

ULP6-IS03

The Cold Distance

A One-Round D&D[®] LIVING GREYHAWK[™] Principality of Ulek Regional Adventure

Version 1.7

by **Carrie Neuman**

Reviewer: Principality of Ulek Triad

Playtesters: X

Some travelers seem born to the road, others seek it, and some have everything they own snatched from them so it is the only thing they retain. In the spring, new travelers set out with only a vague idea of what lies ahead. How will you cope when the night is at its coldest and home is only a memory? A Principality of Ulek introductory adventure for first level characters only.

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

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	

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Principality of Ulek. Characters native to

the Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 adventure.

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

Thunderstrike is a city of contrasts. The artisans live in Ornament Park with tall trees, fountains, and sculpture. Lesser craftsmen live with the miners in Soot Town and toil under the heel of petty crime lords.

The Constabulary comes down hard on overt crime, but protection rackets and confidence games are common in Soot Town. Constable Tibar Minegilder works to improve the situation, but he is new to the post and still weeding corruption out of his forces. He recruits adventurers for extra forces and internal investigations.

Colbin MacInnes grew up on the streets of Soot Town angry at the world. Now a con man, he works to make a name for himself robbing the wealthy and powerful. His current mark is a friend of the Earl's, Gonnloda Stonevein. Posing as a merchant from Havenhill, he seeks her investment in a non-existent adamantine mine. Once he has her money, he intends to rob her.

The Society of Shadows in Thunderstrike recruits their members from the general riffraff in the city. Matron Nightshade is furious with Colbin's refusal to join and interference in the Society's activities. To avoid Tobar's attention, her men have lured Colbin out of town and are relaying the Matron's displeasure when the party arrives.

ADVENTURE SUMMARY

Less than a day's travel from Thunderstrike, the party discovers two thugs roughing up a merchant. The merchant is Colbin MacInnes, a con artist from Thunderstrike. He attempts to win the party over so he can steal their belongings in the night.

Large ruts clearly show the wagon headed to Thunderstrike. It takes the party several hours in the rain to arrive. The guards take their information and promise to track down the wagon. They point the party to a safe inn where the locals laugh at them.

The bartender has more sympathy and offers a few exciting sites in town to help them forget their troubles. The next morning, Sergeant Kullian Axecleaver arrives with news. The wagon was traced to Honest Oogart's Used Wagons. If the party would like to dish out some justice, Kullian offers them the opportunity.

Unfortunately, Colbin is out. His Halfling accomplices defend their piles of loot, including the party's belongings. A note on the table informs the girls he expects to return tomorrow with the goods. Before Kullian can plan an ambush, a runner arrives with two requests. Kullian is to report to the Constable, and the Earl has requested to see the adventurers.

Leuven explains that his friend has been robbed. Obviously, it was Colbin. No one knows where he is now, but they know where he will be tomorrow. The sum of money involved is more than these guards will see in a year, but adventurers can earn that much in a matter of months. Leuven believes the party will suffer less temptation and can recognize the value of his favor.

The party has most of the day to plan their ambush and explore the city. When Colbin returns, he calls out to the girls to help him unload the wagon. The party should have the element of surprise, their own gear, and authorization to use any force necessary.

With Colbin defeated and the guards occupied in other parts of the city, no one is left to see what

the party does with Gonnloda's valuables. If they keep them, they must talk fast to keep from being thrown in jail. They earn Leuven's disfavor regardless. If they return the goods, Leuven promises to aid them in the future. He is a man with great plans for himself and his city.

PREPARATION FOR PLAY

Sense Motive and listen checks should be prerolled for Encounters One and Two so that players are not suspicious of Colbin.

In Encounter Five, the Cove Girls Gang targets halfling characters specifically, so be sure you know the races present in the party. The girls have potions of *protection from law* so alignment is also helpful.

INTRODUCTION

The roads are busy in the Principality of Ulek this fall. As the Pomarj loses influence, more people set out for trade, travel, and adventure. However, humanoids and wild animals still roam the countryside, and most travelers cluster together for safety. The farmers and merchants eye your weapons and pouches and do their best to stay out of your way. Still, a small group of you find yourselves together on the road north to Thunderstrike, a city said to provide opportunity for your line of work, and you should arrive there tomorrow afternoon.

Now is a good time for character introductions.

ENCOUNTER 1: RESCUE

For the entire day, your only view has been of wheat and sky. The crops were planted close to the road this year making the highway a tunnel of gold. A north wind rustles the wheat almost masking the sound of raised voices coming from around the next bend.

A DC 18 Listen check (DC 10 to make out the words, +6 for 60' distance, and +2 for ambient noise from the wind) makes out a man threatening to kill someone. There is also the heavy sound of objects hitting the ground.

The highway is twenty-five feet wide with a five foot shoulder. The wheat fields are hindered terrain and prevent charging or running. A person

standing five feet inside the field has concealment (attacks against them have a 20% miss chance) from the road. A person standing further in has total concealment from the road (50% miss chance and no line of sight).

When the party approaches, they see a grimy man with a patchy beard holding a short sword on a well dressed man. The merchant is unarmed. A longsword, crossbow, and assorted bundles scatter the ground. A second thug can be heard inside the wagon. Being observant fellows, the thugs notice the party as they round the bend if no precautions are taken.

APL 2 (EL 2)

Thugs (2): Male human Rog1; hp 7; see *Appendix One*.

Colbin is a Suel-Oeridian mix human with fair skin, blue eyes, and thick brown hair. He is five foot ten with a medium build. He wears colorful clothes in the latest fashion; they were probably nice before the attack. He is neutral evil, but he casts *undetectable alignment* on himself every morning. Please note that this means he is down one first level spell when he fights the party.

Once the party is victorious, Colbin introduces himself as a merchant from Havenhill. His assistant ran off when the bear attacked and he could use some guards to get him to Thunderstrike without anymore trouble. This is a complete lie, but it takes a DC 22 sense motive check to know. A small village is only half a mile up the road where Colbin offers to pay for the rooms for the night.

Colbin has plenty of stories to tell about the places he has traveled. He loves to be the center of attention, and is quite jealous of the spotlight. Colbin also enjoys the ladies and will flirt with anyone reasonably attractive. He does not push himself on anyone who shows no interest in him, though he does go out of his way to impress anyone who shows little enthusiasm for him.

Colbin spends an hour in the evening playing dice, drinking ale, and telling stories. He retires not long after sundown warning the party he intends to get an early start. Colbin offers one last benediction before he leaves.

Sotillion's blessing on your sleep. Tuck in tight against the cold distance, and we'll all be home tomorrow. It doesn't matter where you're from. Either every place you stay is home or

nowhere ever is.

ENCOUNTER 2: THIEF IN THE NIGHT

Before dawn, Colbin tries to rob the party. He is fairly quiet (DC 20 if awake, 30 if sleeping) but if the party has heavy armor to move, he drops a *silence* on it. If he awakens a PC, Colbin uses a *suggestion* to ask for help loading the wagon. If he must fight, he does his best to *suggestion* or *charm person* the big dumb fighter and stick to ranged attacks. If he must go to melee, he uses his combat expertise to stay safe.

If Colbin falls below half his hit points, he attempts to escape. If he can grab some loot he will, but he will not risk tomorrow's big score. Once he is in Thunderstrike, he figures he can lose the yokels. If the PCs do manage to capture or kill Colbin, good for them. The Covies will hit Gonnioda Stonevein's home instead, and the party is still called on for their help. Reactions to the party change a little, but these are still unproven adventurers. One captured thief does not mean they are safe.

APL 2 (EL 6)

Colbin MacInnes: Male human Brd6; hp 32; see *Appendix One*.

ENCOUNTER 3: THE MORNING AFTER

If Colbin got away:

You awake in the morning to cheap junk and furniture scattered around your room. Your belongings are gone. (Pause for reaction.) Downstairs, farmers and merchants prepare for an early start. The innkeeper's daughter passes out plates of pork and potatoes to the quiet crowd. Colbin is nowhere to be seen.

No one has seen Colbin this morning. The innkeeper can open his door for you. His things (and a few of the innkeeper's) are missing. When the stableboy is asked, he tacked the horses early that morning so Colbin could get an early start to Thunderstrike.

The party may think to report Colbin to the law. If so, the local constable tells them the case is beyond him. He'll send word to Thunderstrike and someone will look into it. Outside, two old men

look up from their board game and warn the party that cases sent to Thunderstrike are never solved. If they want to catch their thief, they'd better go themselves.

Back at the inn, most of the travelers have left. Only a handful of locals and one old farmer remain.

An old farmer finishes mopping his plate and walks over to you. "You lot have had a night. If you want a ride to Thunderstrike, you can come with me. Just don't be losing none of the hay. I'm Jebodiah from off past Turtle Pond."

Turtle Pond is a small town about 12 miles south on the Havenhill Road. Jebodiah is a quiet Oeridian man dressed in simple cotton clothes. He does not volunteer much, but he does his best to be polite if spoken to.

If the PCs defeated Colbin:

The locals look up at the sounds of feet on the stairs, but they quickly turn away. One mousy farmer leaves his plate half full and walks out the door. The innkeeper's daughter chatters too loudly as she passes out plates of pork and potatoes, and the merchant next to you spends more time stabbing his food and glancing your way than eating.

A nervous tension hangs over the room. Caravan guards appraise the party openly, but the merchants and farmers avoid eye contact.

Either way, once the party is underway:

To the north, a grey wedge hangs in the sky. By midmorning, fat rain splatters on your armor and soaks your clothes. The temperature drops, making your breath mist in the air. It is hours before the lights of Thunderstrike finally come into view.

To the east, an enormous stone building stands dark in the rain. Its silver lightning bolt flashes with its counterparts like a beacon in the gloom. Closer to the city wall, orderly tents stretch off into the grey haze. Light streams out from the mess tent where soldiers drink and gamble.

Finally the road curves east into Thunderstrike itself. The city gates are reinforced steel set into thick stone. Smokeless torches line the archway and burn through the rain. Two soldiers, seams sharp pressed despite the

damp, question travelers from under a large overhang.

This is a standard search and question session, similar to entering Gryrax. If the party killed Colbin and left him behind, nothing interesting happens. If they are carting him around or arriving on the back of the hay rick, they merit a few extra questions. The gate guards are young to have earned a prestigious post and they take pride in their work. Their skin is a dark tan and their beards are light brown from all their hours in the sun. They have no sense of humor about their jobs and react badly to any slights against Prince Corond, Ulek, or Moradin.

If the party responds that they have either captured or been robbed by a bandit, the guards are shocked. Crime is dealt with harshly in Thunderstrike, and bandits have not been seen in these parts since their grandfathers' time. One of them calls for a scribe to get the bandit's description. They promise to send the report to their superior right away.

The scribe is an ancient gnome with deep wrinkles and only a few wisps of grey hair left. He and a guard carry out his writing desk. The guards chat to themselves about the bandit and how likely it is they could get promoted while the scribe methodically arranges his book, pens, and ink. They all mean well, but they are completely oblivious to any discomfort the party may be feeling as other travelers move through to the city. The officials are ignoring them, but everyone else seems to be staring at them.

When the scribe is finally ready, he takes down a description of the bandit. In addition to the basics for his report, he also wants more detail for his book, Dangers of the Principality of Ulek. He has been working on it since his health began to fail and the Royal Army moved him to a desk job. He is happy to reminisce about his days in the Army and has little patience for anyone who interrupts.

Once the party is processed, the guards ask where they will be staying. Someone will come by in the morning with an update. If the PCs ask for a recommendation, the guards point to the inn behind them. The Weary Traveler is cheap and safe, the best combination they could hope for under the circumstances. The innkeeper stays busy, so he sometimes allows folks to stay in exchange for odd jobs.

Most of the shops are shuttered against the rain. The street is muddy and lined by a variety of businesses. The only people on the roads are

farmers and merchants shipping a wagon of goods somewhere.

Light streams out of The Weary Traveler into the street. The interior is lined with oak panels. Farmers and locals play cards and sip whiskey under a thick cloud of cigar smoke. In the corner, a gnome plays a rollicking tune on the piano. The inn drips with humidity, and a few diners nod over their meals.

A burly human wipes out a mug behind the bar. "Howdy, folks. Grab a chair. Lita, more hicks."

Jorick is a surly sort until he has gold in his palm. Lita is a cheerful, efficient waitress in her mid thirties. The food is basic, but the ale is a local brew exclusive to the Traveler. The locals eye the newcomers, but if the party doesn't look for trouble, they go back to their cards.

If the party mentions having been robbed, or if Lita drags it out of them, they get laughed at. Several farmers suggest they head home since the city will be too much for them. Comments range from, "Imagine. Bandits roaming the Prince's roads. The Royal Army should do something," to "What kind of adventurers get robbed by the one bandit in Thunderstrike?"

If the party has not reported the attack to the guards, you may need to help them out. At the next table, a group of local dwarven women are chatting. One of them turns to another and says, "Myrna, isn't your brother a guard? You should tell him about this." If the PCs still do not take a hint, the woman goes out and returns in a bit with her brother, Sergeant Kullian Axe-cleaver.

Eventually, the rain lets up and the locals wander off. The farmers head out to the market. If Kullian is needed to take the bandit's description, he arrives now. Otherwise, Jorick is happy to suggest areas the party might enjoy. The party is free to entertain themselves until morning when Kullian arrives with information about Colbin.

Jorick suggests exploring the Market District. The Auction Block brings merchandise from across the northern edge of the country, and the bidding wars are entertaining. Quieter types might enjoy Little Celene with its elves and trees.

ENCOUNTER 4: FUN IN THUNDERSTRIKE

The following are flavor encounters intended to

accentuate the city. They are not required for experience and should be cut if time is running short.

Market District, morning:

The Market District is bustling with people. Most are wide shouldered representatives of the larger races piling crates onto creaking wagons. As you press against a brick wall to avoid one, you notice a scene unfolding. A raftsman stinking of brine dips his hands into a barrel to display a ruffle edged scallop. Three chefs examine the size and color before starting a fierce bidding war. The halfling's piping voice cuts through the deep rumble of the dwarf. The human waves a gold piece in the air and flashes hand signals at the sailor to compete.

Over the din, it takes a moment to pick out the voices coming from above you. Shouts of alarm fill the air. The wagon parked in front of you gives you little space to maneuver away from the danger before a pile of bricks comes crashing down.

Bricks from Ceiling: Atk +8 melee (d6, bricks) all targets in two adjacent 5-ft squares.

Passing clerics are on hand to tend the injured. The workers rush down to check the damage. When they are told everyone will make it, they are relieved.

"Thank the gods. If it had been some those merchants standing there, we'd have been sending condolences to their families."

Market District, evening:

The smell of roasting meat and baking bread drifts across the dim marketplace. Small knots of people walk to warm and inviting taverns, and lights blaze above the shops where families gather for dinner. A wagon pulls away from a building leaving four burly men to wipe their hands on their shirts and slap backs at a day finally finished. They look up as you approach. "Ya'll are out late."

The men are initially concerned that the party may be local thugs looking to extort protection money from them. Thugs are uncommon in the Market District but all too common across town. Once assured the party bears them no ill-intent, the men are happy to chat while they gather their things and head to dinner. If the party is without their

gear, they are taken for common laborers. When the party explains who they are, the men react with resentment.

“That ain’t working. Trying hauling crap in and out of the market all day. But be careful, you might get a blister.”

The men are now content to walk off and leave the party behind. If they are challenged, they respond in a rough and tumble way. More name calling to start with and a few fists if someone disrespects them. They only resort to an all out brawl if they feel threatened with large scale violence.

Porters (4): Male human, hp 3; see *Monster Manual*.

Little Celene, morning:

The roads in Little Celene are little more than deer trails through the oaks. Fallen leaves litter the ground and blanket the ferns. Squirrels rustle about overhead, a brown rabbit scampers off at the edge of your vision, and a green snake slithers away as you near. Long fingers of sunlight reach down to the forest floor leaving you in a patchwork of shadows.

Off the path, thick underbrush begins to shake and loud squeals thunder in the air. A soft voice next to you says, “Here I was fearing you wouldn’t see any real nature.” An elf in thick hides appears out of the dimness and stares intently at the brush. A long snout appears around the bush seconds before a fat boar bursts from the cover. A wolf follows on his heels while its partner circles around. “If we’re lucky, you’ll get to see the kill.”

Wolf (2): Male and Female animal (wolf), hp 13; see *Monster Manual*.

The elf is Ilahal Oathbound, a local druid. He is unarmed and a pacifist. If attacked, he will flee.

The wolves are hungry and intend to kill the boar. If anyone moves to stop them, Ilahal asks them not to. After all, the wolves have as much right to eat as the boar, even if that means eating the boar. Nature seems cruel when one focuses on the moment instead of the greater path. After all, the boar would tear roots from the ground killing the plants they feed. With enough time, nature sets things right.

Assuming the party stays to listen, Ilahal thanks them. ***“Not many bother to watch and listen, especially in the city. Most would have interfered or turned away. Merely letting nature be what it will is a rare gift. I’m glad we could share this time.”***

Little Celene, evening:

Moonlight paints a silver glade edged by wide leaved bushes with spikes of purple flowers. Ethereal in the glow dance dozens of willowy elves draped in silks and flowers. The dance has no pattern and the throng glides like dandelion fluff.

On the twilight edge stands a grey bearded dwarf and his grandson. He beckons to you and turns back to the revel.

If the party gives the elves trouble, the dwarf and some of the elves defend the innocents. If the party heckles the revelers, the dwarf looks to escort them out. If the party joins him, he introduces himself and his grandson.

Henrick Stonebrow: Male dwarf hp 6; see *Monster Manual*.

Henrick brought Ronar here for his birthday. They are visiting a druidess Henrick served with back in the Hateful Wars. Henrick does not want the boy picking up the anti-elf sentiment common nowadays. He has not seen the elves dance since the war ended and had forgotten how beautiful they are.

Ronar is a little bored with all the dancing. He thinks the elves should be more serious like they were at sword practice. He respects the dedication their craftsmen show and plans to make swords as fine someday.

Assuming the PCs behaved themselves, Henrick says: ***“I’m glad we met tonight. Too many folks think they know everything. It’s nice to see those willing to take to the roads and see for themselves what’s out there.”***

ENCOUNTER 5: HONEST OOGART’S USED WAGONS

Travelers pack the common room for a laugh and a good meal before setting out. Most patrons enjoy a dwarven breakfast of pork and ale, although some humans have eggs and fried potatoes. A few shouted greetings announce Sergeant Kullian’s entrance. “Sorry to burst in when you’ve got your snouts in the

trough. I've got news about that bandit of yours."

Kullian is grateful to see adventurers since the last batch he met ran the corrupt Constable Elboren Flintmaster out of town. His best friend was promoted to replace him. He loves to heckle the party thinking it toughens them up, but he is never cruel. Adventurers often handle tricky jobs in Thunderstrike since no one is entirely sure how far Elboren's corruption spread. Kullian wants to mend a few fences and encourage the party to return to his city. With the rampant crime in Soot Town, the guards need all the help they can get.

The town guards are willing to loan the party some leather armor or chain shirts and saps. The bandits are expected to be arrested. They must be subdued, but mistreatment will not be tolerated. Kullian explains to the party that killing criminals before their scheduled executions is not allowed in Thunderstrike. He doesn't care how they did it back home or in whatever hole in the ground they might go play in. This is the city, and they have standards here. Once he is convinced the PCs are suitably impressed, he leads a group on to Colbin's hideout.

Kullian thanks the party for their description of the wagon. It led them right to Oogart's. Now the party will get to see why Thunderstrike does not get bandits. If anyone comments on the crime, Kullian shrugs. "You have to expect some crime in the city."

If anyone is interested, Oogart is a half-orc who sells used wagons of questionable quality. He took the name because he thought honest businessmen needed to advertise the fact. This is the first the guards knew of him doing anything illegal, but he is a half-orc.

Oogart's layout is a simple wooden building with an office, a repair shop, and an addition added within the last month, judging by the age of the wood. Oogart claims it is a second garage, but the guards suspect this is where Colbin hides his loot. The second garage has three doors: a connecting door from the garage, a large bay door, and a secret door opening into a tunnel that lets out in the next yard. All the exits are blocked, and the party is free to choose their entrance(s). When they open a door, read the following.

Lantern light splashes huge shadows on the walls. Cards drift to the floor as four halfling women spring to their feet. Their flashy clothes and rapiers clash with the disassembled wagons, greasy tools, and piles of grain sacks.

The Covies fight with style and enjoy leaping in and out of wagons, swinging on ropes, and anything else you can think up with flare. They will climb onto the wagons or tables to receive the +1 bonus for higher ground. They hate other halflings and will focus on them, taunting as they fight. The Covies will use lethal force. If anyone wishes to retaliate, some of the tools can be used as clubs. However, if the girls are killed, Glovin is furious and attempts to find the killer. If the party refuses to talk, everyone is arrested.

APL 2 (EL 4)

Covies 4: Female halfling Swb1; hp 10; see *Appendix One*.

Assuming the party does not kill the Covies, they are free to look around the garage. They find a note from Colbin on the table telling the girls to take care of the wagon when they get done shopping. He will be back in the morning with the good stuff. Inside the grain sacks are piles of loot, including the party's stolen possessions. They are free to reequip themselves. Also, one of the guards is a cleric of Clangeddin. He congratulates them on a good battle. With a few more swings, they might even figure out what to do with those weapons. In the meantime, he is happy to help patch them up.

ENCOUNTER 6: A MEETING WITH AMBITION

A dwarven lass of about forty jogs past the guards and holds a scroll out to Sergeant Kullian. "Orders from Constable Minegilder, sir." As Kullian reads, the lass turns to you. "Earl Coalgrinder would like to see you. I can take you to his office."

If any of the PCs are hesitant about leaving, Kullian points out that Colbin clearly stated he would not return until tomorrow morning. It should be safe to leave. If anyone asks about other criminals tipping Colbin off, Kullian tells them Oogart has been an honest businessman until now. The men write the change off to Oogart being a half-orc, but Kullian suspects Colbin used magic on him. They may want to think of ways to stop him from casting.

Leuven's office is in Ornament Park between the Lydian recital hall and Old Core plaza.

The Coalgrinder office is a simple stone building with lead glass windows. Behind it

towers the vaulted recital hall with bright pennants snapping in the breeze. At the bottom of the hill is Old Core Plaza, ringed by the finest restaurants and inns in the city. Inside, the office is paneled in oak and soft upholstery. A dwarven man with black hair and beard and sparkling eyes sits behind a desk. He wears a white linen suit and smiles when you enter. "Welcome, visitors. Have you been enjoying my fine city?"

Leuven is a salesman with a flair for the dramatic. He takes any complaints about the city seriously, but does his best to put a positive spin on it. Leuven wants the PCs on his side since adventurers have turned the course of events in the country more than once. Every person that owes him a favor puts Leuven one step closer to his goals.

Leuven explains that his good friend Gonnloda Stonevein has just been robbed. From the description, it seems Colbin was the culprit. No one knows where he is now, but they all know where he will be tomorrow morning. The party is authorized to use any force necessary to bring Colbin in. Normally the Church of Hieroneous has a man to handle this sort of thing, but Sir Lo'Drea left a week ago to hunt a murderer terrorizing northern Prinzfeld. Leuven needs someone now.

The stolen goods are worth a lot of money, and Leuven needs someone he can trust. Adventurers see more gold in a month than his guards will in a year. He thinks the party will be less tempted to steal from him. He gives a stern warning about double-crossing him.

"Even Prince Olinstaad can not live forever, and the Crown Prince is very young. Ulek will need a Regent for some time, and I plan to be the hand that guides the nation. A good merchant always remembers his friends and his enemies. I'm sure none of you were thinking such things. Still, it is best to spell our expectations out in the contract."

There may be many reactions to Leuven's declaration. To consolidate Leuven's intentions and sample questions, see DM Aid: Leuven Coalgrinder.

Assuming the party at least tells Leuven they plan to return the goods, he thanks them for their time and asks if there is anything he can do to help. Reasonable requests like shovels or ropes are provided for the adventure. The party has a day to plan, heal, or purchase supplies.

Leuven: Male dwarf Aristocrat 7/Ftr 5 (Bluff +14, Diplomacy +14, Sense Motive +14)

ENCOUNTER 7: RETURN OF THE MAC

Unless the party has arranged otherwise, Colbin drives his wagon into the repair bay and yells for the Covies to help unload it. Please modify the boxed text to reflect the party's plans.

Outside, a rumbling builds until it is just outside the bay door. The rumble is replaced by a creak and the stamp of a hoof. The door swings open and a man is silhouetted before you. "Girls! The loot's here. Come and get it!" He turns his back to lead the horses in.

Unless the party has planned something noisy or obvious the moment the doors open, they are able to get a surprise round on the unsuspecting Colbin. Colbin prefers to use *suggestion* or *charm person* to get some help in the fight. He prefers ranged attacks but can go to melee if it is to his advantage. He hates to be injured and uses his combat expertise to stay safe. If he can catch a large group together, he uses his *hypnotic pattern*. If the fighters are right on top of him, he may try to *grease* their weapons and buy himself a few rounds to maneuver. Colbin is a showman and uses the terrain to his advantage as the Covies did in Encounter Five.

APL 2 (EL 6)

Colbin MacInnes: Male human Brd6; hp 32; see *Appendix One*.

CONCLUSION

The party now has a wagon full of stolen valuables and no witnesses. If they return the goods, they receive Leuven's favor and an invitation to join the Royal Army. If the goods are not returned immediately, it will cost the party 2 TUs while their case is heard. If they attempt to keep the stolen property, they will serve 16 TUs in jail and lose their commendation.

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 One

Defeating the thugs and saving Colbin.

APL 2: 60 xp.

Encounter Two or Seven

Defeating Colbin MacInnes.

APL 2: 180 xp.

Encounter Five

Defeating the Cove Girls Gang.

APL 2: 120 xp.

Story Award

Not killing the Cove Girls Gang or stealing Gonnloda Stonevein's valuables.

APL 2: 40 xp.

Discretionary roleplaying award

APL 2: 50 xp.

Total possible experience

APL 2: 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 adventure, 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:

APL 2: L: 86 gp, C: 0 gp, M: 2 *potion of reduce person* (8 gp).

Encounter Two or Seven:

APL 2: L: 54 gp, C: 125 gp, M: +1 *studded leather* (98 gp), *amulet of natural armor* +1 (167 gp), *potion of reduce person* (4 gp).

Encounter Five:

APL 2: L: 280 gp, C: 4 gp, M: 4 *potion of protection from law* (17 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 420 gp, C: 129 gp, M: 294 gp -
Total: 843 gp (450 gp).

Items for the Adventure Record

Special

Favor of Lueven Coalgrinder, Earl of Thunderstrike: You have performed a valuable service for the ruler of Thunderstrike, third largest

city in the Principality of Ulek. While this does not grant any special privileges now, Leuven is an ambitious man. He is sure to provide you with something valuable in the future.

Disfavor of Lueven Coalgrinder, Earl of Thunderstrike: You have betrayed the ruler of Thunderstrike, third largest city in the Principality of Ulek. While Leuven does not have the ability to harm you now, he is an ambitious man. He will find a way to make you suffer for your crimes.

APPENDIX 1 – APL 2

ENCOUNTER ONE

Thugs (2): Male human (Suloise-Oeridian mix) Rog 1; CR 1; Medium humanoid (human); HD d6+1; hp 7; Init +2; Spd 30 ft; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); BAB/Grp +0/+2; Atk: +3 melee (d6+2/19-20 x2, mwk shortsword) or +3 ranged (d6/x3, mwk shortbow); Full Atk: +3 melee (d6+2/19-20 x2, mwk shortsword) or +3 ranged (d6/x3, mwk shortbow); Space/Reach 5 ft/5 ft; AL NE; SV Fort +1, Ref 4, Will +0; Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: bluff +3, climb +6, hide +6, intimidate +3, listen +4, move silently +6, slight of hand +6, spot +4, tumble +6; Common, Halfling; Dodge, Mobility.

Possessions: Mwk studded leather, mwk shortsword, mwk shortbow, *potion of reduce person*.

Physical description: The thugs are scarred and dirty men. One has a patchy beard while the other has a brown scar across his forehead. Their clothing is wrinkled and grimy, but their weapons are in good repair.

ENCOUNTER TWO OR SEVEN

Colbin MacInnes: Male human (Suloise-Oeridian mix) Brd 6; CR 6; Medium humanoid (human); HD 6d6+6; hp 32; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +4 armor, +1 natural armor); BAB/Grp: +4/+4; Atk: +5 melee (d8/19-20 x2, mwk longsword) or +6 ranged (d8/19-20 x2, mwk light crossbow); Full Atk: +5 melee (d8/19-20 x2, mwk longsword) or +6 ranged (d8/19-20 x2, mwk light crossbow); Space/Reach 5 ft./5 ft.; SQ *fascinate, suggestion*; AL NE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 16.

Skills and Feats: bluff +12, concentration +8, diplomacy +18, disguise +10, escape artist +10, gather information +10, knowledge (Sheldomar) +7, knowledge (nobility and royalty) +7, move silently +10, perform (vocal) +12, sense motive +4; Common, Dwarven, Gnome, Halfling, Keoish; Combat Casting, Combat Expertise, Spell Focus (enchantment), Greater Spell Focus (enchantment).

SA or SQ name (Ex/Su/Sp): Fascinate (Sp)
6/day: Colbin can use his bardic music to cause

one or more creatures to become fascinated with him. Each creature must be within 90 feet, be able to see and hear him, and able to pay attention. Colbin must also be able to see the creature. Distractions such as combat prevent this from working. Colbin may target two creatures. Colbin's perform check is the DC for the creature's Will save. Fascinate is an enchantment (compulsion), mind-affecting ability.

Suggestion (Sp) 6/day: Colbin may make a *suggestion* per the spell to any creature he has *fascinated*. The suggestion does not count against his daily limit of bardic music performances. A Will save (DC 16) negates the effect. This ability affects one creature and is an enchantment (compulsion), mind-affecting, language-dependent ability.

Bard Spells Known (3/4/3; base DC = 13 + spell level, 15 + spell level enchantments): 0- *daze* (enchantment), *detect magic*, *lullaby* (enchantment), *message*, *prestidigitate*, *read magic*; 1st- *charm* (enchantment), *grease*, *hypnotism* (enchantment), *undetectable alignment*; 2nd- *hypnotic pattern*, *silence*, *suggestion* (enchantment).

Possessions: mwk longsword, mwk light crossbow, +1 *studded leather armor*, +1 *amulet of natural armor*, *potion of reduce person*.

Physical Description: Colbin is five foot ten with a medium frame. He has fair skin, blue eyes, and thick brown hair. He is wearing very nice, very stolen clothes in the latest fashion. Other than the incident with the thugs, Colbin keeps himself spotless and well-groomed. Always the actor, Colbin never forgets he is supposed to be a Havenhill merchant.

ENCOUNTER FIVE

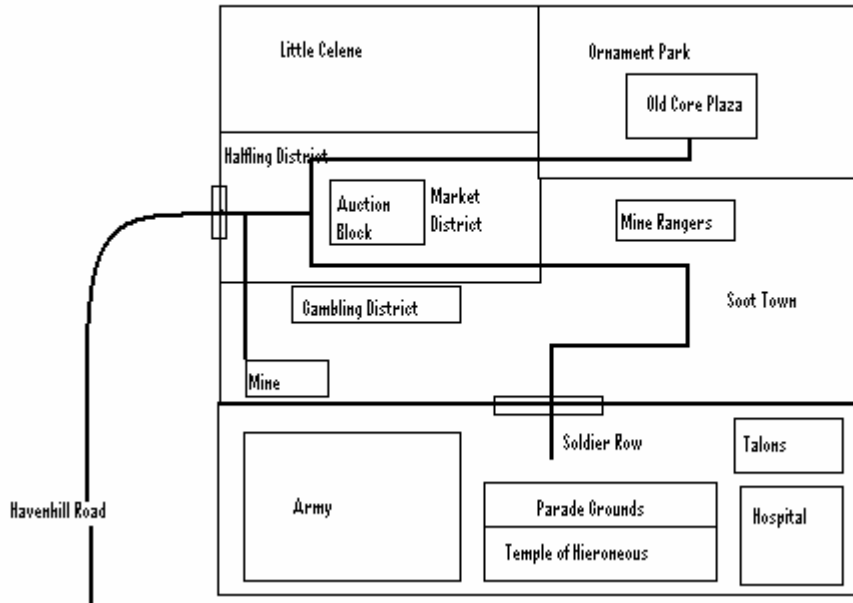
Covies 4: Female halfling Swb 1; CR 1; Small humanoid (halfling); HD 1d10; hp 10; Init +3; Spd 20 ft.; AC 17, touch 14, flat-footed 14 (+1 size, +3 Dex, +3 armor); BAB/Grp: +1/-3; Atk +6 melee (d4/18-20 x2, mwk rapier) or +6 ranged (d6/19-20 x2, mwk light crossbow); Full Atk: +4/+3 melee (d4/18-20 x2 rapier and d3/19-20 x2 short sword) or +6 ranged (d6/19-20 x2, mwk light crossbow); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +3, Ref +4, Will +0; Str 10, Dex 17, Con 10, Int 14, Wis 8, Cha 13.

Skills and Feats: balance +7, climb +6, jump +6, listen +1, move silently +5, swim +4, tumble +7, use rope +7; Common, Goblin, Halfling, Keoish; Two Weapon Fighting, Weapon Finesse.

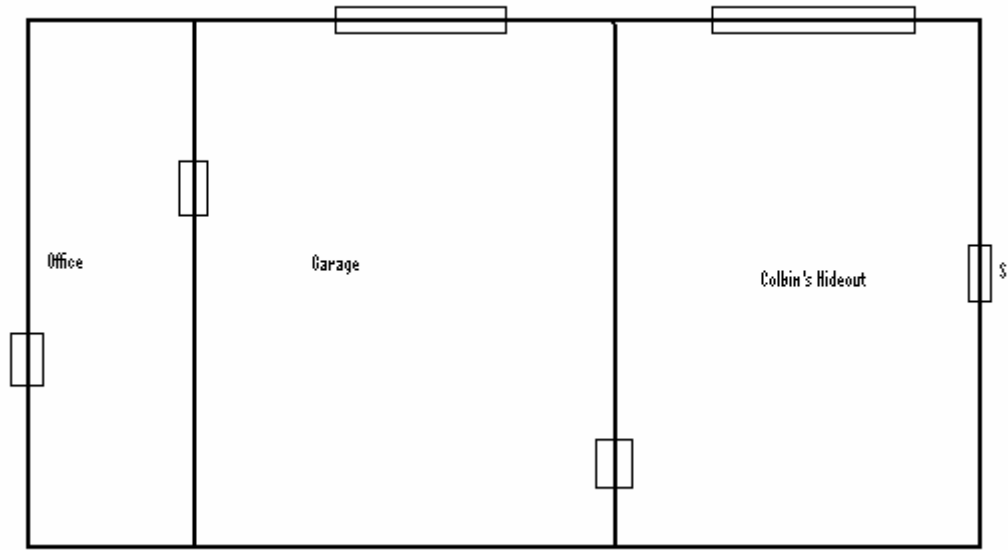
Possessions: mwk studded leather, mwk rapier, short sword, mwk light crossbow, *potion of protection from law*.

Physical Description: Geena, Leena, Neena, and Tangie are plump halfling women with curly brown hair. They wear flashy clothes, swagger when they walk, and sneer at everyone they meet.

DM AID: MAP #1 – THUNDERSTRIKE ROUGH SKETCH



DM AID: MAP #2 – COLBIN’S HIDEOUT



DM AID: LEUVEN COALGRINDER

Leuven does not consider his intentions to be treasonous or disrespectful to the Prince. Someone needs to run Ulek until Prince Saroenn is able. Since he is the only noble pushing for renewed trade and more opportunities for the people, he feels he is the only leader whose focus is in the right place to be worthy of ruling.

Thunderstrike is one of the four cities in the Principality. It deserves an opportunity to become one of the great cities of the world. Diverting some trade away from ungrateful, intolerant Havenhill and towards a city devoted to commerce is merely a balancing of the nation's scales.

Some sample responses for your convenience:

If the party suggests **Dwaranmie Corond** or ask why he should be the one to rule: "Who would you have, his mother? You'd move her from the nursery to the throne? We'll be Keoland's puppet in a month."

If they suggest **clergy** members or that the **Prince should chose** his own replacement: "Olinstaad trusts Cedrick Rocksoul. Would you see Ulek rival the Pale for intolerance? Yes, Moradin should be honored, but He shouldn't be forced on the entire nation."

Oldid Silverbeard: Oldid Silverbeard should be declared a national treasure. His service is and will continue to be invaluable to Ulek. But that's the problem. He can't handle the day to day necessities if he is busy meeting with dignitaries and appearing at ceremonial functions. No, Oldid is far too important to replace.

Loupiz Corond: (grudgingly) Loupiz is the only man I consider a reasonable alternative to myself. He proved his management in the Royal Army and his diplomacy in the Court of the Land. He may have the advantage of nobility, but I believe my experience managing a city can surpass that. I control the flow of goods in and out of our gates. I find work for the people despite our debts and this lingering war. I do not doubt Loupiz, but I can only trust myself.

The Baron of Havenhill: "That would destroy any chance of salvaging our treaty with Celene. How long will the County and Duchy of Ulek support us with a dwarf who prides himself on his intolerance accusing them of conspiracy?"

Any **military** leader: "The country needs to focus on the people inside its own borders. The last thing we need is some gung-ho military mind sending our sons to die in the quagmire. Even if we clear every orc out of the Pomarj, there's no one left to run the country. We can't afford to send them our money and food."

Anything odd like Smoke or Kaihonriedwur: "Maybe you could save the jokes the inn. I take the safety and prosperity of Ulek seriously."

CRITICAL EVENT SUMMARY: ULP6-IS03 THE COLD DISTANCE

For use only at WiPoU.

1. Did the guards hear about the robbery? Yes No

2. Did the inn patrons hear about the robbery?
Yes No

3. Did the party kill the Covies?
Yes No
If so, list player names/PC names here:

4. Did the party support Leuven's declaration?
Yes No
If so, list player names/PC names here:

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):