

URD5-I02 MM-B3

On The Ball

A One-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

Version 1.0

Round One

by Warren Banks

Half the fun of going to the ball is getting there! A mini-mission for APLs 2-6.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

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

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
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 sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Lord Ellis Lorinar is looking for a bride. Many noble houses would kill for a chance to marry into the premier family of the Duchy of Urnst. House Lorinar also sees this as an opportunity to further their political and financial ties to some of the Duchy's more prominent houses.

The annual Coriner's Gala is being held in Leukish this year due to the events in Seltaren. There is a rumor going around that at this gala, Lord Ellis will be finding a bride. Many noble houses are sending potential brides-to-be in the hopes of garnering stronger ties with House Lorinar.

However, this marriage is not a one side affair. Mme. Antella Lorinar is a smart woman used to the ways of noble life. She is planning to further House Lorinar's gains through this marriage. Mme. Antella Lorinar has three possible prospects lined up for Ellis. Lady Ellinka Reede is not one of them.

For reasons known only to Mme. Antella Lorinar, she does not wish Lady Ellinka Reede to wed Lord Ellis. Mme. Antella Lorinar arranged for Lady Ellinka Reede to be called to Seltaren on business in the hopes she would be unable to attend the ball. Unfortunately for Mme. Antella Lorinar, Lady Ellinka Reede was able to complete her business in Seltaren with time to spare.

Lady Ellinka Reede has now made plans to make her way to the ball in Leukish. Lady Ellinka

Reede has hired a coach and in four days time plans to be attending the social event of the year.

Mme. Antella Lorinar, not one to admit defeat easily, has taken further precautions to keep Lady Ellinka Reede from attending the ball. Unfortunately for Mme. Antella Lorinar, a group of adventurers have come along for the ride.

Adventure Summary

The adventure starts in Seltaren. Lady Ellinka Reede has been cautioned against the trip to Seltaren to attend the ball due to recent dangers that have occurred in the area. Determined not to miss the social event of the year, Lady Ellinka Reede has gone out and hired a group of adventurers to protect her as she makes her way to Seltaren and the ball. A servant acting on behalf of Lady Ellinka Reede will contact the PCs and attempt to hire them to serve as her escorts and bodyguards. Assuming the PCs accept the offer, the PCs, Lady Ellinka Reede and one of Lady Ellinka Reede's servants head off to Seltaren by horse drawn carriage.

Lady Ellinka Reede has four days to reach Seltaren. She should arrive early on day four of the journey. However, forces are acting to prevent her timely arrival. The first three days of travel are uneventful. However, beginning on the morning of the fourth, things begin to go wrong and if the PCs are not resourceful and creative, Lady Reede will be waylaid long enough to make her late for the ball.

The adventure ends with the PCs getting Lady Ellinka Reede to Seltaren. How the PCs handle the problems that arise on route will determine how much time Lady Ellinka Reede has to prepare for the ball when she reaches Seltaren.

Unless there is a major catastrophe, the PCs should not miss the ball entirely since the second half of the interactive is interacting at the actual ball. However, there is a good chance that the PCs will be detoured long enough to make them late for the ball. If the PCs arrive late, inform the interactive organizer. The organizer will insert the PCs when he or she feels it is appropriate.

Preparation for Play

The GM may wish to review the Handle Animal skill in the Player's Handbook as it may come into play several times during the adventure.

The GM should review movement rates in the Player's Handbook, pages 162 – 164 and encumbrance rules on page 161.

Introduction

Seltaren sits at the center of the Duchy of Urnst – it controls the trade routes and the waterways. Currently it seems to be fairly deserted, as the nobles have retreated from the stink and the mire caused by the upwelling of the lake in lower Seltaren. But still, some business must be done here and indeed, business in the lower section of the city seems to be booming.

The PCs start in the city of Seltaren. Why each PC is in Seltaren is up to the player. As the PCs go about their business in the city, each will be approached by an older woman. She will approach each PC or group of PCs, offering work on behalf of her mistress Lady Ellinka Reede.

As you go about your business, you find yourself confronted by an older woman dressed in modest attire.

“Excuse me. I hope I’m not disturbing you but I am looking to hire some brave individuals for a few days work. If you are interested perhaps I could have a minute of your time?”

The woman's name is Greeta and she is Lady Ellinka Reede's personal servant. Greeta has been sent out by Lady Reede to find a group of individuals to act as bodyguards and escorts. Greeta will present the offer to each PC. If the PC accepts, they will be instructed to meet at the back table at the Wyvern's Tail, a nearby inn.

Greeta is in her mid 40's. She is 5'2" and a bit on the plump side. She is well mannered and polite at all times. If the PCs treat Greeta poorly, she will retract the offer for work, apologize for taking up the PCs' time and excuse herself.

Assuming the PCs head to the Wyvern's Tail Inn, read them the following:

Entering the Wyvern's Tail Inn, you are nearly overwhelmed by a crashing round of applause. A beautiful, red-headed human female has just finished performing a song and is bowing to accept the accolades of her audience.

Focusing through the distraction of vocal crowds, you see a lone woman sitting at a large table in the far corner of the room.

Lady Reede has a large table in the back corner near the stage so she can better view the performing bard. She is waiting for the PCs to arrive to secure their employment.

Lady Ellinka Reede is a very beautiful and tall Suel woman. Her flowing amber hair frames her porcelain features. Lady Reede is a very polite and well mannered lady. She is quite accommodating and friendly almost to a fault. However, Lady Reede will not stand for ill treatment. While she does not expect perfect manners from those around her, she does expect polite and considerate treatment. Rude or uncourteous behavior will garner his disfavor and a very audible tisk.

Lady Reede will politely greet the PCs, offering them a seat at the table and a drink to quench their thirst. She will ask each PC their name and given time, will ask for some background from each PC. Where they are from? How long they have been adventuring? Etc. Once the small talk is over, Lady Reede will commence with business. Read the following aloud:

“I would like to thank you all for responding to my offer of employment. I never expected so many responses! Well the more the merrier I always say.

As Greeta probably told you, I am looking for a group of individuals to act as bodyguards. The individuals that accompanied me here have moved on to other business and I have been left with no one to escort me back to Leukish.

I would like to hire you lot to act as my guardians. You will accompany me where ever I go until I return home.”

Lady Reede looks you all up and down. She shakes here head with a knowing smirk on her face.

“While I am in Leukish, I will be attending a formal dress ball. Not to be insulting, but you do have better clothing than what you are currently wearing don't you? If you don't, please make arrangements to purchase a courtier's outfit before we leave. Don't worry if you can't afford one. I will provide you with an advance payment. I can't have my protectors coming to a fancy dress ball looking like they just rolled out of bed now can I?”

I would like to leave first thing tomorrow. If you could be out front of this inn bright and early, that would be most satisfactory. I have made arrangements for a coach to take us to Leukish. Coach is so much better than walking, don't you agree?"

The PCs may have some more questions for Lady Reede. She will try and answer them as best she can.

Lady Reede was in Seltaren on business at the request of her father. She was visiting with some Dwarven diplomats.

Lady Reede doesn't know anything about the coach. She simply requested one be made available for her tomorrow morning.

Lady Reede is heading to Leukish to visit with her uncle Cranston Reede. More importantly she will be attending a fancy dress ball being thrown by the Coriners. There is also a rumor going around that Lord Ellis Lorinar will be attending. It is a very important event, one she wouldn't miss for the world.

Lady Reede is a genuinely nice person. She is polite, smart and trusting. She would like to be able to travel without protection but her father is quite insistent that she have some kind of protection at all times. Lady Reede, in a mild act of rebellion, dismissed her former bodyguards so she could spend some time on her own in Seltaren. Her servant Greeta was not pleased but went along with Ellinka's plan out of loyalty. However, Greeta insisted on bodyguards for the return trip to which Lady Reede conceded.

Lady Reede will provide a pouch of gold as a downpayment for services. The pouch will have 30gp for each PC. Any further expenses will be handled at a later date.

All APLs: Loot – 0 gp, Coin – 30 gp each, Magic – 0 gp.

Encounter One: Wagons Ho!

The coach and driver will be waiting for the PCs out front of the Wyvern's Tail Inn at first light. The coachman's name is Giles Hillman and he is driving a six seat coach drawn by four heavy horses, Jenny, Penny, Lenny and Gus.

Giles is in his early thirties. He is quite tall (6'2"), skinny and slightly unattractive. Giles most prominent features are his large feet and his even

larger hook nose. Giles is quiet and tends to keep to himself.

Lady Reede and Greeta will have two of the six seats in the coach. This will leave four seats for PCs. Lady Reede will invite PCs to join her in the coach in the following order:

- PC has some kind of nobility background
- PC is Suel or Dwarven
- PC has taken a lifestyle better than typical.

Half-orcs, PCs with Charisma less than 10 and anyone unable to fit in the carriage (due to size or lack of seats) will be expected to ride on the roof or with Giles as he drives. Lady Reede is nice but she has been brought up in a Suel household where she was taught to maintain a certain level of nobility with her behavior.

The PCs will be expected to load Lady Reede's bags on top of the coach. Greeta will insist that the strongest looking male PCs load the luggage while Lady Reede boards the carriage. When the luggage is loaded and anyone who is riding on the coach is on boarded, Giles will crack his whip and the party will be off.

If the PCs ask Giles about the trip, he will inform them that they should reach Leukish by the late morning of the fourth day. Further questioning will reveal that tonight they will be going as far as Faren. Faren is a small town about 50 miles northeast from Seltaren along the Upper Lukala River Road. There, they will stay a local inn for the evening. On days two and three, the party will stay in inns found in small villages along the way. Giles doesn't know exactly which inns in which villages since there are many small villages along the way.

THE JOURNEY

The first three days of travel will pass uneventfully. The party will travel for the majority of the day, stopping at small villages and towns along the way to eat and sleep. During this time, the PCs may regale Lady Reede with tales of gallantry and adventure. Her interest definitely peaks if any PC mentions meeting Lord Ellis and she will question the PC as to his likes, dislikes, hobbies and so on.

The fourth day of the journey finds the PCs 12 miles from Leukish. The carriage ride should take about six hours and put Lady Reede in Leukish about two in the afternoon. Information about movement rates can be found in the Player's

Handbook on pages 162-164 and in the Conclusion section of this adventure.

On the morning of the fourth day, the trip doesn't start off so well and gets worse. At one point, the party may lose the use of the carriage and be forced to travel on foot. If this happens, Lady Reede will insist on bringing her luggage and will expect the PCs to carry it. Her dress for the ball is in her trunk and she insists on bringing it with her. The PCs will need a VERY good reason for the luggage to be left behind or Lady Reede isn't going very happy or cooperative. PCs' wishing to convince Lady Reede to leave her luggage behind will need to make a Diplomacy check (DC 35). If the PCs agree to take some of the more important belongings, they need only make a Diplomacy check (DC 25).

Greeta, Lady Reede's servant, will do whatever Lady Reede does. Her primary interest is to make sure nothing bad happens to Lady Reede and to serve her needs. Greeta is more accustomed to roughing it and will be more agreeable to PC suggestions of inconvenient travel and accommodations.

Lady Reede is traveling with two large wooden trunks. Each trunk weighs 20 pounds empty or 40 pounds full. The trunks contain jewelry, clothing, and other misc. items that a noble would own.

Encounter Two: Missing Person Report

After the third night the party will pull up to a small roadside inn. The inn is called the Cup & Badger and is there primarily to serve travelers.

The Cup & Badger is run by a Halfling by the name of Rolo Featherfingers. He has two modest rooms for more affluent guests as well as a common room for those looking for a more simple and cheap place to rest their head. The Cup & Badger serves ale and modest meals at standard Player's Handbook prices.

THE BARGAIN

The third night the party will reach the inn in time for dinner. Giles will sit by himself. During that time, he will be approached by a man who will offer Giles a substantial amount of money to take him to Seltaren, leaving tonight. The offer is too good to refuse and Giles will leave as soon as he can.

If the PCs make an attempt at sitting with Giles during the evening, they will be present for the man's offer. Otherwise, the PCs will likely awake in the morning to find Giles has gone AWOL. Rolo will mention to the PCs that he saw Giles leave with a traveler that appeared to be in a hurry last night if the PCs ask. He doesn't know where they were going or why. The PCs will now be left without a carriage or horses.

There is a possibility that the PCs may catch Giles in the act of leaving with his new client. If this occurs, Giles will state that it is his buggy and he is free to hire it out to whoever he wants. Unless the PCs are willing to outbid the stranger for his services, he is going to take the gentleman to where ever he wishes to go.

The gentleman goes by the name of Samuel Stone and he has offered Giles 60 gp to take him to Seltaren immediately. Giles is currently making 10 gp for three days work. Samuel Stone only has 100 gp to offer and will enter into a bidding war with the PCs should the PCs try and prevent Giles from taking him to Seltaren. Samuel Stone does actually need to get to Seltaren in a hurry to see his dying brother. Samuel was given the money to secure a coach by a mysterious benefactor who appeared sympathetic to Samuel's plight but unless the PCs press Samuel, he won't mention that last bit of information.

If the PCs lose the bidding war or were not awake to stop Giles from leaving, they will now need to secure a horse and wagon or carriage. Lady Reede does not know how to ride a horse and is not about to learn if she can ride in a wagon. She will suggest the PCs secure a new carriage or wagon for her and her servant Greeta to ride in and to carry the luggage. If the PCs are particularly persuasive and make a Diplomacy check (DC 15), they can convince Lady Reede to ride on a horse. In either case, the PCs will need to secure horses and/or a wagon as Lady Reede refuses to walk. It's simply too far. Once the PCs produce a wagon or horse for her to ride, she will depart for Leukish but no sooner.

FINDING A RIDE

Speaking with Rolo Featherfingers will reveal the name of a local man who might be willing to part with a wagon about one hour outside of town.

The wagon belongs to a merchant named Otho Vardo. Otho's cart needs a new wheel. It broke down and Otho hasn't had the time to fix it. If the PCs are nice to Otho, they may enter negotiations for the use of his mules and wagon.

The PCs will need Otho's four mules to pull the wagon. Since losing his mules and wagon would be very unfortunate, Otho is asking for a deposit to ensure his belongings are returned. He is asking 75 gp. Shrewd PCs could haggle Otho down. With a successful DC 15 Diplomacy check or DC 20 Profession Merchant, Otho can be talked down 5 gp. For every five points the haggling PC gets over DC 15, Otho will drop another 5 gp. Otho will not drop the price any lower than 60 gp.

The PCs will still need to fix the wheel. Otho will throw in a wheel repair for 5 gp. This price is non-negotiable. Since Otho has already begun repairs, it will take one hour to repair and attach the wheel. PCs with appropriate spells memorized could fix the existing wheel. PCs with skill ranks in Craft (Carpentry), Profession (Teamster) or other applicable professions/crafts (DC 15) could attempt to repair and attach the wheel themselves.

Otho has four mules and one horse. If the PCs wish to purchase Otho's horse or mules, Otho will start his asking price at 15 gp above standard Player's Handbook price. Again, PCs may barter with Otho to reduce the cost in gold but he won't go below standard Player's Handbook price (75 gp for the horse, 8 gp for each mule).

If the PCs do not have enough gold to pay Otho, they may attempt to have Lady Reede part with a piece of her jewelry. This will require a convincing argument and a DC 25 Diplomacy check.

Possible lost time:

- Walking from Inn to Otho's: 1 hour (3 miles)
- Travelling back to the Inn to fetch Lady Reede: 1 ½ hours by wagon or mule; 1 hour on horse or on foot
- Waiting for wagon wheel to be repaired: 1 hour

Encounter Three: Bandits!

A group of bandits have recently begun robbing from select travelers traveling northeast from Seltaren. They are careful only to pick small groups and keep moving to avoid capture. If time is limited for the interactive, this encounter would be the best encounter to run.

The leader of the bandits is Connor the Red, a dashing rogue of a man. He and his band prefer

not to resort to violence, wishing only to take traveler's valuables and move on.

At some point during the party's trip to Leukish, Connor and his men could decide to rob Lady Reede and rest of the party. Unfortunately for Connor, it is likely the PCs are a lot more willing to resolve issues with steel rather than diplomacy.

Connor has set up an ambush point on the road. He and his men are lying in wait, hiding until the party reaches a predetermined point, at which point Connor will step out and confront the party. Until the bandits appear, they maintain hidden with complete cover thus negating the opportunity for Spot checks. The PCs will obviously see Connor so there is no need for a Spot check in that instance. Since Connor is looking to avoid fighting, there is no surprise round.

Read the following aloud:

Up ahead, a handsome, rough looking man dressed in leather steps into the path and points his sword in your direction.

"Stop! I am Connor the Red and you are surrounded by me and my men. If you surrender your valuables no harm shall come to you!"

Suddenly you see over a dozen figures appear, all of them surrounding your current position.

Most of Connor's "men" are actually dummies set up to make it appear as though there are more bandits than there actually are. The dummies are fairly convincing and are kept further back and relatively concealed (20% concealment for range attacks) to prevent notice of their true nature. Connor will move fast to grab what he can. He does not wish to take too long grabbing loot lest his ruse be uncovered.

Any PC making a DC 15 Spot check will tip the PC off that there is something not quite right about some of the men. Once combat begins, the Spot check goes up to DC 20. If the PC who made the Spot check takes a round to study the men, that PC will notice that at least one of the men is a dummy.

Connor will motion for some of his men to grab the luggage on round one while he moves from passenger to passenger grabbing what valuables he can. Once the luggage is taken, Connor will free the horses and send them running off to prevent any heroes from possibly trying to follow.

Lady Reede will expect the PCs to protect her while Giles (if still with the group) will comply with the bandits demands and will calmly suggest the PCs do the same.

In the likely event that combat occurs, one of Connor's men will shoot the carriage with flaming arrows while another one cuts the horses free. If combat goes badly, some of the men break smokesticks in an attempt to distract the PCs and escape. It is recommended that the flaming arrows hit Lady Reede's luggage. If the PCs do not notice her luggage is on fire, the flames will burn through the luggage in three rounds and destroy most belongings in two more. Once the fire is into the belongings, Lady Reede's dress is ruined but some of her jewelry may remain unscathed if the PCs act fast enough.

Connor and his men have some coin and loot on them but not much. If Connor is taken alive, there is a reward being offered for him back in Seltaren. If the PCs get Connor to Seltaren, they may collect the reward. The reward will be equal to 50 gp per PC. Thus if there are four PCs, the reward will be 200 gp. If there are six PCs, the reward will be 300 gp. PCs making a DC 15 Knowledge (Local – NMR) or Bardic Knowledge check will know Connor is wanted and there is a reward for his capture.

HIDEOUT

If Connor and his men manage to escape and the PCs attempt to track them down, it will take 3 hours to follow the tracks left by the bandits and 3 hours to get back to the sight of the ambush. It will also require someone with the Track feat to make a Search or Wilderness Survival check (DC 14) to follow the bandits to their current hide out.

The bandits hide out is a simple 30 foot diameter cave dug out of a hill out in the country. If the PCs assault the cave and are victorious, they will find the gangs treasure chest. The chest is locked with a good lock (Conner has the key hidden in his boot; Search check DC 15 when the PC's search his body) which requires a Open Lock check (DC 30).

The chest contains 100 gp, 2 *Cure Light Wounds* Potions & +1 *buckler*.

Treasure Chest: 1 in. thick; hardness 5; hp 15; AC 5; Break DC 23.

Fine Lock: 1/2 in. thick; hardness 10; hp 10; AC 5; Break DC 26.

Possible lost time:

- Walking to town: 2 hours
- Tracking the Horses: 1 hour
- Returning with Horses: 1 hour
- Following Bandits to hideout: 3 hours (one way)

APL 2: Loot – 65 gp, Coin – 20 gp, Magic – 205 gp

APL 4: Loot – 65 gp, Coin – 40 gp, Magic – 205 gp

APL 6: Loot – 65 gp, Coin – 60 gp, Magic – 205 gp

ALL APLs: Loot – 0 gp, Coin – 50 gp each (possible reward for capture of Conner the Red), Magic – 0 gp

APL 2 (EL 3)

Connor the Red: Male Human Ftr 1; hp 12; see *Appendix One*

Human Warriors (4): Male Human War 1; hp 10; see *Appendix One*.

APL 4 (EL 5)

Connor the Red: Male Human Ftr 3; hp 28; see *Appendix One*

Human Warriors (6): Male Human War 1; hp 10; see *Appendix One*.

APL 6 (EL 7)

Connor the Red: Male Human Ftr 5; hp 44; see *Appendix One*

Human Warriors (6): Male Human War 1; hp 10; see *Appendix One*.

Encounter Four: A Giant Mud Pit

Somewhere on the road to Leukish, forces conspiring Lady Reede have turned a 50 foot wide by 60 foot long area into 5 foot deep mud pit in an effort to trap the carriage and delay her arrival in Leukish.

The area, which covers the 10 foot wide road and 20 feet to either side, has been carefully camouflaged to conceal the fact that it has been changed into mud.

The section of earth that is now mud was transformed by a *Transmute Rock to Mud* spell and then concealed with a *Hallucinatory Terrain* spell. PCs interacting with the terrain are allowed a saving throw to disbelieve (Will Save DC 19). Since the illusion has been used to cover up the mud area specifically, it is unlikely the PCs will discover the ruse before it is too late.

Of course any PCs riding or walking in the lead caught in the mud trap will allow the carriage a chance to stop before it too late.

STUCK IN THE MUD

The horses and PCs will likely be able to free themselves from the mud with a small amount of effort. The horses are big enough to walk along the bottom. PCs over 5 feet in height should also have no problem eventually walking out of the mud. Smaller PCs could find themselves in trouble however.

Freeing the wagon could prove more challenging. Wagons are heavy and without the proper equipment or spells, extricating something that large from the mud could prove difficult. The PCs may have the strength required to wrench the wagon free from the mud but they may lack the ropes needed to attach to the wagon for pulling. Mud will be surrounding the wagon if it sunk in the mud and will make it next to impossible for a character to effectively provide any amount of force towards pushing the wagon free.

To free a wagon from the mud, the PCs must drag the wagon out. Due to the resistance of the mud, the PCs may not use their normal dragging amount but must instead use their maximum load. For example, a PC with the strength of 10 can only drag 100 lbs instead of the normal 500 lbs. The same applies to the horses or any other creature helping pull. A four horse wagon weighs about 1000 lbs.

Freeing a wagon will likely take between 30 minutes to an hour if things go well or a lot longer if things go poorly. PCs may need to seek out help in freeing the wagon. If so, a small village may be stationed nearby to allow the PCs the opportunity to go fetch help or to just abandon the wagon and attempt to get fresh horses. The town is 1 hour away.

Some other things to keep in mind is the fact that the contents of Lady Reede's luggage may become covered in mud or worse, lost. Treat the luggage as though it had total concealment (PH

page 152) for those PCs diving into the mud to retrieve potentially lost luggage.

Even if PCs are on foot or horseback, this encounter could be used to get Lady Reede's and the PC's stuff dirty just before it is time to attend the ball.

Possible lost time:

- Freeing, cleaning and preparing transport: 1 hour
- Walking to the closest town: 1 hour.

Encounter Five: Final Preparations

Lady Reede and/or the PCs may arrive in Leukish dirty and/or with no good clothes to wear.

Male PCs will have little trouble tracking down a courtier's outfit to wear. Lady Reede on the other hand will have a bit more difficulty tracking down a new dress.

Finding a new dress for Lady Reede will require a DC 15 Gather Information check as there appears to be a shortage of dresses in Leukish shortly before the ball. A successful Gather Information check will locate a dress available at a merchant shop in a fairly nice district – however it will cost at least triple what normal prices are and this will upset Lady Reede excessively.

If PCs and/or Lady Reede got excessively dirty on the way to Leukish, they will need to clean up before they go to the ball. If the PCs do not clean up, Lady Reede will demand they clean themselves or she won't allow them to accompany her to the ball. Lady Reede will take 1 hour to clean and get to the ball.

Possible lost time:

- Gather Information for dress: 1 hour
- Cleaning off the mud: 1 hour.

Conclusion

Barring catastrophe, the PCs should succeed in getting Lady Reede to Leukish. When they arrive is another matter.

The GM has been given a general idea of how long some of the delays will take. The GM should keep track of these delays and add it up at the end of the adventure.

TIMING

The party will start the adventure at 8 am in the morning. They are 12 miles from Leukish. The ball starts at 7 pm sharp. This gives the party 11 hours to get to Leukish.

The party can only move as fast as the slowest member. The party's travel time will vary according to movement rates.

Mules, wagons and characters with a 20 movement rate move at 2 miles per hour. A 6 hour journey to Leukish.

Characters with 30 movement rate move at 3 miles per hour. A 4 hour journey to Leukish.

Horses and characters with 40 movement rate move at 4 miles per hour. A 3 hour journey to Leukish.

Character encumbrance will hinder movement rates and thus affect travel time.

Encumbrance information can be found in the Player's Handbook on page 161. Information about movement rates can be found in the Player's Handbook on pages 162-164.

The GM should add in any delay times accrued by the PCs during the course of the adventure to the total travel time.

OUTCOME

The mini-mission is over and the PCs may now head to the ball. IF the PCs were late, the organizer of the interactive will prevent the PCs from appearing in the interactive right away. Please inform the interactive coordinator if the PCs arrive late.

Final time of 6 pm or less will give Lady Reede time to properly prepare for the ball. She will be happy with the PCs and will face no repercussions as a result.

Final time between 6 and 7 pm will cause Lady Reede to be sociably late or see her perform a rushed change into her gown. She won't be terribly pleased with the PCs but she won't be angry. Her slightly late arrival will spark some interest but won't prove her undoing.

Final time after 7pm will see Lady Reede showing up rather late for the ball. She won't be pleased with the PCs at all and her chances of wooing Lord Ellis will be severely hindered.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Defeat Bandits

APL2 90 xp

APL4 150 xp

APL6 210 xp

Encounter Four

Avoided getting Lady Reede caught in mud

APL2 30 xp

APL4 60 xp

APL6 90 xp

Story Award

Got Lady Reede to ball on time:

APL2 50 xp

APL4 60 xp

APL6 70 xp

Discretionary roleplaying award

0 - 50 xp

Total possible experience:

APL2 220 xp

APL4 320 xp

APL6 420 xp

Treasure Summary

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

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

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

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

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

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

Encounter One: Introduction

Payment from Lady Reede

APL 2: L: 0 gp; C: 30 gp; M: 0 gp

APL 4: L: 0 gp; C: 30 gp; M: 0 gp

APL 6: L: 0 gp; C: 30 gp; M: 0 gp

Encounter Three:

Defeating Bandits

APL 2: L: 65 gp; C: 20 gp; M: 0 gp

APL 4: L: 65 gp; C: 40 gp; M: 0 gp

APL 6: L: 65 gp; C: 60 gp; M: 0 gp

Recover Bandit's Loot

All APLs: L: 0 gp; C: 0 gp; M: 205 gp

Reward for capture of Connor the Red

All APLs: L: 0 gp; C: 50 gp; M: 0 gp

Total Possible Treasure

APL A: L: 65 gp; C: 100 gp; M: 205 gp - Total: 400 gp

APL B: L: 65 gp; C: 150 gp; M: 20 gp - Total: 450 gp

APL C: L: 65 gp; C: 200 gp; M: 20 gp - Total: 500 gp

Appendix One – All APLs

Encounter Three

APL 2 (EL 3)

Connor the Red:– Fighter 1; CR 1; Medium humanoid (Human); HD 1d10+2; hp 12; Init +2; Spd 30 ft; AC 15 (touch 12, flat-footed 13); Base Atk: +1; Grp: +3; Atk +5 melee (1d8+2 /19-20x2, masterwork long sword) or + 3 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; AL CN; SV Fort +4, Ref +2, Will+0; Str14, Dex14, Con14, Int12, Wis10, Cha12.
Skills and Feats: Hide +4, Intimidate +5, Knowledge (Local) +3, Listen +2, Ride +6, Spot +2; Alertness, Point Blank Shot, Weapon focus (long sword)

Possessions: Studded Leather Armor, Masterwork long sword, dagger, light crossbow, 20 bolts, sap, 2x smokesticks, 20 gp.

Bandits (Human Warriors): Warrior 1; CR ½; HD 1d8+4; hp 12; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13); Base Atk +1; Grp +1; Atk +1 melee (1d6, 19-20/x2, shortsword), +1 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; SV Fort +3, Ref +0, Will -1; AL CN; Str.10, Dex.10, Con.12, Int.9, Wis.8, Cha.8. Skills & Feats: Gather Information +1, Intimidate +3; Point Blank Shot, Toughness

Equipment: Short Sword, Light Crossbow, 20 bolts, Club, Sap, Studded Leather Armor, smokestick

APL 4 (EL 5)

Connor the Red:– Fighter 3; CR 3; Medium humanoid (Human); HD 3d10+6; hp 28; Init +6; Spd 30 ft; AC 15 (touch 12, flat-footed 13); Base Atk: +3; Grp: +5; Atk +7 melee (1d8+2 /19-20x2, masterwork long sword) or + 5 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; AL CN; SV Fort +5, Ref +3, Will+1; Str14, Dex14, Con14, Int12, Wis10, Cha12.
Skills and Feats: Handle Animal +5, Hide +4, Intimidate +5, Knowledge (Local) +3, Listen +2, Ride +6, Spot +2; Alertness, Improved Initiative, Improved Sunder, Point Blank Shot, Weapon focus (long sword)

Possessions: Studded Leather Armor, Masterwork long sword, dagger, light crossbow, 20 bolts, sap, 2x smokesticks, 40 gp.

Bandits (Human Warriors): Warrior 1; CR ½; HD 1d8+4; hp 12; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13); Base Atk +1; Grp +1; Atk +1 melee (1d6, 19-20/x2, shortsword), +1 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; SV Fort +3, Ref +0, Will -1; AL CN; Str.10, Dex.10, Con.12, Int.9, Wis.8, Cha.8. Skills & Feats: Gather Information +1, Intimidate +3; Point Blank Shot, Toughness

Equipment: Short Sword, Light Crossbow, 20 bolts, Club, Sap, Studded Leather Armor, smokestick

APL 6 (EL 7)

Connor the Red:– Fighter 5; CR 5; Medium humanoid (Human); HD 5d10+10; hp 44; Init +6; Spd 30 ft; AC 15 (touch 12, flat-footed 13); Base Atk: +5; Grp: +7; Atk +9 melee (1d8+4 /19-20x2, masterwork long sword) or + 7 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; AL CN; SV Fort +6, Ref +3, Will+1; Str14, Dex15, Con14, Int12, Wis10, Cha12.
Skills and Feats: Handle Animal +6, Hide +4, Intimidate +7, Knowledge (Local) +3, Listen +2, Ride +8, Spot +2; Alertness, Improved Initiative, Improved Sunder, Point Blank Shot, Weapon focus (long sword), Weapon specialisation (long sword)

Possessions: Studded Leather Armor, Masterwork long sword, dagger, light crossbow, 20 bolts, sap, 2x smokesticks, 60 gp.

Bandits (Human Warriors): Warrior 1; CR ½; HD 1d8+4; hp 12; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13); Base Atk +1; Grp +1; Atk +1 melee (1d6, 19-20/x2, shortsword), +1 ranged (1d8/19-20x2, light crossbow); SA: -; SQ: -; SV Fort +3, Ref +0, Will -1; AL CN; Str.10, Dex.10, Con.12, Int.9, Wis.8, Cha.8. Skills & Feats: Gather Information +1, Intimidate +3; Point Blank Shot, Toughness

Equipment: Short Sword, Light Crossbow, 20 bolts, Club, Sap, Studded Leather Armor, smokestick