

Caldera: Land of Heroes and Legends

I. Traveling home

Landor, female healer has been bragging about her mother's cooking and has asked three of her friends home to sample it.

With her are Here Symas, male warlock, Celi Elborn, a beautiful female elven scout, and Arin Khori, a dwarf fighter. They met in Heagate, a human town where they went seeking employment.

II. Sounds of screams

As they are taking Landor's shortcut, they all hear screams and shout. Celi tells her friends to wait while she checks it out. She blends into the woods but returns quickly telling her friends what she has seen. Bandits have attacked farmers on the way to market and there are

wounded and dying there.

III. The party moves to help.

This is what they see:



Bandits have one farmer on his knee with a sword at his neck while a second one is attempting to kick her way free from being mounted on a horse. Three other bandits are pulling family possessions out looking for any treasures.

IV. Surprise round for party

The Party can move into attack position. After first attack, Speed determines order.

V. Bandits

Man holding farmer with sword is 3rd level Bandit. His melee is 56, his defense is 32, and his stamina is 36 with leather armor which absorbs 4 hits per attack. Move is 15.

Bandits 1 and 3 have Melee of 50, Defense of 31, Stamina of 20(+4) leather armor. They move at 12.

Bandits 2 and 4 have Melees of 45, Defenses of 31, Stamina of 20 (+4 LA) They move at 12.

Total experience is 1041 points plus 100 points per family member divided among party members. Landor will heal party members. She will also heal any injured farmers. Landor will then invite the family to her Mother's house.

-John R. Capps