as detailed in the above paragraphs. Finally should characters really head out into the deep woods alone, they will face a Behir in an untiered encounter.

There should be no doubt in any mind after the Introduction that the Irafa Rd is a dangerous place to venture alone or at night and the Bramblewood even more so.

Upkeep

If the party members accept the benefits of military service for the week, they are granted free standard upkeep for this TU.

Creatures:

Lieutenant Samsar; Baklunish male; Ftr2; hp 18, see Appendix A.

Tirk, Sart; Dwarven male, Ftr2, hp 22 each, see Appendix A.

Treasure: 35 gp (350 lances).

Encounter One: The Big Boys

The sun beats down upon the gap in the Irafa Rd, heating up the day rapidly. The cool breezes of the early morning have faded into a calm, oppressive heat at the midday point, even as swarms of insects from the Bramblewood buzz here and there, seeking out sustenance. From up ahead, a small cloud of dust is kicked up and riders come into view.

The riders in question are a squadron (10) of Somb cavalry, equipped with Breast Plate, Shield, lance and composite shortbow, heading back to the village of D'quar after a tour of duty in Thornward. Somb are the heavy cavalry of Ket and fly a single flag proclaiming their allegiance to the Bey of D'quar and the Beygraf of Ket. Each of the Heavy Warhorses is equipped with Breastplate barding. The approach of the horses is swift, as they are eager to travel this area and have pushed their horses for five hours now.

When the party and the Kaman rider is spotted, the Somb will slow down and close up ranks. It is a DC 10 Sense Motive roll to note that they are specifically concerned about the Kaman and how he views them. Anyone from Ket or outsiders with a Knowledge Local (VTF) DC 10 roll will know that there is a big rivalry between the heavy cavalry of Ket and the light cavalry archers who frequently are ordered to protect their flanks. The Somb will eye everyone carefully and stop some 60 feet away for a round or two to continue their re-organization (from a strung out travel line to a line 2 horses wide and 5 deep, with the flag bearer on the front right). Their position toward the Tabar, if requested, is neutral.

At this point the Somb squadron will advance, stopping only if confronted or questioned. The flag-bearer will stay on horseback at all time but other members of the Squadron are willing to get off and talk if they are given the opportunity. In reality, they are looking for a reason to slow down and give the horses a rest. It is Handle Animal check, DC 10, to realize that the horses have been pushed to this point and really do need a rest (Synergy bonus of +2 for Ride at 5 ranks or more).

The Captain in charge of the Somb is Rashad ibn Mirtaz bey'Salak. He is a short, baklunish man with a shock of pure black hair and brown eyes, of impeccable but poor noble heritage in Molvar. If nobody is willing to talk or shows any desire, he will stop for a few moments to exchange words with the Lieutenant at least. He is always polite and devout in his worship of the Restorer of Righteousness but he is also rather open-minded for a member of the noble heavy cavalry of Ket. In particular, he does not view Elves as monsters but rather civilized beings with bad attitudes and he is not entirely sure that the collapse of Bissel in the most recent was something pre-ordained (as opposed to Ket taking huge advantage of a momentary weakness in their neighbor, as some would suggest).

Encounter Two: A Sticky Situation

It is a DC 5 Knowledge Nobility or DC 10 Bardic knowledge to know that a Captain is not usually in charge of a single squadron. The Captain will freely tell anyone (or they can ask the other members of the squadron) that he is accompanying it back to D'quar and not the regular officer in charge. Their officer came down ill just before leaving Thornward and will follow as soon as he is well.

The Somb can impart any or all of the following during conversation (as the Judge decides):

-- Thornward is somewhat tense now, as the Velunites in the city are anxious about their homeland. It is known that they have withdrawn from all over the rest of the continent but continue to have a strong presence in Bissel.

-- A full regiment of Kaman are rumoured to have ventured onto the plains of the Paynim recently, seeking allies and mercenaries to work for Ket. That a full regiment was sent is bad news – it probably means the tribes are not friendly and may already be working for Tusmit or another power.

-- Elves have been seen near the edges of the Irafa Rd for the last two months. Their numbers are increasing and more patrols have been ordered.

-- There are stories abounding about treasure being found up in the Yatils north of Molvar and at least four members of the Somb plan to head up there themselves to check these out. Tunnels beneath a small valley are the source of plentiful gold and jewels and a small gold rush might be on.

-- The Somb did pass two expeditions that we camped at the edge of the Irafa Rd and were about to head out to hunt monsters. One of them looked well-equipped and armed, the other looked like it was going out for a pleasure ride.

This is not a combat encounter. If they are pressed into it for unknown reasons, use the stats for Lieutenant Samsar for the Somb, save that they are in Breast Plate with heavy steel shields and mounted upon Heavy Warhorses with Breast Plate barding.

Creatures:

Somb Compay (10): Human Male, Ftr3; 27hp. See appendix.

Somb Mount (10): Heavy Warhorse with breast plate barding; 30hp; see *Monster Manual* page 273.

Treasure:

Should the characters manage to kill a Somb and loot him, each looted Somb is worth the following

APL 2: L: 40gp C: 50 M: *potion of cure light wounds* (4gp per character).

Every quarter mile or so the Tabar both stop and confer with one another. It almost seems a given that they then grab some equipment from the cart and set up a work site. Lieutenant Samsar pretended some interest on the first day but even he has tired of their acronyms and terse, rapid-fire explanations.

Before this encounter is undertaken, ensure that each of the PC's specifically places themselves in a position for a work site. The two Tabar will separate about 120 feet and measure distances up and down the road. There is no map provided but the layout is simple. The road is 25 feet wide (enough space for two horses abreast with 5 extra feet) and there is an additional cleared space of 10 feet on either side. The next twenty feet is cleared underbrush (sufficient for difficult terrain but providing no cover or concealment). After that point, it becomes the heavy woods of the Bramblewood. The road is straight and the dwarves will park their cart on the opposite side of the road they are currently surveying. Lieutenant Samsar will be off his horse and leaning up against the cart in the minimal shade it provides during their surveying.

If anyone goes up with Sart (who always takes the far position) they can make a Knowledge Nature (DC 15) or Survival (DC 20) to note that the tree he is propping his equipment against is has a bee hive high up in it, but safe from danger. It is a DC 25 Search Check (Only those with trap sense) to note this is actually part of a trap (set by the elves of the forest). If the notice of the hive provokes interest and investigation only the cub is encountered here – it is presumed they will do what is necessary to avoid irritating or otherwise enraging the bee swarm. Should they not have these skills no roll can be made.

The trap is a proximity trigger and can be disarmed with a DC 26 roll. Activating it (failing the roll by more than 5) will spray the honey onto that character and the swarm will form immediately, rather than later. The rest of the sequence stays the same.

Sart will work for a few minutes at his task. All of a sudden, when he reaches for his tools, he will move in such a way to set off the trap. The bee hive will fall, erupting honey on the way down and engulfing him. A stream of enraged bees will erupt from the hive afterward, forming into a swarm in the surprise round. Should characters have acted to protect or otherwise cover Sart, determine who or what is covered with honey as appropriate. The swarm will predominantly attack anyone covered in honey, until such time as they are no longer moving.

Two rounds after the swarm attacks (which starts initiative), a young bear cub will wander up from the edge of the woods and try to lick honey off characters or the ground. Two rounds after that, an enraged bear mother will erupt out of the woods on the opposite side of the road. The bears are both immune to the stings of the bees.

If the trap has been deactivated, the cub will just be hungry and looking for food.

If nobody has shooed away the cub (Handle Animal with Wild Sense only, DC 18) or forced it away (non-lethal damage and depositing it back in the woods) the mother will attack anyone between her and the cub. Anybody who moves away from the bear (and is thereafter not between her and the cub) will not be attacked unless they themselves provoke it. The cub on the other hand is very precocious and makes a pain of itself going to the characters with honey.

Deactivating the trap is a CR 1 encounter, as opposed to facing the bees themselves.

Tactics: Neither creature(s) has any tactics. The bear will attack with all her power anybody between the cub and herself, and then anyone who attacks or otherwise visibly threatens them. The bee swarm will attack anyone it sees, having been riled up. If an opponent falls, the creature will move on to a new target.

Creatures:

APL 2 – EL 3

Bee Swarm: hp 9, see Appendix A

Black Bear: hp 19, see *Monster Manual* page 269

Black Bear Cub: 5hp, treat as Dire Rat but with no disease. See *Monster Manual* page 64.

Treasure APL 2: 25 gp (I – if anyone has Survival of 4 ranks, they can skin the bear pelts for sale, otherwise no gp in this encounter – this is done while the Tabar are doing their regular survey work.)

Encounter Three: The Galloping Griffon

It is a cool night, at least as compared to the previous 12 hours. A breeze from the south is a welcome change to the stifling oppressive weather of the day itself. The lieutenant thanks you for your work that day and nods to an inn at the entrance to the main fort.

“The Galloping Griffon has some good food and they’ll take your drink chits. It’s the favourite place for the grunts in the fort but it has some good ale

and mares milk. Don’t stay up too late and I’ll see you all in the morning.”

Party members can choose to spend time in the Inn or not, as the case may be. This particular encounter can effectively be avoided by a cautious party who does not want to go into the Inn and this should not be discouraged. It certainly is a popular place and even getting close PCs will hear the sounds of shouting and mugs being slammed down on tables.

Inside the inn, it is obvious that this is a rough but well-run establishment. A hulking half-orc glowers at you as you enter, standing with his arms folded and a well-practiced aura of barely restrained violence. He nods as he sees your insignia and turns his attention back to the rest of the inn. A table toward the middle of the inn clears out, with two humans pulling a dwarf to his feet and stumbling toward the back exit. They seem in a hurry and you see others smiling at their harried expressions. The half-orc puts a hand out and points to racks beside him, not speaking but nodding his head in their direction.

A listen check, DC 5, can hear the inn occupants muttering about those three being late for their shift. It seems likely that the entry of the party into the inn sparked a dim memory and they are now rushing to get to their posts before they are punished too badly. The racks to which the half-orc bouncer (named Shiv) points are weapons racks. Weapons of all types are stored beside the door and no party member can get into the inn with a weapon larger than a dagger.

There is room at each of the long tables (5 by 10) for up to 8 people (nobody sitting at the ends). Service is fast and efficient and the barmaids don’t take any back-talk, but they are pleasant. An older halfling mans the bar in the back, a scar running down the right side of his face that speaks of his years of service. Above the door out the back is a stuffed Griffon head and neck and is probably the namesake for the establishment. As can be seen by a few passing patrons, it is custom to flick a finger at the Griffon in defiance. A bardic knowledge check (DC 20) or asking around will find that the bartender and owner, a halfling named Orfaq Lightstones, fought this Griffon to a standstill to save a pair of prized breeding stock light warhorses for a Bey near Molvar. The stuffed Griffon and this inn were his reward.

The evening can be spent in either relative peace, eating and talking, or the party can interact with neighbors. The people at the inn are all the lower ranks from the fortress on their downtime. Few are getting drunk and those that do are avoided by the majority – it will be readily apparent to all that the soldiers have a healthy respect for their commander and his well-known intolerance for sub-par soldiering. The food is good and plentiful, if somewhat bland by Kettite standards.

A young bard named Mustafa (he will only give one name, as he is trying to generate a reputation) will start a song after the main courses have been consumed by the party, singing of adventures and deeds in far-off lands. Most of the room will give him a good audience but one half-orc in the back will constantly belittle his efforts (though he is actually quite good). The bard, a young man by the name of Mustafa, will smile through it all but launch into a rowdy drinking song at the end that will make fun of the half-orc and his ancestry. As it finishes, the inn will suddenly tense as the object of the song's derision launches to his feet, dragging two comrades with him (they are trying to slow him down).

Hill, the half-orc, is a well-known troublemaker and has been up and down the ranks many times. Nobody in this room wants to confront him, because the officers tend to punish both sides just as badly in this kind of situation. Nevertheless, it will be clear to the party that he means harm to Mustafa and that the boy has no chance. The party can choose to either confront the half-orc or let matters take their course.

If the do not confront Hill he will grab Mustafa and grapple with him, smashing him a few times with his fists first to make a point. Mustafa will drop into unconsciousness by the beginning of the second round but Hill will not relent, pounding on him for a good 30 seconds – 5 rounds - before his two comrades can drag him away just in time for officers from the fort to show up. Shiv, the bouncer, will not intervene but has summoned the officer of the day instead (having had a fight with Hill in the past and realizing he needs the other half-orc permanently dealt with).

Anyone choosing to confront Hill can talk to him for one round (6 seconds) before he charges in with a wild rush. The combat will last for six rounds maximum before officers from the fort show up. If anyone other than one person confronts Hill, his two companions likewise move in, though they are far less adept at unarmed combat than he is. Parties using magic will get major respect from the inn crowd, who step back to watch it all. No weapons will be drawn by Hill or his comrades, no matter the provocation. At the end of six rounds, officers will show up and Hill/comrades will stop immediately.

Despite what the inn occupants think, the officers do not blame anyone who stepped forward to protect the bard. They will incarcerate Hill awaiting a trial for his sixth brawl in the last two weeks. Party members will be questioned but nobody is charged. Mustafa will thank anyone who intervened on his behalf profusely and provide a rare drinking mug to them (rarer than they know, it is actually worth 240 gp as the "silver" is white-gold) as thanks. Mustafa can also explain to the party the various military units in the army of Ket if they so desire and is a knowledgeable source of details. He knows all of the various rumours that abound in this module but can verify that all are generally untrue. The

only rumour he cannot discount is that a force of Kaman have been sent to the Plains of the Paynim.

Remember that non-lethal damage is healed up at a rate of one per hour. A local 1st level cleric of Azor-Alq attached to the fort will cast up to two cure light wounds spells on the party and two cure minor wounds but that is the limit of his abilities. This will only be done if they ask inn occupants or the officers for aid. Otherwise, it is onwards the next morning, possibly with some lingering non-lethal damage. The next three encounters occur on the following day.

For reference, it should be noted that the military has a higher than usual percentage of Azor-Alq worshippers and clerics within it. This is not strange, considering the particular martial bent of the god, and there are frequent references to him in conversation (reverent, for the most part). The Mullahs do not like their emphasis on destroying evil over law and order and do as much as they can to limit this influx, but they are not always the most well-liked of personalities and lack the necessary power to limit this entirely.

Tactics: Hill goes for a grapple and damage (non-lethal) at every opportunity. He and his comrades are straightforward fighter types and do not make any effort to concentrate on foes. His comrades are equipped in lighter armor as recruits just finishing their basic training – they have only just upgraded from Warrior to Fighter training levels.

APL 2 – EL 3 (This combat is –1 CR for non-lethal fight and all weapons save daggers are not with the NPCs)

Hill, Neyze Half-Orc, Ftr2, hp 22.

Neyze Recruits (2), Nezye Humans, Ftr1, Hp 12 each, see Appendix A.

Treasure: 40 gp (l)

Encounter Four: Scouting

It is mid-morning and slipping out of the woods on the right, some 200 feet ahead, is a slight figure, waving as it approaches. He is dressed in a close-fitting cloak of browns and greens and has a strung shortbow in one hand. The halfling stops about halfway and rocks on his feet, waiting for a response.

The halfling is a member of the Dasne named Sulfara Smallrock. He has been scouting this area for the local military commander and hiding up in trees at night. As a full-fledged member of the Dasne he is not responsible to anyone save the commander himself and has been using that freedom to ensure he is out as much as

possible. Although he is not put off by the dangers of the Bramblewood, he is also not taking any chances – he camps high in the trees and always as close to the road itself as possible.

An influx of elves into the area has given him pause and he is heading back to the fort to report in. Although he has not been able to get close enough to make any headway on their presence, they are gathering in groups of two to four and moving around purposefully. Furthermore, they are not hunting, and this is not in keeping with any sort of standard tribal hunting party organization.

Sulfara is more than willing to impart any such information as he might have to the party, providing they are friendly. His clothing and demeanour all indicate a very familiar feel of an outdoorsman and the bow in his hands seems well-used. It is also quite common for Dasne not on a specific military operation to be on a solo mission.

Sulfara can show party members at least two game paths, paralleling the road, some 30 feet past the tree-line, if they are interested in how he has been getting around the woods. He can also show any trackers in the party the signs of elves that he has spotted (it is DC 18) but none have been by this area for the past two days.

Otherwise, Sulfara is a friendly but quiet halfling who left a comfortable life in Lopolla in order to see the world. He really does not like cities and crowds all that much, nor even family reunions, but he is a cheerful type who has a genuine desire to help all creatures. His experiences with Elves are incredibly variable and views them with some trepidation – foreign elves have been frequent friends and companions in the woods and plains but Bramblewood elves do little but try to kill people. He does have one dark mark against his record in the military (DC 25 Bardic Knowledge or DC 25 Knowledge Nobility) in that he refused to serve in the war against Bissel. He declared it an evil act and was one of the few that spoke against it. In the aftermath of the war some claimed he had seen the evil of the Beygraf, others just said he was a coward. Sulfara has neither confirmed nor rejected any claims and continues his isolated cheerful ways.

Sulfara will spend a bit of time with the party, more if they are friendly, then head back into the woods to parallel the road back to the fort. As he leaves, and gets out sight, a single elf will start to shadow the party off to the right and back some 60 feet. She is listed in Encounter Five but she will be taking 10 for the duration of the “shadowing” period. This gets her to a 25 Hide, modified for distance at a rate of +1 per 10 feet. There is a further +2 circumstance modifier for her hide skill as she knows this area very well, for a final DC of 27.

APL 2

Sulfara Smallrock, Halfling Dasne; hp 17; See Appendix A

Treasure: 0 gp.

Encounter Five: Sudden Stoppage

The sun rises to a zenith far above and the sounds of the forest seem to almost fade into the distance as the heat continues to rise. The two Tabar stop once more, seeing a good spot to do some surveying, and Lieutenant Samsar leads his horse over to a small stream by the side of the road. He sniffs carefully and tastes a small amount of the water before letting his horse start drinking.

As stated in the last encounter, an elf is now shadowing the party but from a greater distance as she gets accustomed to the stoppages. She is eager to meet up with her companions but they have all mis-timed her appearance. Rather than delay things, she will open up on the party with her bow as noon passes by (just after the noon bell, were there one here). Her mission is simple – disrupt the map-making proceedings. The elves of the forest despise the attempts by Ket to organize and keep the road mapped continuously, as they are justifiably concerned that at some point the nation will use these maps to launch further assaults upon the forest.

For this, she has chosen to injure the horses and other beasts of burden in the party and owned by the Tabar or Kaman. Her target on the surprise round (presuming she gets one) is the closest horse. She will fire at that target until it drops (killing it is not a concern but injuring it is important). Only if people close within h-t-h will she fight, otherwise she will continue to target the creatures, hoping to injure them and force the entire group to retreat.

Sunstroke has no desire to be killed in this confrontation. If she is reduced to 6 hp or less she will withdraw to the game trail and make a hasty retreat out of combat. PC's can follow to the game trail but they should be warned (by the sounds and sights of the forest) that it is unwise to follow further. The game trail, as per previous descriptions, is 30 feet back from the edge of the woods. Sunstroke has scouted out her own retreat and can make a regular double move with no penalties for difficult terrain until she reaches the game trail, at which point she can move normally with no restrictions at all. A PC who is within 20 feet of Sunstroke when she retreats can make Spot check (DC 15) to see her path and likewise benefit from the lack of impediments. Otherwise, it is difficult terrain as branches and the brambles for which the wood is famous make passage hard to negotiate.

Should Sunstroke be captured, she will readily admit that the elves do not like map-making. They have a sporting time each year following those doing it and this year chose to actually act rather than have the ease of the past three years when other concerns dogged the elves. If asked about those other concerns she will admit she knows nothing of them (the truth) but that the elders seemed concerned and kept her and the other warriors close at hand (also the truth). Unlike Kettites, she has no compunction about going for the horses, although she will express some hope they all live.

Distance to the fort: This attack takes place at the most distant point to the fort on the road – it is 7 ½ miles in either direction.

Tactics: Sunstroke will take the most benefit from cover she can as things start. Unless somebody moves to avoid the cover she is using (from between two trees at the edge of the road 210 feet behind the party, on the right side of the road), she gains +4 cover bonus to AC because of the hard cover. She will choose to attack from a distance of approximately 210 feet, which is only one range increment for her powerful composite longbow. Horses are the primary target for her.

Creatures:

APL 2 – EL 3

Sunstroke; Wood Elf female, Rgr2/Bar1, hp 24, see Appendix A

Treasure: 5 gp (g); 101 gp (l)

Encounter Six: Second Surprise

The sun continues to beat down without mercy upon the Irafa Rd. The screams of a pair of griffons echo out of the road to the right and everyone pauses for a moment in what they are doing.

The griffons are indeed out hunting off in the Bramblewood but this is the activation for the final ambush. The companions to Sunstroke have caught up to the party and will launch their attack.

The sequencing is very standard. Two of the elves will attack from the front, one from behind. They are seeking to either a) wound or kill horses (if Sunstroke is not captured) or b) kill the interlopers (if Sunstroke is with them, either killed or captured). Should Sunstroke have escaped in the last encounter, she will be present but still in her injured state. She will be located with the ambusher who is in the rear.

The total combat time is a maximum of ten rounds, including the surprise round. At that point, the Earth Archon will arrive and the combat will be over – he will

cast 3 subdual magic missiles, with one hitting each still standing (and possibly more if some have dropped), as he appears in the middle of the battlefield. The elves will flee on their next initiative, if this is possible. This is somewhat pre-emptive and designed to show the arrogance and power of the Archons – if the characters are doing well, let them succeed and delay the Earth Archon until they are finished.

Spot checks should be made to note the ambushers just before they fire their first surprise round of arrows. The elves are DC 17 to spot when they open up at 50 feet. (10+4 for Hide Skill+5 for distance-2 for movement to fire). Anyone who spots the Elves may act normally in the surprise round and parties who have announced precautions or the like may get a +2 circumstance bonus to their check.

Tactics: The front two elves will fire from cover (+4 to AC), the trees, in the surprise round. They will not lose this cover so long as they are in the trees and nobody is in melee with them. The back elf (or elves) will hold their fire on the first round, though they can likewise be spotted at the same DC. At the end of the first real round of combat they will fire at non-wounded targets.

Creatures:

APL 2 – EL 3

Punchwood, Stonefist, Windflare; Wood Elves, Bar1, Hp 13, See Appendix A

Treasure:

APL 2: 3 (g) 36 (l).

Conclusion: The Archon Descends

If combat is still proceeding:

Suddenly, a voice rings out from above. “Stop now and return to the woods that spawned your kind. I give you but one warning.” A glance above reveals nothing visible.

If combat is over:

A voice rings out from above, “Gather your forces, Lieutenant. We cannot tarry long at this spot, more of the monsters will be following.”

It is presumed that in either of these, Lieutenant Samsar is still alive. If not, the Tabar are addressed and, failing them, the most officious-looking character.

Sarif ibn Milaq al'Hassir, the Earth Archon who was supposed to be attached to this survey, has finally

arrived. He is invisible and flying above the party, one minute into all his spells.

The Archons were approached by the House of Al'Zarif and advised that the elves were going to make trouble during the survey. Unfortunately, the meeting for this information diverted the Archon and he has only now been able to catch up. He has a wand of cure light wounds with him and will press it into service in the hands of any cleric, druid, ranger or paladin to heal everyone up (it does not form part of the treasure cap), encouraging a rapid retreat back to the fort.

If combat is over, he will reveal and introduce himself as an Archon. Lieutenant Samsar will defer to him in all matters and Sarif will gather all of the journals from the Tabar for safe-keeping immediately. Should he be questioned, Sarif or the lieutenant can explain that the Archons are the registered and official wizards of Ket. The Earth Archons assist the military in an official capacity in building and maintaining structures and this survey falls under their jurisdiction as much as it does the Tabar.

Should combat still be proceeding, he will fire subdual magic missiles or a subdual fireball to end matters – the Elves, if still standing, will flee at this point rather than confront a powerful wizard. Although he has no love of elves from the Bramblewood, he is worried about the stories of the Runners of the Wind (an elven organization in the Bramblewood). He wants to leave injured behind for the other elves to tend and slow down.

Sarif is a condescending but helpful Archon, confident in his abilities. He wants the entire group back in the fort, so he can get rid of the hangers-on (as he deems the party to be) and debrief the Lieutenant and Tabar. As a result, he will thank everyone for their time in the military but announce their service is over and their pay topped up for the week. Everyone will be healed up completely and may choose to buy any military equipment they so desire, including masterwork weapons, at the fort.

Sarif will offer a bounty of 25 gp per head of the elves that were killed, captured or injured. He will further agree to induct any who so desire into an organization of their choice in the Kettite military or the Earth Archons (if they meet the entrance requirements). For military units that specify a region or locale, he will arrange for the proper papers to be delivered there as need be and the PC will be a member immediately. It is a Sense Motive, DC 15, to know that he is doing this to facilitate their departure, rather than out of some sense of kindness.

Creatures:

APL 2

Sarif ibn Milaq al'Hassir, Wizard5, hp 26, see Appendix A

Treasure:

APL 2: 100(g).

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 role-playing) to each character.

Encounter Two

Defeat the mother bear or avoid her

APL2 60 xp;

Defeat or avoid the bee swarm

APL2 30 xp.

Encounter Three

Taking on Hill in h-t-h combat no matter the odds, awarded to the entire party for helping Mustafa

APL2 30 xp

Defeating Hill before the arrival of the officer of the day.

APL2 90 xp

Encounter Five

Defeating Sunstroke – either by killing, capturing or driving her away.

APL2 90 xp;

Encounter Six

Defeating the ambushing elves, either by killing, capturing or driving them away.

APL2 90 xp;

Story Award

Accepting the position in the military (temporary) with good grace and acting in accordance with the requirements.

APL2 30 xp.

Discretionary role-playing award

Awarded individually as befits role-playing

APL2 30 xp;

Total possible experience:

APL2 450 xp;

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly

possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold.

If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional 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.

Introduction:

Accept the "job" with the pay of 50 lances per day

APL 2: 35 gp (g)

Encounter 2:

Read the bear pelts for later sale (Survival of 4 ranks required)

APL 2: 25 gp (g)

Encounter 3:

Get the reward of the mug from Mustafa

APL 2: 40 gp (g)

Encounter 5:

Loot Sunstroke

APL 2: 5 gp (g); 101 gp (l)

Encounter 6:

Loot the Elves

APL 2: 3 gp (g); 36 gp (l)

Conclusion:

Bounty on the elves, up to 100 gp at 250 lances (25 gp) per head.

APL 2: 100 gp (g)

Adventure Maximums

APL 2: 345 gp

Appendix A: NPC's

Introduction:

Lieutenant Samsar (of the Kaman, Beygraf's Own, 1st Regiment, 1st Company, 3rd Squadron); male baklunish human; Ftr2; CR 2; Medium Humanoid (5' 7" tall); 2d10+2; hp 18; Init +2; Spd 30 ft; AC 16 (+4 Chain Shirt, +2 Dexterity); Atks +5 melee (1d6+2, [crit 18-20] [x2], masterwork scimitar) or +5 ranged (1d6+2 [crit 20] [x3] mighty +2 masterwork composite shortbow), BAB +2, Grapple +4; Face/Reach 5 ft./5 ft.; SA: none; SQ: none; AL LN; SV Fort +4, Ref +2, Will +1; Str 14 Dex 14 Con 12 Int 12 Wis 12 Cha 12.

Skills and Feats: Climb +6/+5, Intimidate +6, Jump +6/+5, Languages: Common, Baklunish, Ride +6; Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot.

Possessions: medium dagger, masterwork medium scimitar, masterwork medium mighty +2 composite shortbow, masterwork medium chain shirt, light warhorse, large chain shirt barding, 40 arrows, backpack, bedroll, flint & steel.

Tirk (of the Tabar, 1st Company, 2nd Squad): Male Dwarf; CR 2; Medium Humanoid; Ftr2; HD 2d10+6; Hp 22; Init +1; Spd 20 ft; AC 21 (+1 Dexterity, +8 Full Plate, +2 Heavy Steel Shield); Atks +6 melee (1d10+2, [crit 20] [x3] masterwork dwarven waraxe) or +3 ranged (1d10, [crit 19-20] [x2] heavy crossbow); BAB +2, Grapple +4; Face/Reach 5 ft./5 ft.; SA: None; SQ: Darkvision 60', +2 Fort save vs. poison, +2 save vs. spells or spell-like abilities, +1 racial attack bonus vs. orcs or goblinoids, +4 dodge bonus to AC vs. Giants, +2 to Appraise (rare or exotic items), +2 Craft with stone or metal items, Stonecunning (+2 on checks). AL LN; SV Fort +6, Ref +2, Will +1; Str 15, Dex 12, Con 16, Int 14, Wis 12, Cha 6.

Skills and Feats: Climb +6/+1, Craft (Weaponsmith) +5, Languages: Common, Baklunish, Dwarven, Orcish, Profession Siege Engineer +6, Ride +5; Endurance, Power Attack, Weapon Focus Dwarven Waraxe.

Possessions: Masterwork Medium Full Plate, Heavy Medium Steel Shield, Masterwork Medium Dwarven Warax, Heavy Medium Crossbow, 20 bolts, backpack, bedroll, journal, ink vials (3), quills (5), engineers tools (set).

Sart (of the Tabar, 1st Company, 2nd Squad): Male Dwarf; CR 2; Medium Humanoid; Ftr2; HD 2d10+6; Hp 22; Init +1; Spd 20 ft; AC 21 (+1 Dexterity, +8 Full Plate, +2 Heavy Steel Shield); Atks +6 melee (1d10+2, [crit 20] [x3] masterwork dwarven waraxe) or +3 ranged (1d10, [crit 19-20] [x2] heavy crossbow); BAB +2, Grapple +4; Face/Reach 5 ft./5 ft.; SA: None; SQ: Darkvision 60', +2 Fort save vs. poison, +2 save vs. spells or spell-like abilities, +1 racial attack bonus vs. orcs or goblinoids, +4 dodge bonus to AC vs. Giants, +2 to Appraise (rare or

exotic items), +2 Craft with stone or metal items, Stonecunning (+2 on checks). AL LN; SV Fort +6, Ref +2, Will +0; Str 14, Dex 12, Con 16, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +6/+1, Craft (Armorer) +4, Languages: Common, Baklunish, Dwarven, Orcish, Profession Siege Engineer +6, Ride +5; Endurance, Power Attack, Weapon Focus Dwarven Waraxe.

Possessions: Masterwork Medium Full Plate, Heavy Medium Steel Shield, Masterwork Medium Dwarven Warax, Medium Heavy Crossbow, 20 bolts, backpack, bedroll, journal, ink vials (3), quills (5), engineers tools (set).

Encounter One:

Somb: Male Humanoid Ftr3; CR 3; Medium Humanoid (human); HD 3d10+6; hp 27; Init +1; Spd 30 ft.; AC 16 (Touch 11, Flat-footed 16) [+1 Dex, +5 armor]; Base Atk +3; Grp +5; Atk +5 melee (1d6+3, Medium Scimitar) or +6 melee (1d8+2, Medium lance); Full Atk +5 melee (1d8+3, medium scimitar) or +6 melee (1d8+2, Medium lance); AL LN; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +7, Ride +7; Mounted Combat, Ride-by Attack, Spirited Charge, Trample, Weapon Focus (Lance).

Equipment: Heavy Warhorse, Large Breast Plate Barding, Tack, Medium Lance, Medium Scimitar, Breast Plate, Medium Light Mace, 2 medium daggers.

Encounter Two:

Bee Swarm; Diminutive Vermin; CR 1; Hp 9; 2d8; Init +3 (Dex); Spd 40 ft. fly (good maneuverability); AC 17 (+3 Dex, +4 size); none – swarm (1d6+poison); BAB +1; Grapple –; Face/Reach 10 ft./0 ft.; SA Swarm; SQ Darkvision 60', Swarm Traits, Vermin Traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int – , Wis 10, Cha 2.

Skills, Feats: Listen +4, Spot +4;

Special Attack: Swarm: A swarm occupies a 10 foot square which can shape itself as is required, as long as four squares are contiguous. It does damage to any creature in squares with it at the end of movement. The Swarm provokes AoO's as it moves through or into squares but cannot take any itself. The Swarm takes 1d3 damages from swung torches as an improvised weapon. Any weapon with flaming or frosting automatically deals full damage to a swarm even if the weapon would not normally damage it. A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent when it breaks.

Distraction (Ex): Any living creature that begins its turn with a bee swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Con. The save DC is Constitution-based.

Vermin: Immune to mind-influencing effects.

Possessions: None.

Black Bear; Medium Animal (4' 5" tall); CR 2; Hp 19; 3d8+6; Init +1 (Dex); Spd 40 ft.; AC 13 (+1 Dex, +2 natural); Two attacks +6 melee (d4+4 [crit 20] [x2] claws) and +1 melee (d6+2 [crit 20] [x2] bite); BAB +2; Grapple +6; Face/Reach 5 ft./5 ft.; SA None; SQ Low Light Vision, Scent; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills, Feats: Climb +4, Listen +4, Spot +4, Swim +8; Endurance, Run.

Special Attack: Special Qualities: Scent (Ex): +4 bonus to Wilderness Lore when tracking by Scent.

Possessions: None.

Encounter Three:

Hill; male half-orc Ftr2; CR 2; Medium Humanoid (6' 4" tall); 2d10+4; hp 22; Init +2 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +5 Breast Plate); Atks +7 melee (1d8+6, [crit 20] [x3], masterwork pike/longspear); or +4 ranged (d6+4 [crit 20] [x2] Javelins); BAB +2, Grapple +10; Face/Reach 5 ft./5 ft.(10 with longspear); SA None; SQ Orcish Blood, Darkvision 60'; AL N; SV Fort +5, Ref +2, Will -1; Str 19, Dex 14, Con 14, Int 8, Wis 9, Cha 6.

Skills and Feats: Jump +9/+6, Languages: Common, Orcish; Improved Grapple, Improved Unarmed Strike, Power Attack.

Possessions: Masterwork Medium Breast Plate, Masterwork Medium Pike (Longspear), Medium Scimitar, 4 Medium Javelins.

Neyze Recruits; male baklunish human; Ftr1; CR 1; Medium Humanoid (5' 6" tall); 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 18 (+2 Dexterity, +4 Chain Shirt, +2 heavy Steel Shield); Atks +4 melee (1d6+2, [crit 18-20] [x2], scimitar), BAB +1, Grapple +3; Face/Reach 5 ft./5 ft.; SA: none; SQ: none; AL CN; SV Fort +4, Ref +2, Will +0; Str 14 Dex 14 Con 14 Int 10 Wis 10 Cha 8.

Skills and Feats: Climb +6/+4, Jump +6, Ride +6, Languages: Common; Dodge, Power Attack, Weapon Focus Long Spear.

Possessions: Scimitar, Dagger, Medium Longspear (Pike), Medium Light Crossbow, 20 bolts, Medium Chain Shirt, Heavy Medium Steel Shield, Backpack, bedroll, flint & steel.

Encounter Four:

Sulfara Smallrock; Male Halfling; Small Humanoid; CR 2; Rgr2; Init +4 (Dex); Move 20 ft; 2d8+4; hp 17; AC 19 (+4 for Masterwork Chain Shirt, +4 for Dexterity, +1 for size); attack +5 melee (d6+1 [19-20] [x2] masterwork cold iron small longsword) or +8 or +6/+6 (d6+1 [20] [x3] masterwork mighty composite shortbow, +1 Str); BAB +2; Grapple -1; Face/Reach 5ft/5ft.; SA: none; SQ: Racial Enemy (Humans), Wild Empathy, Halfling qualities; AL NG; Fort +6 Refl +8 Will +2; ST 12 DX 18 CN 14 IN 10 WS 12 CH 8

Skills and Feats: Climb +6/+5, Hide +13/+12, Listen +6, Move Silently +9/+8, Spot +6, Survival +6; Point Blank Shot, Rapid Shot, Tracking.

Possessions: Masterwork Small Chain Shirt, 40 arrows (normal), 10 arrows (silvered), masterwork cold

iron small longsword, small shortsword, small battleaxe, Masterwork mighty composite shortbow (+1 Strength), backpack, bedroll, flint & steel, 50' silk rope, grappling hook, 2 waterskins, wooden holy symbol (Oldimarra).

Encounter Five:

Sunstroke; Wood Elf Female Rgr2/Bar1; CR 3; Medium Humanoid (5' 6" tall); 2d8+2+1d12+2; hp 24; Init +3 (Dex); Spd 40 ft (Masterwork Studded Leather); AC 16/18 (+3 Dex, +3 for Studded Leather, +2 for Heavy Wood Shield); Atks +8 melee (1d8+3 [crit 19-20] [x2], Masterwork Obsidian Longsword); or +7 ranged (1d8+3 [crit 20] [x3] Masterwork Mighty (+3) Composite Longbow); BAB +3, Grapple +6; Face/Reach 5 ft./5 ft.; SA Enemy (Humans); SQ Wild Sense, Elven Immunities, Low Light Vision, Elven Bonuses, Rage 1/day, Fast Movement; AL N; SV Fort +6, Ref +6, Will +0; Str 16, Dex 16, Con 12, Int 8, Wis 10, Cha 12.

Skills, Feats: Climb +9, Hide +9, Languages: Common, Elven, Listen +1, Move Silently +9, Spot +4, Survival +5; Run, Tracking, Two Weapon Fighting (as Ranger), Weapon Focus Longsword.

Elven Immunities: Immune to sleep and charm spells or effects, +2 vs. Enchantment spells or effects.

Elven bonuses: +2 Listen, Search, Spot. Automatic Search check for hidden/concealed doors by moving within 5 ft.

Possessions: Masterwork Medium Studded Leather, Masterwork Medium Obsidian Longsword, Heavy Wood Shield, Masterwork Medium Mighty (+3) Composite Longbow, 40 arrows, 3 medium daggers, backpack, bedroll.

Encounter Six:

Punchwood, Stonefist, Windflare; Wood Elf Male Bar1; CR 1; Medium Humanoid (5' 8" tall); 1d12+1; hp 13; Init +3 (Dex); Spd 40 ft (Studded Leather); AC 18/16 with bow (+3 Dex, +3 for Studded Leather, +2 Heavy Wood Shield); Atks +6 melee (1d8+4 [crit 19-20] [x2], Obsidian Longsword); or +4 ranged (1d8 [crit 20] [x3] Composite Longbow); BAB +1, Grapple +5; Face/Reach 5 ft./5 ft.; SA none; SQ Elven Immunities, Low Light Vision, Elven Bonuses, Rage 1/day, Fast Movement; AL N; SV Fort +3, Ref +3, Will -1; Str 18, Dex 16, Con 12, Int 12, Wis 8, Cha 6.

Skills, Feats: Climb +8/+7, Languages: Common, Dwarven, Elven, Jump +8/+7, Hide +4, Listen +3, Survival +3; Weapon Focus Longsword.

Elven Immunities: Immune to sleep and charm spells or effects, +2 vs. Enchantment spells or effects.

Elven bonuses: +2 Listen, Search, Spot. Automatic Search check for hidden/concealed doors by moving within 5 ft.

Possessions: Medium Studded Leather, Heavy Medium Wood Shield, Medium Obsidian Longsword, Medium Composite Longbow, 40 arrows, 3 medium daggers, backpack, bedroll.

Conclusion:

Sarif ibn Milaq al'Hassir: male baklunish human Wiz5; CR 5; Medium Humanoid (5' 2" tall); 5d4+10; hp 26; Init +2 (Dex); Spd 30 ft; AC 17 (+2 Dex, +1 Amulet of Natural Armour, +4 for Mage Armor); Atks +2 melee (d6, [crit 20] [x2], quarterstaff); or +6 ranged (d8 [crit 19-20] [x2] Light Crossbow); BAB +2; Grapple +2; Face/Reach 5 ft./5 ft.; SA; None; SQ Familiar (not present); AL LN; SV Fort +5, Ref +7, Will +6; Str 10, Dex 14/18, Con 14, Int 17, Wis 10, Cha 10.

Skills and Feats: Concentration +13, Decipher Script +11, Knowledge Arcana +11, Knowledge Engineering and Architecture +11, Knowledge Local (VTF) +11, Languages: Baklunish, Common, Dwarven, Terran, Spellcraft +11; Craft Wand, Extend Spell, Scribe Scroll, Skill Focus: Concentration, Subdual Substitution.

Spells (Transmuter, No Enchantment or Necromancy 4+1/4+1/3+1/2+1) 0 Lvl: Detect Magic (2), Flare, Mage Hand, Light 1 Lvl: Mage Armor (cast), Magic Missile (3), Magic Weapon. 2 Lvl: Cat's Grace* (cast), Invisibility (cast), Scorching Ray (3). 3 Lvl: Fireball (2) (Subdual Substitution), Fly**

Possessions: +1 Amulet of Natural Armour, Vest of Resistance +2, bedroll, backpack, spellbook, medium dagger, 3 torches, flint & steel, waterskin, medium quarterstaff, medium Light Crossbow, 20 bolts.