

**Level:** 2**XP:** 125 XP**Complexity:** 1, Special**Primary Skills:** Diplomacy, Streetwise, Nature, Bluff, Intimidate**Secondary Skills:** Insight

## Trigger

This skill challenge is triggered when the party visit a horse merchant in order to try and buy a horse, or horses, for the party.

## Setup

The skill challenge is designed to be run once for each location the players visit trying to buy horses.

Several example locations are described in later sections. Take time to familiarise yourself with these before the characters visit. Each location description includes background information, role-playing hints, and if required, specific information which impacts the skill challenge.

## Running the Challenge

As much as feasible, or desired, the challenge should be used as the framework to a role-playing encounter, with the player asked to make the appropriate skill check depending on the approach he/she is taking within the scene.

There is no specific overall success or failure outcome to the challenge. The number of successes or failures achieved during the challenge determine how successful the horse purchasing efforts were.

The primary and secondary skills associated with the challenge are described below. Location specific information can alter the descriptions below.

### Primary Skills:

**Streetwise (Moderate DC, 1 success, no maximum):** You draw upon your local knowledge and nous to understand the type of negotiation that will get you the best deal.

**Diplomacy (Moderate DC, 1 success, no maximum):** Your manner and style of negotiating win you the respect of the trader you are dealing with.

**Nature (Moderate DC, 1 success, no maximum):** Your ability to vet the quality of the horses you are inspecting is a key factor in being able to make a discerning purchase.

**Bluff (Hard DC, 1 success, no maximum):** You attempt to bluff a seller regarding your abilities as a horse judge, or the amount of money you have. A failure on this check also implies a -2 penalty on the next Diplomacy check (within the same run of the challenge).

**Intimidate (Hard DC 15, 1 success, no maximum):** You attempt to intimidate a seller into giving you a better price or quality of horse. A failure on this check implies a -4 penalty on the next Diplomacy check (within the same run of the challenge).

### Secondary Skills/Other Options:

**Insight (Hard DC 15, 0 success, no maximum):** Your understanding of the seller, his motives, nature etc, helps you in the negotiation. This provides a +2 bonus for the next Diplomacy or Bluff check.

**Grease the Palm (maximum 1):** A bribe of at least 5gp (or amount at DM discretion) provides a +2 bonus for the next Diplomacy or Bluff check.

## Outcomes

**Success:** The more successful the party are at this skill challenge, the better the quality of the horses that are purchased, or the better price they achieve. This is dependent upon the location, as described in the next sections. It is important in this challenge to keep track of the actual number of successes and failures, as this drives the range of outcomes.

**Failure:** Full failure implies the horse trader will refuse to deal with the party, and no horses are purchased. For each partial failure, the quality of horses purchased will be less, or the price will be worse.

## Fallcrest Stables

Fallcrest Stables is the premium location in the town for all things related to horses. It is a fenced compound situated in Hightown beside the Moonwash.

*You come to a large wooden-walled compound, which is entered via a wide gate on the north side. Inside is a large grassy yard, with buildings clustered around the edges: stables, a large tack room, a smithy. A number of horses, ranging in size from 12hh ponies to 17hh warhorses, are tethered to short wooden posts around the yard, each munching contentedly at a hay-net fixed to its tether post.*

*As you enter, a halfling hails you in a cheery voice from a small office at the side of the tack room.*

The halfling is Lannar Thistleton, the owner of the stables. He is cheery and friendly, and although he drives a keen bargain, is an honest trader and knows his horses.

His prices however, are slightly more expensive than outlined in the D&D 4E PLAYER'S HANDBOOK.

### Fallcrest Stables Equipment and Services

Item	Lannar's Price
Riding Horse	88gp (1)
Warhorse	230gp (2)
Light Barding (Superior)	90gp (3)
Heavy Barding (Normal)	160gp
Farrier Services	1sp
Tack Maintenance	10sp
Stabling/Livery	2sp per day
Fey Bloodline Warhorse	750gp (4)

1. A riding horse bought at the extra price from Lannar will be stronger than a normal riding horse. Some of his horses are very well trained and extremely nimble.
2. A warhorse bought at the extra price from Lannar will be of superior quality to a normal warhorse.
3. Lannar manufactures Light Barding of Superior quality (+2 AC bonus).
4. Only available if Lannar offers this horse for sale to the party. A DC 15 Nature Check can be used to identify that the horse has Fey bloodlines.

At any one time, Lannar has 1-4 warhorses, and 9-12 riding horses available for sale. They are all of very good quality. He also currently has a warhorse that he 'inherited' when an Eladrin adventurer did not return to collect him. It has been 2 years now, so Lannar is quite happy to sell him, but he will only offer the horse to the 'right' person (See **Outcomes** below).

### Skill Challenge Variations

**Streetwise (Moderate DC, 1 success, no maximum):** Your conversation with Lannar, and your knowledge of market prices makes it obvious that his horses are priced on the high side.

**Diplomacy (Moderate DC, 1 success, no maximum):** A character with Fey origin gains a +2 bonus to this check.

**Intimidate:** When dealing with Lannar, this is an automatic failure. The Halfling is well-known and respected in Fallcrest, and does not succumb to this type of behaviour.

### Skill Challenge Outcomes

When dealing with Lannar, the PCs have a chance to come away with some excellent horses if they play their cards right, as outlined in the table below.

The pick of them all is a warhorse with Fey bloodlines, which the horse trader acquired from an

# Skill Challenge: Buying a Horse...

Eladrin adventurer. Lannar will only offer this horse

Successes	Outcome
<b>Full Success: 4 successes/No failures</b>	All horses purchased are <i>superior, nimble riding horses</i> or <i>superior warhorses</i> .  Lannar also offers to sell the Fey bloodline warhorse to the party.
<b>Partial Success: 4 successes after 1 failure</b>	All horses purchased are <i>superior riding horses</i> or <i>superior warhorses</i> . Half of the riding horses (if applicable) are also <i>nimble</i> .
<b>Partial Success: 4 successes after 2 failures</b>	All horses purchased are either <i>superior riding horses</i> or <i>superior warhorses</i> .
<b>Full Failure: 3 failures before 4 successes</b>	Lannar refuses to deal with the party.

to the PCs if they achieve a Full Success.

## The Market Green

Once a week, there is a recognised horse market on the Green in the Lowtown, with many visiting traders, as well as local folk who may have one or so horses to sell, in attendance.

*The wide Market Green is a scene of controlled chaos! Horses, ponies and donkeys are everywhere, being groomed, vetted by potential buyers, ridden in the small temporary fenced corral, or just tethered and grazing from hay nets.*

*Sellers compete loudly for the attention of the punters, shouting out the virtues of their stock. Some are obviously local farmers, mainly selling donkeys or cart-horses, with even some sturdy wagons for sale.*

*Many are from further afield: southern horse merchants in woolen hose and linen tunics of bright colours, with well-bred riding horses, and a few large chargers; northern tribesmen clad in leather and furs, with small but impossibly sturdy ponies with thick coats and shaggy manes.*

*There are definitely horses of all sizes and types available here, but finding the right one might be a challenge!*

Prices and quality vary widely, but on average are as per the D&D 4E *Player's Handbook* prices.

Market Green Equipment and Services	
Item	Market Price
Riding Horse	75gp
Northern Hill Pony	60gp
Warhorse	200gp
Donkey	45gp
Carthorse	65gp
Light Barding	75gp
Heavy Barding	150gp
Wagon	20gp
Farrier Services	2sp
Tack Maintenance	15sp
Stabling/Livery	N/A

## Skill Challenge Variations

A large number of different traders are present at the market, so the skill challenge can be run multiple times, as required.

Streetwise (Moderate DC, 1 success, no

**maximum):** By cleverly eavesdropping on conversations around the market, you settle on a small group of traders that seem most honest and to have the best stock.

**Local Trader:** Typically a farmer or small landholder from the few miles around Fallcrest, with normally only donkeys or carthorses for sale. 40% chance that one has a riding horse available; 10% chance of a warhorse. All are of standard quality.

**Northern Tribesman:** 1-10 Northern hill ponies for sale. The barbarian herders are typically taciturn, and use few words.

**Bluff (Hard DC, 1 success, no maximum):** They are very perceptive, and good at reading the buyers personality and intent. Give a -2 penalty on this check.

**Intimidate (Hard DC 15, 1 success, no maximum):** -2 on this check.

**Southern Trader:** These traders from the 'civilised' south are typically flashy, and come across as your long-lost best friend in their sales pitch. They will have 1-6 riding horses, and 0-2 warhorses.

**Bluff (Hard DC, 1 success, no maximum):** They're good at talking, and not so good at listening, give +2 on Bluff checks

**Diplomacy (Moderate DC, 1 success, no maximum):** They're also a sucker for flattery, so give a +2 on Diplomacy checks.

### Skill Challenge Outcomes

Successes	Outcome
<b>Full Success: 4 successes/No failures</b>	The party manage to haggle a 20% discount on all prices. Half of the mounts purchased (if applicable) are of superior quality.
<b>Partial Success: 4 successes after 1 failure</b>	The party manage to haggle a 10% discount on all prices. 1 of the mounts purchased is of superior quality.
<b>Partial Success: 4 successes after 2 failures</b>	The party pay standard prices on all purchases
<b>Full Failure: 3 failures before 4 successes</b>	The seller refuses to deal with the party any further (play up the possibilities here e.g. if the party failed trying to buy hill-ponies from a northern barbarian trader, it is unlikely that any barbarian trader will deal with them either).

### The Nentir Inn

The Nentir Inn, on the western bank of the Nentir River, is a popular way-point for travellers. Quite often, the Innkeep, Erandil, will end up with horses left as part-payment for the Inn's services. Typically he will have 1d4 riding horses, with 50% chance of a warhorse.

*The Nentir Inn is a large two story main building, with a wooden veranda sheltering the main door from the weather. A rough paved path leads up to it, under the veranda, and onwards to the stables. The stable block is a long, wooden, single storey structure. A young groom hails you as you approach.*

*On hearing you are interested in horses, the lad disappears inside, returning in a minute or so with a tall, handsome, pale half-elf, with raven hair flowing down around his shoulders. He is clad in leather trousers with ankle boots, with a linen embroidered shirt. He smiles broadly and introduces himself as Erandil, the Innkeep...*

### Skill Challenge Variations

**Streetwise (Moderate DC, 1 success, no maximum):** You realise quite quickly that Erandil Zemoar has little idea where any of the horses for sales come from. He is just the middle-man selling them on.

# Skill Challenge: Buying a Horse...

Nentir Inn Prices	
Riding Horse	75gp
Warhorse	200gp
Farrier Services	2sp
Tack Maintenance	15sp
Stabling/Livery	1 sp per night

## Skill Challenge Outcomes

Successes	Outcome
<b>Full Success:</b> 4 successes/No failures	Standard prices are paid for each horse purchased. 1 of the mounts is of superior quality
<b>Partial Success:</b> 4 successes after 1 failure	Standard prices are paid for each horse purchased.
<b>Partial Success:</b> 4 successes after 2 failures	A premium of 5% is paid on all horses purchased.
<b>Full Failure:</b> 3 failures before 4 successes	A premium of 10% is paid on all horses purchased.

## Horse Statistics

This section presents variant statistics blocks for the different types and quality of horses that can be purchased during the skill challenge. Standard statistics for Riding Horses and Warhorses, can be found in the D&D 4E MONSTER MANUAL.

### Riding Horse, Superior Quality

A superior quality riding horse is stronger and has greater endurance.

Riding Horse (superior quality)		Level 1 Brute
Large natural beast		XP 100
HP 41; Bloodied 21		Initiative +4
AC 15; Fortitude 16; Reflex 14; Will 14		Perception +5
Speed 10		Low-Light Vision
Standard Actions		
⊕ Kick • At-Will		
Attack: +5 vs. AC		
Hit: 1d6 + 4 damage.		
Str 19 (+4)	Dex 13 (+1)	Wis 11 (+0)
Con 16 (+3)	Int 2 (-4)	Cha 9 (-1)
Alignment unaligned		Languages —

### Riding Horse, Superior Quality, Nimble

A nimble riding horse is able to dance around an enemy, allowing its rider a advantageous strike.

Riding Horse (superior quality, nimble)		Level 1 Brute
Large natural beast		XP 100
HP 41; Bloodied 21		Initiative +4
AC 15; Fortitude 16; Reflex 14; Will 14		Perception +5
Speed 10		Low-Light Vision
Standard Actions		
⊕ Kick • At-Will		
Attack: +5 vs. AC		
Hit: 1d6 + 4 damage.		
Move Actions		
Nimble Beast • Encounter		
Effect: The riding horse shifts 2 squares.		
Str 19 (+4)	Dex 13 (+1)	Wis 11 (+0)
Con 16 (+3)	Int 2 (-4)	Cha 9 (-1)
Alignment unaligned		Languages —

### Hill Pony

A northern hill pony has great endurance and can clamber nimbly over rough terrain.

Hill Pony		Level 1 Brute
Large natural beast		XP 100
HP 33; Bloodied 17		Initiative +0
AC 15; Fortitude 18; Reflex 13; Will 17		Perception +5
Speed 8 ; a Hill Pony ignores difficult terrain		Low-Light Vision
Standard Actions		
⊕ Kick • At-Will		
Attack: +4 vs. AC		
Hit: 1d6 + 4 damage.		
Skills Endurance +9		
Str 16 (+3)	Dex 10 (+0)	Wis 11 (+0)
Con 19 (+4)	Int 2 (-4)	Cha 9 (-1)
Alignment unaligned		Languages —

# Skill Challenge: Buying a Horse...

## Warhorse, Superior Quality

A superior quality warhorse is stronger and has greater endurance.

Warhorse (superior quality)	Level 3 Brute	
Large natural beast (mount)	XP 150	
HP 67; Bloodied 34 AC 17; Fortitude 19; Reflex 14; Will 14 Speed 8	Initiative +6 Perception +8 Low-Light Vision	
<b>Standard Actions</b>		
⊕ Kick • At-Will		
Attack: +7 vs. AC Hit: 1d6 + 6 damage.		
‡ Trample • At-Will		
Attack: The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack; +5 vs. Reflex Hit: 1d6 + 7 damage, and the target is knocked prone.		
<b>Other Powers</b>		
Charger (mount) • At-Will		
Action: While mounted by a friendly rider of 3rd level or higher with the Mounted Combat feat. Effect: The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.		
Str 21 (+6) Con 18 (+5)	Dex 14 (+3) Int 2 (-3)	Wis 14 (+3) Cha 10 (+1)
Alignment unaligned Languages —		

## Fey Bloodline Warhorse

With its fey lineage, this horse is of superb quality, and can *Fey Step* with its rider (assuming the rider

has this teleportation power).

Fey Bloodline Warhorse	Level 4 Brute (Leader)	
Large fey beast (mount)	XP 175	
HP 79; Bloodied 40 AC 18; Fortitude 18; Reflex 18; Will 16 Speed 8	Initiative +7 Perception +9 Darkvision	
<b>Standard Actions</b>		
⊕ Kick • At-Will		
Attack: +8 vs. AC Hit: 1d6 + 7 damage.		
‡ Trample • At-Will		
Attack: The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack; +6 vs. Reflex Hit: 1d6 + 8 damage, and the target is knocked prone.		
<b>Move Actions</b>		
Nimble Beast • At-Will		
Effect: The warhorse shifts 2 squares.		
<b>Other Powers</b>		
Fey Step (teleportation) • Encounter		
Requirements: Move. Effect: The fey bloodline warhorse can teleport 5 squares (to the same location as its rider).		
Charger (mount) • At-Will		
Action: While mounted by a friendly rider of 3rd level or higher with the Mounted Combat feat. Effect: The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.		
Str 22 (+8) Con 19 (+6)	Dex 15 (+4) Int 3 (-2)	Wis 15 (+4) Cha 14 (+4)
Alignment unaligned Languages —		