Adaptation sheet for *Invasion of Arun'Kid*:

Use adventure hook #2. PC's hear about raids and come looking for adventure. Total TU expenditure is 4. Total DU expenditure is 28, 10 days either way from Pekal and 8 days in town.

Total possible XP is 300:

25 for role-playing with the villagers
50 for dealing with the Gnomes
25 for role-playing with the hermit
25 for going through the hedge maze
50 for dealing with the mausoleum
25 for dealing with the contingent from the capitol
50 for dealing with the Brigands
50 for discretionary role-playing

The +1 Short Sword <u>must</u> be returned to the Gnomes, as it is part of the original pile. The +1 Longsword, Cursed is to be returned to the gnomes as part of the compensation for the missing items unless the party can come up with 2,000 GP in coin.

Only the certed masterwork items are available. All other items are claimed by the gnomes. All mundane items are approved and can be tallied.

Some GM notes:

• The only times the PC's should be in danger of death is during the Mausoleum combat with the undead and the combats with the Brigands.

• The Gnomes are not out to kill the PC's, just capture them.

• The rats in the hedge maze should not accidentally kill anybody.



