

BDK1-05

PEIPER'S FERRY

A One-Round D&D LIVING GREYHAWK®
Bandit Kingdoms Regional Adventure

Version 1

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(with assistance from Ed Wettermann)

Life is difficult in the Bandit Kingdoms where everyone is out for themselves. Despite the odds, a party of determined heroes can strike against the current power of Iuz. How will others in Rookroost view these heroes: as a threat or as a tool? An adventure for characters levels 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	1 gp	-2
Poor	3 gp	-1
Common	10 gp	0
High	200 gp	+1
Luxury	400 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

At the end of the Greyhawk Wars, Iuz controlled the Bandit Kingdoms. Instability filled the torn realms and many inhabitants fled for safer lands. Some of those torn from their homes have found sanctuary in Rookroost, despite the forces of Iuz controlling the town. Some of this has been made possible due to the efforts of the local Rookroost Thieves' Guild (RTG). A number of resistance groups have also established themselves within the confines of the city's dark walls.

Rookroost has always been a major trade hub in the area, attracting the wealthy, and those who hope to one day be. Even in prosperous times it has been difficult to meet the populace's needs, as the refugees have increased the demand for goods and food. The RTG has taken advantage of the situation by offering protection to merchants and important personages. The guild has also

ingratiated itself with the occupation forces, which currently allows the thieves a relatively free hand in the area.

Lord Mortoth currently rules Rookroost for Iuz and as of late he has become jealous of the RTG's prosperity. The leader of thieves' guild is known only as the Eye. No one outside of the guild can identify him or her, and in fact to the rank and file thief, their leader is a mystery. Most live in fear of meeting the Eye, or the blades of the assassins she commands. Despite this danger, someone within the guild seeks to weaken the Eye's position.

Recently caravans and shipping bound for Rookroost have been harassed by increased bandit attacks. The goals of these attacks appear to be to isolate the city and brew distrust in the Eye's ability to provide security for those that have paid for protection. If trade stops arriving in Rookroost how will the refugees find enough food and goods to survive the upcoming months? Already threats of rioting are spreading on the city's overcrowded streets.

MAJOR NPCS

Rhaedrick Avenfear, owner of Avenfear's Specialties, had been making a profit on the refugee situation. In recent weeks, many of his shipments have been attacked. He is also a Training Master in the RTG, though, few outsiders know this. The status quo has been good for him and he wants to maintain the guild's standing as he makes a profit on both trade and insurance.

Parsons came to Rookroost to take advantage of the refugee's disgruntlement with local affairs. He belongs to a group called the Brightened, supported by the church of Pelor. Unfortunately, Iuz's minions found him out recently and hung him in the town square. While in Stoink, he had found a group of adventurers to assist him in Rookroost. These adventurers are unaware of Parson's plans, sharing only a need for coin and a dislike for the status quo. The adventurers have received a ticket to Rookroost and the promise of gold. These travelers are unaware of Parsons fate. So who has paid their coach fare?

The Runt is an Orc priest of Iuz who leads a band of Orcs and Goblins south of Rookroost, with orders to harass shipments to the city. These orders come from within Rookroost itself and are signed by the mysterious Talon. Though the Runt does not act on his own, he needs little, if any, encouragement to attack humans, dwarves, and elves. The notes provide detailed information on the movement of trade goods. The Runt enjoys the challenge provided by his current task, and he seeks to create fear among those that he assaults by animating the dead from prior attacks and using them in his efforts.

The *Living Greyhawk Gazetteer* is a useful book for running this scenario, but is not required.

ADVENTURE SYNOPSIS

A long coach ride brings the characters to the city of Rookroost, where the party is to join a man by the name

of Parsons. He has requested the adventurers meet him at the Drunken Dragon Tavern near the city's Funary Gate. The party met him in Stoink recently, when the cleric of Pelor killed a couple of Iuz's clerics. Parsons told the adventurers he has a plan for overthrowing Lord Mortoth and the backing to carry it out. The characters are traveling now with the hopes of finding gold and glory.

ENCOUNTER ONE

Tired and dusty from the road the characters are more than ready to leave the coach and its gambling driver. What the characters do not know is that the driver lost the gate entry fee money, while gambling the night before. The gate guards, thugs might be a better description, are led by a large orc mercenary named Grindell who demands they pay or get lost. The PCs must pay to enter the city and may chip in for the carriage.

ENCOUNTER TWO

Should the party elect to fight the guards, they will probably end up in prison. One option is to take advantage of any distractions that might occur. Poor vagrants, for example, would risk a beating or death from the guards for the chance to pocket a few coins. Again, the players might be able to slip through the masses and into the city.

ENCOUNTER THREE

If the party avoids jail, they find the Drunken Dragon Tavern as the first inn around the corner from the gate. The Inn is not crowded this time of day, though a human and an ogre dominate one table. The man, Rhaedrick Avenfear, complains of lost shipments of cloth and angry refugees scrounging for food.

Rhaedrick knows Parsons and "suggests" that the party leave town until Parsons is forgotten. There is a village called Artonsbrueck, where they can wait out Lord Mortoth's anger.

ENCOUNTER FOUR

If the characters end up in jail they should be made to feel despondent. Listening to other prisoners, they learn that only people with connections leave this place alive. A day passes by and Rhaedrick Avenfear arrives. He is "looking" for some unknowns to guard his wagons. He is aware of the party's imminent arrival to town, as he forged the letter asking them to join Parsons. He offers to have the party released in exchange for indentured servitude to him.

ENCOUNTER FIVE

If the PCs agree they should head straight back out the way they entered. Here they meet Grindell again. The orc questions their leaving so quickly and if he doesn't like their answer he charges them with suspicion of conspiracy. If they tell him their true destination he lets them go, but he informs the Runt's contacts of their

coming. If the players are placed in jail, the adventure is over, as Rhaedrick will not make any effort to save them.

ENCOUNTER SIX

The party should leave the city and head south. On the way, they find a wagon that has been attacked. The dead lay strewn across the ground. This is the most recent result of the Runt and his bandits. The dead are actually zombies ordered to play possum until someone touches the wagon. After defeating the zombies, the party can search the wagon and dead. They only find cloth scraps and a accidentally dropped note. It orders a being called the Runt to stop attacking so close to the city. The instructions further demand the destruction of the village of Artonsbrueck and its ferry to further disrupt trade. The note is signed by Talon.

ENCOUNTER SEVEN

The players move on to the village arriving the next day. The attack demanded by the note has seemingly not yet occurred. The PCs can organize the defense of Artonsbrueck. During the day, one of Rhaedrick's wagons crosses the river and stops for the teamsters and guards to eat.

Fearing for their lives and that of their families, one of the village men will break a wagon wheel as well as any spares. The nearest replacement wheel can be found on the wagon at the zombie ambush. If the characters retrieve the wheel they will return to a destroyed Artonsbrueck. Should they the party remain, they will have to consider preparing for an attack.

ENCOUNTER EIGHT

If the party decides to disregard Rhaedrick, the wagon and the villagers they can move out whenever they please. Their escape from responsibility will lead them right into the Runt's assembly area. The party could strike at the orcs, though they are outnumbered, or they could return to help the village. They could also run like cowards and end the module.

ENCOUNTER NINE

If the party finds itself in the village at nighttime, the mist thickens along the water. A number of skeletons disembark to attack the village. The second wave then moves forward. This force consists of orc warriors supported by goblin archers. The Runt will lead them as he seeks to eliminate any survivors of the skeleton assault. The party may surprise the Runt during his deadly raid. The Runt will retreat to the rafts, once he recognizes the threat. Surprised by their onslaught, the Runt animates several bodies that he keeps on board for just such a situation. If triumphant, the party may return to Rookroost with Rhaedrick's goods. If they wait in Artonsbrueck, Rhaedrick will venture down to thank them.

PLAYER INTRODUCTION

It feels like you have swallowed an Ogre's load of dust on your journey from Stoink to Rookroost. Finally, the walls of the city appear in the distance. You and your associates are looking forward to seeing Parsons again. He sent a letter requesting you meet him at the Drunken Dragon Tavern, located near the Funary Gate. Parsons recommended this establishment stating it is safe and friendly to those who wish to remove Iuz from the Bandit Kingdoms, or as safe as can be. You do not know what organization he belongs to, but you have confidence in his ability to fight the dark forces ruling Rookroost. More importantly he is a survivor, something attractive to anyone that chooses to fight Iuz.

You and your companions are also ready to be rid of Wez, the loud, and obnoxious coach driver. You have come to pity Lanz and Mertin the guards that ride atop with him. Wez must have stopped every time he smelled a dice game. The coach passed quickly through the first city gate, after Wez paid the entrance fee. The city streets are dirty and many people wear nothing more than rags and stare with hollow eyes as you pass. The few well-dressed people you notice walk in groups and are accompanied by armed warriors. The Funary Gate comes into view. A line of wagons and pedestrians queue up to this gate, and the line moves slowly as thuggish looking men interrogate all those that seek entry. The carriage jerks to a halt as Wez curses aloud at the thought of missing a dice game within the city.

The characters have been squished into this carriage for a few days now. All should know each other, or at least as much as they are willing to allow each other to know. Have the characters describe themselves to each other and give brief personal histories. The driver and the guards do not know Parsons. Wez would surely sell them out for the right price. The characters should realize that Parson's goals oppose those of Iuz and possibly the RTG of Rookroost.

➤ **Wez, male human Com:** CR ½; Medium Humanoid (5 ft. 6 in. tall); HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (1d4 [crit 19-20], dagger); +0 ranged (1d4 [crit 19-20], dagger); AL CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Profession (Teamster) +4; Skill Focus (Handle Animal).

Equipment: Peasant's outfit, dagger.

➤ **Lanz and Mertin, male human Warr:** Medium Humanoid (5 ft. 10 in. tall); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 13 (studded leather); Atks +2 melee (1d6+1 [crit 19-20], short sword); +2 ranged (1d6 [X3], short bow); AL N; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Ride +2, Spot +2; Weapon Focus (short bow).

Equipment: Short sword, dagger, short bow, quiver with 12 arrows, studded leather armor, and belt pouch holding 20 sp each.

ENCOUNTER 1: THE FUNARY GATE

Time passes slowly as you wait for the carriage to reach the front of the line. Your stomach rumbles as the noontime sun bakes the carriage. Inside the wagon the passengers doze off only to be jostled awake when the wagon jerks forward a few feet before stopping again. This continues and mentally you debate whether you should just get out and walk. The wagon wrenches forward again and Wez shouts at the guards. A guard screams back and soon the two are arguing. Without even a knock the carriage door is yanked opened and you see a huge half-orc grasping a greataxe. He demands that everyone get out of the carriage.

The half-orc commands the gate and his name is Grindell. He came to the Bandit Kingdoms as part of Iuz's occupation force. A mercenary, he left the Old One's service as soon as he realized there was gold to be won in Rookroost. Now his loyalty, the little he has, belongs to certain members of the Rookroost Thieves Guild. His argument with Wez is over the entrance fee for the carriage and the characters. Wez has lost all his money gambling on the road to Rookroost. This includes the character's pre-payment for the carriage and party to enter the city. Grindell demands 5 sp for anyone to pass through the Funary Gate. For the coach to gain entrance he requires an additional payment of 5 gp.

The coach guards, Lanz and Mertin both curse at Wez and pay Grindell their toll. They tell the characters they should pay as well. This part of the city is too dangerous for strangers. Then the pair leaves. Wez tries to convince the party that they need to pay for the carriage and him as well. If the party accepts his request then they will ride through the gate without further incident.

If they refuse to pay for Wez and the carriage the man will scream at them and accuse them of stealing a ride from him. The gate guards do not care so long as each party member pays 5 sp each before entering the passage. Note that the guards will not make change for payment received in gold or platinum. They will not mention this until after the coin is handed over and they will not give it back even if the same character offers 5 sp. Once the guards realize that no money is to be gained from Wez, they place him under arrest for blocking access to the gate. He pulls away from their grip and the guards knock him to the ground and start kicking him. If the party is quick, they can offer to pay for Wez, otherwise he is on his way to incarceration and Grindell confiscates the carriage. The characters are told to remove their belongings from the carriage and move on.

No matter how they pay, send them on to Encounter Three. If they do not pass through the gate use Encounter Two.

Should the party be so foolish as to attack the gate guards they will attempt to subdue them for incarceration. Subdued characters will go to Encounter Four.

TACTICS:

Once Grindell recognizes the party's intention to attack, he will call out to his subordinates. *He may not be surprised by the attack as he constantly attempts Sense Motive checks on those entering the gate.* PCs can try to Bluff to hide their intent.

Grindell will seek out the strongest looking opponent, which he identifies as whoever is wearing the best armor. He will avoid receiving attacks of opportunity to reach these opponents. He will not use his Power Attack feat, unless he is going against an opponent in leather or worse. Then he will take 3 from his attack roll to add as a bonus to any damage he inflicts. When a Cleave opportunity presents itself the half-orc will seek to strike down the best-armored target available. If he is damaged by a spell attack or loses half of his hit points, he will go into a Barbarian Rage.

His foot soldiers will actively seek to engage the characters in hand-to-hand combat. They seek the closest opponent and actively maneuver for flanking attacks. Only two are outside when the battle begins. Another pair will join them in 2 rounds and four more in 5 rounds and six soldiers after 10 rounds. Archers observe from the arrow slits above. This cover provides a 75% degree of cover to anyone standing behind it (+7 to AC, +3 to Ref save). A pair has already noticed the commotion and they are prepared to support the men below them. After 2 rounds another pair will join them and in 2 more rounds one more pair arrives. The archers shoot at targets in the rear, especially characters casting spells. Otherwise, they fire upon the closest target, even if their own troops might be hit. The exception is none will shoot near Grindell, as he has killed archers for almost wounding him in the past. When characters are sufficiently weakened, subdual attacks will be made to knock them out for incarceration.

➤ **Grindell, half-orc Bar4/Rog2:** Cr 6; Medium-size humanoid (orc); HD 4d12+2d6+18; hp 60; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 scale mail); Atks +9 melee (1d12+4 [X3], greataxe); +8 ranged (1d6+4 throwing axe); SQ Darkvision 60 ft. Barbarian Rage 2/Day, Uncanny Dodge, Sneak Attack +1d6, Evasion (He cannot use this as long as he wears the scale mail); AL CE; SV Fort +7, Ref +7, Will +3; Str 19, Dex 17, Con 17, Int 11, Wis 14, Cha 10.

Skills and Feats: Climb +11, Hide +6, Innuendo +5, Intimidate +7, Jump +11, Listen +9, Sense Motive +7, Spot +7; Power Attack, Cleave.

Equipment: greataxe, throwing axe, scale mail, and leather pouch holding 5 gp and 50 sp.

➤ **Gate Guards (14), male human War2:** Medium-size humanoid (warrior); HD 2d8; hp 12; Init +0; Spd 30 ft.; AC 12 (+2 leather); Atks +4 melee (1d8+1 [x3], longspear); +2 ranged (1d4+1 [crit 19-20], dagger); AL CN; SV Fort +3, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +3, Intimidate +5; Weapon Focus (long spear).

Equipment: longspear, dagger, leather armor, and belt pouch holding 10 sp each.

➤ **Archers, male human War2 (6):** Medium-size humanoid (5 ft. 10 in. tall); HD 2d8; hp 12; Init +0; Spd 30 ft.; AC 12 (+2 leather); Atks +3 melee (1d4+1 [crit 19-20], dagger); +3 ranged (1d6 [X3], short bow); AL CN; SV Fort +3, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Spot +3; Weapon Focus (short bow).

Equipment: short bow, quiver holding 12 arrows, dagger, leather armor, and belt pouch holding 10 sp each.

Developments

While the party attacks the humanoids, Wez seeks to escape. He jumps atop the coach and whips the horses forward. Any PC Spotting his actions can jump on the coach. This is a DC5 use of the jump skill, while the coach is stationary. Once the coach is in motion the difficulty moves up to DC15. The coach barges through the gate creating a gap, which characters can run through to escape the melee. Many refugees will seek to follow through, as they believe life is better beyond the gate. A double move would still allow them to flee as the refugees inadvertently assist the characters in their escape.

They must exit within two rounds or the opportunity will be lost to them as the portcullis comes crashing down. A character caught underneath this must make a Ref DC 15 or suffer 3d6 [x3] and be pinned to the ground. For a character to raise the gate they will need to roll a DC 30 strength check. Up to six characters may assist on any one side. A successful lift will raise the gate no higher than 3 ft. off the ground. Pinned characters cannot help in lifting the gate.

The party can also create confusion by dropping coins on the ground. Refugees will scramble for the money oblivious of the danger to them. The players can take advantage of the surge to pass through the gate and beyond.

The guards will not raise the gate if the crowd has gotten out of control. They do not want refugees to pass through or they will be punished. They will sound a horn to call for a patrol to pursue the characters.

If the characters wipe out the guards, a number of vagrant people will charge through the gate. They will encourage the party to hurry, before reinforcements arrive. The density of the crowd and the sounds of reinforcements approaching should discourage the party from looting any fallen gate guards.

ENCOUNTER 2: MEAN STREET

You find yourself on the wrong side of the gate. You walk the grimy streets, avoiding the stares of the refugees as you try to figure a way to get into the city and make your rendezvous with Parsons.

The characters caused trouble at the Funary Gate. Fortunately for the party, the city watch does not coordinate at all. The party will have no problem entering at another gate. It will be cheaper at any other gate as they charge the customary 1 sp for entry. Grindell is a bit of a profiteer, something he has learned from the RTG. The characters simply have to make it through another entrance without creating a commotion or getting themselves killed.

Since the characters are armed, most folks will give them a wide birth. However, two members of the RTG noticed them at the gate and they have followed them to determine if they are a worthy mark or not. After a time one of the thieves, Imyrson, will engage them in conversation. He will ask them if they are new in town. Imyrson might mention that he knows of an inn where good food is served.

While they chat another thief, Tryon, will try to pickpocket unwary characters. Should the characters mention Parsons, Imyrson will grow silent and then excuse himself, as if he has forgotten an appointment. Tryon will shadow them. Characters make a Sense Motive check vs. Imyrson's Bluff. A success indicates they think he is going to get the watch, which he is. He comes back with the watch and the party will be ordered to surrender themselves into custody.

🗡️**Imyrson, male human Rog4**: Medium-size humanoid (5 ft. 10 in. tall); HD 4d6; hp 15; Init +6 (+2 Dex, +4 improved initiative); Spd 30 ft.; AC 15 (+2 Dex, +2 leather, +1 Dodge); Atks +3 melee (1d6 [crit 18-20], rapier); +5 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +2d6; SQ Evasion, Uncanny Dodge; AL NE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 15, Con 10, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +9, Disguise +9, Escape Artist +9, Forgery +9, Gather Information +9, Hide +9, Innuendo +7, Intimidate +9, Listen +7, Sense Motive +7, Spot +8; Dodge, Improved Initiative.

Equipment: rapier, light crossbow, quiver with 10 bolts, leather armor, and belt pouch holding 30 gp.

🗡️**Tyron, male human Rog4**: Medium-size humanoid (5 ft. 6 in. tall); HD 4d6; hp 19; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +2 leather, Dodge); Atks +5 melee (1d4+2 [crit 19-20], dagger); +6 ranged (1d4+2 [crit 19-20], dagger); SA Sneak attack +2d6; SQ Evasion, Uncanny Dodge; AL CN; SV Fort +2, Ref +7, Will +2; Str 14, Dex 17, Con 12, Int 12, Wis 12, Cha 10.

Skills and Feats: Balance +10, Escape Artist +10, Hide +10, Innuendo +8, Listen +10, Move Silently +10, Pick Pocket +10, Search +8, Spot +10, Tumble +10; Alertness, Dodge.

Equipment: four daggers, leather armor, and belt pouch holding 25 gp.

Tactics: The patrol consists of an Ogre, or Orc, leading some humanoid soldiers and a pair of goblin archers. The ogre will sling stones before engaging fighter types. Archers focus their attention on spell-casters. The

footmen will seek to engage enemies using flank attacks. They will attempt to subdue, unless the party kills two of them. If the ogre or orc leader dies, the lesser humanoids flee.

Neither Imyrson nor Tryon will help the patrols fight the party. They hang around to see if they can collect a reward. If the patrol is defeated or runs away, they skulk away. Their combined knowledge of Rookroost and thieving skills should allow them to escape the characters.

APL 2 (EL 2)

🗡️**Orc**: CR ½, hp 8, see *Monster Manual* page 146.

Equipment: club, studded leather armor, small wooden shield, and belt pouch holding 3 gp each.

🗡️**Goblins (6)**: CR 1/4, hp 5, see *Monster Manual* page 107.

Equipment: leather armor, and belt pouch holding 10 sp each, four with clubs, and two with short bow, quiver holding 12 arrows, and dagger.

APL 4 (EL 4)

🗡️**Ogre**: CR 2; hp 26 see *Monster Manual* page 144.

Equipment: greatclub, and belt pouch holding 5 gp. He has a *potion of detect thoughts* in a sack jammed full of stinking furs.

🗡️**Goblins (8)**: CR 1/4, hp 5, see *Monster Manual* page 107.

Equipment: leather armor, and belt pouch holding 10 sp each, four with clubs, and two with short bow, quiver holding 12 arrows, and shortspear.

APL 6 (EL 6)

🗡️**Ogre**: CR 2; hp 26 see *Monster Manual* page 144.

Equipment: greatclub, and belt pouch holding 5 gp. He has a *potion of detect thoughts* in a sack jammed full of stinking furs.

🗡️**Orc (4)**: CR ½, hp 8, see *Monster Manual* page 146.

Equipment: longswords, studded leather armor, small wooden shield, and belt pouch holding 15 sp each.

🗡️**Goblins (6)**: CR 1/4, hp 5, see *Monster Manual* page 107.

Equipment: leather armor, and belt pouch holding 10 sp each, four with clubs, and two with short bow, quiver holding 12 arrows, and dagger.

If the party is captured, proceed to Encounter Four. If they win proceed to the next gate and let them pass if they pay the 1 sp. If they try to steal more than a pouch or grab a weapon from any of the bodies, another identical patrol will come along with any survivors of the repulsed squad.

Should the party start pulling armor off the dead, the local populous will be shocked at the player's greed. A new patrol will be angered at the sight of this and no quarter will be offered.

ENCOUNTER 3: THE DRUNKEN DRAGON TAVERN

You stand outside a two-story building that has stain-glass windows patterned like dragon scales. The wind blows a sign gently back and forth. Its chain is fashioned into the shape of a dragon-tail with a depiction of a green cross-eyed dragon holding a tankard dangling below. Red letters on the dragon's belly proclaim this establishment to be the Drunken Dragon Tavern.

You enter the tavern and see that the woodwork on the walls is etched in a dragon scale arrangement. The railing along the stairs looks like a multi-legged dragon, with its snarling head forming on the bottom banister. It is carved in such a manner that its accusing eyes appear to follow patrons as they move about the room.

A large man, missing one arm stands behind the bar chatting up a pair of wenches. A half-dozen tables fill the middle of the room, while booths cover the wall along the window and below the stairs. A small stage juts off to the side of the bar. The only other occupants of the room are a man and an Ogre.

The short human wears his black hair tied back with a leather strap. He paces back and forth, his well-polished black boots resound heavily upon the floor. His dark studded leather glistens immaculately and smells of fresh oil. His large companion watches the man move back and forth. The ogre is as filthy as the human is clean. Flies and gnats circle his greasy braids. He holds a large metal tankard in his hand. Several just like it sit on the table.

The man stops his pacing for a moment and notices the party. His green eyes move over each one of you, while his hand casually comes to rest upon his rapier's pommel. A smile touches the corner of his mouth. Then just as quickly, he returns to his pacing.

The man is Rhaedrick Avenfear, and the ogre is his best friend Grod. The two grew up together in Rookroost and rose to success through Rhaedrick's wits and Grod's ability to smash most other difficulties. Please note that any party members that belong to the RTG may recognize Rhaedrick and Grod, especially if the character joined at the AKon Bandit Kingdom interactive. DC15 against gather information? Rhaedrick will be a little disappointed finding RTG members in the party, but that will not deter him from using them to solve his problem.

If the characters are avoiding the guards, they will be safe here. Guards do not interfere with this establishment as the owner pays his protection money to the RTG. Wez drops the party off here if they paid the carriage's fee.

The party can get a meal for 1sp and a tankard of ale for 5cp. The food is nothing of note, but it is a filling beef stew. The ale is better than any tasted while on the road, thick and dark. While eating, they overhear the human curse aloud from time to time. They catch a word here and there about lost wagons and stolen cloth.

If approached, Rhaedrick will entertain party questions regarding his problems. He will tell of his wagons being attacked before they can bring precious bolts of cloth to Rookroost. This cloth is worth its weight

in gold he proclaims. What he does not tell the party is that he has been expecting them; in fact, he forged the letter that brought them to this meeting. He merely wishes to confirm these are the adventurers from Parson's journal. While talking to the characters, Rhaedrick will use Sense Motive on the characters to ascertain this. He will talk in Innuendo (DC15) to acknowledge RTG members.

After a time he will ask the party their business in the city. RTG members may answer back in Innuendo. If anyone should lie, he will attempt to Sense Motive versus his or her Bluff skill or CHA check. If he detects a lie, he will call the offender a liar to his or her face. Grod will get a little steamed about anyone lying to his friend.

Rhaedrick don't like little liars. Me no like it too. Want smash, Rhae want smash?"

He will not attack, unless Rhaedrick commands it or Grod is hurt. Nevertheless, his annoyance will be more than obvious.

If the party admits they are meeting Parson here, Rhaedrick will feign shock. The party can make a Sense Motive vs. his Bluff skill. He tells the party the truth about Parson. The man is dangling from the gallows pole in the Town Square. Lord Mortoth currently searches for the man's associates as he plans to hang every one. He does not mention that he, Rhaedrick, forged the letter and paid for their ticket to Rookroost.

From the moment that Rhaedrick read Parson's journal, he has planned to use these adventurers for his own purposes. He explains to the party that it is too dangerous to remain here and they must flee the city. Fortunately, Rhaedrick knows of a place that is not far from Rookroost that will provide them sanctuary while things cool down in the city. This place is called Artonsbrueck, and it provides a ferry for travelers going across the Artonsmay River. Rookroost Thieves Guild members will be told in Innuendo (DC15) that they do not have a choice in this matter. They are being called to service and their sponsor will be notified of this effort. Give these characters the RTG hand out #1.

The real reason Rhaedrick wants them to go to Artonsbrueck, is his wagons use the ferry on a regular basis. He hopes the party might be able to deter, or better yet, stop the attacks on his trade. He hopes by using total strangers, unrenowned sharpers, and guild specialists the advantage of surprise might be gained upon these marauders. The party may Sense Motive, as Rhaedrick uses his Bluff skill. If caught, Rhaedrick will state that he will benefit from their presence there. However, so will the ferrymen whose lives are threatened by the increased banditry occurring near their homes. Should they suspect that Rhaedrick could pay from for their efforts, they can demand payment. Make a Diplomacy skill at DC 20. Success indicates he pays each player 25 gp, if they should make a DC 25 award each player 50 gp in payment.

If the party accepts, Rhaedrick will set them off in the right direction. He can help them get needed items

listed in the PHB price. No magic items or potions will be available.

Should the party refuse, Rhaedrick will use Intimidation.

“Parsons was tortured for three days. His screams kept the entire city up at night. They skinned him alive right in the square. The rabble watched it like a juggler during carnival. Then the executioner placed the rope round his neck. They kicked the barrel out from underneath him and his neck didn't break. His legs kicked and his face turned blue. City folk pelted him with rocks and rotten tomatoes.”

Rhaedrick shakes his head. “They promise the same to any of Parson's associates. Sure you don't want to accept my sanctuary?” Grod stares at the party a frown on his face. He lazily swishes at a fly buzzing his ear.

If a Thieves Guild member refuses, he or she will receive Rhaedrick's disfavor.

If the party accepts Rhaedrick's advise to leave for Artonsbrueck proceed to Encounter Five.

If the party refuses, Rhaedrick will offer to buy them a pint of ale, to wish them luck in escaping Lord Mortoth. Again, this entails a Bluff vs. Sense Motive as Rhaedrick will serve them ale drugged with Oil of Taggit. It will require a FOR save at DC15, failure results in the character falling unconscious for 1d3 hours after a minutes time. No amount of shaking will awaken a character. Only Neutralize Poison can dissipate the drug's affects. There are no other ill affects from this poison. Sleeping characters will go to Encounter Four.

If the entire party refuses to drink, the city watch will pick them up. This comes from Rhaedrick notifying the watch through his agents that they have stolen from him. These patrols are the same as those used in Encounter Two. Captured characters go to Encounter Four. Characters that escape shall be hounded by the patrols until they are captured or have been killed. Capture results in going to Encounter Four and death ends the game.

Should the characters attack Rhaedrick (especially after being drugged), Grod will seek to protect him from the strongest party members. Grod is a ferocious fighter and will fully use his Great Cleave ability. Rhaedrick will attempt to exit the fray, while loyal members of the RTG attack the party.

These men and women of the Rookroost Thieves Guild have hidden themselves successfully from the party and will emerge from trap doors secret panels and false ceilings. They were able to take 20 in order to hide so completely. They will have a surprise advantage for a partial action, unless the characters make a successful spot check at DC25. They will attempt to subdue the characters for the local watch to pick up. If a thief dies, then the others will inflict permanent damage. Rhaedrick will summon a patrol to incarcerate the party. Blatantly attacking Rhaedrick ends the adventure and places the party in jail for 20 TUs. If they should gripe, remind the party Rhaedrick could have turned them over to Iuz as friends of Parsons. Then they would be dead.

A party that attacks him because he drugged their comrades will proceed to Encounter Four. If a Thieves Guild Member should attack Rhaedrick, they will lose their membership and the RTG metagame coordinator should be notified of this occurrence.

➤ **Rhaedrick Avenfear, male human Rog7:** Medium-size humanoid (5 ft. 7 in. tall); HD 7d6+14; hp 39; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 19 (+4 Dex, +2 magic studded leather, +3 studded leather); Atks +11 melee (1d6+4 [crit 18-20], +2 rapier); +9 ranged (1d4+2 [crit 19-20], dagger); SA Sneak attack +4d6; SQ Evasion, Uncanny Dodge; AL CG; SV Fort +4, Ref +11, Will +4; Str 14, Dex 19, Con 14, Int 16, Wis 14, Cha 17.

Skills and Feats: Appraise +13, Bluff +10, Craft (Poison) +7, Decipher Script +8, Diplomacy +12, Forgery +7, Gather Information +9, Hide +11, Innuendo +12, Intimidate +12, Knowledge (Bandit Kingdoms) +5, Knowledge (Rookroost) +8, Listen +11, Move Silently +4, Open Lock +4, Profession (Merchant) +8, Read Lips +8, Search +9, Sense Motive +10, Spot +11; Improved Initiative, Leadership, Lightning Reflexes, Weapon Finesse (Rapier).

Equipment: +2 rapier, two daggers, +2 studded leather armor, ring of invisibility, two vials of contact poison, and belt pouch holding 30 gp.

➤ **Grod, male ogre Ftr5:** CR 7; Large Giant (9 ft. 8 in.); HD 4d8+8+5d10+20; hp 46; Init -1 (Dex); Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide); Atks +14 melee (2d6+8, greatclub); Face/Reach 5 ft. by 5 ft./10 ft.; AL CN; SV Fort +12, Ref +1, Will +2; Str 22, Dex 8, Con 19, Int 5, Wis 12, Cha 6.

Skills and Feats: Climb +4, Listen +2, Spot +2; Cleave, Great Cleave, Improved Bull Rush, Power Attack, Weapon Focus (greatclub).

Equipment: greatclub, sling with 20 stones in a pouch, and belt pouch holding 5 gp.

➤ **Thieves' guild member, male human Rog3 (10):** Medium Humanoid (5 ft. 8 in. tall); HD 3d6; hp 12; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather); Atks +2 melee (1d6 [subdual], sap) +4 melee (1d4+2 [crit 19-20], rapier); +4 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +2d6; SQ Evasion, Uncanny Dodge; AL CG; SV Fort +2, Ref +5, Will +1; Str 11, Dex 15, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Balance +6, Escape Artist +6, Hide +8, Innuendo +6, Listen +6, Move Silently +8, Pick Pocket +6, Search +6, Spot +6, Tumble +8; Alertness, Weapon Finesse (Rapier).

Equipment: sap, rapier, light crossbow, quiver with 10 bolts, leather armor, and belt pouch holding 25 sp.

ENCOUNTER 4: INDENTURED

You find yourselves behind closed doors, wearing only your small clothes. No food has been provided since your arrival and the only water was a bucket sloshed through the bars. A few

prisoners got on their knees to lap at the shallow puddles like a dog. These poor souls look near death, pure skin and bone. The lucky ones have some hair to use as pillows when they lay on the stone floor. The smell is sickening at best, as body waste competes with body odor and sweat. That morning two healthy looking prisoners left the cell, smiling and laughing. One of the decrepit prisoners left behind spat on the ground behind them and cursed at them. "Bloody thieves guild." Time passes and the fear fills your stomach with bile as you wonder if you will ever leave these dank walls.

Time passes and a guard comes accompanied by a swordsman and an ogre. He opens the door and the pair enters. The human is well dressed in the fashionable merchant style. His ogre companion wears rags and swats at the flies circling his head. The human examines the prisoners in a manner like beef on the hoof.

The man is Rhaedrick Avenfear and his associate is Grod. The characters may have already met him in Encounter Three. He forged Parsons name to the letter that brought these adventurers to Rookroost. He does not have exact descriptions of the characters. He seeks someone trustworthy to protect his wagons. Rhaedrick can get the party out of jail in exchange for their indentured servitude. This means the party will work for Rhaedrick until they pay for their freedom with either 5 Rookroost Thieves Guild Influence points or 2,000 gp or any combination thereof.

Members of the Rookroost Thieves Guild may recognize Rhaedrick and Grod from the AKon Bandit Kingdom interactive. These players will be released without becoming indentured. Give them RTG hand out #2.

If Rhaedrick already has met the characters, he will act surprised at finding them here, even if he is the cause of their imprisonment. He makes the offer of indentured servitude to them. The guild will expect 10% of any goods received in this module for its trouble.

If the PCs are indentured or a member of the RTG, they should be obligated to go to Artonsbruecke to protect Avenfear's shipments. Proceed to Encounter Six.

If the party refuses to accept Rhaedrick's offer, they will languish in prison. They can attempt to break out but they have no tools, only their wits and physical abilities. The door is made of iron and would require STR check (DC28) to break open. The door has a hardness of 10 and 60 hit points. Only two characters could possibly work together in opening the door. A Take 20 would not be permitted; if the characters attempt to take 20 the guards will notice the activity. Once the door does open it will make a loud screeching noise that can be heard with a Listen DC15.

Characters that do not try to escape will lose 24 TUs before being released from prison.

Tactics: If the guards catch the characters while still inside the bars, they will open the door. Two guards will wait outside the door with longswords, while the other two will come inside with saps and beat the prisoners who were trying to open the door. The guards that enter

the cell will have no other weapons than the saps, but the guard with the key will enter with it dangling from his belt.

If the guards catch the prisoners outside the cells, they will all have longswords. The guards will be ashamed to call for assistance. Despite this, their Sergeant will show up in 6 rounds to see what the noise is all about.

APL 2 (EL 4)

➤ **Prison Guards, male human War1** (4): CR ½; Medium-size humanoid (human); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 12 (+2 leather); Atks +3 melee (1d8+1 [X3], longsword), +2 melee (1d6+1 [19-20], short sword); AL CN; SV Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Intimidate +4; Weapon Focus (longsword).

Equipment: longsword, short sword, leather armor, and belt pouch holding 10 sp each.

➤ **Sergeant, half-orc Bbn3**: CR 3; Medium-size humanoid (human); HD 3d12+6; hp 24; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 scale mail); Atks +5 melee (1d12+2 [X3], greataxe); +5 ranged (1d4+2 [19-20], dagger); AL CE; SQ Darkvision 60 ft. Barbarian Rage 1X/Day, Uncanny Dodge; SV Fort +5, Ref +3, Will +1; Str 15, Dex 14 Con 15, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +5, Intimidate +5, Jump +5, Listen +6; Power Attack, Cleave.

Equipment: greataxe, dagger, scale mail, and leather pouch holding 5 gp.

APL 4 (EL 6)

➤ **Prison Guards, male human War2** (4): CR 1; Medium Humanoid (5 ft. 9 in. tall); HD 2d8; hp 12; Init +0; Spd 30 ft.; AC 12 (+2 leather); Atks +4 melee (1d8+1 [X3], longsword), +3 melee (1d6+1 [19-20], short sword); AL CN; SV Fort +3, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Intimidate +5; Weapon Focus (longsword).

Equipment: longsword, short sword, leather armor, and belt pouch holding 15 sp each.

➤ **Sergeant, half-orc Bbn3**: CR 3.5; Medium Humanoid (orc); HD 3d12+6; hp 24; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 scale mail); Atks +5 melee (1d12+2 [X3], greataxe); +5 ranged (1d4+2 [19-20], dagger); AL CE; SQ Darkvision 60 ft. Barbarian Rage 1X/Day, Uncanny Dodge; SV Fort +5, Ref +3, Will +1; Str 15, Dex 14 Con 15, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +5, Intimidate +5, Jump +5, Listen +6; Power Attack, Cleave.

Equipment: greataxe, dagger, scale mail, and leather pouch holding 5 gp.

APL 6 (EL 7)

➤ **Prison Guards, male human War3** (4): CR 2; Medium-size humanoid (human); HD 2d8; hp 12; Init +0; Spd 20 ft.; AC 14 (+4 scale mail); Atks +4 melee (1d8+1 [X3], longspear), +3 melee (1d6+1 [19-20], short sword); AL CN; SV Fort +3, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Intimidate +5; Weapon Focus (longspear).

Equipment: longspear, short sword, chain shirt, and belt pouch holding 15 sp each.

➤ **Sergeant, half-orc Bbn5**: CR 5; Medium-size humanoid (orc); HD 5d12+10; hp 40; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 scale mail); Atks +6 melee (1d12+3 [X3], greataxe), +5 ranged (1d4+3 [19-20], dagger); AL CE; SQ Darkvision 60 ft. Barbarian Rage 2X/Day, Uncanny Dodge; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14 Con 15, Int 8, Wis 10, Cha 9.

Skills and Feats: Climb +7, Intimidate +8, Jump +6, Listen +8; Power Attack, Cleave.

Equipment: greataxe, dagger, scale mail, and leather pouch holding 10 gp.

From here, they can escape the city. Ask them what direction they head. If they move south toward Stink they are still in the adventure. Any other direction and the adventure is over. Go to Encounter Six.

ENCOUNTER 5: OUT THE GATE

The party can choose to leave out the Funary Gate or select another way to leave the city. If they choose to use another gate, the characters will be charged 2sp each, as they will have to pass through two gates before they leave the city.

If they go through the Funary Gate they will be charged 5 sp again and another silver for the exterior gate. If the characters gripe to the guard collecting the fee, they will catch the attention of Grindell.

Grindell gets in the face of biggest member of the party and asks him. "What's the problem? Hey, I remember you lot. Didn't stay very long, did ya? What're you up to? Where ya' off to?"

The characters' answer is critical. If they lie to him and he has a successful Sense Motive vs. Bluff check, the characters will be stalked by one of Grindell's associates in the RTG. If they are polite or they tell him the truth he will let them pass without further delay. Let any characters that states they are watching for trailers on the road to Artonsbrueck make three Spot vs. Hide checks on the first travel day and two more checks on the second day. If the thief thinks she is noticed, she will immediately return to Rookroost. She has no desire to be

captured and will be spooked quite easily outside of the city.

If the characters do not like nosy gate guards and decide to fight use the information from Encounter One. If the characters wipe out the guards they will not have time to pilfer the dead as more guards will respond to the disturbance. If the characters go to jail, the adventure is over and they lose 24 TUs if no guards died. Characters that kill a guard will be executed.

If they pass without a commotion or they use another gate go to Encounter 6.

Development: If the characters tell Grindell they are going to Artonsbrueck, he will inform the Runt regarding their destination. If the thief follows them all the way to Artonsbrueck, she will inform Grindell, who will pass on the information to the Runt.

Thieves' guild member, female human Rog3 Medium Humanoid (5 ft. 4 in. tall); HD 3d6; hp 12; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 leather); Atks +2 melee (1d6 [subdual], sap) +4 melee (1d4+2 [crit 19-20], rapier); +4 ranged (1d8 [crit 19-20], light crossbow); SA Sneak attack +2d6; SQ Evasion, Uncanny Dodge; AL CG; SV Fort +2, Ref +5, Will +1; Str 11, Dex 15, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Balance +6, Escape Artist +6, Hide +8, Innuendo +6, Listen +6, Move Silently +8, Pick Pocket +6, Search +6, Spot +6, Tumble +8; Alertness, Weapon Finesse (Rapier).

Equipment: sap, rapier, light crossbow, quiver with 10 bolts, leather armor, and belt pouch holding 25 sp.

ENCOUNTER 6: ON THE ROAD

Leaving Rookroost, you trod across the rugged road that leads south. Now you understand, why the coach ride was so uncomfortable. The ruts and ridges upon the path are difficult to walk over without twisting an ankle. Driving a coach without having a horse go lame or losing a wheel must be difficult indeed.

Fortunately, walking along the roadside is not too bad and you are amazed that people attempt to till this miserable soil. Nevertheless, you pass men working the land to grow their meager crops. As the city becomes more distant, farmers spot you and leave their work for their homes. The houses look as rugged as the land and they probably have to be strong to resist the intrusion of bandits and marauding humanoids.

You walk until evening, when you set up a camp along the road. The night passes without complication and you resume your walk towards Artonsbrueck. Midmorning is near passed when you top the crest line of a hill. In the distance, you see smoke fuming near a copse of trees down below just off the road.

Lying on its side in the copse of trees are the remnants of one of Rhaedrick's wagons. The Runt has struck again. The smoke comes from one of the wheels, which is smoldering.

Before he left the wagon with his marauders, the Runt cast *animate dead* on the corpses. They were instructed to attack anyone who touches the wagon. The minute the wagon is touched, they will rise up to attack. A zombie horse if encountered will bull rush with its partial action if possible.

APL 2 (EL 2)

👉 **Zombies** (2): CR ½, hp 13, see *Monster Manual* page 191.

APL 4 (EL 4)

👉 **Zombie, Large (ogre)**: CR 1; hp 29, see *Monster Manual* page 192

👉 **Zombies** (6): CR ½, hp 13, see *Monster Manual* page 191.

APL 6 (EL 6)

👉 **Zombie, Large (ogre and two horses)**: CR 1; hp 29, see *Monster Manual* page 192

👉 **Zombies** (8): CR ½, hp 13, see *Monster Manual* page 191.

After defeating the undead, a search of the wagon will produce scraps of cloth. Nothing of value has been left in the wagon. Rummaging through the bodies will produce a letter on one of the orcs. Give the players *handout #1*.

Nothing else of interest appears on any of the corpses. Proceed to Encounter Seven.

ENCOUNTER 7: ARTONSBRUECK

The Artonsamay River appears in the distance. You recall riding the ferry just a few days earlier. You stopped briefly at the inn. Just long enough to refill water skins.

The inn is not much to look at. Four stone buildings surrounded by a common wall. There are no windows on the first floor even within the walls, while all the exterior windows are arrow slits. The gate is made of thick wood reinforced by iron bands as you recall and now even in the noonday sun it is pulled shut. Two arrow slits flank the gate and you recall a set of wooden steps that led up to both portals.

The compound sits on a rise about 25 feet above the river. The land between the river and the front gate has been cleared of all shrubbery and trees. An apple orchard provides shade on the east side, while an ancient oak blocks the evening sun.

The people of Artonsbrueck are distrustful of outsiders. They have received help from the Rookroost Thieves Guild and Rhaedrick in particular. They return the favor by feeding RTG members passing through or providing a safe haven for those in hiding.

They will not let the party enter the gate at first. If the party mentions Rhaedrick sent them, they will be allowed to enter. Informing the people of Talon's letter will result in the gate being opened. Otherwise, they must make a Diplomacy DC15 to get inside.

Once inside there are four buildings. There is a stable, a smithy, a storeroom and an inn. All structures are two stories high, except for the smithy. The storehouse has a root cellar and the inn has a hidden basement that even the RTG does not know of. Packed dirt slopes up the wall, providing extra strength and access to the wall's palisade.

The inhabitants of Artonsbrueck are two brothers and their families. Both men are married and they have children. The brother's are Angus and Bazin Peiper. These men are trained Rogues, Angus being 3rd level and his brother being 2nd-level. Their wives are Helga and Rueth, respectfully. Reiter Schmid tends to the stable and runs the smithy. His skills are focused on making implements that help farmers and teamsters. His weapon making ability is crude at best. He also tends to three horses, a donkey and two milk cows that reside in the stables. Another two men are employed to operate the ferry, Mika Rausch and Loight Metzge. There are seven small children who are too small to assist in the defense of their home.

An hour after the characters' arrive a loud bell clangs. This notifies the ferrymen that someone desires transport across the river. A wagon is brought over and comes inside the walls. The wagon carries Rhaedrick's cloth. Marvit Oxmaster is the teamster and he has two guards with him as well, Sten Herdies and Nez Tynier. They originally intended to stay the night as only five hours of daylight remain. They have no desire to be caught outside four walls in the Bandit Kingdoms at night. They are not happy when they hear about the Runt's proposed attack, and announce they will leave after they eat.

While they eat, Reiter breaks one of the wagon's wheels. There are no spares available. The characters know the wagon on the road to Rookroost has a couple of good wheels. The wagon men are furious, Sten threatens Reiter with his sword and if the party does not stop him the guard will run him through.

The party has four hours of daylight to prepare for an attack. Ask what they intend to do. They have enough trees in the area that they can make some crude implements. For example, stakes and logs. They have sufficient time to stake the front of the gate and a set of logs to roll down the road. GM should allow the party to do anything reasonable to prepare for the fight. They have four hours of daylight and another three hours if the party wants to work in the dark.

If the characters are successful in convincing the merchants and his guards to help with the town's defense, feel free to allow the players to run the NPCs.

If the party abandons Artonsbrueck go to Encounter 8. Otherwise, go to Encounter 9.

👉 **Angus Peiper, male human Rog3**: Medium-size humanoid (human); HD 3d6; hp 12; Init +2 (Dex); Spd 30

ft.; AC 13 (+1 padded, +2 Dex); Atks +2 melee (1d8 heavy mace); +4 ranged (1d10 [crit 19-20], heavy crossbow); SA sneak attack +2d6; SQ evasion, uncanny dodge; AL CG; SV Fort +1, Ref +5, Will +1; Str 11, Dex 15, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +6, Jump +6, Gather Information +6, Innuendo +6, Knowledge (Bandit Kingdom) +3, Listen +6, Sense Motive +6; Point Blank Shot, Precise Shot.

Equipment: heavy mace, heavy crossbow, quiver with 10 bolts and belt pouch holding 15 sp.

➤ **Bazin Peiper, male human Rogz:** Medium-size humanoid (human); HD 2d6+2; hp 10; Init +5 (+1 Dex, improved initiative); Spd 30 ft.; AC 13 (+1 padded, +1 Dex, dodge); Atks +2 melee (1d6+1 club); +2 ranged (1d4 sling); SA sneak attack +1d6; SQ evasion; AL CN; SV Fort +1, Ref +4, Will +0; Str 12, Dex 13, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +6, Hide +6, Innuendo +4, Intimidate +5, Intuit Direction +5, Jump +6, Listen +5, Profession (Ferryman) +5, Spot +5; Dodge, Improved Initiative.

Equipment: club, sling, pouch holding 12 bullets, and belt pouch holding 15 sp.

➤ **Helga and Rueth, female human Comr:** Medium-size humanoid (human); HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (1d6 club); AL CG; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Profession (Inn Keeper) +4.

Equipment: Peasant's outfit, club.

➤ **Reiter Schmid, male human Expz:** Medium-size humanoid (human); HD 2d6+2; hp 11; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atks +3 melee (1d4+2 light hammer); +1 ranged (1d4 [crit 19-20], dagger); AL NG; SV Fort +1, Ref +0, Will +4; Str 15, Dex 10, Con 12, Int 10, Wis 13, Cha 8.

Skills and Feats: Appraise +5, Craft (Simple Weapons) +5, Handle Animal +4, Profession (Blacksmith) +6, Spot +6, Use Rope +5.

Equipment: Peasant's outfit, 3 light hammers, and a pouch holding 15sp.

➤ **Mika Rausch and Loight Metzge, male human Comr:** Medium-size humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 11 (+1 Padded); Atks +1 melee (1d4+1 [crit 19-20], dagger); +0 ranged (1d8 [crit 19-20], light crossbow); AL CN; SV Fort +1, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Profession (Ferryman) +4.

Equipment: Padded Armor, dagger, light crossbow, quiver holding 10 bolts and pouch holding 10sp.

➤ **Marvit Oxmaster, male human Expz:** Medium-size humanoid (human); HD 2d6; hp 9; Init +0; Spd 30 ft.; AC 10; Atks +1 melee (1d4 [crit 19-20], dagger); +1 ranged

(1d4 [crit 19-20], dagger); AL CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 12, Wis 11, Cha 10.

Skills and Feats: Animal Empathy +5, Climb +5, Handle Animal +5, Knowledge (Bandit Kingdom) +5, Listen +5, Profession (Teamster) +5, Ride +5, Use Rope +5.

Equipment: Peasant's outfit, dagger and pouch holding 20 sp.

➤ **Sten Herdies, male dwarf Ftr3:** Medium-size humanoid (human); HD 3d10+6; hp 26; Init +0; Spd 20 ft.; AC 14 (+4 chain shirt); Atks +7 melee (1d8+3 [X3], battleaxe); +3 ranged (1d6+3 throwing axe); SA +1 attack vs orcs and goblinoids; SQ Darkvision 60 ft. Stonecunning, +2 save vs. poison, +2 save vs. spells and spell like affects, +4 dodge vs giants; AL NG; SV Fort +5, Ref +1, Will +2; Str 17, Dex 11, Con 14, Int 11, Wis 12, Cha 9.

Skills and Feats: Climb +5, Craft (Jewelry) +3, Jump +8, Ride +2; Cleave, Power Attack, Sunder, Weapon Focus (Battleaxe).

Equipment: battleaxe, 2 throwing axes, chain shirt, and leather pouch holding 3 gp.

➤ **Nez Tynier, male human Ftr2:** Medium-size humanoid (human); HD 2d10+4; hp 18; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft.; AC 15 (+3 studded leather, +2 Dex); Atks +4 melee (1d8+2 [crit 19-20], longsword); +4 ranged (1d4+2 [crit 19-20], dagger); AL CN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 15, Con 14, Int 11, Wis 9, Cha 12.

Skills and Feats: Climb +7, Jump +7; Improved Initiative, Iron Will, Quick Draw.

Equipment: longsword, 4 daggers, studded leather, and leather pouch holding 30 sp.

ENCOUNTER 8: THE RUNT'S CAMP

For whatever reason the party has not stayed in Artonsbrueck. They travel across the countryside, encountering no man or beast. They approach a large clump of trees and the characters need to make an opposed Listen check vs. a sleeping Orc guard. The Orc has a -2 on his die roll because of his slumbering. Success indicates they hear snoring; failure means the Orc guard awakens and warns his comrades.

➤ **Sleeping Orc:** CR 1/2, hp 8, see *Monster Manual* page 146.

Equipment: longspear, studded leather armor, small wooden shield, and belt pouch holding 10 sp.

A large clearing opens within the forest and it is full of activities. A Gnoll watches several humans loading logs onto a wagon. Another wagon carries a load of logs and yet another holds a ballista. Several draft horses graze inside a make shift pen. Groups of orcs sit around sharpening their weapons, while others stack humanoid carcasses under the supervision of a small hooded figure. You may wonder how a goblin could ever order

orcs about, and then he turns and his black hood falls back to reveal an Orc face. Few have seen an Orc this small. Surely he is the smallest Orc to walk the Flanness. He continually shouts out orders and occasionally uses his flail to emphasize his point.

The adventurers have found the Runt as he prepares to attack Artonsbrueck. If the characters made it around the guard, they have the option of surprise attacking the Runt and his raiders. They can also return to Artonsbrueck and tell the villagers what they have seen. When they arrive at the ferry there is one hour of daylight remaining. Go to Encounter Nine: The Attack.

Tactics: The orc warriors are stirred up into a frenzy by the Runt's constant berating. They are more than happy to kill any intruders and will charge the closet available character. They will not coordinate this attack very well, meaning they will seek the opportunity to charge an unopposed PC more than seeking out a flanking opportunity.

The gnoll, Hyip Hranha, will avoid engaging in melee. He is being paid to build rafts, not to stick his neck out. He will focus on guarding the slaves that help him build the rafts.

The Runt will wake up any Ogre allies. After the Ogres are awakened the Runt will cast *animate dead* and send skeletons into the melee. He will follow the skeletons and when they close into melee, he will cast *darkness* on one in the middle. Then the Runt will cast *invisibility* on himself. The Runt will avoid melee if possible but has his flail out and ready just in case.

If he sees the battle is going badly he will abandon the field, leaving his raiders. He will set the wagons ablaze as he leaves.

If his troops are holding their own, he will seek to attack the most effective opponent. He will cast *hold person* first, followed up with a *bane* spell. If one foe still stands out as a strong threat he will cast *doom* upon them. Then he will cast *cause fear*. If he gets hit he will cast *sound burst* upon his attacker. The next round he will cast *magical weapon* on his flail and seek to destroy his enemies.

➤ **The Runt, male orc Clr5 of Iuz** CR 5; Medium Humanoid (4 ft. 11 in.); HD 5d8+10; hp 33; Init +1 (Dex); Spd 30 ft.; AC 14 (+3 studded leather, +1 Dex); Atks +5 melee (1d10+1 [19-20], heavy flail); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +6, Ref +2, Will +7; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +10, Knowledge (Religion) +4, Spellcraft +4; Blind Fight, Weapon Focus (heavy flail).

Equipment: flail, studded leather armor, pouch holding up to 20 black gems (50 gp value), and belt pouch holding 15 gp. Note that for every skeleton or zombie the Runt creates, he uses one gem. Small pouch holding two pinches of *dust of tracelessness*.

Spells (4+1/3+1/2+1): Spheres Trickery, and Evil (+1 to effective level when casting spells in the Evil Sphere)

1-bane, cause fear, doom, magic weapon, protection from good (domain spell), 2-darkness, hold person, invisibility, sound burst, 3-animate dead, animate dead, nondetection (domain spell)

➤ **Hyip Hranha, male gnoll Rgr2** CR 4; Medium Humanoid (6' 4' ft.); HD 2d8+2+2d10+2; hp 24; Init +0; Spd 30 ft.; AC 14 (+1 natural, +3 studded leather); Atks +5 melee (1d8+2, small flail); SA Favored Enemy (Elves), SQ Darkvision 60 ft., Face/Reach 5 ft. by 5 ft./5 ft. AL CE; SV Fort +7, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Craft (rafts) +4, Listen +3, Profession (river pilot) +4, Spot +3, Use Rope +3, Wilderness Lore +3; Endurance, Track.

Equipment: small flail, studded leather armor, and a belt pouch holding 5 gp.

➤ **Human Slaves** (Com1; Craft (rafts) +1, Use Rope +1.

APL 2 (EL 4)

➤ **Orc** (6): CR ½, hp 6, see *Monster Manual* page 146.

Equipment: club, studded leather armor, small wooden shield, and belt pouch holding 10 sp each.

➤ **Skeletons, Medium** (3): CR 1/3, hp 6, see *Monster Manual* page 165.

The Runt does not stay at this APL.

APL 4 (EL 6)

➤ **The Runt:** CR 5, see above

➤ **Orc** (8): CR ½, hp 6, see *Monster Manual* page 146.

Equipment: club, studded leather armor, small wooden shield, and belt pouch holding 10 sp each.

➤ **Skeletons, Medium** (3): CR 1/3, hp 6, see *Monster Manual* page 165.

APL 6 (EL 8)

➤ **Ogre:** CR 2, hp 26, see *Monster Manual* page 144.

Equipment: greatclub, and belt pouch holding 5 gp. The ogre has a bag which holds the skull of a wizard he killed. The sack also holds a *wand of magic missiles* (1st-level caster) 30 charges, and an arcane scroll with *summon monster 1*, *stinking cloud*, and *flame arrow*.

➤ **Orc** (6): CR ½, hp 6, see *Monster Manual* page 146.

Equipment: club, 2 javelins, studded leather armor, small wooden shield, and belt pouch holding 10 sp each.

➤ **Skeletons, Medium** (5): CR 1/3, hp 6, see *Monster Manual* page 165.

Development If the Runt escapes and the party forces him to use some spells, he will delay his attack for one day in order to recover spells. He will move his camp and

since the area is mostly hard ground, difficult to track on (DC 25). The Runt will make sure his guards are more alert (i.e. none will be caught napping).

ENCOUNTER 9: THE ATTACK

The evening is humid and a mist covers the river. Every sound is amplified by the fear that precedes a battle. Darkness has engulfed the world for a few hours, when the sounds of creaking wheels can be heard from across the river. Rough voices can be heard as if barking orders. The sound of wood crashing and banging fills the night for a while. Muffled curses and grunts are followed shortly by splashes of water. This carries on for some time and then all is silent. The moments pass slowly until light splashes of water are heard and dark shapes can be discerned through the mist.

Tactics: The Runt and his raiders are coming to Artonsbrueck. The fog breaks up, however the river is still beyond any character's darkvision. The little priest will have animated some skeletons for the first assault up the hill from the sandy area where they disembarked. The skeletons carry torches to illuminate the gate. A ballista floats atop one of the rafts, which is guided by the gnoll. Its crew will fire upon the gate once they are within 100 ft, and the skeletons shine their torches upon the target. Once the gate is breached the gnoll will signal their comrades with a horn. Then the crew will focus on knocking down the walls. If the raft ever appears threatened after breaching the wall, the gnoll will move away to the opposite bank and leave the encounter to his mates. The Runt hopes the skeletons won't wait long for the gate to be breached. Otherwise, they stand there waiting for an opening, possibly even taking damage from the ballista attacks. The gate is made of 4-in. thick strong wood (hardness 5, 40 hit points). The walls are made of stone and are 1 ft. thick (hardness 8, 180 hit points). Characters shooting from the arrow slit will have +10 AC bonus for cover as well as +4 Reflex save bonus.

If the Runt has been warned of the party or he figures out the party is present, he will have the second line advance cautiously. They will have a close support of archers and Ogres with spears if available. The ballista will head back to the opposite bank once the gate is breached. The Runt will follow his horde close behind, ready to throw spells as needed. The Orcs will coordinate their attacks, seeking flank advantages and if surprised they will fall back to allow missile fire to weaken their foe. If a third of their numbers drop (do not count skeletons) the Orcs will turn to run. The Runt will use his flail to rally them. Once two thirds are dropped, they will no longer fear the Runt's flail and all will flee.

The Runt will try to make it back to his raft to animate a pile of five skeletons he has prepared. While the skeletons move to attack, he will steer his raft over to the ferry and attempt to set the ferry on fire and cut its rope, before retreating.

If the Runt is unaware of the party's presence, he will let the warriors run up there without considering any

support. They will be frenzied and think very little about coordinating for flank attacks. They simply wish to kill. The Runt will wait on the raft with any Ogres, until the Orcs retreat. They will run once a third of their numbers are dropped.

Realizing the village holds more of a challenge than he considered, he will animate some more skeletons and send them up the hill with the Ogres. He will follow providing magical aid. If the skeletons and Ogre are defeated, the Runt will head back down the slope. He will sail a raft over to the ferry and set the boat on fire. Then he will cut its rope, before sailing away down river.

➤ **The Runt, male orc Clr5 of Iuz** CR 5; Medium-size Humanoid (orc.); HD 5d8+10; hp 33; Init +1 (Dex); Spd 30 ft.; AC 14 (+3 studded leather, +1 Dex); Atks +5 melee (1d10+1 [19-20], heavy flail); SA Spells; SQ Darkvision 60 ft., light sensitivity, rebuke undead; AL CE; SV Fort +6, Ref +2, Will +7; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +10, Knowledge (Religion) +4, Spellcraft +4; Blind Fight, Weapon Focus (heavy flail).

Equipment: flail, studded leather armor, pouch holding up to 20 black gems (50 gp value), and belt pouch holding 15 gp. Note that for every skeleton or zombie the Runt creates, he uses one gem. Small pouch holding two pinches of dust of tracelessness.

Spells (4+1/3+1/2+1): Spheres Trickery, and Evil (+1 to effective level when casting spells in the Evil Sphere) 1-bane, cause fear, doom, magic weapon, protection from good (domain spell), 2-darkness, hold person, invisibility, sound burst, 3-animate dead, animate dead, nondetection (domain spell)

➤ **Hyip Hranha, male gnoll Rgr2** CR 4; Medium-size humanoid (gnoll.); HD 2d8+2+2d10+2; hp 24; Init +0; Spd 30 ft.; AC 14 (+1 natural, +3 studded leather); Atks +5 melee (1d8+2, small flail); SA Favored Enemy (Elves), SQ Darkvision 60 ft., Face/Reach 5 ft. by 5 ft./5 ft. AL CE; SV Fort +7, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Craft (rafts) +4, Listen +3, Profession (river pilot) +4, Spot +3, Use Rope +3, Wilderness Lore +3; Endurance, Track.

Equipment: small flail, studded leather armor, and a belt pouch holding 5 gp.

Ballista (+0 ranged, 3d6, [3], 1 crew)

➤ **Orc ballista crew** (5): CR ½, hp 6, see *Monster Manual* page 146.

Only 1 orc is needed to man the ballista. These are the only five that are trained to use this weapon. A wide shield wall is set up providing the crew with half cover for +4 AC, +2 Ref Save Bonus.

APL 2

First wave.

☛ **Skeletons, Medium** (10): CR 1/3, hp 6, see *Monster Manual* page 165.

Second wave.

☛ **Orc** (6): CR 1/2, hp 8, see *Monster Manual* page 146.

Equipment: club, studded leather armor, small wooden shield, and belt pouch holding 10 sp each.

Reinforcements.

Skeletons, Medium (5): CR 1/3, hp 6, see *Monster Manual* page 165.

APL 4

First wave.

☛ **Skeletons, Medium** (10): CR 1/3, hp 8, see *Monster Manual* page 165.

Second wave.

☛ **Orc** (10): CR 1/2, hp 8, see *Monster Manual* page 146.

Equipment: club, 2 javelins, studded leather armor, small wooden shield, and belt pouch holding 10 sp each.

Reinforcements.

Skeletons, Medium (5): CR 1/3, hp 8, see *Monster Manual* page 165.

APL 6

First wave.

☛ **Skeletons, Medium** (10): CR 1/3, hp 8, see *Monster Manual* page 165.

Second wave.

☛ **Ogre**: CR 2, hp 26, see *Monster Manual* page 144.

Equipment: huge longsword, and belt pouch holding 5 gp. The ogre has a bag, which holds the skull of a wizard he killed. The sack also holds a *wand of magic missiles* (1st-level caster) 30 charges, and an arcane scroll with *summon monster 1*, *stinking cloud*, and *flame arrow*.

☛ **Orc** (10): CR 1/2, hp 8, see *Monster Manual* page 146.

Equipment: club, 2 javelins, studded leather armor, small wooden shield, and belt pouch holding 10 sp each.

Reinforcements.

☛ **Skeletons, Medium** (5): CR 1/3, hp 8, see *Monster Manual* page 165.

CONCLUSION

Victory tastes sweet and the sun rises showing the evidence of the Runt's failure. The Peiper family and servants are alive and so are Rhaedrick's men, though Sven has a gash upon his forehead.

Rhaedrick will be pleased that the ferry still functions, facilitating trade to Rookroost with the south.

The characters have pleased the people of Artonsbrueck. They can remain here until they are safe from Lord Mortoth's attentions (4 TUs). They will be provided free room and board for their efforts. Otherwise they will be in danger should they return to Rookroost. Rhaedrick will be pleased with the party's success. They will receive his favor, which will help indentured characters make some headway on returning to freedom. A RTG member does not have to give 10 percent of his take on treasure, but if he or she does, they will gain an additional influence point with Rhaedrick Avenfear.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two: Mean Street

Get by Imyrson and Tyron 25

Encounter Six: On the Road

Defeat the zombies 75

Encounter Eight: The Runt's Camp

Defeat the Runt and his allies 100

Encounter Nine: The Attack

Defeat the Runt and his allies 250

Maximum experience for objectives 450

Discretionary role-playing experience 0-50

Total XP available 500

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it.

Items of this nature can be sold for 50% of book value, or record it on a log sheet.

2. Animals, followers, monsters, henchman, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs but these will not be certified and cannot bring material benefit to the character. Contacts (sources of information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 1,000 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or the other. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above use, use your judgment and the circumstances within the game to determine whether a PC thief get away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for which it later finds unreasonable but which were allowed at the time.

Encounter Two: Mean Street

- *Potion of detect thoughts* (Value 300 gp), 5 gp and 80 sp.
- Imyrson and Tyron have 55 gp, rapier, light crossbow, quiver with 10 bolts, and 4 daggers.

Encounter Three: The Drunken Dragon Tavern

- Up to 50 gp if successful in negotiating with Rhaedrick Avenfear.

Encounter Four: Indentured

- Weapons, armor, and coin pouches can be taken from patrol. Remember the armor will not find a buyer in Rookroost.
- 10 gp and 60 sp.

Encounter Eight and/or Nine

- Equipment and gear from defeated raiders.
- The Runt carries up to 5 black gems (50 gp ea) and 15 gp. For each skeleton or zombie created in Encounter Eight or Encounter Nine one gem will be consumed.
- Two uses of *dust of tracelessness* (Value 250 gp each)
- *wand of magic missiles* (30 charges, Value 15 gp per charge): 1st-level caster
- Arcane scroll with *summon monster I*, *stinking cloud*, and *flame arrow* written at 5th level (Value 600 gp)

- 5 gp and 100 sp.

Consequences

- *Enmity of Grindell*. A character that attacks Grindell or his subordinates will always be an enemy to Grindell. Depending upon the circumstances, Grindell is prone to attack the character on sight without warning.
- *Escaped from Rookroost Jail*. Character is wanted in Rookroost and in parts of the Midlands. Character could be apprehended if recognized by authorities. If recaptured character will lose 24 TU's. A character that receives an influence point from the RTG or becomes a member of the guild can spend their influence point along with a 100 gp to negate this certificate.
- *Indentured to Rhaedrick Avenfear*. Characters must work for Rhaedrick until he releases them from service. They will not be abused, but they will not be paid for their services to Rhaedrick. They are allowed to keep treasure they earn while completing tasks for Rhaedrick and are permitted to own property. They must receive 5 Rhaedrick influence points in order to leave his service.
- *Rhaedrick Avenfear Influence Point*. These can be used to ask favors of Rhaedrick Avenfear, a resident of Rookroost. These favors can help in earning freedom from indentured status.
- *Enmity of Rhaedrick Avenfear*. A character that disregards Rhaedrick's orders as an indentured servant or attacks Rhaedrick will earn this certificate. It will affect future encounters with Rhaedrick and how the character is treated. This could result in a RTG member losing his position with the guild. The RTG metacampaign person should be contacted regarding this. Please contact Jason Covitz at the following address: bkpoc@earthlink.net

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.