

Adaptation sheet for Stand and Deliver:

Use adventure hook #1. PC's hear about the local skill Fair Contest and come looking for adventure.
Total DU expenditure is 42, 15 days either way from Pekal and 4 days in town and 8 days in the wilderness.

Total possible XP to be awarded is 1200: (if everything is done then it is possible to earn more XP, however the limit is 1200 for this module).

NOTE: Please see the DM notes at the bottom of this sheet.

Village of Hemden Encounters (300 XP)

Encounters 1-3: 25 for role-playing with the villagers

Encounter 4: 25 for freeing the steed

Encounter 5: 25 for assisting the Elves and avoiding violence

Encounter 6: 25 for dealing with the Brigands

Encounter 7: 25 for dealing with the Rogues

Encounter 8; 50 for dealing with the Hippogriff

Encounter 9: 100 (25 for participating in each event—this does not include the wrestling contest)
25 Contest Epilogue

Certed Treasure: [Winner's Circlet](#)

Adventures in the Wilderness (900 xp)

If the party returns or doesn't touch all the Deji treasure they found, see Deji Good Deed Reward

If the party returns all Elven treasure they found, see Elven Good Deed Reward

Encounter 10.2 The Well: 25 for dealing with the Dire Rats

Encounter 10.3 The Village (Bees): 25 for dealing with the Bees

Encounter 10.6 The Village (Stables): 50 for dealing with the Plague Bats

Encounter 10.7 The Village (Barracks): 50 for dealing with the Rat Swarm and Gruag

Certed Treasure: [tiny +1 short sword](#)

Encounter 10.8 The Village (West Guard Tower): 25 for dealing with the Vase Thelephore

Certed Treasure: [medium masterwork longsword](#), [scroll of magic weapon](#)

NOTE: This replaces the +1 longsword in the module

Encounter 10.9 The Village (East Guard Tower): 50 for dealing with the Tarantubats

Encounter 10.10 The Village (West Guard Tower)

Non-Certed Treasure: [three vials of holy water](#) and [a smoke stick](#)

Encounter 10.11 The Village (Cellar): 75 for dealing with the Allip

Encounter 10.12 The Village (West Guard Tower): 25 xp for dealing with the Darkmantle
200 (25xp each encounter) for dealing with the Grimlocks

Certed Treasure: [demonic talisman](#)

Encounter 11. The Mashony Tribesman: 25 for role-playing with the tribesman

Encounter 12 The Cairn (Ratman outside): 25 for dealing with the Ratfolk
The Cloak of Elvenkind and Boots of Elvenkind are **NOT** present.

Encounter 12.1 The Cairn (Approaching the tomb): 25 for dealing with the Krenshar
Certed Treasure: Masterwork Longbow

Encounter 12.2 The Cairn (Secret Door): 25 for dealing with the Ratfolk
Certed Treasure: *Everburning Torch*
Non-Certed Treasure: Thunderstone

Encounter 12.3 The Cairn (Main Chamber): 25 for dealing with the Traps

Encounter 12.4 The Cairn (Snake Pit): 25 for dealing with the Snakes

* Encounter 12.5 The Cairn (Canoe): **NOTE:** No elemental appears

Encounter 12.6 The Cairn (Swinging Block Trap): 10 for dealing with the Swinging Block Trap

Encounter 12.7 The Cairn (Chief's Tomb)
Certed Treasure: Quaal's Feather Tokens, anchor, bird, tree and whip.
NOTE: There is no swan boat token.

Encounter 12.8 The Cairn (Razor Wire Trap): 25 for dealing with the Razor Wire Trap

Encounter 12.9 The Cairn (Chalk Golem Chamber): 50 for dealing with the Chalk Golem

Encounter 12.10 The Cairn (Ratfolk): 25 for dealing with the Ratfolk

Encounter 12.11 The Cairn (Ratfolk): 25 for dealing with the Ratfolk
Certed Treasure: scrolls: *comprehend languages, create water, cure light wounds, and delay poison*
NOTES: See Elven Good Deed below, there is no scroll of *tongues*

Encounter 12.12 The Cairn (Guardian): 75 for dealing with the Traps and Guardian

Encounter 12.13 The Cairn (Necrophidius): 25 for dealing with the Necrophidius

Encounter 12.14 The Cairn (Vargouille): 25 for dealing with the Vargouille

Encounter 12.15 The Cairn (Shadow Asp): 50 for dealing with the Shadow Asp
Certed Treasure: medium masterwork short sword
NOTE: This replaces the +1 short sword in the module

Encounter 12.16 The Cairn (False Tomb): 10 for dealing with the False Tomb

Encounter 12.17 The Cairn (Dejy Chieftan Tomb)
These *bracers of armor* became cursed after the ratmen desecrated the cairn, causing a –1 penalty to AC if worn. They crumble to dust when exposed to daylight (although the PCs shouldn't know this, so the bracers won't be honored under extenuating circumstances—they'll see daylight eventually).
See Dejy Good Deed below

Encounter 13 The Cairn (Lizardfolk)

The lizardfolk attempt to respond peaceful and only defend themselves if attacked

25 xp for peacefully responding to them

0 xp for brutally murdering them

NOTE: If the Party responds peacefully then they are not attacked by the shocker lizard and crocodile as they leave (they are escorted).

DM NOTES

Elven Good Deed Reward

The treasure from Encounter 11 (helmet, vase and necklace) is recognizably Elven. It radiates faint Necromantic magic with a *detect magic*. The Elves from Encounter 5 mention they are looking for looted goods from an Elven tomb. (Please be certain to work this into the encounter as noted). If the PCs return the goods, they receive the Boon of the Lendelwood and a 500 gp reward. If they do not, they earn the Haunted Dreams cert (one for each item).

NOTE: The belt from this encounter is not part of the Elven treasure.

Mashony Good Deed reward

The Dejy offer the PCs a masterwork longbow for helping them with the infested cairn. *Charm person* is only attempted if the PCs are in a position not to notice the casting.

If the party returns or doesn't touch the Dejy treasure in the chieftain's tomb, they receive herbal healing from the Dejy (including a cure for the Vase Thelephore if necessary) as well as Certed herbal antitoxin.

NOTE: This herbal antitoxin is a ONE-USE item.

Additional DM notes:

- Do not roll for any random encounters
- Only the certed masterwork and magical items are available any other masterwork or magical items listed do not appear in this module.
- All mundane items can be tallied without documentation (such as the items won from other contestants during the contest, equipment worn by defeated foes, etc).
- The Grimlocks are not out to kill the PC's, just capture them for slaves and to sell.

NOTE: If the PCs are captured and sold into slavery, they're taken to Pel Brolenon and sold on the open market. Enslaved PCs are tattooed with chain links about their ankles and lose 112 Day Units before they're able to escape and return to Pekal. Add this Day Unit cost to the total cost of this module.

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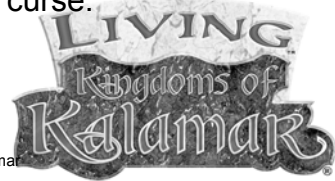
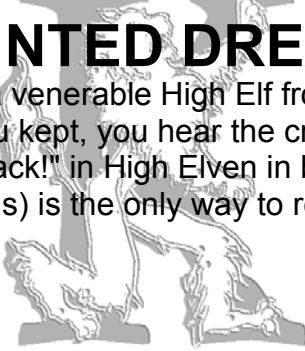
has received during the event **Stand and Deliver**

HAUNTED DREAMS

You kept the treasure of Siarias, a venerable High Elf from the Lindelwood. Regardless of whether you get rid of the item you kept, you hear the cries of his daughter when you sleep (she repeats "Daddy com back!" in High Elven in between her sobbing). Returning the item to the Lindelwood (52 DUs) is the only way to remove the curse.

Market Value: 0.00
Resale Value: 0.00
Tradeable: No

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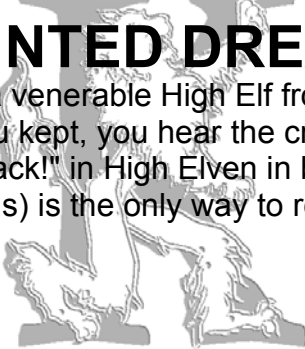
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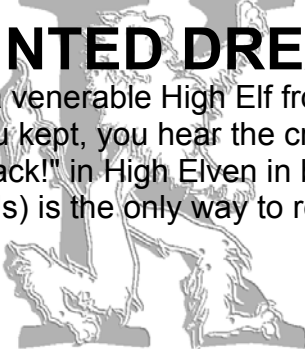
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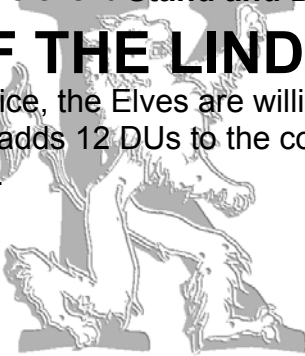
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BOON OF THE LINDELWOOD

If the PCs can pay the full book price, the Elves are willing to sell them Boots of Elvenkind and/or a Cloak of Elvenkind. This adds 12 DUs to the cost of the module. PCs may return at a later date at a cost of 52 DUs.

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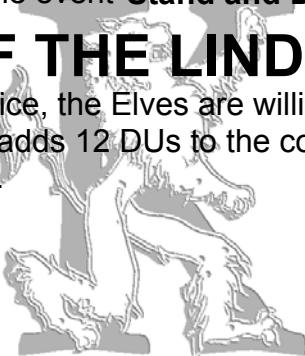
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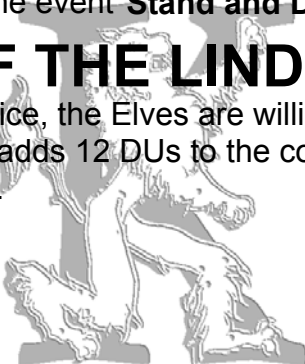
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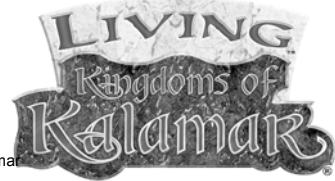
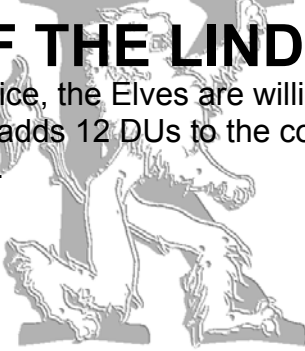
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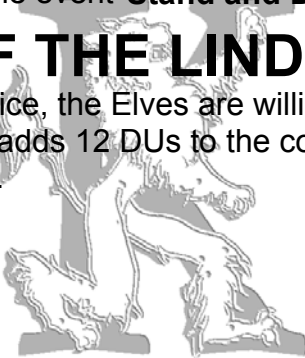
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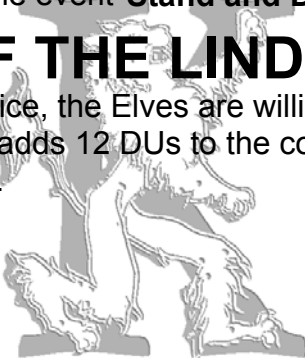
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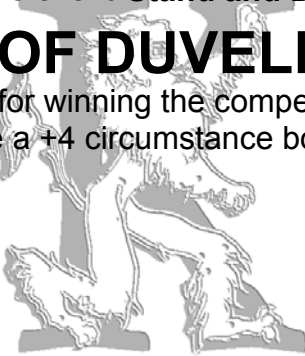
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CIRCLET OF DUVELNA TALLA

You've been rewarded this circlet for winning the competition in Hamden. When displaying the jewelry, you receive a +4 circumstance bonus to Diplomacy and Gather Information when in Hamden.

Market Value: 100.00
Resale Value: 50.00
Tradeable: Yes

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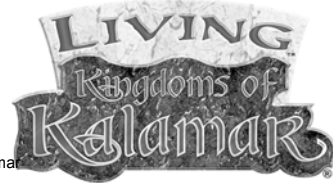
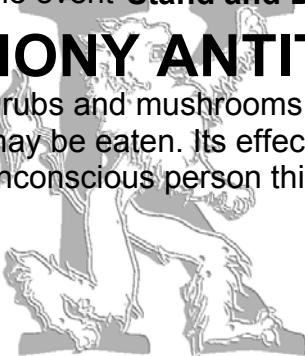
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MASHONY ANTITOXIN

This concoction of swamp roots, grubs and mushrooms has a curative effect. For the next year (real time), this small mash may be eaten. Its effects act as a neutralize poison. It's a full-round action to forcefeed an unconscious person this item. This is a ONE-USE item.

Market Value: 0.00
Resale Value: 0.00
Tradeable: Yes

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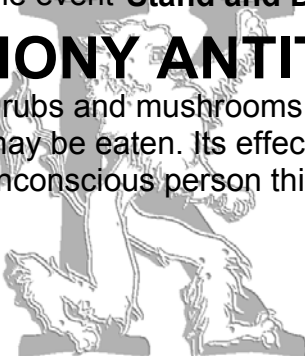
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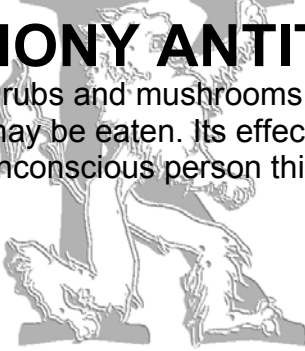
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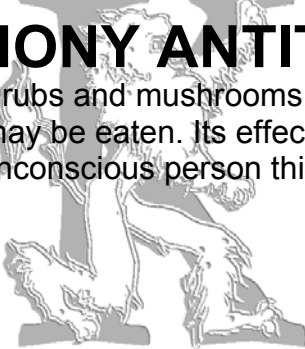
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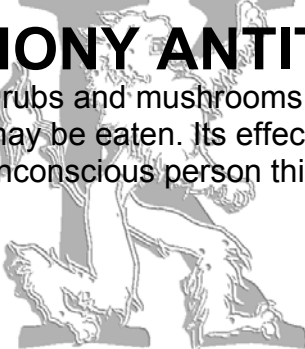
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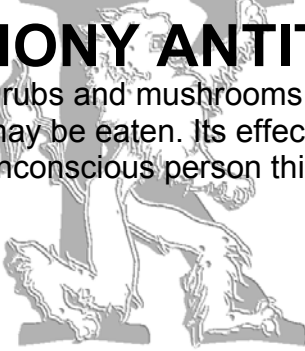
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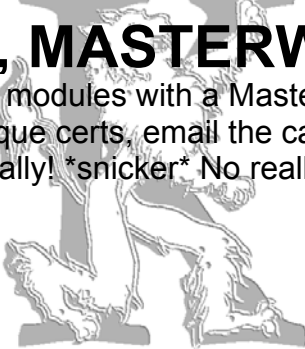
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VOID, MASTERWORK

If you give up all the other certs in modules with a Masterwork Void (not counting influence), collecting 10 of the unique certs, email the campaign administration. They have a special prize for you. ...Really! *snicker* No really, I promise. It's really cool!
snicker

Market Value: 0.00
Resale Value: 0.00
Tradeable: No

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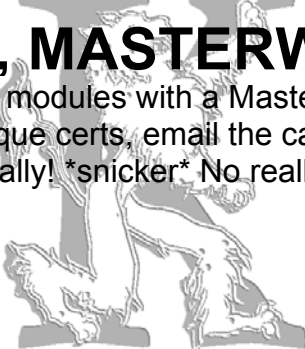
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DEMONIC TALISMAN

Each time the bearer of this arcane amulet encounters an evil outsider or fiendish creature, mark a box below. When all the boxes are checked, email joe@kenzerco.com (please keep track of which modules you encountered these creatures in).

Market Value: 0.00
Resale Value: 0.00
Tradeable: No

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DIVINE SCROLL OF CREATE WATER

Market Value: 12.50
Resale Value: 6.25
Tradeable: Yes

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DIVINE SCROLL OF CURE LIGHT WOUNDS

Market Value: 25.00
Resale Value: 12.50
Tradeable: Yes

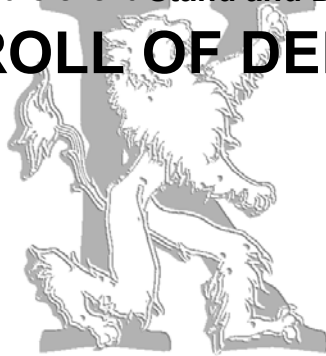
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DIVINE SCROLL OF DELAY POISON



Market Value: 150.00
Resale Value: 75.00
Tradeable: Yes

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EVERBURNING TORCH



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Resale Value: 0.00
Tradeable: Yes

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QUAAL'S FEATHER TOKEN (ANCHOR)



Market Value: 50.00
Resale Value: 25.00
Tradeable: Yes

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QUAAL'S FEATHER TOKEN (BIRD)



Market Value: 300.00
Resale Value: 150.00
Tradeable: Yes

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QUAAL'S FEATHER TOKEN (TREE)



Market Value: 400.00
Resale Value: 200.00
Tradeable: Yes

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QUAAL'S FEATHER TOKEN (WHIP)



Market Value: 500.00
Resale Value: 250.00
Tradeable: Yes

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The following *Living Kingdoms of Kalamar* character known as:

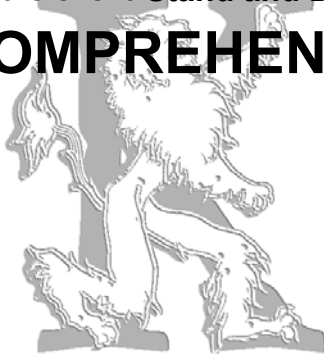
has received during the event **Stand and Deliver**

SCROLL OF COMPREHEND LANGUAGES

This is a Divine scroll.

Market Value: 25.00
Resale Value: 12.50
Tradeable: Yes

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The following *Living Kingdoms of Kalamar* character known as:

has received during the event **Stand and Deliver**

SCROLL OF MAGIC WEAPON

This scroll is either arcane or divine based on the make up of the party. It will most likely need to be used during the module, so the table judge may decide its make up. If the scroll isn't used, circle its type: **ARCANE** or **DIVINE**

Market Value: 25.00
Resale Value: 12.50
Tradeable: Yes

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The following *Living Kingdoms of Kalamar* character known as:

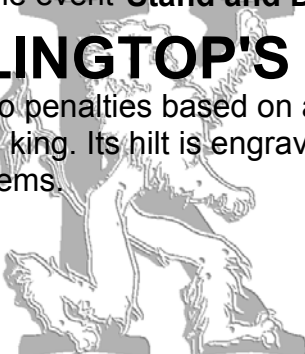
has received during the event **Stand and Deliver**

TILLINGTOP'S JAB

This Tiny +1 Longsword (subject to penalties based on a character's size) was stolen from the crypt of Tillingtop, a fairie king. Its hilt is engraved with a myriad of flowers that appear to have at one time held gems.

Market Value: 1,160.00
Resale Value: 580.00
Tradeable: Yes

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The following *Living Kingdoms of Kalamar* character known as:

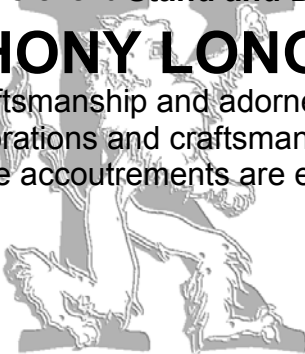
has received during the event **Stand and Deliver**

MASHONY LONGBOW

This wooden bow is of unique craftsmanship and adorned with bone talismans and feathers. The combination of decorations and craftsmanship gives it a unique balance making it masterwork quality. If the accoutrements are ever removed or destroyed, the bow loses its masterwork quality.

Market Value: 475.00
Resale Value: 237.50
Tradeable: Yes

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The following *Living Kingdoms of Kalamar* character known as:

has received during the event **Stand and Deliver**

MASTERWORK LONGSWORD

This medium-size weapon is made with masterful crastman ship. Now all it needs is a name.

Market Value: 315.00
Resale Value: 157.50
Tradeable: Yes

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The following *Living Kingdoms of Kalamar* character known as:

has received during the event **Stand and Deliver**

SWORD OF THE RAT

This medium-size masterwork short sword has a rat fang embedded in each side of the hilt.

Market Value: 310.00
Resale Value: 155.00
Tradeable: Yes

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