

ADVENTURES ON THE POWDER RIVER #5

CASTLES & CRUSADES

BREAKING HEADS



STEPHEN CHENAULT

Peter Brodsky 2007

BREAKING HEADS – BENT’S TRADING POST

BY STEPHEN CHENAULT

PRODUCTION DESIGN: STEPHEN CHENAULT

EDITOR: ERIC BULLIS

FRONT COVER: PETER BRADLEY

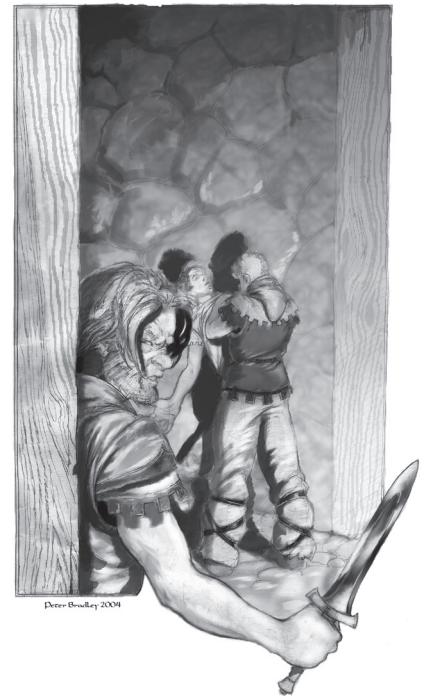
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Peter Bradley 2004



1818 North Taylor, #143

Little Rock, AR 72207

email: www.trolllord.com

website: www.trolllord.com or

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Breaking Heads Bent’s Trading Post is an encounter area for 3-5 characters in the mid-level range.



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BREAKING HEADS – BENT’S TRADING POST

Breaking Heads — Bent’s Trading Post is an encounter area for 3-5 characters in the mid-level range. It is designed as a plug and play encounter; either run by itself for a few hours of fun or as an encounter inserted in an ongoing campaign. Bent’s Trading Post is part of an ongoing series of encounter areas, *Adventures on the Powder River*. Check out the other titles in the series: *To the Dammheit Bridge*, *Thorns for Beer*, *River Walk* and *Golden Shingles*. As with all these adventures, they are portable to any locale but are designed for use in the Darkenfold Forest in the world of Aihrde.

USING BENT’S TRADING POST

Bent’s Trading post stands on its own as a simple encounter area designed to plug into your ongoing campaign. The adventure takes place in the woods on the banks of a river. Any wooded environ can serve the Castle Keeper for this purpose.

If you are coming from *Golden Shingles* in the *Adventures on the Powder River* series, Bent’s Trading Post lies about 12 miles south of the ruins. Travel is easiest by canoe or boat (which the characters should already have) or by traveling along the banks and crossing the river at the ferry.

BENT’S TRADING POST

The post was founded by two retiring adventurers, Karl of Nagel and Gotthold Kratz. Both began their careers in the east, in and around the Olgdon River. Their travels carried them through many lands and countless dangers; they plundered dungeons, rooted monsters from dens of stone, they retrieved magic from wizards, slew priests, and plundered the treasures of forgotten kings. After many years, they called it quits. It is told by some that in the end, they unearthed a sleeping dragon. This large blue creature burned the air around him with electrical energy. The battle raged for hours, beneath the earth, upon the slopes of a long low hill, and finally upon the shores of an unnamed lake. All of their comrades and hirelings had fallen to crushing fang, sharp talon, bone-crushing tail, or burning electrical fire. Only Karl and Gotthold stood against the beast. In the end they slew it, Karl hewing the beast’s head from its neck with a long-hafted bearded axe. With grievous wounds, Karl lay down and leaving Gotthold (wounded himself) the task of burying their dead.

Whether it was this, or just a life’s time worth of adventure, the two decided it was time to throw in the towel. Castles and towns, all the haunts of man, had no appeal to the two. So they took themselves into the wilderness to find a place removed from the noise and clatter of lesser men. The small village of Willowbreak, nestled in the deep forests on the bank of the Powder River, offered them a welcome respite from the toils of their adventures. The people proved friendly. No hand of King or Knight, priest, or coven ruled the village, nor the hundreds of miles of wilderness around it. So they called this place home. Gotthold took a wife, Eline, and they built a small house outside the village. But Karl felt crowded by even these sparse surroundings and they began looking further afield.

They moved south, wandering along the banks of the river until they found a broad open field that proved too much for Gotthold’s

wife. She called on them to build there and so they did. Soon they discovered some traffic in hunters, trappers, the wild men of the woods, (whom some called the Eschl) and the occasional adventurer. The two built more than a home...They built a trading post. Eventually they expanded it to include a barn and smithy. Gotthold took over the anvil where he labored on items great and small. Karl ran the post, trading, buying, selling items to whoever crossed into the valley. Eline took to growing food and running some few livestock. Trade with the wildmen brought in wolf pups and these soon flourished, so that at any time there were a half dozen, very large, stocky wolves roaming about.

Bent’s Trading Post became a safe refuge in the middle of the wild and on the banks of the river. Men came for protection from the dangers of the wild. They bought, traded goods, swapped stories, and rested. Eventually, Karl extended the post, including a small tavern and a bunk house. The fights that frequently broke out were forbidden and any that fought on the grounds were answerable to Karl, Gotthold and their pack of wolves. They killed any who broke the rules.

Eventually the Post became a safe haven, where men of all stripes, good or evil, hunted or hunters, could rest. So long as they had coin or goods to trade and paid for the Post’s hospitality, they could remain. When their goods ran out, they had to leave, forcefully or otherwise. All came to respect the refuge, even the wildmen. More than that, they wanted the Post to stand in the middle of the wilderness; for all encounter hard times.

So it has been for many years. Karl and Gotthold run Bent’s Trading Post. They welcome all, treat them with kindness and respect, but rule the compound with an iron fist.

THE POST

Bent’s Trading Post sits upon about 4 acres of elevated land on the banks of the river. The post itself abuts the river, about 12 feet up a steep bank. The compound is not walled. It consists of 6 buildings: the main store and tavern, bunk house, warehouse, barn and smithy, Gotthold’s house, and an outhouse. A large stone-ringed well dominates the compound’s central yard.

The compound is usually muddy, as it frequently rains and snows in the Darkenfold. The ground is trampled and no grass grows anywhere, though weeds cling to the sides of buildings, wood piles and the like. Karl and Gotthold are not clean caretakers and items are frequently tossed aside or left. For this reason, there are broken tools leaning against buildings, an anvil next to the well, a large fire pit with half burned materials heaped about, an upturned boat, and other sundry items scattered about. The post is not walled as the two retired adventurers have little fear of creatures of the night; the wolves warn them of any danger and they know that the wild men keep the post somewhat protected.

Gotthold lives in the small house, but Karl lives in the main store in the back, near the kitchens. It is here that mead is brewed and meats cooked. The mead here is simple and a little flat. The meat often over-cooked on the outside and raw on the inside.

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KARL (*This chaotic good 14th level human knight's vital stats are HD 14, HP 102, AC 12/24. His primary attributes are strength, dexterity, and charisma. His extraordinary abilities are strength 17, dexterity 16, constitution 18, charisma 16. In battle he wields a long sword of puncturing and a +4 dagger. He usually fights two handed. He possesses +6 chain mail. Karl has all the abilities of a 14th level knight. In a treasure trunk beneath the floor boards of the Mercantile building lies his treasure, 12,000gp in coin and gems; another 4,000gp in jewelry.*)

Karl is very friendly, calm, quiet and easy to get along with. They welcome most travelers and often give the first round of their dark mead “on the house”.

GOTTHOLD (*This chaotic neutral 15th level human ranger's vital stats are HD 15, HP 98, AC 13/19. His primary attributes are strength, wisdom and dexterity. His extraordinary attributes are strength 18, wisdom 16, and dexterity 15. In battle he wields a huge 2-handed, +5 vorpal bearded axe. He wears +5 leather armor. He also possess a helm of brilliance. Gotthold possesses little in the way of treasure, much of what he owns he's given to his wife and they both have little use for or desire for coin. He has collected silver over the years and hidden in the forge are hundreds of fine strands of silver which he weaves into armor. The silver is worth about 4,000gp.*)

Gotthold is more reserved, though friendly enough, talking when spoken to or telling the occasional story.

They have a simple set of rules that they expect all to follow and they rule the compound by the axe. Violators of the law are killed and their bodies fed to the wolves. Those who die in the compound for other reasons are buried just outside the compound. The compound's laws are posted on a wooden placard by the well. They read as follows:

KARL'S LAW

Offense	Punishment
Fighting	Death
Thieving	Death
Burning Things	Death
Busting Things	Death
Spell Use but healing	Death

RIVER SIDE

There is a ferry that connects the east bank of the Powder River, where Bent's Trading Post stands, with the west bank. It is in good working order. The ferry itself is on the west bank.

The forest track gives way to a wide ledge of loamy earth and soft grass. A large post, 18 inches in diameter, dominates the little clearing. It looks as if a giant drove a peg into the ground. A rope, looped around the post and set in a metal runner, runs a cross the clearing to a wide flat-bottomed boat that bobs in the current. The rope emerges on the far side of the river where it is tied off an a similar post, set back off the river. The walls of a log cabin overlook a long dock, jutting out into the water. Beyond are several more buildings.

The river here is about 120 feet wide, very slow moving and still, the water's movements barely noticeable. The forest grows hard onto the banks, with roots, slipping out of the ground and into the water. The river is deep here, easily over 15 feet. Large fish swim in the cool currents.

The post has a rope tied to it and hammered into the top. It runs across the clearing, to the boat, through a few eye-bolts, and then into the water where it vanishes. It emerges on the far side, where it is tied to a similar post.

To cross the river, the characters need to use boats or the ferry. There is no one operating the ferry and no charge for its use.

THE COMPOUND

The Compound is the central courtyard of the post. The well is here; all the buildings face the compound, creating a partial wall in buildings around the place. The wolves lounge about the area, drinking and eating. Several trapper frames hold various animal pelts. Stacks of used goods, barrels, buckets, and tools sit haphazardly about.

The Well

The well is wide, about 12 feet in diameter. It has a ring of rough stones stacked around it serving as a wall. The water is only a few feet down. Stacks of buckets, some with ropes attached, lay about the well.

MERCANTILE

The Post's main building is the Mercantile. This long, narrow building abuts the river, with a wrap-around porch, allowing Karl and Gotthold to sit in the back and watch the river, or in the front, facing the compound. The Mercantile is exactly what its name indicates, it's a general store with all manner of supplies within.

Log walls, wooden shuttered windows and a slightly elevated roof with wood shingles stands before you. It's tall, about 10 feet before the roof begins and built with logs and packed with clay and dried mud. It seems fairly tight. The windows have awnings as does the large porch that stands out front. The windows are open and the smell of fresh bacon wafts through the air. Out front, jutting out from the main porch awning is a long pole, hanging from the pole is a sign with the letters “K” and “G” burnt into it and over each other. Beyond that is a broader muddy, compound, surrounded by several buildings. A large man with dark hair leans on a well; around him half a dozen wolves are lounging about. Laughter peals out from somewhere near the store, raucous and grating.

The Mercantile consists of 3 rooms. The main hall is the entire front of the building. The back of the building, overlooking the river is a kitchen and another room. This third room is where Karl lives.

There are always 2-3 wolves in the Mercantile. They generally watch anyone walking about, if someone makes to steal something the wolves stand up and begin growling. Their growling summons Karl from where ever he is. He kindly asks them to return whatever they took and will forgive them this once.

The main room is filled with goods, hanging on the walls, from the rafters, on shelves and racks, or stacked on the floor. There are finished goods, such as tents, grappling hooks, ropes etc as well as frontier articles beaver and bear cloaks, leather shields etc. They are well stocked. Just about anything found in the general equipment list of the *Players Handbook* can be bought at the Post. It is the same cost as listed in the book.

Specialty items, such as a bear cloak, cost a little more.

As for weapons and armor, there are precious few in the Mercantile. There are a few sets of studded leather, a chain shirt, some leather or rawhide shields, spears and arrows and short bows. However, there is a smithy on the Compound and Gogghold is a very skilled blacksmith. He'll repair most damage to equipment for 10% of the original price for light damage and half the original price for heavy damage.

There are healing poultices in the Mercantile; these range from the simple healing of 1d4 hit points (about 20gp per 4 application jar) to salves that heal 1 hit point (5gp per 5 application jar) and even some simple poultices that allow some to heal 1 hit point without rest.

Other magic in the Mercantile would be rare. However they do possess several items they have picked up over the years and are willing to part with.

Feather-Edged Bastard Sword, 8000gp

Pipes of the Sewers, 7500gp

Ring of Animal Friendship, 2000gp

Scroll with 4 spells (CK choice), varies

Elvin Mandolin, 100gp

As with all such stores they take trade as well as coin.

THE TAVERN

The tavern adjoins the Mercantile. A door leads to it from the south side of the store. It is small, only about 40 by 50 feet, with 4 tables and one long bar consisting of split boards set on large barrels. The only drink available is mead and some thick (though potent) beer, served in wooden mugs at 1cp a mug. A platter always has a slab of meat, with wild forest berries, and some fruits. A shake of salt is offered for those who ask, for no charge. The amount of food is monstrous, large enough to make a halfling smile.

MENU

Sunday: Rabbit roasted in lemon juice, cooked wild apples with brown sugar sauce, rye bread, with mounds of butter and mead or beer. 4sp.

Monday: Deer marinated in apple cider, wild greens, fruits, black bread, butter, jams and mead or beer. 6sp

Tuesday: River trout grilled with nutmeg sauce, greens, rye bread, butter and mead or beer. 4sp.

Wednesday: Buffalo steaks seasoned and grilled with wild rosemary, cheese, sour-dough bread and beer or mead. 6sp.

Thursday: Baked turkey stuffed with fruits and greens, wheel of cheese with butter, breads, mead or beer. 4sp.

Friday: Wild Boar on the spit, filled with dried fruits, caked in honey glaze with black bread, butter, and beer or mead. 6sp

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Saturday: Catch of the day! Grilled fish with wild turnips, cheese, butter milk and beer or mead. 3sp

For breakfast there are hard breads, jams, mead and beer. For lunch usually a stew with the remnants of the previous evening's meal in it, spiced up with forest greens, a block of cheese and beer or mead.

Though the tavern has no windows, the upper part of the south wall raises up and opens the room to air and light. It is almost always open. The tavern has a wood floor.

Karl is often in here and is rarely far.

STOCKYARD

The stockyard is a wide, fenced area. It holds the Post's stock as well as any horses, mules, ox that travelers may want to leave. It has several cross fences to separate animals. The fence itself is a rough palisade 7-8 feet tall. It has one gate and a long low ditch behind it, facing the forest.

Within the stockyard are an old milk cow, 2 light riding horses, and an ox.

LIVING QUARTERS

This small building on the edge of the compound is the cleanest of the lot. It has two floors, a stone chimney and front porch. The logs of the walls are sealed with white daub and clay. Two windows look on the compound; both have glass and shutters. A stout wooden door fronts the compound as well. The first floor is one room with a kitchen and eating area as well as a place to sit by the fire. The upstairs is no more than a loft where the two sleep.

This is Gotthold's house. He lives here with his wife, Eline. No one is allowed in unless they are invited.

There are always wolves lounging around on the front porch. If anyone approaches the building, they watch them carefully. If they go up on the porch, the wolves rise and begin snarling. The snarling brings the rest of the pack as well as Eline. She is friendly enough but unless she knows the visitors, she does not invite them; she directs them on to the Mercantile. If they become pushy, she shouts for Gotthold. He comes from where ever he is.

ELINE (This neutral good 0 level human female's vital stats are HP 4, AC 18. Her primary attributes are physical. Her extraordinary attributes are dexterity 18, intelligence 17 and wisdom 16. Her possessions are those in her house, but she wears a +5 ring of protection at all times. She also possesses a globe given to her by Tolvar, a wizard who roams the Darkenfold. The globe is worn on a necklace about her throat. If she breaks it, Eline is immediately teleported to Willowbreak. Tolvar knows this immediately and if able, he comes to see what is up with his friends at the Post.)

Eline comes from Willowbreak, her parents live there still. She met Gotthold about 12 years ago and they were married beneath the forest eaves. She has lived at Bent's since they settled there. She is very friendly, though a little distant, mistrustful of many that come through. Once visitors have proven themselves kind and courteous, she warms to them remarkably.

BARN AND FORGE

The barn is large, almost 70 feet long with a loft. It is split into two buildings, a barn and smithy.

The barn houses livestock, with six stalls, and storage for hay and other foods. Most goods are ported into the Post from Willowbreak or further down the Powder where that river dumps into the Mistbane. There are also tools, tack-and-harness, a small cart, and other odd and ends.

The smithy lies on the west side of the barn, facing the river and the corral. One large bellows and a fire pit sit under the awning. Here Gotthold does most of his work as evidenced by his pile of coal, wood, and scrap iron. Several large rain barrels and a small army of buckets lie about as well. A tool room just inside the shed houses most of his tools; a second room, generally locked, houses his good iron and finished projects.

Gotthold is an able smith. He can repair most armor and weapons to almost as good as new. He can also make nails, iron rings, horse shoes, etc. In the shed, he has several suits of chain armor, a craft he long ago perfected. His prize and joy is hidden in an iron box located in a secret door beneath the stone works of the fire pit. Finding the secret compartment is not easy, actively looking (CL 12), standing near it (CL19). Within is a full suit of silver chain mail, complete with gloves and leggings, laced with gemstones, worth about 3,000gp. It is not as hardy as normal metal mail, giving only an AC 14; however, the suit of mail is beautiful and designed more for show than function. Gotthold crafted the chainmail himself.

WAREHOUSE

This building has two entrances, one on either end. It is large enough (about 25 feet wide) to allow a wagon to enter and leave. The floor here, unlike the barn, is wooden, made of planks split from logs. The trade goods the two have stored up over the years are within. There is little organization; sacks, barrels, crates, boxes, buckets, leather bags lie heaped about everywhere.

Within the warehouse is almost everything one could imagine, from food like wheat, barley, dried meats to skins and hides. Coils of rope, blankets, boxes of candles, jars of beeswax, tools, even parchment, ink in small casks, steel bars, and other items are also here. Much of it is old, but still in serviceable condition.

Hidden in the recesses of the warehouse is a small catapult, a mound of iron, round iron balls, barrels of pitch, and igniters. Next to it is a ballista with 48 iron bolts. The ballista bolts strike for 1d12 points of damage, the catapult for 4-16.

OUTHOUSE

This large four seat outhouse is set apart from the compound. It stands over a deep hole through which a small wash runs. It is usually flowing, but sometimes clogs around the outhouse, raising all manner of stink. However, any decent rain washes the filth away and down into the river south of the Post.

BREAKING HEADS

The compound possesses a number of visitors when the characters arrive. A dwarven prospector, a trapper who runs lines down Walk Water Creek, a band of surly-looking fighters, and a druid have come from the south to buy supplies and to drink.

The toughs from the south are in a mood for a fight. They spend most of their days in the service of the Green Wizard in the south, terrorizing slaves as the wizard digs for treasures beneath the earth. They travel in large groups and fear no one. At the moment, they have one of the Green Wizard's druidic minions with them. This emboldens them even more.

The toughs, as well as the prospector and the trapper, are all in the tavern with Karl. They have been mouthy all morning since they arrived. They have only gotten louder. They know well the rules of the Post but as the drink washes away their sense, they have begun barking at Karl.

When the characters arrive Gotthold has moved to the well where he can listen to what is going on in the tavern. He's placed his large bearded axe at the well. The wolves have moved up and around him, waiting on his command. He answers any questions they have in a friendly manner, directing them to wherever they need to go. He does politely point out that there are rules and for the characters to "please abide by them."

The characters are free to go anywhere except for Gotthold's residence. If they go to the Mercantile, Karl comes in from the tavern, greets them very kindly and asks them if they need any help. Once done, he passes into the back and then comes out, belting on a well worn sword. He tells the characters if they should need him, he'll be in the tavern.

THE TAVERN

Approaching the tavern, the characters hear a great deal of laughter at shouted ribald jokes. When they enter, they see a room crowded with men, wearing heavy cloaks, thick boots, with weapons belted to their sides and a hodge-podge of armor. Five of them are brutes; their thick knuckles grasp heavy wooden mugs, their limbs look like tree stumps and scars cover their bodies. Seasoned men, their tanned skin stands out; about them is a cruelty that is almost palpable. One is a foul mouthed gray bearded man, another is a short, stocky man that continually says "do it twice."

Beric Woodeneye is in the room as well; the dwarf is sitting in the corner drinking from a huge mug. He's quiet, barely noticed by the men and their shouts.

When the characters enter, the men pause in their humorless jokes; and one of them points at one of the characters (any one will do) and shouts "Like that one!" All the men begin laughing again at each other and the characters.

The toughs make little room for the characters and when they move to and from the bar they don't hesitate to bump into them, curse at them under their breath and what not.

Once the characters have settled in to eat or drink the men start taking more notice of them. After a few minutes the biggest of the lot, called Tom Tumbledown walks over, looms over them, looks at one, and gesturing at the smallest in the group says the following: "Can I dance with your woman?"

If this does not immediately start a fight, one of the other men says: "Her mouth is too pretty for you Tom!"

If this does not start a fight, Tom says, "Well if she can't dance, tell her to take herself to the kitchen, and cook us up something to eat!"

If this does rile them up, Tom heads back to his table, laughing. Then one of them says: “**There’s no use messing with those no account, thin skinned, doe-eyed, snotlings!**” There is much laughter that follows.

Whatever the case, when the fight starts, Karl leaps up from behind the bar. Gotthold and the wolves are there quickly. Karl says the following: “**Fight as you will, but not here, not anywhere on the Post. Take it out of the compound.**” He gives no threats, those he assumes are well known.

The old gray-beard remarks, “**We’ll take ‘dem outside da post and skin ‘em. You can have their skins to trade with the forest folk as like to decorate themselves with it.**”

The toughs with their leaders see only easy killing and easier plunder and they begin gathering their gear and weapons and heading out across the compound. They have no reason to quarrel with Karl and Gotthold and their pack of wolves. They head out the east entrance, pointing to a stump about 200 feet up the trail. “We’ll fight there,” they inform the characters.

They don’t wait however, when they are 100 feet removed from the compound’s front entrance they turn on the characters in a murderous rage.

BETHLUDUNE GRAYBEARD (This 6th level neutral human druid’s vital stats are HD 6d8, AC 15, HP 39. His primary attributes are wisdom, charisma, and constitution. His extraordinary attributes are wisdom 15. He carries +2 silver hand axe. He wears +1 leather armor. He has 5 magic wooden cubes that when thrown on the ground transform into 1HD earth elementals. The druid carries an ivory pipe and a pouch of tobacco. He has a ring of protection +2 as well. He carries the money purse for the gang, within it 125gp.)

He has a number of spells memorized: 0 first aid, detect poison, light, purify food and drink. 1st magic stones, obscuring mist, shillelagh, pass without trace; 2nd barkskin, produce flame, warp wood; 3rd meld into stone, cause disease.)

Bethludune is a foul looking human, older with gray mangy hair and a scraggly gray beard. His dark, deep-set eyes and narrow face make him look like a staff more than a man. His skin is leathery as well. He has a wicked temper and a foul mouth, cursing constantly. He has no desire to die and if the fight goes against them, he tries to flee into the forest, using pass without trace or meld into stone to hide himself.

TOM TUMBLEDOWN (This 5th level chaotic evil human fighter’s vital stats are HD 5d10, AC 17, HP 43. His primary attributes are strength, dexterity, and constitution. His extraordinary ability is strength 18. He attacks with a large +1 hammer for 1d8+3 points of damage. He wears a patchwork of armor, chain, scale and boiled leather. Tom is evil, foul tempere,d and merciless. He fights to the death, even if offered quarter, he does not yield. He is able t take tremendous punishment without falling; his sheer ferocity gives him a +4 to all saves vs. poison. He carries a silver wrapped jade ring worth 50gp; the silver is worked into the shape of a snake.)

Tom is tall with a flat face and wide eyes. His nose is wide and bent, no doubt from being broken so many times. His hands are massive, as are his arms and torso.

6 CASTLES & CRUSADES

MERIC (He is a chaotic neutral, 6th level human rogue whose vital stats are: HD 6d6, AC 15 and HP 23. His primary attributes are dexterity, intelligence, and wisdom. His significant attributes are strength 15 and dexterity 17. He wears +1 studded armor and carries a short sword conferring +2 to initiative rolls, sundry gear, and has 75gp worth of goods and coin hidden on his person. He drinks whiskey from a golden flask worth 35gp.)

Meric is short and squat, with small legs and a long torso. His shaggy brown hair is always a mess. He wears his armor undone and loose. He is surprisingly quick for such a wide fellow. He suffered a head injury in the past and continually says “do it twice.” He hasn’t the sense to surrender and will fight to the death.

TOUGHS (4 OR AS NEEDED): (These neutral to neutral evil human’s vital stats are HD 4d10, AC 17, HP 30 each. Their primary attributes are physical. Their significant attributes are strength 17, dexterity 14, constitution 14. They attack with a variety of weapons, pole axes, swords and the like. They have mixed ensembles of armor, pieces taken from there and there that hobbled together like gladiators. Once has a +1 chain shirt in their ensemble and all carry master work swords and axes. Any other weapons and equipment is normal.)

OTHER NPCs

BERIC WOODENEYE (This chaotic good 4th level dwarf fighter’s vital stats are HD 4, AC 16, HP 34. His primary attributes are strength and wisdom. He has no exceptional abilities. He wears a suit of chain mail under his cloaks and furs. He carries a heavy short sword that deals +2 on its 1d6 damage. He also has 4 throwing daggers and a light crossbow +1 with 20 bolts. His treasure is not much, only what he’s panned out of the creeks, 120gp in gold dust.)

Beric Wooden Eye is an old dwarf who fought in the Winter Dark Wars as a young man. In those battles he lost 2 fingers and his left eye, which he replaced with a wooden one. He forsook the path of war and took up wandering the world, finding that panning for gold gave him the most happiness. He spends his days wandering the rivers and creeks of the Darkenfold with his pans and sifters looking for gold dust. He has met with some success, enough he says, “to carve a living out of the world so it don’t carve one out of you.” He’s known to most everyone along the Powder River and its tributaries.

Beric offers the party any information he is privy too (and that is a great deal) for the cost a few mugs of beer.

THE GREEN WIZARD

Bethludune and company work for the Green Wizard, an evil mage that dwells in a castle further south, past where the Powder enters the Mistbane. The Green Wizard is well known through these parts making most of his wealth through the slave trade. The Green Wizard is evil and strives to gather ever more arcane power about him.

His castle is built upon a promontory overlooking the river. From below, it looks as if it is floating above the ground. In truth it is not, but the appearance has led to rumors that the Wizard’s tower floats on air.

The Wizard will not take kindly to his minions’ demise. Though whether he ever knows that the party did them in is anybody’s guess. If asked, Beric will advise the party to track and kill any of the druid’s gang that escaped. He says they are likely to “come a-hunting” with the Green Wizard by their side...

BENT'S TRADING POST

