

ROAD TO DESTINY



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WELCOME TO ADVENTURE PATH PLUG-INS!

This adventure is a part of our line of support materials for the Next edition of the world's most famous roleplaying game! This adventure doesn't feature any dungeons, nor any dragons for that matter, but it provides an excellent opportunity to introduce your characters into a campaign involving grand overland journeys that may lead from the traditional fantasy world of the west into eastern realms of the ninja, samurai, and more. It is an adventure that can easily stand on its own, taking the heroes on an extensive journey through a desolate coast fraught with peril, or it can be used in conjunction with a larger campaign.

The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your 5th edition campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers, artists, and layout experts so that you can feel comfortable that Legendary Games products will be the most creative and innovative adventures and support material you can find. Every adventure stands on its own, and for those with a taste for converting across rules system each is also designed to harmonize and integrate seamlessly into an existing Adventure Path campaign; Road to Destiny serves as an excellent bridge between the first and second adventures in the Far East-themed Adventure Path (issues #49-54) from Paizo Inc.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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ROAD TO DESTINY

INTRODUCTION

Road to Destiny is an adventure for 2nd level characters. In *Road to Destiny*, the characters guard a caravan as it travels north, capitalizing upon trade opportunities along the way. This adventure is a series of detailed encounters that immerse the characters in the towns and countryside they pass through, and provide rich and meaningful experiences as they journey over 500 miles.

BACKGROUND

Far away in an eastern land, a coalition of Dark Spirits plotted to seize the Imperial Throne, and to secure it against other claims, destroyed four of the five ruling families. The fifth family, alerted to the threat against them, prepared to flee over the roof of the world. And yet, a traitor was amongst them.

Shirota, a scion of the fifth family, had already submitted to the Dark Spirits who tasked him to spy on his family. When Shirota attempted to warn his Dark masters of his family's preparations, though, he was caught and killed, and the family fled in the night. With no time for a proper burial, Shirota was left to rot. When the Dark Spirits came upon the abandoned estate they found Shirota's unburied corpse. There they performed foul rituals and Shirota arose to serve them once more, now as a vampiric jiangshi, a stealer of breath and chi.

The Dark Spirits pursued the surviving family over the top of the world, and Shirota went with them. When they caught up with the family in the cold north of a western land, they destroyed an entire town to ensure that everyone in the family was dead. The Spirits were convinced there could be no survivors and returned to the eastern land to consolidate their power and finalize their plans. But symbols, signs, and portents spoke to Shirota in ways his Dark masters could not comprehend. The slightest patterns and coincidences—from tea leaves, the migration of birds, and broken crockery, to the morning dew on a spider's web—spoke a secret language to the jiangshi, who became obsessed with the family that slew him, and convinced that all of them had not been slain. But the signs which he alone could fathom led him to an impossible conclusion—he could only locate the survivors after his son had done so.

This represented a paradox because Shirota died childless, and his internal organs had rotted away upon his fell rebirth. Yet Shirota followed the signs, and with foul sorcery, he possessed the body of a northman reaver. With his cold intelligence and the reaver's warm living body, the vampire sired two fraternal twin sons. Neither boy shared his blood but both were tainted by his undead curse.

One boy, Ranulfr, was born with skin pale and gray. No amount of sunlight could tan his features or redden his complexion. His hair was pure white, and his eyes a blue so pale as to be almost milky. When he came of age and showed no signs of growing out of his preternatural appearance, his blood father declared him cursed. The young man was driven to the south where he became an infamous bandit, known up and down the coast as Ranulfr the White, or the "White Wolf". Not knowing the circumstances of his

own conception, Ranulfr never realized he was a dhamphir. As the years passed with no sign of ageing, Ranulfr came to believe himself immortal.

The other son, Snorri, was born normal in appearance, free of unnatural gifts, and enjoyed their father's favor. He remained in the northern land and became a reaver. Over the years, he had periodic contact with his brother Ranulfr. The two have maintained a tenuous relationship and meet in the south on occasion. At a disreputable port of call, Ranulfr sells his brother the prisoners he has captured. These prisoners are taken to the north to be resold as thralls. Despite this cooperation, Ranulfr's agelessness remains a bone of contention between them such that Snorri was driven to tear out his own eye and replace it with a magic stone, which shields him from the effects of aging and earned him the name One-Eye.

In recent years, One-Eye has become an old man and the leader of his own band of reavers. Ranulfr had lapsed into ennui, more a mystery and legend to the people of the southern coast than the great terror he was 25 years ago. Yet now, Shirota, far off in the eastern land sees omens manifest as he foretold so long ago. Ranulfr stirs to sudden ferocious activity, drawn instinctively by forces he does not understand. And Old One-Eye is finally struck by his undead heritage, and becomes consumed by a wasting disease born of his tainted heritage. For an Imperial Heir is on the road north at last, and her path is due to cross with the sons of Shirota...

ADVENTURE SUMMARY

Having been hired to protect a caravan that is transporting a young eastern woman to a far northern city, the party departs Mirador, a small coastal town and heads north towards Camford, a significant point for the caravan to trade and restock supplies. En route, they are accosted by thieving goblins who attempt to draw off their stoutest defenders to raid the caravan of its goods. Once at Camford, the party hears rumors of a legendary bandit, the "White Wolf" who has returned to terrorize the coastline after decades of inactivity, and a rogue attempts to exploit them to smuggle a stolen treasure out of town.

On the road again, their next stop is the town of Wolvington, a community once stricken by a dire plague. Decades ago, Wolvington's leaders invested in a magical jewel that detects the presence of plague carriers. Only a few of Wolvington's oldest citizens know the device is actually a fake, designed to put fears to rest. The town's new Sheriff, entrusted with the secret, is using it for extortion and a citizen who remembers the dark days of the plague might ask for the PCs' help to put a stop to the crooked lawman's scheme.

With Wolvington behind them, the party braves a shortcut through Gnarlwood Forest towards Port Haven. On the way they are beset by Ranulfr's raiders, who attempt to capture the eastern woman. If the bandits are successful, the PCs have an opportunity to rescue her later at Port Haven, before she is sold to Old One-Eye's band.

As the caravan continues north, the party comes across another caravan that has been attacked by ogres. The PCs can turn a blind eye, or help their fellow travelers by mounting an impromptu rescue before it's too late. Finally, in the last leg of their journey, Ranulfr the White confronts them at last—fulfilling the destiny his vampire sire envisioned over half a century ago.

GETTING STARTED

The characters are hired in the coastal town of Mirador to guard a caravan that is setting out on a long journey to the cold north. The caravan intends to conduct its usual trade along the route, but it is also transporting a young eastern woman, Kikuko Yoki. Kikuko has never known her heritage, as her parents died when she was young, but an old family heirloom that had been kept in trust for her until she came of age has revealed that the ruined town of Saltcrest over 500 miles to the north might contain information about family in her parents' eastern homeland.

The caravan comprises four covered wagons, each drawn by a pair of draft horses. One of the wagons carries supplies for the journey, two carry trade goods, and one carries passengers. Cusp Redfoot, the gnome merchant and caravan master, drives one caravan, and his employees Dreki, Gelden, and Aldo drive the others.

The journey to Saltcrest is due to take around 20 days, and each PC is offered the going rate for caravan guards along this route of 3 gold pieces per day there and back.

PART ONE: GOBLINS ON THE ROAD

The caravan's route takes the PCs north along a coastal road, and then northeast toward Camford. The entire journey to Camford spans 133 miles, which takes 5 days. Goblins are an ever-present threat in this region. The savage creatures are too ravenous and vicious to properly farm, fish, or create proper long-term structures, so their favorite means of survival is to prey upon more industrious creatures while they salvage their debris. Between Mirador and Camford, a small tribe of goblins ambushes the party's caravan.

A. AMBUSH!

Creatures: The Whistlewhip goblin tribe maintains a ragged existence. The numerous existing goblin tribes to the south prevent their move into more populated territory. Yet, this relative scarcity only serves to make the Whistlewhips more devious and cunning. The occasional caravans who take a direct route to Camford are among their favorite targets.

The goblins are split into two groups: a decoy group, and an assault group. Both groups are hiding off to the side of the road in sparse forest terrain. The decoy group is intended to draw the caravan's defenders away from the caravan itself. They present themselves as a small, easily-intimidated group in the hope of luring caravan guards into a chase. If the decoys are successful, the assault group emerges to launch the real attack. If the decoy group fails to draw guards away, both groups of goblins attack together.

Alert PCs might spot the goblins prior to the start of the ambush with a successful DC 26 Wisdom (Perception) check. For every 1 point by which the DC is exceeded, the PC spots one or more goblins from 10 feet farther south than the southernmost goblin raider (see Map A - Goblin Ambush).

THE DECOY GROUP

One goblin from the decoy group is posted near a small tree at the side of the road. When the caravan draws close, or if the goblins know they have been spotted, this goblin takes a standard action to push the tree, which has been sawed at the base in preparation, over the road. The tree requires at least one minute of labor by 2–3 characters to remove it before the wagons can advance. The decoy goblins then make ranged attacks while falling back behind the fallen tree. Once the PCs confront them they avoid positions where a charge is possible and ready to fall back to just before the PCs can close with them in melee. Their overall goal is to lead the caravan defenders to the north and then off the side of the road where their leader, Skeeter, can cast her *entangle* spell on the forest ground to keep them stuck and busy while the assault group then launches their attack upon the caravan.

The decoy goblins are denoted **D** on Map A, and Skeeter by **Sk**.

WHISTLEWHIP GOBLINS (3)

Small humanoid (goblinoid), neutral evil

Armor Class 16 (studded leather, shield)

Hit Points 10 each (3d6)

Speed 30 ft.

STR 8 (-1) **DEX** 14 (+2) **CON** 10 (+0)

INT 10 (+0) **WIS** 8 (-1) **CHA** 8 (-1)

Skills Stealth +6

Senses darkvision 60 ft.; passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Scurry: A goblin can use its bonus action to Disengage or Hide.

ACTIONS

Shortsword Attack: melee 5 ft., 1 target. +4 to hit, 1d6+2 (5) piercing damage.

Shortbow Attack: ranged 80 ft./320 ft., 1 target. +4 to hit, 1d6+2 (5) piercing damage.

SKEETER THE DECOY LEADER

Small humanoid (goblinoid), neutral evil

Armor Class 16 (hide armor, shield)

Hit Points 14 (4d6)

Speed 30 ft.

STR 8 (-1) **DEX** 14 (+2) **CON** 10 (+0)

INT 10 (+0) **WIS** 15 (+2) **CHA** 11 (+0)

Skills Nature +2, Stealth +6, Survival +4

Senses darkvision 60 ft.; passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Scurry: A goblin can use its bonus action to Disengage or Hide. Spellcasting: Skeeter is a 2nd-level Wisdom-based spellcaster (spell save DC 12; +3 to hit with spell attacks). She knows the following spells:

- Cantrips (at will): *fire bolt*, *poison spray*, *resistance*
- 1st Level (3 slots): *burning hands*, *entangle*, *longstrider*

ACTIONS

Scimitar Attack: melee, 5 ft. reach, 1 target. +4 to hit, 1d6+2 (5) slashing damage.

Sling Attack: ranged, 30/120 ft., 1 target. +4 to hit, 1d4+2 (3) bludgeoning damage.

Map A - Goblin Ambush



15'

10'

5'

SK

D

5'

10'

15'

20'

D

D

SP

A.

R

B.

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N

W

S

1 square = 5 ft.

THE ASSAULT GROUP

Creatures. The assault group leader, Sputterlick, makes the determination when to attack the caravan, based upon how successful Skeeter and the decoy group have diverted guards.

The raid group doesn't fight 'fair' in any sense of the word. They don't hesitate to set the wagons on fire, attack the horses, cut the horses' harnesses, and in general mob any one on the ground.

DRAFT HORSE

Large beast, unaligned

Armor Class 10

Hit Points 19 (3d10+3)

Speed 60 ft.

STR 18 (+4) **DEX** 10 (+0) **CON** 13 (+1)

INT 2 (-4) **WIS** 11 (+0) **CHA** 7 (-2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Hooves Attack: melee 5 ft., 1 target: +3 to hit, 2d4+4 (9) bludgeoning damage.

SPUTTERLICK THE ASSAULT LEADER

Small humanoid (goblinoid), chaotic evil

Armor Class 16 (studded leather, shield)

Hit Points 18 (4d6+4)

Speed 30 ft.

STR 8 (-1) **DEX** 14 (+2) **CON** 12 (+1)

INT 10 (+0) **WIS** 11 (+0) **CHA** 15 (+2)

Skills Deception +4, Intimidation +4, Stealth +6

Senses darkvision 60 ft.; passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Scurry: A goblin can use its bonus action to Disengage or Hide.

Spellcasting: Sputterlick is a 2nd-level Charisma-based spellcaster (spell save DC 12; +4 to hit with spell attacks). He knows the following spells:

- Cantrips (at will): *eldritch blast*, *poison spray*
- 1st Level (2 slots): *burning hands*, *expeditious retreat*, *hellish rebuke*

ACTIONS

Scimitar Attack: melee 5 ft., 1 target. +4 to hit, 1d6+2 (5) slashing damage.

Sling Attack: ranged 30/120 ft., 1 target. +4 to hit, 1d4+2 (3) bludgeoning damage.

WHISTLEWHIP GOBLINS (4)

Statistics as per the decoy group above.

Treasure: PCs who follow the goblins' tracks with a successful DC 16 Wisdom (Survival) check locate their make-shift 'fort' in the woods after an hour. Besides typical goblin refuse, a successful

DC 15 Wisdom (Perception) check locates a dilapidated strongbox that Sputterlick withholds from the rest of the tribe. The strongbox can be opened with a key that Sputterlick keeps on a cord around his neck, a successful DC 10 Dexterity check requiring thieves' tools, or simply smashed open with a DC 17 Strength check. The box contains 100 gp worth of various gold, silver, and copper coins.

PART TWO: CAMFORD

When the PCs' caravan reaches Camford, they find an area set aside for caravans to the south of town. Here, caravans can park, circle their wagons, and strike a campfire. A public well is available for groups to draw water in order to cook, clean, and water their animals. The town is not walled, but a guard post is established where the main road diverts into town. A wooden gate can be lowered to prevent a caravan from riding through town.

Common practice for the town guard is to permit each caravan to drive a single horse-drawn wagon into town to trade. This discourages congestion in the streets and keeps the town from being overrun. It is not uncommon for townspeople to visit the campground fires as well, knowing that some caravans supplement their trade with music, dancing, gambling, and fortune-telling in the evening.

The road continues north past Camford and along Cinder Lake for 32 miles. Just past Cinder Lake is the northern half of Lantern River, where a ferry crosses near the town of Wolvington.

Camford gets its name from the Gaimen College, which is attached to a private school of magic called the Dusk Institute. Gaimen College is an adjunct to the Institute and serves as a preparatory school for those with wealth who seek a higher education. The College and the Institute drive much of the town's economy and play a central role in the community. The community qualifies as a large town from an economic perspective, though its population is closer to that of a small town.

There is no caravan encounter in Camford itself, but the PCs can make repairs to their caravan, purchase upgrades, and buy and sell trade goods to further finance their journey. If the PCs mention that they are traveling north to merchants, they learn that a number of caravans have become uneasy about traveling north due to bandits. Southern merchants seek to encourage brave traders to transport their goods to the north before their revenue streams dry up.

BANDIT RUMORS IN CAMFORD

PCs who wish to learn more about the bandits, or are just curious about local news as it pertains to their journey can make a Charisma check to gather information.

DC 10 A group of bandits have become organized under a strong leader, and have been conducting raids north of Camford. The worst activity has been reported north of Wolvington, so the trip is considered relatively safe at least that far.

DC 15 The bandits not only steal goods but take prisoners—none of whom have been seen since. Survivors say the bandit leader is a northman.

DC 20 The bandits call their leader the "White Wolf", apparently in reference to his white hair and pale skin.

B. CAMPGROUND CONFRONTATION

The PCs become embroiled in a robbery which took place in town just prior to their arrival. The thief is a gnome named Vaylenchek, and the item is a rare spellbook he “liberated” from the Dusk Institute. The spellbook in question, the *Folio of the Faebinder*, is a treatise on fey magic with an emphasis on illusions and enchantments. Although the Institute does not know the identity of the author, the book has an uncommon slant towards the use of illusions and enchantments on fey creatures which are often resistant to such magic.

What few know is that the author learned these secrets while the lover of a powerful Fey Baron from the Faerie Lands. After the author ferreted out many magical secrets, he slipped away from his faerie patron with nary a word and returned to the Material Plane. While the author’s final fate is unknown, the Baron placed a bounty on the book over a century ago. Just this past year, while on a visit to the Dusk Institute, Vaylenchek noticed the volume among the reserved collection. When he returned to his gnomish community within the Somnos Forest, he confirmed the reward is still posted and made his plans. Vaylenchek returned to Camford a few weeks ago and carefully infiltrated the Institute. Rather than thwart the Institute’s magical wards and protections, Vaylenchek played a cautious gambit. By way of invisibility, cunning, and stealth he observed the instructors at the Institute for over a week until he knew the required passwords to bypass the library’s defenses. He succeeded in the liberation of the tome, but not before he triggered an unexpected mechanical trap which mildly injured him. The gnome hid the book in a specially-prepared satchel. The satchel contains thin sheets of lead sewn into the sides to block divinations like *locate object*.

Unfortunately for Vaylenchek, the missing tome was noticed much sooner than he anticipated. A mere hour after his flight, the Institute hired a freelance detective, Lexia Harken, to recover the book. Lexia has tracked Vaylenchek throughout town. The PCs become involved when the gnome selects their caravan to be the device by which he smuggles the tome out of town. His initial plan is to keep a safe distance and reclaim it later.

THE LIBERATOR

Creature: Vaylenchek’s initial plan is to hide his satchel among the PCs’ newly-acquired trade goods so they carry it back to their wagons without their knowledge. In this case, Vaylenchek shadows the PCs so he can either steal it back or make contact with them later, once they’ve left town.

Alternatively, the gnome can use Stealth, Sleight of Hand, or *invisibility* to stash it somewhere among the PCs’ wagons directly. In this case, the PCs should have an opportunity to catch him.

Finally, Vaylenchek could approach and seek employment with the caravan, and stash the tome with his gear. In this final option, he hopes to hide amidst the travelers and go unnoticed, and that the PCs will resist being questioned or having their wagons searched.

When Lexia arrives to question the PCs, Vaylenchek might not be present if the tome was smuggled inside the PC’s trade goods earlier. If he is present, he should either be invisible, hiding, or a newly-recruited member of the PCs’ caravan crew.

VAYLENCHek THE LIBERATOR

Small humanoid (gnome), chaotic neutral

Armor Class 13

Hit Points 18 (4d6+4)

Speed 25 ft.

STR 8 (-1) **DEX** 16 (+3) **CON** 14 (+2)

INT 14 (+2) **WIS** 13 (+0) **CHA** 10 (+0)

Saving Throws Dexterity, Intelligence, Wisdom

Skills Arcana +4, Deception +4, History +4

Senses darkvision 60 ft.; passive Perception 10

Languages Common, Gnomish, Halfling, Sylvan, Thieves’ Cant

Challenge 1 (200 XP)

Gnome Cunning: Vaylenchek has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Improved Minor Illusion: Vaylenchek can create both a sound and an image with a single casting of *minor illusion*.

Sneak Attack (1/Turn): Vaylenchek deals an extra 3 (1d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn’t incapacitated and Vaylenchek doesn’t have disadvantage on the attack roll.

Speak with Small Beasts: Through sounds and gestures, Vaylenchek can communicate simple ideas with Small or smaller beasts.

Special Equipment: Vaylenchek has a set of thieves’ tools (which provide him with a +4 bonus on Dexterity checks to disable traps and open locks) and the *Folio of the Faebinder*.

Spellcasting: Vaylenchek is a 3rd-level Intelligence-based spellcaster (spell save DC 12; +4 to hit with spell attacks). He knows the following spells from the wizard list:

- Cantrips (at will): *friends, mage hand, message, minor illusion, prestidigitation*
- 1st Level (4 slots): *color spray, disguise self, expeditious retreat, mage armor*
- 2nd Level (2 slots): *invisibility, knock*

ACTIONS

Rapier Attack: melee 5 ft., 1 target. +5 to hit, 1d8+3 (7) piercing damage.

Map B - Campground Confrontation

1 square = 5 ft.

N



B1

FOLIO OF THE FAEBINDER

Wondrous item, unique

The leather covers of this spellbook are dyed bright blue, and the spine and corner protectors are cold iron. The pages are fine, crisp paper with ivy designs scrolled in green ink along the borders. The delicate handwriting is bright red in contrast. It weighs 2 pounds. The *Folio of the Faebinder* contains the following wizard spells:

- 1st Level: *charm person, color spray, detect magic, disguise self, feather fall, illusory script, silent image, sleep, tasha's hideous laughter*
- 2nd Level: *blur, mirror image, nystul's magic aura, phantasmal force*
- 3rd Level: *fly, hypnotic pattern, major image, nondetection*
- 4th Level: *confusion, hallucinatory terrain*

When you prepare spells from this book, you are considered to be proficient in Intelligence (Nature) checks for 24 hours. If you are already proficient in this skill, you gain a +2 bonus on Intelligence (Nature) checks instead. Within this time, you can increase the DC of one enchantment or illusion spell that you cast by 2, or by 4 if the target has the fey type.

THE DETECTIVE

Creatures: Once it has been determined if and how the PCs meet Vaylenchek, and the circumstances by which the *Folio of the Faebinder* is hidden on their wagons, Lexia arrives to investigate. She is a fair woman but this is a contract with the Institute, and a matter of reputation for her. She means to see the book recovered and the “thief” caught if possible. The Institute has also offered her 850 gp for the book's return.

Lexia arrives at the campground from the town to the north. She is accompanied by one of the Camford guard. This doesn't make Lexia an “official” representative of Camford law enforcement, but the guard does lend weight to her ability to investigate and ask questions. The guard is also a witness to everything which transpires, and if the PCs are completely uncooperative it reflects on them poorly. If the party is unwarrantedly hostile to Lexia, you should consider penalties to all social skill rolls and other penalties to their ability to trade and do business in town.

Lexia's tracking abilities have led her to the campground but now the trail ends. Her recourse is to visit each campsite and ask questions. Most travelers are reluctant to answer any questions but don't want their ability to trade significantly impacted. Lexia's questions are in the vein of, “Has anyone suspicious come around lately? Has anyone tried to get you to buy or accept anything from them?” When she arrives at the PCs' caravan, she may ask if she can search their wagons, though she has no legal authority to make such a demand. While Lexia has no legal authority she may try a Charisma (Deception) check contested by the PCs' Wisdom (Insight) checks to convince the party she does. Lexia has an unfriendly attitude towards the PCs at first, based more upon her suspicions than a genuine dislike. A successful DC 21 Charisma (Persuasion) check allays her suspicions and convinces her to search elsewhere. Lexia only fights if strongly provoked.

LEXIA THE DETECTIVE

Medium humanoid (human), lawful neutral

Armor Class 14 (studded leather)

Hit Points 18 (4d8)

Speed 30 ft.

STR 12 (+1)	DEX 14 (+2)	CON 10 (+0)
INT 16 (+3)	WIS 13 (+1)	CHA 10 (+0)

Saving Throws Dexterity, Intelligence

Skills Insight +5, Investigation +7, Perception +3, Sleight of Hand +4

Senses passive Perception 13

Languages Common, Dwarvish, Gnomish, Halfling, Thieves' Cant

Challenge 1 (200 XP)

Cunning Action: On each of her turns, Lexia can Dash, Disengage, Hide, or control a *mage hand* she has cast as a bonus action.

Mage Hand Legerdemain: When Lexia casts *mage hand*, she can make the spectral hand invisible; use it to stow one object the hand is holding in, or retrieve an object from, a container worn or carried by another creature; use it to pick locks and disarm traps at range with thieves' tools. If she succeeds on a Dexterity (Sleight of Hand) check contested by a creature's Wisdom (Perception) check, she can perform the task unseen.

Sneak Attack (1/Turn): Lexia deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and Lexia doesn't have disadvantage on the attack roll.

Special Equipment: Lexia has a set of thieves' tools (which provide her with a +2 bonus on Dexterity checks to disable traps and open locks).

Spellcasting: Lexia is a 2nd-level Intelligence-based spellcaster (spell save DC 13; +5 to hit with spell attacks). She knows the following spells from the wizard list:

- Cantrips (at will): *dancing lights, friends, mage hand*
- 1st Level (3 slots): *alarm, charm person, disguise self, longstrider*

ACTIONS

Rapier Attack: melee 5 ft., 1 target. +4 to hit, 1d8+2 (6) piercing damage.

Hand Crossbow Attack: ranged 30/120 ft., 1 target. +4 to hit, 1d6+2 (5) piercing damage.

GUARD

Medium humanoid (human), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR 13 (+1) **DEX** 12 (+1) **CON** 12 (+1)

INT 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Shortsword Attack: melee 5 ft., 1 target: +3 to hit, 1d6+1 (4) piercing damage.

Spear Attack: melee 5 ft. or ranged 20/60 ft., 1 target: +3 to hit, 1d6+1 (4) piercing damage.

Development: The Fey Baron that placed a bounty on the book believed herself to be wronged—taken advantage of by the author for the knowledge contained within the book. Thus, Vaylenchek sees himself as putting an ancient wrong right. Yet, the Dusk Institute bought the book decades ago in good faith and with no prior knowledge of its history. They do not see it as fair that they should suffer the cost of the book through no misdeed on their part. Lexia Harken may be zealous but only seeks to recover actual stolen property. There are merits to both positions and the PCs are free to choose either side.

If the PCs somehow discover the book and fully cooperate with Lexia, she offers them a portion of her own reward money—200 gp, but with a successful DC 20 Charisma (Persuasion) check she can be persuaded to halve the full reward of 850 gp with them. If she recovers the book without their help, the PCs are told they'll be lucky if she doesn't mobilize the town guard to run them out of the area. Finally, if her exchange with the party resulted in combat, she likely flees in the face of superior numbers, but swiftly returns with a number of the Camford guard to back her up.

If Lexia's investigation comes up empty, Vaylenchek will shadow the caravan on its journey until he can steal his book back. Alternatively, if he is a part of the crew, he stays with the caravan until he's sure there is no pursuit, and then joins another caravan heading back south. If the stolen spellbook is discovered later, Vaylenchek does his best to maintain possession, but offers to let the PCs copy spells out of it freely.

Story Awards: If the PCs discover what Vaylenchek is up to and make a decision on what to do about it on their own terms (even if that means working with him), the party earns XP as if they had defeated him in combat. If the PCs thwart Lexia's investigation with minimal confrontation, they earn XP as if they had defeated her in combat. If they simply turn over the book and Vaylenchek to her, it counts as defeating him and not her.

PART THREE: WOLVINGTON

The town of Wolvington is 32 miles north of Camford, and requires a ferry trip across the Lantern River to access. PCs who succeed at a DC 15 Intelligence (History) check can recall that Wolvington had a reputation as a safe haven for people with maladies approximately 40 years ago. When the town was subsumed by a large city-state to the south there was an unfortunate purity and cleansing campaign waged against the town's citizenry, and the "problem" was declared resolved. Many still consider Wolvington to be an odd rural community, but both the regional and local governments are content to forget the past and discourage public talk of anything outside the ordinary about the town now.

C. ROADSIDE CONVERSATION

A few miles south of the ferry, the PCs' caravan overtakes the horse-drawn cart of an elderly farmer, Hortus Ulby. Hortus flags them down, introduces himself, and makes them an offer. Hortus has 4 units of trade goods—particularly fresh and healthy produce from his farm. He offers to sell them to the PCs at cost (10 gp each) if they are interested in a resale opportunity at Wolvington. The exceptional quality and freshness of his goods grants a +2 bonus on Charisma (Persuasion) checks to sell them at higher than the market rate of 20 gp each.

If questioned why he doesn't want to take his goods to market himself and therefore obtain a better price for himself directly, Hortus grudgingly makes an admission: "I don't cotton to messing with that fool of a Sherriff they got up there now. Not today anyway. On the bright side, I don't think he'll pester you folks—not being local and all." Hortus is hesitant to elaborate on his comment, but if the PCs prompt him or appear friendly he elaborates.

"Wolvington does some odd things, but for good reasons. The town relies on trade, so merchants and caravans need to feel safe going through there. Similarly, folks who have lived there for generations need to feel safe that nobody is going to stir up trouble. Forty years ago there was a trouble with a plague and the matter was put to rest. At that time, it was the job of the Sheriff to make sure there were no further troubles. To protect itself, the town invested in a magical jewel which only glows when in the presence of the plague, or someone who might be a carrier. The plague is said to run in families, you see. If someone tries to enter town and the jewel glows, the town guard turns them back at the gate, and everybody feels safe."

Hortus lowers his voice carefully. "Now don't be tellin' anybody I told you this, but the whole thing is a sham. Forty years ago, folks were putting the torch to their neighbor's house for no cause but fear, and the whole community was tearing itself apart. The plague stone is a fake and it always has been. The Sheriff can turn it on and off whenever he wants, and all it does is glow. Furthermore, it ain't been seen to glow in a dog's age. The plague died out years ago, but the plague stone puts folks' minds at rest. The old Sheriff used it only rarely, and as an excuse to keep undesirables out of town. Keeping the peace is the Sheriff's real job."



Problem is, the old Sheriff passed away last year and we got ourselves a new one. This fellah—Burniss is his name—he was alright at first. He knows the secret, of course, except lately he’s been asking for ‘donations’ from farm folk coming into town, and from what I hear, those families that once had a history of the plague. He plays at it as being for his retirement fund, new equipment, and the like. Ha! More like to pad his purse and buy liquor! If folks don’t pay, he suggests the plague stone might just light up someday. If it does, it means scandal, accusations, and being run out of town. That being said, Burniss doesn’t fool with travelers from the south. That would lead to too many questions, and outside interest. That’s why I wanted to sell my goods to you. It’s better to sell at cost, than to take the pinch from that thief.”

The following are some questions the PCs might ask, as well as Hortus’s responses.

How do you know all of this? “I know a little nature magic, and I’m old enough to remember the bad times. Some of us have been around a long time, long enough to figure a few things out.”

What was the plague? “I’d rather not get into it. Let’s just say, it was a problem that could have been contained within the community, except some religious folks from outside came and decided they knew what was best for everybody else. As a result a lot of people got hurt and killed on either side. Someone came up with the idea of the *plague stone* as a way for everybody to go forward with their lives. It was a means to show the matter was settled, so we could all just get along. Problem is, this new Sheriff—he’s rockin’ the boat with his greed.”

Has the plague really died out? “Does it matter? Merchants and caravans ain’t had no trouble with sickness in 40 years prior to this and there’s no reason they’re gonna start now. The folks

of Wolvington got a handle on this, so long as a certain someone doesn’t stir things up that are nobody’s business.”

How could the Sheriff make the stone glow? “He’ll know the secret to it from his predecessor, some command phrase or word I expect. He keeps the *plague stone* under lock and key at the town jail when it’s not on display at the gate.”

What can be done about the Sheriff? “Ah, now that’s an interesting question!”

Hortus “needs” to sell his produce, but what the old druid-farmer “wants” is to persuade some adventurers to help the Wolvington community. This entire conversation is a means to discover something about the party and to gauge their reaction to his story. It is indirect, but for what Hortus has in mind, it is safer than being forthright. If the PCs give the impression they are decent and trustworthy people, Hortus makes them an offer.

“Sheriff Burniss needs to go, but that’s the town’s concern, not yours. Myself and some other concerned folk would rather do it without an unpleasant confrontation. I think if the Sheriff’s racket was exposed before the whole town, he’d have the good sense to pack up and leave. Our reliance on the plague stone also needs to come to an end. There’s no need to rely on magic as a surrogate for common sense. We’ve taken up a collection to compensate any group that would do us a favor. Steal the stone out from beneath the Sheriff’s nose. We’ll gather folks up and show the whole town it ain’t real, and we’ll get his shake-down racket out in the open. He won’t be able to fight the whole community and we can see him on his way. The only thing which stops us now is that some folks still believe in the stone, so we need to pass it around and show them. Then there won’t be any doubt about it.”

If the PCs agree, Hortus agrees to pay the party 500 gp if they steal the *plague stone* and deliver it to him. Hortus says his grandson will be posted a mile south of town, and once the party reports the stone's acquisition, Hortus's group will assemble, tender the promised amount, and then proceed to confront the Sheriff. The party can persuade Hortus to increase the amount by 100 gp with a successful DC 20 Charisma (Persuasion) check, but no more. As it stands, he represents a handful of local people who are tired of the new Sheriff. Each of them has contributed towards the bounty, but they have no further financial resources to offer. Hortus's story is accurate, and if the PCs make a DC 20 Wisdom (Insight) check they receive a hunch that he has no motive other than to expose the Sheriff as a crook.

If the PCs decline, Hortus asks for their discretion about what they discussed and wishes them good luck on their travels. The old man would prefer they not tell the Sheriff, but he doesn't fret over the prospect of the PCs betraying his confidence—he believes the matter will be settled soon, one way or another.

If the PCs ask how they're supposed to steal the *plague stone*, Hortus explains they'll need to devise a plan which works well for them, but he nevertheless offers some advice. First, he suggests they continue their trip to town and assess the situation. He describes the gate and how the *plague stone* is hung above it during the day (see area C1, below). He warns that while they could assault the gate, it would surely lead to an attack from the guards, and Hortus doesn't want any townsfolk seriously hurt or killed—even Sheriff Burniss. Hortus mentions that the guards on the wall are often bored, lazy, and thirsty, and could be distracted while the *plague stone* is stolen out from beneath their noses. With the *plague stone* locked up at night while the Sheriff frequents the local tavern, a stealthy PC might be able to pickpocket the keys while someone clever or attractive keeps the Sheriff busy. Finally, Hortus muses that they could break into the town jail after nightfall and steal the stone that way.

C1. THE WOLVINGTON GATE

The road forks to the east and leads towards a tall, wooden stockade wall which encircles a settlement. The side road leads to a pair of large double doors which form a gate through which a caravan can enter. A large red crystalline stone is attached to a chain and hangs above the gate, the chain disappearing through a small hole in the wall. Directly above the gate is a covered guard post and additional guard posts are set on the wall to either side.

The walls that surround Wolvington are 15 feet high and require a successful DC 21 Strength (Athletics) check to scale. The wall is only manned, near the east and west gates. The east gate is usually only opened in emergencies, and all caravan traffic is rerouted to the other side.

The *plague stone* hangs 10 feet from the ground on a chain, and is lowered into place from a small trapdoor on the walkway above.

Creatures: Sherriff Burniss typically mans the gate from the ground at the busiest times of day. This enables him to keep track of who's in town, and to single out local farmers to extort. Burniss doesn't demand much from the farmers—usually only a few pieces of silver—but this accumulates quickly. He extorts much more from the families who have a history of the plague. Those who balk at paying he threatens with a damning public revelation of their history of the plague (real or fictitious).

While Hortus Ulby knows the truth, most of the town does not. Anyone thought to be a plague carrier faces being ostracized, their goods and custom refused, turned away at the town's gate, or run out of town. Burniss prefers to prey on locals who are dependent upon the town. He is not likely to trouble the PCs provided they look and act as if they are just in town to do business. The men and women of the town guard are not part of his scheme, as Sheriff Burniss is loath to share the stone's secret.

It is difficult to trick the Sheriff and he keeps the guards alert and disciplined. Attempts to bluff or otherwise distract any of the guards should be contested by a Wisdom (Insight) roll by the Sheriff himself. The Sheriff takes a late afternoon lunch at the local tavern, however, which takes around an hour and a half. This can be discovered with a successful DC 12 Charisma check to gather information on the Sheriff's movements, or by observing him at the correct time. While the Sheriff is gone, the guards become much more relaxed. They are unaccustomed to any true threat at the town's gate and take the community's safety and security for granted. Consequently, you may allow the PCs to gain an advantage through roleplaying, and/or Charisma (Deception or Persuasion) checks to engage them in conversation and otherwise distract them. For example, they often man the walls in four shifts. With the Sheriff elsewhere, they could be persuaded to leave their posts for only a moment to flirt with admirers, respond to staged disturbances nearby, or accept a hot drink or cool ale, depending on the prevailing weather.

GUARD

Use guard statistics from The Detective section above.

SHERIFF BURNISS

Medium humanoid (human), lawful evil

Armor Class 14 (chain shirt)

Hit Points 27 (6d8)

Speed 30 ft.

STR 16 (+3) **DEX** 13 (+1) **CON** 10 (+0)

INT 10 (+0) **WIS** 14 (+2) **CHA** 12 (+1)

Saving Throws Strength, Constitution

Skills Intimidation +3, Insight +4

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Action Surge: Burniss can take one additional action on top of his regular action and a possible bonus action on his turn. He must finish a short or long rest before he can do this again.

Second Wind: Burniss can use a bonus action on his turn to regain 1d10+6 hit points. He must finish a short or long rest before he can do this again.

ACTIONS

Multiattack: Burniss makes two melee attacks.

Longsword Attack: melee 5 ft., 1 target. +6 to hit, 1d8+3 (7) piercing damage, 19-20 critical.

Light Crossbow Attack: ranged 30/120 ft., 1 target. +4 to hit, 1d6+1 (4) piercing damage.

Development: There is significant risk involved in the theft of the stone from the gate in broad daylight. If it goes poorly or is mishandled, the party runs the risk of being run out of town and isolated from their caravan if it is parked inside. Worse, if the PCs are associated with the caravan, it could be impounded. If the caravan is outside of town when these hijinks take place, it can still enter if the PCs are not known to be members of it.

If the PCs decide that Hortus is a troublemaker, despite his appeal and forthright explanation, they might simply report the plot to Sheriff Burniss. In such a case, Burniss gives them a 50 gp reward, and grants them access to the town to trade, and to refurbish their caravan before they continue on their way (something he encourages them to do as soon as possible to avoid a confrontation). He asks them not to discuss the matter further, and in return treats this information as if it came from an “anonymous source”.

WOLVINGTON TOWN JAIL

Wolvington locks its gates at night and Sheriff Burniss takes the *plague stone* to the town jail where it is secured until morning. The Sheriff is off-duty at night and resides in personal quarters inside the jail itself. If the PCs choose to break into the jail to steal the stone, this approach significantly reduces the risk of casual observation by witnesses. The disadvantage is that it may be difficult to leave town until daybreak.

The jail is only intended to house town drunks, pick-pockets, and other minor criminals. Serious criminals are either sent to the major city-state to the south for trial, or dealt more immediate justice from the town council (only in the case of situations deemed too dangerous for delay). Consequently it is not unheard of for the jail to be unmanned during certain times of the day unless there are prisoners who merit close supervision. A few town guards are found here just prior to dawn, midday, and dusk as they prepare to change shifts. The Sheriff is out most of the day except for a check-in at midday, and nightfall when he secures the stone. He spends a few hours at the tavern and is then inside the jail till morning.

Physically the jail is a solid structure in good repair. The walls and floors are wooden, and the doors are strong wooden doors. All of the rooms are kept locked. The Sheriff and the Wolvington Town guards all carry a key on a ring attached to their belts, which unlocks every door and cell, except rooms C4, C6, and the Sheriff’s desk. Those two rooms and the desk have different locks, the keys to which only Sheriff Burniss carries. Most areas have a hanging light oil lamp except where noted, which may or may not be lit, depending on whether the guards or the Sheriff are in the building.

C2. JAIL ENTRANCE

This L-shaped room appears to be an office, with wood plank floors and white-washed walls. A plain desk and chair sit in the west corner. In the southern end of the room is a larger chair and desk with a handful of papers, an inkpot, paperweight, and quill. Behind the southern desk is a heavy-duty, wooden locker. Sturdy double doors are set in the north and south walls. A single door is set in the wall to the west behind the smaller desk.

All the doors in and out of this room are routinely kept locked and require a successful DC 20 Dexterity check with thieves’ tools to unlock. The smaller desk to the west is for guards to use as necessary, and is more often than not just a spot to lounge behind during meetings, assignments, or slow periods.

The Sheriff’s desk is locked and requires a successful DC 25 Dexterity check with thieves’ tools to unlock (it can be opened by the same key that opens area C4 and C6). The contents are mostly unremarkable. A successful DC 12 Intelligence (Investigation) check confirms that Burniss is actually qualified and competent at his job. His papers detail work assignments, a budget from the Town Council, payroll, and necessary repairs to the town’s public facilities. A simple logbook details noteworthy events from recent months, yet the majority of the entries are still mundane by an adventurer’s standards. Anyone who examines the logbook thoroughly uncovers a list of names entitled “Known carriers—approach with caution.” The list names individuals who may have suffered the plague of 40 years ago, or was related to someone who did. A PC who does some follow-up detective work in the community can confirm the list has several older Wolvington families on it with a successful DC 15 Charisma check to gather information.

The locker against the south wall is closed and locked, and requires a successful DC 15 Dexterity check with thieves’ tools to open. Inside are 3 light crossbows, 8 cases of 10 crossbow bolts, and 6 pairs of manacles and leg-irons.

Treasure: A locked desk drawer contains 10 silvered crossbow bolts.

C3. HALLWAY

This simple hallway runs east and west. The west end widens to accommodate a large table against the south wall and a single door that leads north. The east end is narrower, with two sets of double doors leading north and south, and another door which goes east and outside.

This is a simple hallway with a couple of special features. The large table on the west side is often covered with dishes from the local tavern. The jail has no means to prepare food, so simple meals of gruel and bread are brought over from the tavern through the east door and placed here. All the doors are routinely kept locked, except when meals are served. A successful DC 20 Dexterity check with thieves’ tools opens them all except the door to C4, which requires a successful DC 25 Dexterity check with thieves’ tools.

Due to a flaw in the jail construction, the wooden floors are particularly creaky here between the double doors. A creature that walks through this square creates a loud creak which is heard in rooms C2 and C4 with a successful DC 15 Wisdom (Perception) check, even when their doors are closed. A character that actively checks the floor can notice the loose boards with a successful DC 20 Wisdom (Perception) check. Once a creature is aware of the loose boards they can move through the square at half speed without causing the creak.

C4. SHERIFF'S QUARTERS

This room is someone's personal quarters, as evidenced by a medium sized bed, chest of drawers, a small table and foot locker. A set of double doors exits to the north.

The footlocker is locked and requires a DC 22 Dexterity check with thieves' tools to open, or the same key that opens the doors to C4 and C6.

Creature: Sheriff Burniss can be found in this room after nightfall. While he doesn't retire early, by 11 o'clock he beds down for the night. His armor, cloak, and other items can be found on top of the small table. His sword and loaded crossbow are readily available at his bedside if there is a disturbance.

If Burniss hears a disturbance in the jail, he gets out of bed quietly and readies a weapon and cloak. He'll then assess the situation. He may try to ambush someone coming in the room, quietly investigate, or elect to don his armor (which takes 1 minute).

If cornered, Burniss fights ferociously to the death. If granted any means to move towards a more open area, he takes it, while yelling for help as loud as he can. If reduced to half hit points, he aims to get outside and summon his town guard and townsfolk.

Treasure: The Sheriff's footlocker contains a sack with 400 gp and 2 vials of potions of healing (2d4+2 hit points). This is a portion of the wealth that Burniss has extorted from local families. This portion he keeps on hand for personal spending money, and sometimes even to pay his guards, offer rewards, or pay for information from informants. He keeps the rest secured in the armory in area C6.

C5. JAIL

Three cells, comprised of iron bars built into the walls and floors with a single door, line the west wall. Inside each cell, straw pallets serve as the only furniture. On the east wall are two doors; the northernmost is wood, but the southernmost is iron. The words 'Sheriff Only' are painted on the metal door's surface in Common. Another door is set in the southern wall of the room.

As mentioned elsewhere, all of the doors and cells are kept locked and all of them, except the iron door, have an identical lock whose key is carried by all of the town guards and the Sheriff. The doors can be opened with a successful DC 20 Dexterity check with thieves' tools, except the iron door whose lock is DC 25.

During the day this area is lit by a single *continual flame* torch mounted on the east wall between the two doors. At night, the torch is covered with a heavy cloth to make the area dark. This prevents the prisoners from trying to knock down an oil lamp to set the jail on fire, or otherwise distract the guards.

Creatures: The cells are occupied by three people: Oswin Grady, Mikel Greentoes, and Loupin Cartwright. Oswin is in for pickpocketing, Mikel for public drunkenness, and Loupin for window peeping.

While the trio are not a threat, they can be an obstacle. If the PCs enter the area, the prisoners become curious and demand to know what the PCs are doing—especially if they start to open the iron door. To curry favor with Sheriff Burniss, and in hopes of an early release from jail, they threaten to yell for attention.

There are ways to prevent this, however, such as releasing them, cowing each of them with a successful DC 13 Charisma (Intimidation) check, or rendering them unconscious before they can do so. Diplomacy is less effective than normal, as they have no real incentive to help the party if they receive nothing in exchange, and thus attempts to persuade them receive a -5 penalty. A successful Charisma (Deception) check can trick them into expecting a favor or release once the PCs are finished. They know little about what is behind the iron door except the *plague stone*, and some sets of armor and weapons. The trap inside C6 is not evident from across the room, and Burniss is secretive when he opens and enters that area. All three share the same opinion of the Sheriff—a competent lawman who has his own corrupt nature.

Story Award: There should be no need to fight the prisoners, but they can complicate matters. If the PCs keep them from interfering with their plans, grant the party 50 XP each so long as the jail is occupied with Burniss and/or guards!

C6. VAULT

This spacious room contains an armor rack, a weapon rack, and a small chest. A single iron door on the west wall provides the only entrance and exit.

The lock to the iron vault door requires a DC 25 Dexterity check using thieves' tools, or the key that Sheriff Burniss carries on his person. Within this room the Sheriff houses the *plague stone*, some of his ill-gotten gold, and spare sets of armor and weapons which he issues to the town guard. He does not permit any of the townspeople in his employ access to this room, even though the armory is technically a town resource. There is an unlocked wooden chest here with the rest of the Sheriff's personal hoard of gold as well as the *plague stone*.

Trap: Concealed against the ceiling is a trap in the form of heavy half-moon bladed axe plated with silver. When the door is opened, the axe is released to swing down and bury itself in the gut of the unfortunate character who opened the door. The axe attacks the person opening the door with a +10 melee attack that deals 1d12+4 slashing damage. A small button, concealed along the door's jamb which allows the door to be opened without danger or the need to reset the trap, can be found with a successful DC 25 Wisdom (Perception) check by someone actively searching the door.

Treasure: The armor rack contains 5 sets of half-plate armor, and the weapons rack holds 5 spears, 5 flails, and 5 heavy crossbows. The trap itself may be dismantled and a silvered greataxe taken from its components. Inside the chest are 280 gp, 22 pp, and the *plague stone*.

THE PLAGUE STONE

Wondrous item

This dark, wine-colored crystalline stone is approximately 6 inches in diameter and has a small metal loop mounted on the back, suitable for it to be hung by a rope or chain. With a command word, the plague stone lights up as per *continual flame* with a bright ruby color which can be seen plainly even in daylight; the same word dismisses the *continual flame*. Detect magic reveals a divination aura, but the plague stone has no actual divination properties.

A simple resolution at this point is for Burniss to sulkily collect his belongings and leave town, followed by a watchful group of townsfolk. If you want to get the PCs into the action as the final heroes of the day, however, Burniss may fly into a rage and attack Hortus. The PCs can capture, arrest, and secure Burniss in his own jail if they don't kill him outright. If incarcerated, the town sends him south to the major city-state for a quiet trial, after which he is never heard from again.

Much of the gold Burniss kept in the jail was extorted not only from locals wanting through the gate, but from long-standing families who were once known to have a plague carrier in their family. While the gold technically belongs to them, no one steps forward to claim it. Hortus reckons they would rather have their privacy and security than actually come forward to make a claim. If the PCs put themselves forward, no one objects if they take the money as an additional reward.

OTHER BUSINESS

Aside from the *plague stone* and the Sheriff, Wolvington is an excellent place to resolve other business. The PCs can buy and sell trade goods, put in for repairs, and even purchase new wagons and items.

The party may even wish to follow-up on rumors about the mysterious bandit lord alluded to in Camford.

BANDIT RUMORS IN WOLVINGTON

PCs who wish to learn more about the bandits, or are just curious about local news as it pertains to their journey can make a Charisma check to gather information.

DC 10 The White Wolf, a notorious bandit lord, is definitely abroad in this part of the Gypsy Nation. Travelers from the north report caravans have been attacked. He rarely comes this far south, but his reach has expanded and his bands sometimes attack travelers on both sides of the Lantern River.

DC 15 Some believe the White Wolf is a ghost or an evil spirit, because this is not the first bandit lord to stalk the Gnarlwood area to go by that name.

DC 20 The White Wolf's behavior, strategy, and tactics are the same as those of 25 years ago.

DC 25 The White Wolf's bandits always steal valuables and often take prisoners. They take the hardest captives prisoner and let the rest go. Some report they study each captive's face carefully, as if looking for someone specific.

BOXED TEXT—WHEN TO USE IT AND WHEN NOT TO
Boxed text is an art form in and of itself, and there is a time and place when to use it. It can be of great value when an apt description of a room or dialogue from an NPC is required. However, when it comes out of nowhere, like during a wilderness journey, it can be a dead giveaway that something is about to happen. It is at these times it is best to keep it simple and not rouse the players suspicions any earlier than you have to—after all, sometimes a path through the woods is just a path through the woods!

PART FOUR: A SHORTCUT THROUGH THE GNARLWOOD

The road out of Wolvington follows the east bank of the Lantern River towards the town of Raven's Eye for 75 miles before it diverts almost another 70 miles to get to the town of Port Haven. Cusp proposes an alternate route: to go back across the Lantern River, follow the west bank, and take a shortcut through the Gnarlwood Forest for a 110 mile trek. This shaves an entire day off the journey, and avoids the unpleasant swampy community of Raven's Eye. Assuming the party takes Cusp's shortcut, on the third day after leaving Wolvington, the caravan takes the shortcut through the Gnarlwood and ends that third day 14 miles outside of Port Haven. The details of this encounter transpire while the caravan is traveling through the forest on a well-established trail.

D. RANULFR'S RAIDERS

The path Cusp takes is broad and easy for the wagons. Terrain should not play a great role.

Creatures: Ranulfr has more than one group of bandits patrolling this area. The White Wolf himself is currently patrolling elsewhere, but a small group of his raiders come across the party's caravan as it moves through the Gnarlwood.

The raiders have a strategy they've adopted since their master set them to search for Kikuko. When the caravan comes within sight, they avoid any obvious interest in what the caravan carries, and they keep their weapons sheathed. As a group they ride past the caravan, nodding hello, and returning waves and greetings if offered, before they ride out of sight. However, they're actually checking faces for an attractive Eastern woman (Kikuko), counting heads, and determining in which wagons the caravan's defenders are located. This is not obvious, but a PC who makes a successful DC 20 Wisdom (Insight) check has a sense of unease and untrustworthiness about the group. The raiders do not appear as northmen from a racial perspective, but a successful DC 10 Intelligence check indicates they were trained by a northman or heavily exposed to that culture, as evidenced by their choice of melee weapon, dress, and overall style. The caravan NPCs should make no particular effort to conceal themselves unless the PCs advise them first. This allows the raider's strategy to have a chance to work, while it grants the PCs all the credit if they're smart enough not to fall for it.

After sufficient time has passed for the party to lower their defenses, the raiders ride back towards the caravan prepared for a full attack. If they spotted Kikuko, her capture becomes their primary goal. The raiders use *sleep arrows* to subdue defenders.

The raiders have rope-ties which are simple knotted loops of spider silk rope they can slip over wrists or ankles as a move action to restrain an opponent. The ties have 4 hp and can be burst with a DC 23 Strength check. The raiders do not take any opportunity to coup de grace PCs, or press an attack against characters that are helpless. The raider's horses are not combat trained. Their primary function is a means for the raiders to attack the wagons in motion.

Map D - Gnarlwood Bandits



NORTHMEN RAIDERS (4)

Medium humanoid (human), chaotic evil

Armor Class 16 (unarmored defense, shield)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR 14 (+2)	DEX 14 (+2)	CON 14 (+2)
INT 8 (-1)	WIS 12 (+1)	CHA 10 (+0)

Saving Throws Strength, Constitution

Skills Athletics +4, Intimidation +2

Senses passive Perception 11

Languages Common

Challenge 1/2 (100 XP)

Danger Sense: A raider that is not blinded, deafened, or incapacitated has advantage on Dexterity saving throws against effects it can see, such as traps and spells.

Rage: On its turn, a raider can enter a rage for up to 1 minute as a bonus action. While raging, it has advantage on Strength checks and saving throws, a +2 bonus on melee damage rolls, and resistance to bludgeoning, piercing, and slashing damage. The rage ends early if the raider is knocked unconscious, if it fails to attack or take damage since its last turn, or it takes a bonus action to do so. A raider can rage 2 times per day.

Reckless Attack: When making its first attack on its turn, a raider can choose to attack recklessly. It gains advantage on Strength-based melee weapon attacks during that turn, but attack rolls against the raider have advantage until its next turn.

Special Equipment: Each raider has two sleep arrows.

ACTIONS

Battleaxe Attack: melee 5 ft., 1 target. +4 to hit, 1d8+2 (6) slashing damage.

Shortbow Attack: ranged 80/320 ft., 1 target. +4 to hit, 1d6+2 (5) piercing damage.

SLEEP ARROW

Weapon (arrow), uncommon

You have a +1 bonus on attack and damage rolls with this arrow.

If this arrow hits a creature, it bursts into magical energy that forces the creature to make a successful DC 11 Wisdom saving throw or fall asleep. If the creature is reduced to 0 hit points by damage from this arrow, it is instead knocked unconscious, and is stable.

RIDING HORSES (4)

Large beast, unaligned

Armor Class 10

Hit Points 13 each (2d10+2)

Speed 60 ft.

STR 16 (+3)	DEX 10 (+0)	CON 12 (+1)
INT 2 (-4)	WIS 11 (+0)	CHA 7 (-2)

Senses passive Perception 10

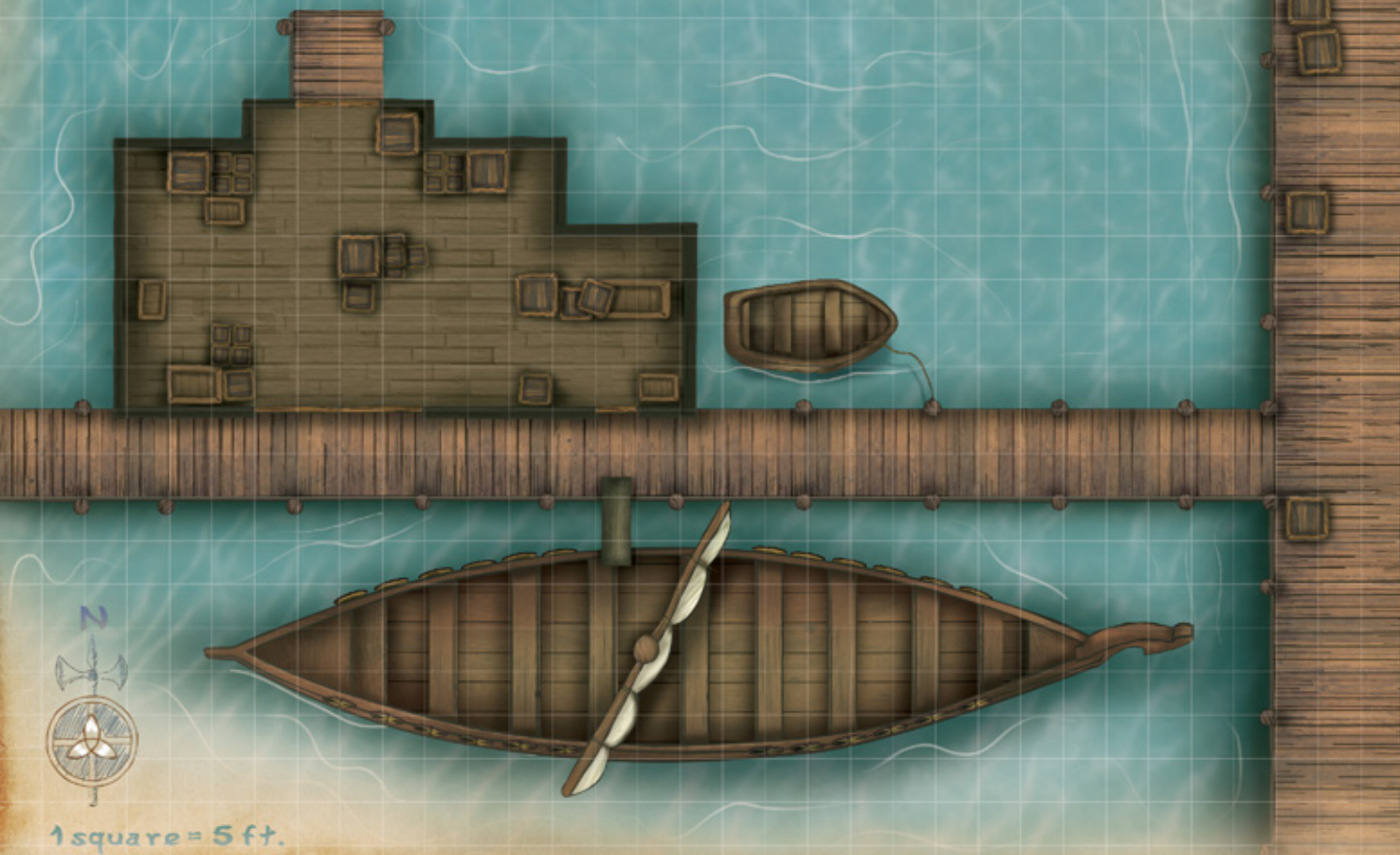
Languages —

Challenge 1/4 (50 XP)

ACTIONS

Hooves Attack: melee 5 ft., 1 target: +2 to hit, 2d4+3 (8) bludgeoning damage.

Map 1 - Safe Haven



Developments: If the raiders manage to escape with Kikuko, Cusp suggests that the raiders might transport captives to Pirate's Landing or Port Haven. Since Port Haven is the closer of the two ports and is on the way to Pirate's Landing, it is a logical first place to search.

If the PCs capture and interrogate one of the raiders, they are loath to betray Ranulfr, yet a successful DC 12 Charisma (Intimidation) check loosens their tongues. They describe the "White Wolf", and report that over a month ago he dreamt of an Eastern woman. She has become his obsession, and has vowed to stop at nothing to find her. If pressed on why, the raiders look extremely uncomfortable and feign, "You don't bring that subject up with him." If pressed harder, they blurt out, "He wants to know why he is immortal!" The raiders can offer that their leader has not aged a single day in the last 25 years, and no one knows why. Yet some madness has convinced him it has to do with a woman who looks exactly like Kikuko. If allowed, the raiders produce a folded charcoal sketch on heavy paper. The illustration is the exact likeness of Kikuko, which they report the White Wolf drew from the memory. They can offer no further explanation other than their orders are to search for her with every raid they perform.

PART FIVE: PORT HAVEN

The journey from Wolvington to Port Haven has been approximately 110 miles, with the party arriving early afternoon on the fourth day of this leg of the trip. Port Haven is one of two ports with questionable reputations. Port Haven earns its name from being the tamer of the two. Most sailing merchants can put into port without undue fear of piracy. This does not make Port Haven a safe city, however. The authorities place a premium on peace and safe trade over actual justice. Ranulfr the White Wolf uses Port Haven to meet his estranged brother One-Eye. The brothers have always had an unusual relationship. Ranulfr has always resented One-Eye's "normalcy" and acceptance in the northlands, whereas One-Eye resents Ranulfr's immortality, so much so that he plucked out one of his own eyes to gain some portion of it. Yet, they are the other's only living kinfolk and maintain a brotherly, if strained, relationship. As a matter of business, Old One-Eye usually buys Ranulfr's captured thralls and transports them for resale back to the northlands.

When the PCs arrive in Port Haven, certain events are in motion. Old One-Eye has fallen sick from a wasting disease while at sea and now lies below deck slowly dying. The crew need provisions and have been forced to stop at Port Haven, so the first mate has elected to confer with Ranulfr.

This encounter introduces the PCs to Ranulfr before their final confrontation and permits them to get a look at the man whose personal legend has shadowed their journey thus far. Additionally, if the raiders managed to capture and abduct Kikuko in Part Four, this is an opportunity for the PCs to rescue her.

If the party asks locals about Kikuko, slavers, or human trafficking, it is quickly suggested the docks might be the best place to ask. Additional information can be learnt as follows.

BANDIT RUMORS IN PORT HAVEN

PCs who wish to learn more about the White Wolf and his presence in Port Haven can make a Charisma check to gather information.

DC 10 The White Wolf is known in Port Haven and Pirate's Landing. His real name is said to be Ranulfr, and he is a northman with pale skin, white hair, and pale blue eyes. He is said to have been around forever but doesn't seem to change.

DC 15 Ranulfr is circumspect while in Port Haven. He is said to traffic in thralls but keeps his activities quiet, and prefers to avoid direct confrontation with city authorities whenever possible. He keeps primarily to the harbor district while in town. He often trades with an aged northman named Old One-Eye. Ranulfr is said to be exiled from his homeland.

DC 20 Old One-Eye is said to be Ranulfr's older brother, and both have come to Port Haven and Pirate's Landing for decades. Old One-Eye is a minor lord or clan chief back in the northlands, and is a ring-giver to many property owners. He is an infamous reaver and pirate. Ranulfr was sedentary for the past several years but has abruptly become active again.

DC 25 Ranulfr is actually Old One-Eye's fraternal twin and was even born first. Old One-Eye has aged whereas Ranulfr has not. One-Eye takes his name from when he tore out his own eye and replaced it with a magical one that keeps him as vital as a young man—except now some strange sickness has finally brought him low.

E. PORT HAVEN

Along the side of a long, wooden pier is a large longship with a single mast and benches for rowers with oars upended between rounded shields mounted on the sides. Across from the ship is a large wooden platform built into the pier for loading and unloading cargo. A solitary rowboat is tied off next to the loading platform.

The sea water off the side of the pier is 15 feet deep and for the purposes of Swim checks is considered calm.

Even if Kikuko wasn't abducted, the PCs still have a reason to be down at the docks. The caravan needs to sell and buy trade goods, and the best trade goods are those which are hard to find and shipped in from other areas far away. A port is the best place to buy and sell rare items and a perfect place for the caravan to conduct its trade. You can grant a +2 bonus on Charisma (Persuasion) checks when selling goods at the docks, or selling goods purchased from the docks in other towns.

RANULFR REVEALED

Creatures: Ranulfr has just visited his sick twin inside the longship, and is now on the pier as he confers with Old One-Eye's first mate. Ranulfr believes One-Eye has little time left before he dies, and he should be returned to the northlands where those who owe fealty to One-Eye can conduct his funeral rites properly. The two also negotiate the usual sale of thralls, four of which stand nearby with their hands bound with rope. If she was abducted, Kikuko is also present and bound, though Ranulfr has no intention of selling her to anyone. His obsession is so great he won't let her out of his sight.

If Kikuko was abducted, or if one or more of the raiders who failed in an abduction attempt escaped, at least one of Ranulfr's men may spot and recognize the PCs. If the PCs are recognized, Ranulfr prepares to defend himself and quietly orders his men to get ready to shove the bound thralls off the side of the pier where they'll drown if no one helps them quickly. If the fight starts to go poorly, one of the raiders knocks Kikuko overboard as well. Ranulfr shouts "No! No! Not her!" in shock and fury. Ranulfr wants to pull her from the water, but his own men beg him to retreat for the sake of his own life. The bandit allows himself to be hustled aboard the ship while his raiders cover his retreat. The longship casts off without the thralls and Ranulfr enraged at the loss of his prize.

If Kikuko wasn't abducted, this could instead be treated as a roleplaying encounter; a chance to employ foreshadowing. If so, Kikuko should be present with the party while in Port Haven. Situate the party some distance to the east side of the docks, while Ranulfr and his men congregate near the gangplank of the longship with no prisoners. Ranulfr senses Kikuko's presence with his entangled destinies ability. He stares boldly at her and the party and grows enraged. His allies notice this exchange, and physically restrain him from an ill-advised charge down the pier towards the party. They hustle their master aboard the longship, and immediately begin rowing out of the harbor. Ranulfr glares menacingly before he calls mockingly out across the pier in Common, "Another time and another place, woman! You will be mine!" Kikuko shivers despite herself, and reports the sensation that "the White Wolf just seemed to know I was here."

RANULFR THE WHITE WOLF

Medium humanoid (dhamphir), neutral evil

Armor Class 17 (splint)

Hit Points 38 (7d8+7)

Speed 30 ft.

STR 16 (+3)	DEX 13 (+1)	CON 12 (+1)
INT 16 (+3)	WIS 8 (-1)	CHA 12 (+1)

Saving Throws Strength, Constitution

Skills Athletics +5, Intimidation +4

Resistances (damage) necrotic

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 3 (700 XP)

Action Surge: Ranulfr can take one additional action on top of his regular action and a possible bonus action on his turn. He must finish a short or long rest before he can do this again.

Dueling: Ranulfr gains a +2 bonus to damage rolls with a melee weapon he is wielding in one hand when he is wielding no other weapons. This is included in his longsword attack below, but not his handaxe attack.

Entangled Destinies: Ranulfr automatically senses the presence of Kikuko whenever she is within range, as though he had cast *locate creature*.

Second Wind: Ranulfr can use a bonus action on his turn to regain 1d10+7 hit points. He must finish a short or long rest before he can do this again.

Spellcasting: Ranulfr is a 5th-level Intelligence-based spellcaster (spell save DC 13; +6 to hit with spell attacks). He knows the following spells from the wizard list:

- Cantrips (at will): *blade ward*, *chill touch*
- 1st Level (4 slots): *chromatic orb*, *magic missile*, *shield*, *thunderwave*
- 2nd Level (2 slots): *scorching ray*

Sunlight Sensitivity: While in sunlight, Ranulfr has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack: Ranulfr makes two melee attacks.

Longsword Attack: melee 5 ft., 1 target. +6 to hit, 1d8+5 (9) slashing damage.

Handaxe Attack: melee 5 ft. or ranged 20/60 ft., 1 target. +6 to hit, 1d6+3 (6) slashing damage.

NORTHMEN RAIDERS (2)

Use the stat block in the Ranulfr's Raiders section above, but these raiders do not have sleep arrows.

THE LONGSHIP

Creatures: Old One-Eye's reavers want no fight at this time. Most remain on the ship to protect it, repelling boarders, and leaving Ranulfr to fight his own battles. Should a battle break out, they prepare the longship to push off from the pier and row off. Twelve remain armed and ready to repel boarders until any threat has retreated, and any that fall are replaced each round until all 45 of the reavers are defeated. 40 of the reavers are 1st-level barbarians, 4 are 3rd-level barbarians, and 1 is a 6th-level barbarian. With 45 barbarian reavers on board, the capture of the longship is well beyond the capabilities of the PCs at this time.

NORTHMEN RAIDERS (12)

Use the stat block in the Ranulfr's Raiders section above, but these raiders do not have sleep arrows.

Developments: If the PCs manage to kill Ranulfr, the events in Part 7 will change.

If the northmen reavers provide him with an escape route, they do not transport him to the northlands, but put him ashore north of Port Haven. From there he resumes his search for Kikuko as described in Part 7.

While bound, Kikuko and the thralls have the pinned condition and sink rapidly while they hold their breath. Another creature can drag them to the surface with a DC 12 Strength (Athletics) check, and anyone dragged to the surface adjacent to the pier or loading platform can be hauled out of the water as a standard action. This is a diversionary tactic and those knocked in the water are only at risk if ignored.

Finally, the PCs may think to identify what Ranulfr is. This can be accomplished with a DC 20 Intelligence (Religion). Bear in mind that Ranulfr does not know what he is! If confronted at any point with this information, it changes nothing. Ranulfr becomes confused and then angry by the revelation. He'll suspect it is untrue, and has difficulty reconciling it as he (to his understanding) had a normal biological father and he has a "normal" twin. His biological father's magical possession by a jiangshi and the unique passing of its curse through this possession to his children is beyond anyone's ability to guess.



PART SIX: CARAVAN CRISIS

The road from Port Haven heads north for approximately 60 miles to Pirate's Landing. With the forests now left behind, the terrain becomes open with only small hills to the northwest on the second day of travel.

KILLERS ON THE ROAD

The caravan spots a trail of smoke rising from the road ahead. Its source is undetermined, but if the party sends scouts ahead they report a burning wagon ahead and a caravan in chaos and disarray. Read the following description to the scouts or to the main caravan group.

The wreckage of a covered wagon, almost burned to the ground, sits askew on the road ahead. One of its horses lies dead in front of it, while the other is missing. The scent of smoke and burning flesh hangs in the air. Nearby, a smaller supply wagon sits on its side, its horse also absent, and a large hole smashed through the base boards. The tracks of a third wagon lead off the side of the road and away from the road. The blackened corpse of an armored man lays in the burning wagon. The scene is quiet except for the crackling hiss and sputter of the fire.

The following clues to what happened here can be ascertained by careful observation. Judging by the number of wagons, most of the caravan travelers are missing. Many of the food stuffs and supplies are also missing, except for a few crates and barrels that are broken and left behind with their contents—simple clothing and household items—spilled out on the ground. The second horse that was hitched to the burning wagon was cut loose. The horse hitched to the overturned supply wagon was likely able to

wrench itself loose and may still be dragging part of its harness if it was not captured.

PCs that make a successful DC 12 Intelligence (Investigation) check can surmise the burned victim died from bludgeoning damage and was already dead when the wagon caught fire. A successful DC 10 Intelligence (Investigation) check can ascertain the hole in the floorboard of the overturned wagon was either a huge club, or a fist the size of a ham.

GATHERING CLUES

PCs who wish to gather clues can make an Intelligence (Investigation) or Wisdom (Survival) check to learn the following facts.

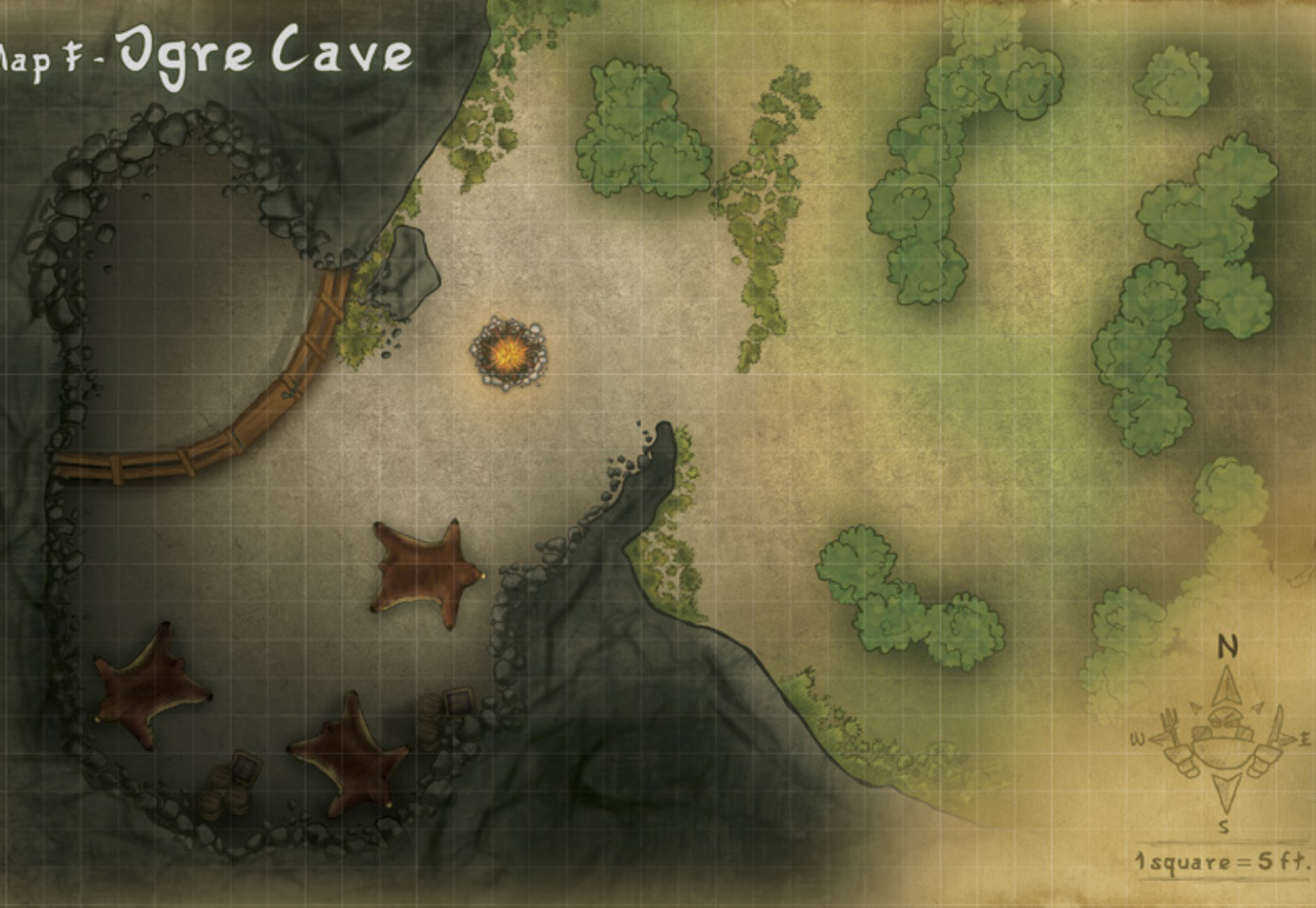
DC 10 There is evidence of a pitched battle. A handful of broken arrows can be found. The wreckage suggests the attackers used large blunt weapons, whereas the defenders used blades and bows. The trail of the third wagon pulled by two horses leads off the road to the east. The horses appear panicked and had no driver.

DC 13 Three sets of tracks lead to the northwest in the direction of some small hills. These tracks can be followed at half the PCs normal speed.

DC 15 The tracks which lead northwest were made by Large humanoid creatures. They must weigh in excess of 500 pounds each from the depth of the tracks in firm ground. A second set of tracks, those of a Medium-sized humanoid, lead in the direction of a copse of trees to the northeast, about 100 yards away.

DC 20 There is evidence that three Medium-sized humanoids were captured and then carried off to the northwest.

Map F - Ogre Cave



If the PCs follow the trail of the missing wagon, they can locate it after an hour, or 30 minutes while on horseback. The covered wagon is undamaged, but the horses are very skittish and tired. The wagon still contains supplies, bedding, and personal possessions one might expect to find on a traveling caravan. A successful DC 15 Wisdom (Animal Handling) check allows a character to take immediate control of the wagon, otherwise the horses require an hour to calm down.

Creature: PCs who follow the single Medium-sized set of tracks to the northeast, towards the copse of trees, find the tracks end there. A 17 year old human woman, Aeysha Villani, hides up in one of the trees, but a DC 16 Wisdom (Perception) check notices her. Having seen the PCs draw up to the scene in a caravan but scared and wary of banditry, a successful DC 17 Charisma (Persuasion) check is required to convince her to climb down. If the party convinces Aeysha they're not thieves and are trying to help her, she describes the attack and begs for the PCs to rescue her family who were taken as captives. Aeysha's family owns the caravan that only an hour or so ago was attacked by three "giants", and in the ensuing chaos she fled and hid. She is visibly shaken by the violence she's witnessed, and it's clear that she has been crying. PCs who make a successful DC 13 Intelligence check can discern the "giants" are likely ogres, and that there is limited time before the ogres either eat their captives, or do perverse and humiliating things to them (and then eat them). If the PCs intend to rescue the Villanis, they had best be quick!

F. OGRE CAVE

The "giant" tracks lead off road where the caravan wagons cannot traverse but they can be followed by PCs on foot or horseback with a DC 13 Wisdom (Survival) check. Most of the daylight passes before the PCs arrive. If the Survival check to follow the tracks equals 18 or more, the PCs arrive in the late afternoon, otherwise, they arrive at dusk.

Nestled in the side of a hill, concealed by several clumps of trees, is a large cave. Just outside it is a large bonfire. Most of the wood on the bonfire has burned down to a glowing bed of red-hot coals, and a low corona of flames which throw flickering shadows. The wood smoke fails to mask a sickly sweet smell of sweat and blood. Just inside the cave is what appears to be a crude wooden enclosure.

The campfire sheds light like a torch. The low vegetation is undergrowth, and the trees provide light obscurement. The wooden enclosure stands five feet high, and is more of a pen than a cage. The ogres often keep stolen cows, sheep, and pigs here before devouring them. This same pen is where they also keep captive humans, with their wrists and ankles bound. A large rock keeps the swinging gate closed. The simple construction notwithstanding, the enclosure is sturdy. Sitting along the southern wall of the cave are a number of crates and barrels stolen from the caravan. The ogres have only inventoried a few of them so far.



Creatures: Three ogres, Fraegrim, Hogrella, and their son Picklecheeks, dwell in this cave. This incestuous family attacked the Villani caravan and now hold Estella and Davrioz Villani, and their hired caravan guard Garvantos, captive in their pen. All of the prisoners have their wrists and ankles bound together with ropes, and dirty rags shoved in their mouths to keep them quiet.

Currently, only Fraegrim and Hogrella are present. The ogres are distracted, but their greatclubs and javelins remain within reach. The pair discovered a collection of cooking spices in their stolen loot, and they are arguing about which to use on Garvantos tonight. Once a fight starts, one of the pair might scoop up a barrel of beer and hurl it on the campfire, which extinguishes the fire when it shatters and plunges the area into darkness. If a greater challenge is required, Picklecheeks can arrive back from the woods behind the party after combat has started.

OGRES (2 OR 3)

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10+21)

Speed 40 ft.

STR 19 (+4) **DEX** 8 (-1) **CON** 16 (+3)

INT 5 (-3) **WIS** 7 (-2) **CHA** 7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub Attack: melee 5 ft., 1 target. +6 to hit, 2d8+4 (13) bludgeoning damage.

Javelin Attack: melee 5 ft. or ranged 30/120 ft., 1 target. +6 to hit, 2d6+4 (11) piercing damage.

Treasure: Inside a sturdy wooden keg that has had its lid nailed back on, the ogre family has poured all the riches they've stolen from travelers over the years. It includes 12 pp, 1,422 gp, a *potion of remove curse*, and a plain scroll case which contains a *scroll of stinking cloud*. If Picklecheeks was also killed, there is an additional 4 pp, 50 gp, a *potion of levitate*, and a *potion of enlarge/reduce*.

Development: If the Villanis and Garvantos are rescued they are incredibly grateful. Davrioz is ashamed he has no riches to bestow upon the PCs, as much of his fortune was invested in the caravan. Estella hugs and kisses everyone present if they allow, her eyes wet with tears of relief. If they are reunited with Ayesha, they are overjoyed. They ask to take their surviving wagon and as much of their supplies that survived and head south. There they intend to find some community to settle down in permanently, and abandon the traditional nomadic lifestyle.

Aeysha, however, wants none of this. The young woman understands her parents have grown old, but she dreads the idea of staying put in some town or village until some farmer sees fit to marry her. Inspired by the courage and determination of the PCs, she decides she would rather see the world and have adventures. Her parents resist initially, but do not stand in her way when she requests to join the PCs' caravan. Aeysha can fulfill a number of different roles in the caravan, and has been training to become a fortune-teller. Alternatively, Aeysha can become the apprentice or cohort of a PC or even the basis for a new PC.

PART SEVEN:

THE FATE OF THE WHITE WOLF

After the events at Port Haven, Cusp is able to direct the caravan to Pirate's Landing without incident. Ranulfr has regrouped with his band and has been in slow pursuit. The distance to the PCs' final destination is 200 miles, which requires at least 6 nights before they arrive. It is on the sixth night that Ranulfr strikes, on the very eve of the next step in the party's grand quest.

G. WHEN DESTINIES COLLIDE

The final encounter does not take place in a location the caravan chances upon, but at their own campsite. A map depicting a typical caravan campsite, with the wagons drawn in a protective circle, has been provided.

Creatures: Ranulfr has tracked the party down, and this time he brings more magical assistance. Kenna White-Eyes is Ranulfr's ally and sometimes lover. The northwoman is a striking beauty with silver hair, perfect fair skin, and milky white eyes. She dresses in black leather armor and dark colors. A war priest, Kenna is drawn to acts of passion and violence by forces beyond her comprehension. She is jealous of her bandit lord's unearthly fascination with Kikuko, and yet she also knows what it is to be the slave to obsession. She hates him but is drawn inexplicably towards him, and would pull away from Ranulfr if she could. Like Kikuko, Kenna is tangled up in the strands of his story. If nothing else, the pair have an unspoken empathy for each other few others would understand.

The dhampir's goal is to capture Kikuko. Ironically, Ranulfr doesn't know exactly what he's going to do with her once he does, or why he is compelled to capture her. He only knows she is somehow involved in the mystery of his birth, and she is the object of an obsession he cannot explain. He intends to capture her and if necessary kill every single person who stands in his way.

Ranulfr stages his attack in the middle of the night to put the PCs at the greatest disadvantage. Ranulfr and Kenna have darkvision, and he has arranged for his reavers to have one *potion of darkvision* each. Ranulfr studies the campsite from the furthest extent of his darkvision. He is not especially stealthy but uses cover from the trees and the darkness. His entangled destinies ability helps him focus on where Kikuko is located before he orders the attack

WHAT IF RANULFR IS DEAD?

If Ranulfr was killed in Part Five, then it is Kenna White-Eyes who leads the final attack against the PCs in revenge. Add two or three extra raiders in place of Ranulfr.

RANULFR THE WHITE WOLF

Use the stat block in Ranulfr Revealed section above.

NORTHMEN RAIDERS (2)

Use the stat block in the Ranulfr's Raiders section above.

KENNA WHITE-EYES

Medium humanoid (human), chaotic neutral

Armor Class 18 (chain mail and shield)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR 14 (+2) **DEX** 13 (+1) **CON** 12 (+1)

INT 8 (-1) **WIS** 17 (+3) **CHA** 10 (+0)

Saving Throws Wisdom, Charisma

Skills Insight +5, Religion +1

Senses darkvision 30 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

Clouded Vision: Kenna can only see to a range of 30 feet, but has darkvision within that range.

Guided Strike: Kenna can gain a +10 bonus on one attack roll. She must finish a short or long rest before she can do this again.

Spellcasting: Kenna is a 3rd-level Wisdom-based spellcaster (spell save DC 13; +5 to hit with spell attacks). She knows the following spells from the cleric list:

- Cantrips (at will): *guidance, resistance, sacred flame*
- 1st Level (4 slots): *bane, command, cure wounds, divine favor, healing word, shield of faith*
- 2nd Level (2 slots): *blindness/deafness, hold person, magic weapon, spiritual weapon*

War Priest: Kenna can make one weapon attack as a bonus action whenever she makes an attack action. She can do this up to three times before she must finish a long rest to be able to do this again.

ACTIONS

Morningstar Attack: melee 5 ft., 1 target. +4 to hit, 1d8+2 (6) piercing damage.

Developments: Kenna does not surrender. If brought to a helpless state and then healed after Ranulfr's death, she holds no acrimony towards the party. She explains that her relationship with Ranulfr was "complex". If it suits the needs of the story, Kenna can become a new ally or replacement character. She can sense the road the PCs travel is fraught with conflict and is drawn like a moth to a flame.



CONCLUSION

Although the story of Ranulfr the White Wolf is at an end, his obsession with Kikuko remains an unresolved mystery. Unanswered questions notwithstanding, the White Wolf pitted his destiny against the PCs' and was found wanting. The PCs final destination, the town of Saltcrest lies only 8 miles ahead.

Shirota, the jiangshi sorcerer now knows that Kikuko is on her way to claim her throne. The vampire does not share this information with the Dark Spirits however, as his desire for revenge against his former family is too personal, and too long has his oracular insights been dismissed and mocked. Shirota keeps his counsel, and waits for the scion of his former family to draw closer so it is he who is the instrument of her destruction. In this way he means to prove himself at last to the Dark Spirits, and bring meaning and purpose to his undeath.

If Ranulfr proves triumphant, then he takes Kikuko prisoner while he tries to unravel the mystery of their connection. This may allow a new group of heroes to arise to rescue her and see her on the road to destiny.

APPENDIX ONE – DAYS TRAVELED AND STORY EVENTS

To assist you in maintaining a calendar or log for your campaign, here is an approximate chronology of events and miles traveled each day throughout the Road to Destiny adventure. It assumes the default caravan travel rate of 32 miles per day, but also notes locations where the caravan might come to a halt early due to proximity to a town or event. It also shows the days where no events take place, where you may wish to generate a random encounter. The length of the entire journey is 541 miles.

1. Starting Town to Monastery of the Wind: 58 miles. The PCs must camp one day, and arrive late on the second day.
2. Monastery of the Wind to Goblin Ambush: 10 miles. The encounter occurs late morning of the third day.
3. Goblin Ambush to Camford: 65 miles. The PCs must camp twice before they arrive at Camford early on the 5th day, and presumably stay the night.
4. Camford to Wolvington: 32 miles. The PCs arrive late afternoon on the 6th day and presumably stay the night.
5. Wolvington to Gnarlwood Ambush: 70 miles. The PCs must camp twice and are attacked early on the 9th day.
6. Gnarlwood Ambush to Port Haven: 40 miles. The PCs must camp once and arrive in Port Haven late morning on the 10th day and presumably stay the night.
7. Port Haven to the Ruined Caravan: 17 miles. If the PCs stop to help and fight the ogres that is the only progress they make on the 11th day. Alternatively they arrive at Pirate's Landing in the evening of the 12th day (subtract one day from future estimates).
8. Ruined Caravan to Pirate's Landing: 45 miles. The PC must camp once and arrive in Pirate Landing just before midday on the 13th day and presumably spend the night.
9. Pirate's Landing to Confrontation with Ranulfr: 192 miles. The PCs must camp six times and are attacked after they make camp the final night. The next morning is the 19th day.
10. Confrontation with Ranulfr to Saltcrest: 8 miles. The PCs arrive at SaltCrest late morning on the 20th day.

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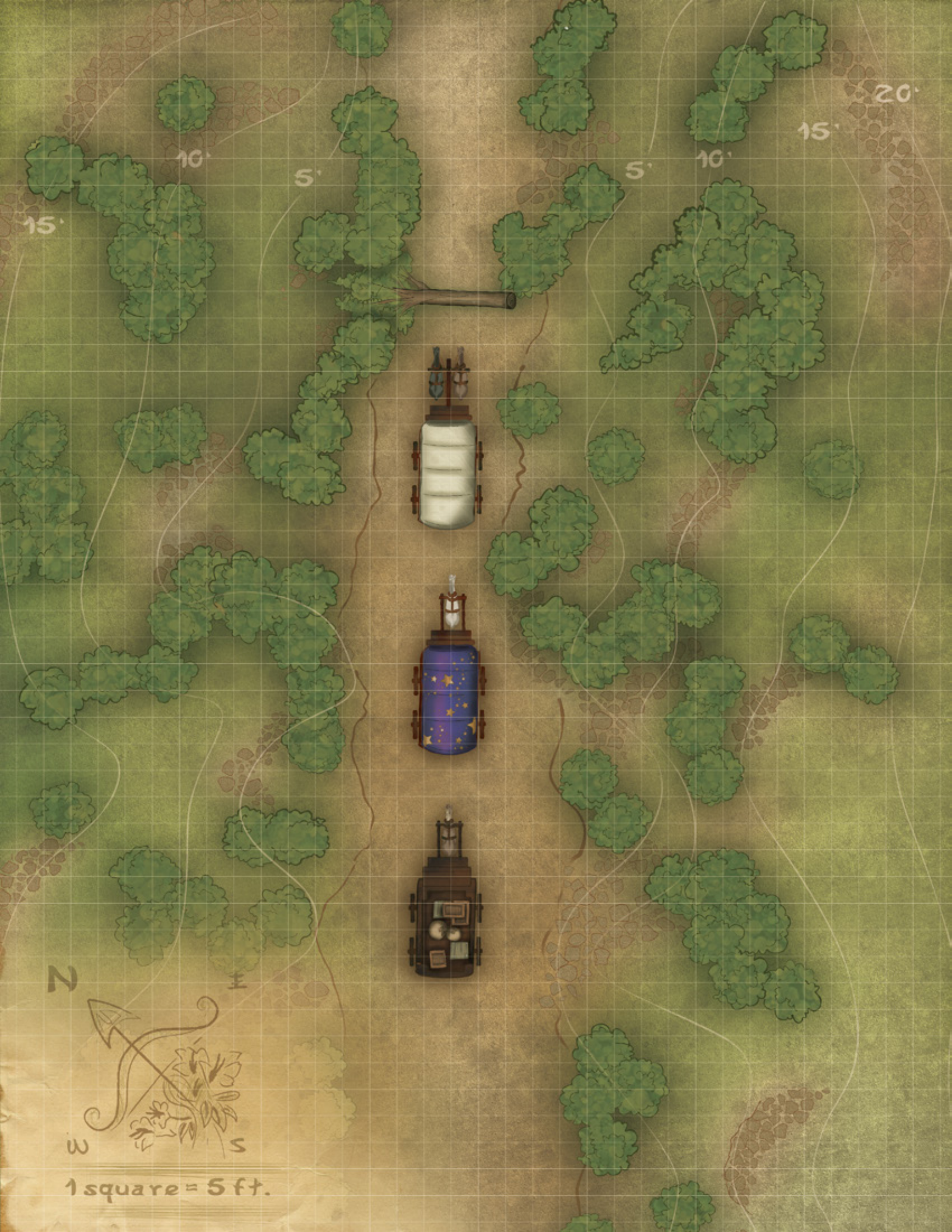
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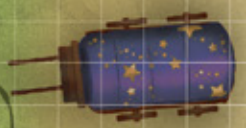
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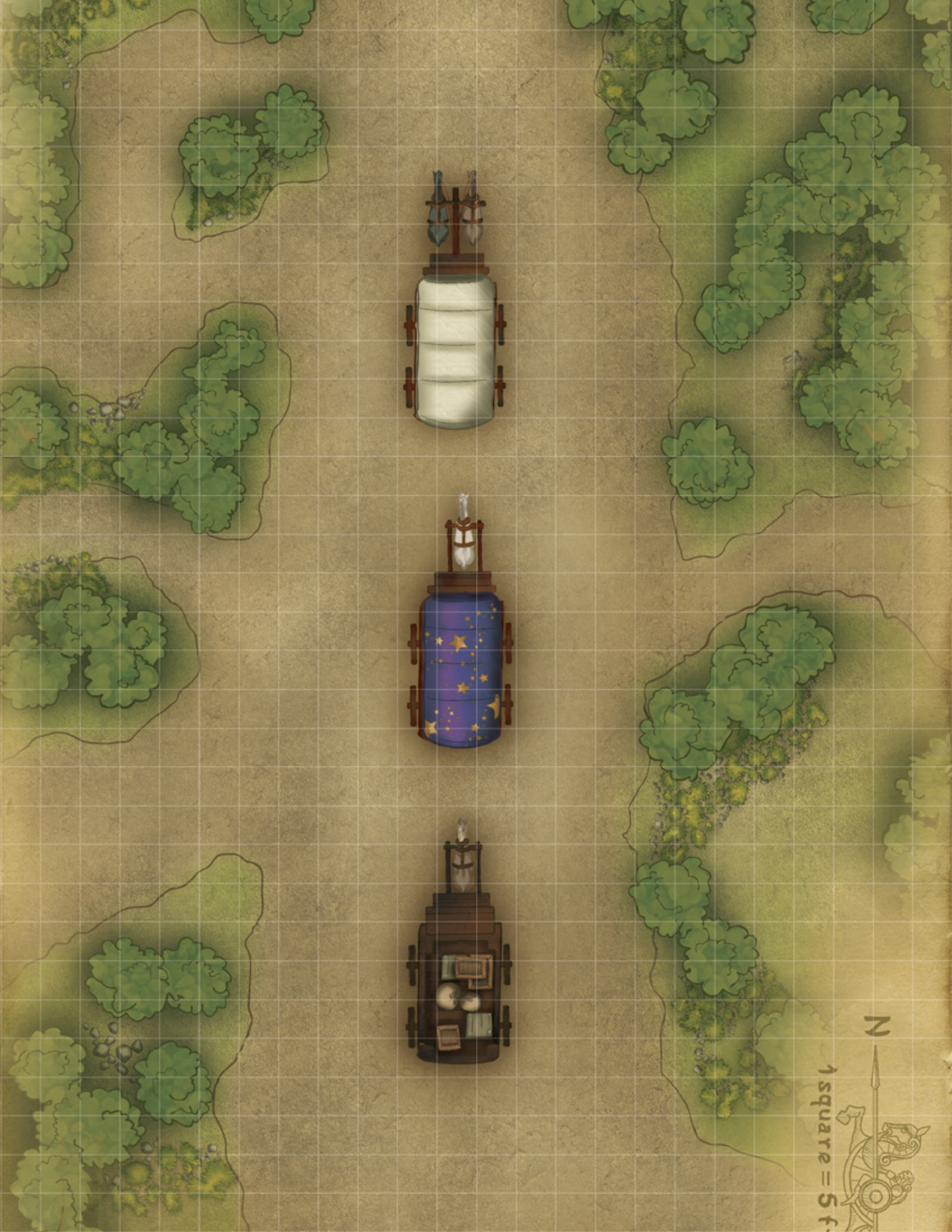
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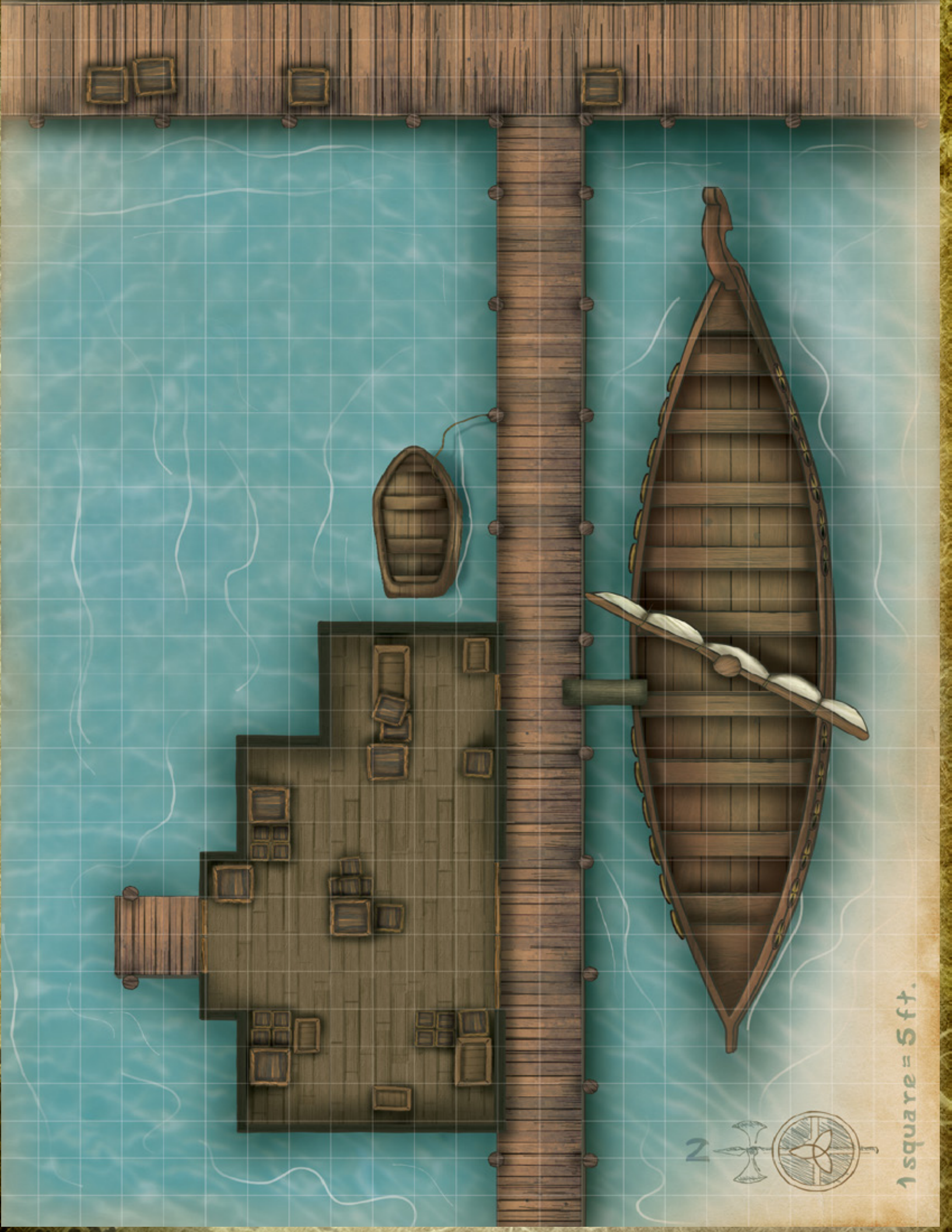
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ROAD TO DESTINY

BEWARE THE WHITE WOLF!

A legacy of death bears bitter fruit in the northern coastlands, as brothers long separated each rise to the call of their darkling legacy. A new destiny has arisen in the west that threatens to shake the foundations of an empire half a world away, but not if Ranulfr the White Wolf and his one-eyed sibling can waylay these would-be heroes on their road to destiny! This adventure designed for 2nd level characters offers the chance to earn additional experience within a Far East Adventure Path campaign as the heroes set out on their epic caravan journey to the far side of the world, or it can serve as a self-contained sandbox adventure suitable for any campaign.

