

TUSIntro6-01

The Tusman Camel

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Tusmit Regional Adventure

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Tusmit Triad Editor: Jean Guérette

Sheik Kallan el Arah the sheik of Eysami needs adventurers. His precious Tusman Camel has disappeared. Can you help him and solve this mystery? A one-round introduction regional adventure set in Tusmit for first level characters.

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.

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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 rule 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 Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session 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 up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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.

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 Tusmit. Characters native to Tusmit 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 that 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 DC 20 Survival check, 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

The sheik Kallan el Arah held a ceremony the night before this adventure starts. While everyone was in the ballroom, nomads from the region broke in and stole his Tusman Camel. The theft has been committed as a sign of protest against the decision of the sheik who did not invite the nomads to this special occasion.

Chief Radhouane of the White Tigers Tribe now regrets the theft and would be glad to subtly give back the camel to the sheik. If the adventurers can prove they are worthy, he will gladly hand back the camel to them.

The White Tigers are a nomad tribe who generally live secluded far from civilization. They are perceived as more primitive than normal people.

ADVENTURE SUMMARY

First of all, the players have to find out who is guilty of the camel's disappearance. Once they find the trail, they must follow it.

On the road, they will be attacked by a horse went wild.

Once this detail settled, they have to convince the nomads to give back the camel.

Finally, they just have to bring the camel back home.

PREPARATION FOR PLAY

This adventure is a wink at Keoland who included a Tusman Camel in one of their adventure. Every good Tusman knows that there is no such thing as a Camel in Tusmit. During the whole module, the players must think they are searching for a real camel. They will discover just before conclusion that they were in fact after a Camel Statue.

This module is voluntarily giving freedom to the Judge. Its structure is more flexible than other LG games. A lot of ideas have been inserted to allow initiative from the players and encourage creativity. As an introduction module it was meant to show the region and the game to new players.

At the beginning of the adventure, give the players the Tusman Laws (see appendix).

INTRODUCTION

This story, like many stories, begins in an inn. You are currently at the inn "Chez Nérik", in the sheikdom of Eysami. Nérik is known widely as the best cook in all Tusmit for Oeridian food. Whether you are here in search of adventure or money, an inn always seems like a good starting point. Without any big surprise, a page enters, opens a parchment and begins with the traditional

« *Hear ye, hear ye...* ».

He continues:

« *His sovereign Kallan el Arah, Sheik of Eysami, is willing to hire adventurers for a mission of major importance. A generous reward will be offered to adventurers who are willing to help him. For more information, please meet with Tidus, the sheik's counselor, at the royal palace.* ».

On this, the page exits and seems to move to the next inn. Once the players go to the palace, continue...

You're welcomed at the royal palace by a muscular guard. He escorts you to an inner-room where he asks you to wait a couple of minutes. To your surprise, only five other adventurers have shown up. It seems that the call of money is not as strong as it used to be.

Players may now introduce themselves. They may have come here together or separately and meet in this room. Encourage the players to describe their characters in details. This may be the first time they play the character and it's a good time to give him a quirk or interesting characteristics.

After only a few minutes, a short delay for this kind of situation, a Baklunish man enters the room. He introduces himself as Tidus and begins quickly:

"As you might or might not know, a big ceremony was held yesterday to celebrate the sheik's birthday. During the night, the Tusman Camel of the sheik, a gift given by the Pasha himself, has disappeared. We must find it at any cost; one can't lose a gift from the Pasha. You'll be generously rewarded for your effort if you can bring it back."

If players accept, go to encounter 1.

ENCOUNTER 1: FIND THE CULPRIT

And now the investigation begins. If players ask for a « Gather info » check, ask them who they are talking to since answers will vary greatly from one group of person to another. Depending on their success, you can give them information like if they have asked the good questions.

Tidus

Before the players leave, Tidus asks them if they have any additional questions. He will answer any questions, to the best of his knowledge. If the players ask a question not included here and you feel Tidus should know, don't be afraid to invent an answer with the knowledge you have.

- The theft has been committed yesterday, during the festivities. The guests have not left the ballroom.
- The theft was discovered by Mumid, a servant.
- Players cannot have access to the palace since security has been raised. But they can go talk to the constable who inspected the scene or interrogate the guard's leader.

If a player asks who was present at the ceremony, Tidus will answer that all the important people of the region were there. If they ask about the absent, he will admit that the sheik did not invite the nomad tribes because they lack civism.

If the players ask more questions about who was upset by the invitation, he can mention that Radhouane, chief of the White Tigers nomad tribe, was especially mad and that he even said that this situation wouldn't end like that. Tidus can give general directions to his campsite (corresponding with the direction of the wagon wheels.)

Servant Mumid

Servant Mumid has seen many men (six if players insist) left with a cart that probably contains the camel. Even if it was dark, he noticed that these people were wearing cloth with white fur. A Knowledge Local VTF DC 12 tells the player that this is most likely a local nomad tribe. A Knowledge Local VTF DC 20 confirms that the White Tiger tribe generally dresses with white tiger fur.

The constable

The constable can tell the players how the crime has been committed. The thieves entered the palace by climbing one of the walls. They got the camel out with a clever system of pulley and ropes, over the wall. Tracks confirm this theory. He can show this spot to the player, outside of the palace.

A Survival check:

- DC 15 confirms the tracks of many humanoids, hooves and a cart.
- DC 18 confirms between 5 and 10 humanoids and tracks from hooves without horseshoes.
- DC 20 tells that the cart was loaded very heavily upon departure, but not at its arrival.

A Knowledge Nature check DC 15 confirms that the tracks are those of a wild horse.

If a PC has the Track feat and can succeed a Survival check DC 15 while taking 10, they can follow the tracks to encounter 2.

Palace guards

If the players talk to the palace guards, they can learn the following:

- The night went well, without any apparent problem

- When the time to open the gifts came, everybody was in the ballroom. If asked about who was on duty, the guards will admit that even they were in the ballroom.
- Only people officially invited have come to the palace
- The sheik has received a representative from almost all important factions of the sheikdom. No fights occurred during the night.

If the players ask about who was absent or not invited, the guards will tell them that the sheik's counselor was the one responsible for the invitations.

The citizens

- The sheik has organized a beautiful celebration
- All the civilized people of the region were represented there

By asking more questions about who was present and absent to the citizen or the sheik's counselor, the players should be able to discover that the nomad tribes were not invited and that some of them took it badly.

ENCOUNTER 2: CRAZY HORSE

The goal of this encounter is to make the players remember that in Tusmit, the life of a horse is as important as the life of a human. This is a life's lesson they have to learn.

Ask for a Listen check, DC 10.

“As you are following the tracks of a cart for a couple of hours, some of you hear a horse screaming from the other side of a hill. You see, about 100 feet away, a magnificent mount. It has a robe with the symbol of a noble and a saddle. Nobody is mounting it. The horse moves quickly towards you, with an aggressive look it seem panicked.”

- A Knowledge Nobility check DC 15 tells the player that this horse belong to house Ishtari
- A Knowledge Nature check DC 12 tells the player that this horse does not act naturally.
- A Knowledge Nature check DC 18 tells the player that this horse seems panicked.

Ask for the players to roll Initiative.

All APLs (EL 4)

Heavy Warhorse (1): hp 44; *Monster Manual* 273

Tactics: On the first round, the horse will double move up to a player, but won't charge because of the downhill. Ideally, the player must have a chance to act before the horse get to attack, to see their reaction. After the first round, the horse will begin to attack. It is a heavy warhorse, straight from the monster manual, except for its HP. Officially, it is a CR3, but it is counted as CR4 because players might want to subdue it.

The horse has panicked, it must've seen something and just wants to flee, but the players are in the way. If the players are in a critical situation the horse can just trample them and continue to run away.

If the horse is dead or bleeding:

On the top of a hill, a Baklunish man appears. He is breathless and seems horrified by the situation. He screams and runs toward his wounded mount. Without hesitation, he gives the horse a potion. He then turns toward you, with anger in his eyes.

If the horse is unconscious and one or more player is bleeding:

On the top of a hill, a Baklunish man appears. He is breathless and seems surprised by the situation. He runs toward you. Without hesitation, he gives a potion to the unconscious one. Then he turns toward you with a worried look.

If the horse has not been wounded:

On the top of a hill, a Baklunish man appears. He is breathless but seems happy with the current situation. He slowly walks toward you. You can see that he is silently thanking you.

The man introduces himself as Isham al Ishtari. Isham then explains that his horse threw him down and ran at full speed. It is definitely not a normal behavior for such a precious horse. Even though it is still young, this horse came for a pure lineage and has a brilliant future.

Once everybody is conscious and the horse situation is stable:

If the players only did non lethal damage to the horse, Isham thanks them deeply and offers them his gratitude.

If his horse has been both subdued and lethally damaged, Isham insists to know who has been a gentlemen and who acted as a criminal. Is the group

agrees and tells the truth, the players who abided by the Tusman laws and recommended to the other players to subdue the horse and only subdued it themselves will receive Isham's gratitude. If the players can't agree, nobody will have his favor. The experience for this encounter is divided this way:

Winning the fight

Winning the fight without doing lethal damage to the horse

If its horse is not dead, Isham won't press charges since it is not clear who is responsible for the assault. He will still give the players a speech about the laws in Tusmit and how much time they could have spent in the mines.

If a player has killed Isham's horse, he will win the hatred of the noble and will lose some TUs with the justice. The charges will eventually be dropped since it's hard to figure out if there have been mitigated circumstances.

The gratitude of Isham gives access to a Tusman Heavy or Light warhorse at the PHB standard price.

Finally, Isham can tell the players that he indeed saw some nomads with a cart yesterday. The cart was pulled by one of their wild horse, definitely not as good as one of his horses. He will confirm that they are members of the White Tiger tribe.

ENCOUNTER 3: A GOOD TRADE

The goal of this encounter is for the players to retrieve the camel. Many ways can be used. Those written here are examples.

After a couple more hours of travel, you finally get in sight of a nomad encampment. Ten tents are placed in a big circle. You notice two more permanent structures, a stable and an enclosure where some wild horses are.

If players arrive during the day:

At this time of the day, you only see little children and women in the encampment.

If they arrive during the evening:

A campfire is set in the middle of the circle and about thirty persons are sitting around it.

The White Tiger tribe is composed of around 30 persons. During the day, the men are hunting, half of

the women are picking herbs, fruits and vegetables and the rest are tending the young children.

The only man in the camp during the day is Radhouane, who protects the camp. There is also the old Gontran, the wise man, cleric of Obad'hai (level 3).

The camel is hidden a couple of miles away, in a natural grotto.

If the players approach the camp openly:

A strong Baklunish man greets you. His hair is white as salt. He hails you with a strong voice. « Hola ! Introduce yourself and tell me the reason of your visit ».

The man is Radhouane himself. If the players tell them openly the reason they are here, he will explain that they indeed stole the camel to protest the fact that they have not been invited to the ceremony.

If the players ask more questions on the reason he did this, (a diplomacy DC 15 or pacifist arguments will convince him to justify his act), he will admit that he now regrets this act and that the wise man of the tribe has asked him to give back the camel. But he does not want to give it back himself, since it would mean he officially admits he was wrong. He will tell the players that if they can prove they are worthy of trust and honorable persons, he can give them back the camel. He also asks them if they can leave him and his tribe out of this story by not mentioning their implication.

A Knowledge local VTF check DC 15 allows the player to know the nomad customs. They are proud people who generally prove themselves by physical prowess. A bare arm fight could be a good way to prove oneself. A hunting contest could also do the job.

A Sense motive check DC 15 tells the player that Radhouane request hides another meaning. He wants to know what you can bring to his tribe in exchange of the camel.

If the players propose a fight against Radhouane himself, he will accept. If only one player wants to oppose him, he will motion the others to join the fight. As long as only non lethal damage is done, Radhouane will do the same. If the players start to use real damage, he will answer accordingly. His goal is not to kill anyone, but he can sure scare them. Statistics for Radhouane are given in annex. Players don't have much chance of winning, but if they give a fair fight, it could be enough to prove their worth.

If they propose a fight against a champion, Radhouane offers that one player fights his son, Emrick. His son is a barbarian level 1. Again, bare arms fight and no armor are preferred but they can be talked into accepting another type of fight. As soon as he is wounded, Emrick will start to rage.

If the players propose a hunting competition, Radhouane gives them one hour to go into the wood and find a catch. The players will see many tracks. If a PC has the track feat Track and some ranks in Knowledge Nature, they can go for the animal of their choice. Otherwise, ask them for how big they are hunting and put an appropriate animal. Examples are :

- Boar
- Bear
- Wolverine
- Deer

Take the statistics in the Monster Manual. If the players bring back a good catch, Radhouane will offer the camel. If you feel the players have gone under their capacity, one of the nomads will bring a better catch and the players will have to find another way to prove themselves.

Finally, the players can offer a fair trade. If someone offers knowledge (teach them how to write or share knowledge skills), Radhouane will happily accept the trade. Players who are willing to share their knowledge will spend 4 TUs to teach the nomads. In return, they will receive some teachings from their new found friends (see AR)

If the players don't succeed at winning the respect of the tribe or if they anger them, they can still find the camel by following one of the tribesmen during his round. During the night, one of the nomads will leave the encampment to make sure the camel is still in the grotto.

Obviously, if the players leave with the camel without the nomads knowing it, they won't receive their respect.

As soon as the players get to the camel location, whether by being guided by Radhouane or by other means, proceed to Encounter 4.

ENCOUNTER 4: BRING BACK THE CAMEL

The goal of this encounter is to see if the players are resourceful. They have to find a mean to bring back an 1800 pounds statue of a camel. The camel was

carried into the cave by 4 barbarians with 16 strength each. They were all at two times their carrying capacity and they moved 5 feet a round. They got the camel up to 60 feet of the grotto with the cart and then hid the tracks. Table 9-1, page 162 of the PHB will be useful for the player's carrying capacity.

If time allows it and if the players still haven't figured out that the camel is indeed a statue, the GM should include a «dreaded gazebo»-like scene. The box text includes a vague description of the camel and it can be fun to see players interacting with a statue while thinking they are in front of a real camel. One way or the other, they will eventually realize that they are in front of a really heavy unanimated camel and that they have to find a way to bring it back.

Upon entering the grotto, your gaze meets with what can only be the famous Tusman Camel. So beautiful, he is covered with a robe that must worth a fortune by itself. Without even flinching, you have the feeling that the camel his silently challenging you with a frozen look. And still, there he is, in the middle of a small grotto.

If players ask politely, they can get a cart from the nomads. If time allows it, return to encounter 3 and ask them to prove themselves again in another way. They must also agree to bring back the cart or pay for it. If they are strong enough, the players can bring it by foot. It is possible but will most likely take 2 TUs unless they can be imaginative.

They can always get back to town and buy a horse and a cart of their own. If the players drag the camel on the ground instead of lifting it, this will scratch it. This will lower the value of the camel and they will receive a smaller reward.

Any good initiative can work at this point.

CONCLUSION

If the players bring the camel back to the counselor :

The sheik's counselor welcomes you with his arms wide open. A large smile shows on his face. « My friend, I am proud of you. You have given a great service to the sheik and he will reward you as promised, with fountains of gold. ».

If the camel has been dragged or damaged in anyway.

Getting closer to the camel, the face of the counselor darkens. « What is it I see here? It is damaged. Oh no... no no no no... What will the sheik say... ».

Let time to the players to explain themselves, then continue.

You don't leave me any other choice but to subtract the cost of fixing all this from your reward. Otherwise, I might get killed just for hiring you.

End with this:

The counselor each gives you a big purse. It is not fountains of gold but they say the currency is the fountain. And it is definitely a good amount for a young adventurer. Just before you leave, the counselor adds : « Before you go friends, tell me... Who was responsible for this ? ».

If the players refuse to talk or try to bluff the counselor, he won't ask anymore questions as long as they can provide a valid explanation. After all, the important part is that the camel is back in one piece. If a player tells him that Radhouane or the White Tigers tribe is responsible, the counselor will ask the other players if they agree with this affirmation. Players who agree won't receive the White Tigers tribe respect since they will learn it one way or another.

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.

Find the culprit	60 XP
Win the fight	120 XP
Win with non lethal only	60 XP
Find the camel	90 XP
Bring back the camel	60 XP
Roleplaying XP	60 XP
Total possible XP	450 XP

TREASURE SUMMARY

Bring back the camel undamaged	450 GP
Bring back a damaged camel	400 GP
Bring back a really damaged camel	200 GP
Total possible gold	450 GP

Special

Tusman Warhorse: You can purchase a Tusman Light Warhorse or Tusman Heavy Warhorse from the Sheik of Eysami of at the regular PHB price for a Light Warhorse or Heavy Warhorse.

Respect of the White Tiger Clan: You earned the respect of the White Tiger clan. A clan of Tusman Nomads traveling through Northern Tusmit.

Exchange of Knowledge: You have listened to the oral traditions of the White Tiger clan's storyteller for 1 TU. You can spend this favor at anytime you need to roll a bardic knowledge check to receive a +10 bonus. Mark as used once used.

ITEMS FOR THE ADVENTURE RECORD

- None – Standard for intro mod

APPENDIX 1: NPCs AND CREATURES

ENCOUNTER 2

Well Groomed Warhorse, Heavy: CR4; Large Animal; HD 4d8+12; hp 44; Init +1; Spd 50 ft; AC 14, touch 10, flat-footed 13; BAB +3; Grp +11; Atk: Hoof +6 melee (1d6 + 4); Full Atk 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2); SQ Low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6;

Skills and Feats: Listen +5, Spot +4. Endurance, Run.

Possessions: -

ENCOUNTER 3

Radhouane: Male Human (Baklunish) Bbn7; CR 7; Medium Humanoid (Human); HD 7d12+21; hp 75; Init +0; Spd 40 ft/x4; AC 10 touch 10, flat-footed 10; Base Atk/Grapple +7/+10; Full Atk +10/+5 One-handed (1d3+3;20/x2, Unarmed Strike); SA&SQ Fast Movement(Ex), Illiteracy, Rage, Uncanny Dodge(Ex), Improved Uncanny Dodge(Ex), Trap Sense(Ex), Damage Reduction 1/(Ex); AL CG; SV Fort +8, Ref +2, Will +5; Str 16(+3), Dex 10(+0), Con 16(+3), Int 10(+0), Wis 12(+1), Cha 10(+0); Skills: Handle Animal +7, Intimidate¹ +8, Jump¹ +12, Listen¹ +6, Ride¹ +12, Survival¹ +11, Swim¹ +8; Feats: Improved Unarmed Strike, Iron Will, Leadership, Power Attack.

Emrick, son of Radhouane: Male Human (Baklunish) Bbn1; CR 1; Medium Humanoid (Human); HD 1d12+3; hp 15; Init +1; Spd 40 ft/x4; AC 11 (+1 dex), touch 11, flat-footed 10; Base Atk/Grapple +1/+4; Full Atk +4 One-handed (1d3+3;20/x2, Unarmed Strike); SA&SQ Fast Movement(Ex), Illiteracy, Rage; AL CN; SV Fort +5, Ref +1, Will +0; Str 16(+3), Dex 13(+1), Con 16(+3), Int 8(-1), Wis 10(+0), Cha 9(-1); Skills: Intimidate¹ +1, Jump¹ +8, Listen¹ +2, Ride¹ +4, Survival¹ +4, Swim¹ +7. Feats: Improved Unarmed Strike, Power Attack.