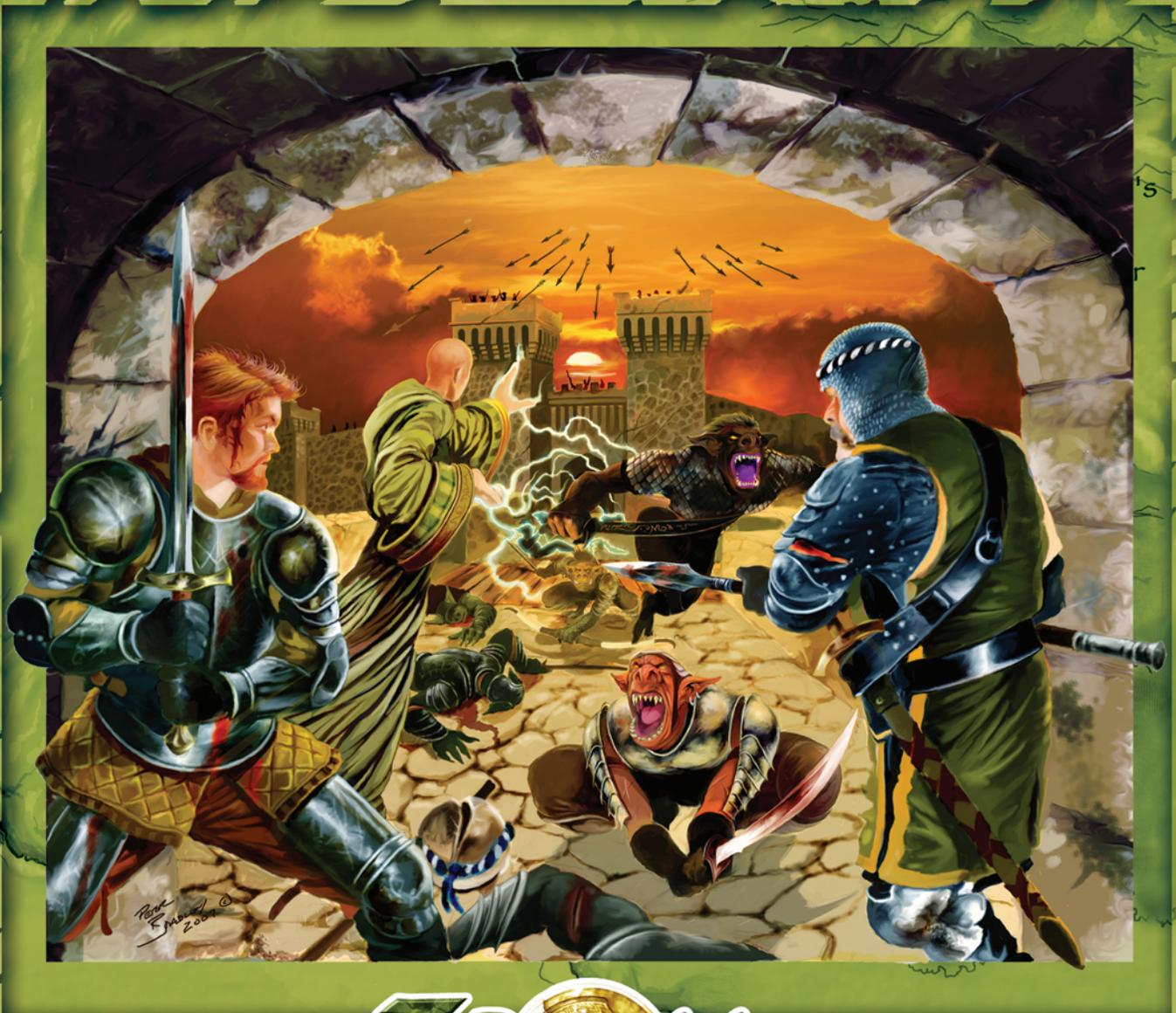


DRO MANDRAS

THE FREE WEST

BY CASEY CRISTOFFERSON



Lake Veyona



1 Inch = 10 miles

DRO MANDRAS: THE FREE WEST™

By CASEY W. CHRISTOFFERSON

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This module is designed for 4-6 characters of 4th-7th level with a challenge rating of 5-6. It can be scaled

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The travelers came to a halt as the burly blond fellow in bearskins and steel stepped forth from the low trees along the side of the road with the hocks of a great wild boar thrown across his broad shoulders, six foot shaft of a long bladed spear held easily in his right fist. The hunter surveyed the road and then the travelers as a flash of recognition lit across his wild eyes.

With a roar he exclaimed! "My friends! It's been so long since last I seen ye? Any luck down in the Crater? Pouches filled with jewels aye? Well I hope ye spent a bit of it down at the Dirty Bowbe's before taking the trail south. Say ye are going south ain't ye?"

One of the travelers cleared his throat as if to speak, but was immediately cut short as the exuberant hunter cut him off before he could get a word in edgewise.

"So your going down to Dro Mandras Aye? A war going on down there friends and any fellow as goes to the city is sure to be drafted into the struggle no matter what. Hell, even I got a badge!" The fellow paused, leaning on his long bladed spear and reached under the lion-skin mantlet he wore over his steel breastplate and withdrew some form of badge, showing it off to the travelers.

"This says I'm some sort of militia captain or whatever. No matter to me, all it really means is I can kill fer the Duke if I wish, and pay out his bounties on any of tha vagrants in the area. Of course though there seemed to be a lot more of me catching and collecting and less o' me paying out before you lot showed up."

"Of course, it's more likely than not the war will be swinging this way again and I don't see leaving these lovely barmaids all alone and defenseless like against war-trolls and bands of flea bitten hyena-heads. Either way I hear the Duke's army will be swinging up through these parts to take the ford into the East. By the Bowbe's cruel blade and with a bit of luck, perhaps some folks may yet manage to uproot those stinking green-skins from tha other half o' Dro Mandras so as tha Duke can do that. Maybe.

"Either way, ye get down those parts, you make sure and tell that old Bowbe Azrael as I said hello an ask him why he thinks he's too good to make it on up to Dirty's."

With that the fellow turned back into the brush and timber and vanished. The travelers spurred themselves ahead a short distance without talking. As they reached a bluff that afforded a view of the south, their breath was caught in their throats at the sight of the wide expanse of Lake Veyona. There too on the horizon, they could see smoke off to the Southeast, and the dark ruts in the ground of the enemy entrenchment along the shattered eastern walls of a once fair city.

INTRODUCTION

Like its predecessor the Haunted Highlands, Dro Mandras is not listed under a level of difficulty for its use in the Castle Keeper's ongoing adventure campaigns. The areas of adventure detailed

within this tome are fluid rather than static. Bad guys move around and change events as surely as heroes and their allies do. Lairs and hideouts of thugs, ruffians and monsters may change locations just as players root out one source of evil, another must certainly pop up to replace it as a threat. Instead the areas and locations detailed in this product are detailed under a "suggested" level of play and the Castle Keeper may adjust that level of difficulty to best fit their campaign and style of play.

SUMMARY

Dro Mandras details numerous areas of adventure as well as the "free" sections of the town of Dro Mandras itself. The areas of adventure are designed to be small enough to fill out a single evening of enjoyable fantasy adventure role play, but large enough that they may be developed by the Castle Keeper into whichever setting or situation best fits their campaign. Adventure information such as the actual die number needed to overcome specific challenges is provided to help guide Castle Keepers new to the *Castles and Crusades™ Fantasy Role Playing Game* with a basic understanding of this rules light game and importantly, save them time in referencing such information on the fly while conducting their game session.

A brief history of Dro Mandras and its important to the Duchy of Karbosk is included as well so that the Castle Keeper may use this information to determine how best to include the events unfolding in the town into their campaign.

The next section of Dro Mandras includes a good variety of interesting NPCs for the players to meet and role play with. These Non-Player Characters may have jobs, information, or ulterior motives designed to snare the players into countless adventures. This section titled "Dramatis Personae" is included directly after the history section at the front of the book for easy reference.

The final section offers several story seeds and potential events which may unfold in your campaign, potentially allowing the PCs to assist in freeing the Fallen East from the hordes of Yorgach.

PC PARTY AND COMPOSITION

Dro Mandras, when used as a town setting is fairly open for business as far as adventuring party composition is concerned. There is a fair amount to do and see for most player character classes. Fighters, Rangers, Paladins and their ilk may easily find themselves drafted into roles as guards, or shock forces in service to Duke Mandras Karbosk V. Wizards too would find their services needed by the Duke and his forces as they explore West Dro Mandras and form strategies to rescue the East from the clutches of Yorgach the Ravager's armies. Clerics and druids may be called to duty as healers and food providers, and handsomely paid for these efforts. Likewise rogues may find a place amongst the Azrael Lashet's Back Alley Gang. Bards may find an audience amongst the town's war weary civilian population, or possibly gain the ear of the Duke himself.

Dro Mandras serves as the capitol of the Duchy of Karbosk and is its largest and most populated trade center and is the only regional settlement that could qualify as true civilization by any standard. The majority of the rest of the Karboskian marches comprise small farming villages, hunting lodges, roadhouses, baronetcies, mining camps, and the occasional demi-human settlement such as the Halfling village of Gilby Hall. To its north lie the holdings of the Ugashtan tribesmen and the druidic circle of the Green Man. For more information on the Ugashtan Highlands and the Circle of the Green Man see *DB 1: The Haunted Highlands* by Troll Lord Games.

The city was originally founded 500 years ago by Duke Mandras Karbosk I, son of the famed general Leonid Karbosk, Dro Mandras sits on the banks of the Mandras River where that waterway feeds onto Lake Vayona. Initially built after the

completion of Castle Mandras, the city quickly grew from a small trading village and naval outpost to a small city of important strategic significance to the Rodensian throne that stretched both banks of the Mandras River.

As the blood of King Pieter's Rodensian line grew thin from debauchery, inbreeding, and civil war, the Duchy of Karbosk remained strong. Dro Mandras attracted refugees and learned men seeking to escape the chaos of the Rodensia's implosion. Its dukes and duchesses made fortunes providing weapons and securing barbarian mercenaries for the various warring factions. They quietly weakened the southern principalities while securing influential marriages for themselves from the best stock the south had to offer.

This is not to say that the Dukes and Duchesses of Karbosk did not have their own worries. Hordes of humanoids were tamed, farmland was carved from the black earth, winters were weathered and treaties were made with druids and barbarians from the hinterlands.

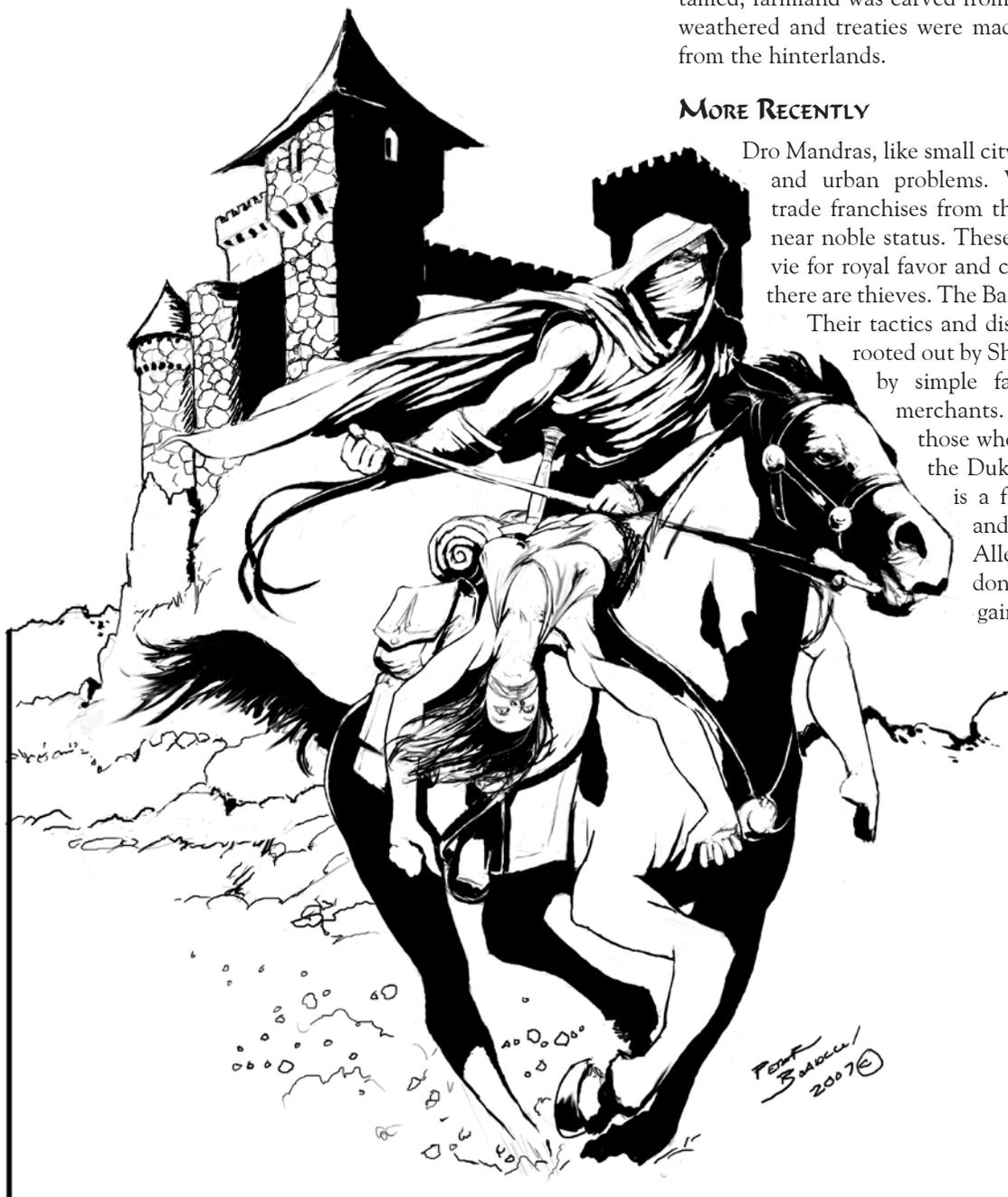
MORE RECENTLY

Dro Mandras, like small city has had its share of hardships and urban problems. Wealthy merchants purchase trade franchises from the duke, and many operate in near noble status. These merchant barons continually vie for royal favor and charter. Where there is money, there are thieves. The Back Alley Gang, is no exception.

Their tactics and discipline keep them from being rooted out by Sheriff Arn Porski and his agents by simple fact that they target foreign merchants. Travelers, adventurers, and those who have lost political favor with the Duke are all fair game. The latter is a fact known only to the Duke and Azrael, master of the Back Alley Gang, who makes certain to donate a portion of his ill gotten gains into the Duke's war coffers.

Pirates partially funded by the princes of Rodensia attack any ship not bearing the flag of their favored prince. The location of their hidden base in the Grey Oak Isles would be of great interest to the Duke. Similarly, spies and agents of the weakling princes of the south are known to send assassins to murder merchants and make occasional attempts on the life of the Duke himself.

This political climate has brought Mandras Karbosk V to the ultimate conclusion



that he alone should claim kingship of old Rodensia and re-unify the empire once and for all.

With the alliance of the wizards of the Tower of Nesturon, Ugashtan tribesman and the coin of several powerful merchants, Mandras Karbosk V set forth to conquer the four weakling princes of Rodensia and unify the old kingdom under his own banner.

Battle plans were drawn and the war drum was beat. Unfortunately the Duke and his allies had no way of knowing what evil lay slumbering to the east. Yorgach had begun his quest for the century of skulls and the fortress of Yorgach's fist emptied of its howling swarms. It was just as the Duke's armies arrayed themselves upon the rolling plains of Rodensia, that arcane messengers called for them to swiftly return home.

Making a fighting withdrawal from the plain of battle, the Karboskian forces returned to Dro Mandras to find that the eastern half of their capitol had been sacked and much of the eastern Duchy had fallen into the hands of hard bitten orcs and other opportunistic humanoid foes that had come down from the mountains ringing the eastern provinces.

Manning the defenses, the Duke managed to halt the orc king's advance. Turning the lions share of Yorgach's hordes northwards in an effort to encircle the the city. Yorgach left four commanders in the Eastern City to maintain the siege as he turned the bulk of his cruel army again towards the river ford near Bortenski.

Noting their movements, Duke Mandras too has turned northwards, with both armies racing along the banks of the river in an attempt to be the first to take the fords and insure victory in this bloodthirsty campaign of attrition.

Without their ruthless leader to guide them, Yorgach's forces have made camp within the crumbled walls of East Dro Mandras, pillaging any valuables they can lay hand or claw upon. In his absence, his officers have divided upon old clan and tribal lines. They have carved their holdings into separate enclaves ruled by the toughest and most brutal of their sub chieftains and masters. Knowing Yorgach's fury, these distrustful warlords maintain a neutered siege of the heavily defended east central district. These Karboskian holdouts are fed by the mana provided them by the temples still standing. The survivors have sworn to hold fast until the siege is lifted or all among their walls have bled their last drop of blood.

Now Dro Mandras as it stands, is half in the hands of a ravenous humanoid enemy, and half in the hands of the Duke's Armies. To the south, the weakling princes have declared victory against the upstart Duke and even now board transport ships to give chase to their foe. Dro Mandras, besieged on all sides sends out a call for heroes to defend it in its hour of direst need.

DRO MANDRAS: RUMORS

When asking about certain events and situations in the environs of Dro Mandras, have the PCs make a Charisma check, adding

any modifiers that the CK feels necessary to apply (such as good role play, substantial bribes). Compare the straight Charisma check to the rumors table modifying it as suits the question.

An example of charisma check modifiers is listed here.

MODIFIER

Bard +2	Gnome -1*
Barbarian -1	Human +1
Dwarf -1*	Halfling +1
Elf/Half Elves -1**	Half-orc -3***

* In the Duchy of Karbosk, there is a certain quality of distrust towards most unknown dwarves, due to the half-century long closing of Fanderburgh to the outside world. Gnomes are simply rare due to their preference for subterranean explorations vs. surface travel.

** Pure elves are rarely seen, and are considered alien and potentially dangerous to humans who have not lived long enough to actually encounter one. Their fey heritage and airy nature puts many humans on edge.

*** Animosity towards half-orcs has flourished since the invasion, and in no small part to the extermination policies implemented by Sheriff Arn Porski prior to the Duke's return.

Roll 1d12 for rumors. Checks of 1-4 fall under the untrue category. Checks of 5-8 are partially true, and checks of 8-12 may be considered most truthful.

1. Yorgach the Orc King is 10 ft. tall and invulnerable! (False, He's 6 ft. tall and arrow proof).
2. The humanoid armies are in league with the Duke's enemies in Rodensia. (Not Yet)
3. Grundic is a fair trader and would never inflate prices to good heroes such as yourselves! (True)
4. Veyona's Draught is the cleanest inn in town! (False, but it is one of the only places in town with rooms to rent!)
5. Lady Karbosk single handedly held the bridge vs. Yorgach's Horde! (False but it makes a good legend).
6. Ixium is in his tower preparing a mighty spell to lift the siege. (Sort of)
7. Dirty half-orcs have sided with the invaders. (Some have)
8. Rodensian spies are everywhere! (True)
9. Sheriff Arn Porski offers coin for the heads of invaders and bandits alike. (True)
10. Wagonloads of heads have been hauled east towards Yorgach's Stronghold. (True)
11. Yorgach has left behind five generals to maintain the siege while he seeks healing. (True)
12. A mysterious half elf named Galian leads the defenses of the East Central Keep against the long siege. (True)

CHAPTER II: DRAMATIS PERSONAE

DUKE MANDRAS KARBOSK V: Duke Mandras is a solid and kingly figure, known for his brilliant tactics and keen mind. A man in his mid forties, Duke Mandras has long followed his families proud heritage and its interest in quelling the foolish principalities to the south, returning them once again to their former glory in a new Rodensian Empire. A fair man, Mandras is also a calculating politician who seeks always to turn any political or military disadvantage to his favor.

The rise of Yorgach and the invasion of the orcish and hobgoblin forces was something unforeseen to the Duke who now feels the cold chill of betrayal clawing its way down his rod iron spine. That priests, oracles and wizards of his staff had not foreseen this event troubles the Duke greatly. It is for this reason and for the bolstering of his ranks against the squatters on his eastern shores that the Duke secretly seeks out brave and cunning adventurers to replace the numerous sycophants who have recently failed him in his bid to unify Rodensia and declare himself king of a new Rodensian Empire.

The duke has steel grey hair, a square jaw and an aquiline nose denoting the lineage of the noble bloodline of Rodensia. He is well built with strong shoulders and scarred hands which prove his mettle as a veteran of many battles.

DUKE MANDRAS KARBOSK V (He is a 10th level Lawful Neutral (Good) human, knight, whose vital stats are HP 77, AC 22. His primary attributes are charisma, intelligence, and strength. His significant attributes are strength 17 and charisma 16. He wears +2 full plate armor, and bears a large +2 steel shield. He carries a +2 longsword in battle. He rides a heavy warhorse, and is never without less than 500gp in gemstones, jewelry and various coin.)

PC CONNECTIONS: Any great heroics on the part of the PCs may eventually bring them to the attention of Duke Mandras Karbosk V. They cannot simply approach the Duke or as strangers in a strange land “set up an audience” without first proving their valor by some act or deed on behalf of his Duchy. PCs may gain such notoriety by bringing in bounties (such as villains detailed in DB 1: The Haunted Highlands) or through successfully infiltrating and assaulting the lairs of entrenched foes in East Dro Mandras. The rewards granted by the Duke or his associates are detailed along with keyed encounter descriptions within the text.

DUCHESS VULSIA ILLIAN KARBOSK: The Duchess is a brave and shrewd woman in her late twenties and born to one of the more influential principalities of the former Rodensian empire. The Duchess has seen her share of battle, being herself won from the Duke’s arch rival Prince Bermillian. As a noble she was trained in the study of heraldry and the use of hand weapons. This martial training was much as a propagandist ploy on the part of her uncle as a necessary way of life in the ruins of the old kingdom or Rodensia.

Recently the Duchess oversaw the rapid evacuation of East Dro Mandras, with the hounds of Yorgach almost nipping at their heels. She maintained a seven day vigil at the Honor Bridge which crosses the Mandras river, repelling assault after assault by Yorgach and his minions before her husbands return. Yorgach has sworn to eat her liver in front of her children before his conquest of the settled lands is complete.

The Duchess herself understands that hers is a marriage of convenience and has little of what one would consider love for

her husband, acknowledging his affairs so long as the shame of them does not fall to the ears of their two young children. For her part she bore the Duke a son, and for that understands that her destiny is thus entwined with his better or worse.

As a youth she was once linked to a famed half-elven troubadour who fled her homeland on threat of death.

Her most trusted confidants are Sir Lannard Roskenbled, the Herald of Karbosk and Lord Dietchom, the man who has been her private bodyguard since her teens.

DUCHESS VULSIA ILLIAN (She is a lawful good, human, 4th level knight whose vital stats are HP 24, AC 20. Her primary attributes are strength, wisdom, and charisma. Her significant stat is charisma 17. When armed for battle she wears a tailor made +1 suit of full plate, carries a +1 shield and a +1 longsword. Otherwise she is protected by a ring of protection +2 and +2 bracers of armor. 2 potions of cure light wounds and a potion of invisibility. Most of her equipment was made specifically for her, or was inherited.)

PC CONNECTIONS: Any audience or association with the duchess is first negotiated by her handmaiden, Lady Ulda. Should the PCs prove their mettle through some goodly deeds the duchess may request that they make contact with Galian and offer him any aid that he may need within the Besieged East Central district. Galian was a mentor to the Duchess in her youth who recently appeared from the south, un-aged and charming as always.

LADY ULDA: A Halfling beauty of deep wisdom, Lady Ulda is the handmaiden of the Duchess. She is often found in the company of Sir Lannard when sent on private missions in the Duchess’s name.

LADY ULDA (She is a neutral good, Halfling, 4th level rogue. Her primary attributes are dexterity and wisdom. Her significant attribute is Dexterity 16. She possesses +2 bracers of armor, a +1 dagger and 2 potions of invisibility.

PC CONNECTIONS: Lady Ulda is frequently sent on private missions by the Duchess that lead her into areas where the Duchess by nature of her station is unable to visit. Should the PCs prove their worth fighting against the forces of Yorgach, the Duchess may send Lady Ulda or Sir Lannard to request that they find a way to offer aid to Galian.

SIR LANNARD ROSKENBLED: Born of lesser nobility in a central Rodensian principality, Sir Roskenbled is a herald with vast knowledge of the color and silks of every major and minor prince, baron and knight in the lands. A confidant and advisor to the Duchess, he considers the young woman to be like a daughter to him and has been assigned to instruct and guide her from the time she was very young. He now spends a portion of his time instructing and teaching the Duke’s children in the ways of nobility and courtly behavior.

Lannard is a sometime spy as well gathering the loose threads of court gossip and tying them together in his daily briefs to the Duchess. When not teaching the Ducal children or advising the Duchess, Lannard is known to frequent the Helms.

SIR LANNARD ROSKENBLED (He is a neutral good, human 5th level bard whose vital statistics are HP 21, AC 17. His primary attributes are dexterity, charisma, and intelligence. His significant attributes are intelligence 14, charisma 16, dexterity 16. Sir Lannard carries a +1 chainshirt, and a +1 longsword.)

PC CONNECTIONS: Where the Duke, Duchess, their children, or Lady Ulda is found, Sir Lannard is never far. Sir Lannard once apprenticed with Galian in Gishur Rhudenz in the south where Galian instructed him on the ways of being a teacher and mentor.

LORD HANNER DIETCHOM: A brusque military man, Lord Dietchom has served as the private bodyguard of the Duchess since she was a young woman and is never out of earshot from her, except for evenings that she spends in the company of the Duke himself. Lord Dietchom dislikes the Duke but keeps his true opinions to himself as is his station. Dietchom is willing to lay down his own life in the duchess's defense. Loyalty like this is not bought but ingrained. On his few evenings off, Dietchom can be found having a quiet dinner and drink in the Watchman's Inn.

LORD HANNER DIETCHOM (He is a neutral good, human 6th level fighter whose vital stats are HP 42, AC 18 primary attributes are strength, constitution and wisdom. His significant attributes are Str 17, Con 16. He wears full plate armor and boots of haste, and bears a +1 two handed sword.)

PC CONNECTIONS: Lord Hanner is only off duty during evenings that the Duchess spends with the Duke and her children. Otherwise his eyes are never far from her countenance.

IXIUM: Ixium is the Court Wizard for the Duke of Karbosk. Ixium's tower is located in the southeast quadrant of Dro Mandras. The tower remains unscarred by the orcish invasion due to the fear orcs have of mages, a fear so strong even Yorgach could not muster enough fear in his forces to press their assault.

Ixium is currently in disfavor with the Duke for guaranteeing the safety of the Duchy during their recent foray into Rodensia. Somehow Ixium's potent scrying powers were unable to detect the growth of the Orc Kings power nor estimate the sheer intelligence that he seemed to possess.

Despite this disfavor, his sorcery is strong. Ixium was a former apprentice to Nesturon himself, and an honored graduate of the Nesturon's Tower of the Magi. Wizards trained by Ixium are generally more warlike and militant than those who graduate from the Tower of Nesturon itself. Ixium's magicians serve as augurers, and conjurers that disrupt enemy tactics. The influence of magic on the battlefield cannot be denied as it forces looser battle lines and a need to spread enemy formations to avoid being caught within the confines of deadly spells that effect great areas.

When not in court, Ixium seldom leaves the confines of his tower... at least that is what most people assume.

IXIUM (He is a neutral evil human 12th level wizard. His vital stats are HP 34, AC 16. His primary attributes are Intelligence, Wisdom, and Constitution. His significant attributes are Intelligence 17 and Constitution 15. Ixium carries bracers of armor +3, ring of protection +2, a ring of mind shielding, cloak of displacement and a staff of fireballs (8d6 damage, 20 charges, acts as a +1 shield), his alignment is neutral evil but detects as neutral due to his ring of mind shielding.)

Ixium typically has the following spells memorized: oth-Arcane Mark, Dancing Lights, Detect Magic x2, Detect Poison, Message. 1st-Change Self, Charm Person, Comprehend Languages, Feather Fall, Magic Missile, Shield. 2nd-Acid Arrow, Detect Thoughts, Invisibility, Mirror Image, Protection from Arrows, 3rd-Blink, Dispel Magic, Fireball, Fly, Haste. 4th-Charm Monster, Confusion, Polymorph, 5th-Cloudkill, Cone of Cold, Teleport, 6th-Chain Lightning, Move Earth

PC CONNECTIONS: Ixium is a powerful wizard with an unknown agenda, his dealings are secretive and few other than the Duke have any trust for his intentions what-so-ever including his old master and mentor Nesturon. PC wizards who prove their capable worth may find work amongst the duke's war wizards and eventually find themselves apprenticed to Ixium should they desire access to his massive store of arcane knowledge.

AZRAEL LASCHET: Known to most as a successful art and antiques dealer, Azrael Laschet is actually the leader of the Back Alley Gang that is known to plague foreigners (especially visitors from Rhodensia). Among other things Azrael serves as a spy on behalf of the Duke, who knows full well of his activities. The Duke also enjoys the fact that Azrael's gang makes Sheriff Arn Porski look like an idiot. The back alley gang makes certain that the Duke gets his 20% cut of any illicit proceeds for gambling, prostitution, and authorized larceny that comes into the hands of this highly efficient organization. Needless to say the invasion and sack of the lucrative East Dro Mandras has put a severe bind on the Back Alley's operations and thrown the entire organization into chaos.

AZRAEL LASCHET (He is a neutral human 8th level Rogue. His vital stat are HP 30, AC 18. His primary attributes are Dexterity, Intelligence, and Charisma. His significant attributes are Dexterity 18 and Intelligence 15. He carries a +2 ring of protection +3 bracers of armor, ring of invisibility, +1 rapier of speed, and +1 short bow.)

PC CONNECTIONS: PCs wishing to ply their trade as thieves and rogues within Dro Mandras must pay their tribute to Azrael and his Back Alley Gang. It is unlikely that PCs would ever expect that this flamboyant proprietor of the Bleeding Sword is actually the biggest underworld figure in the city as the majority of his criminal activities are handled through Tyrus.

TYRUS TWICE DEAD: A Halfling whose clan originated in far shores, Tyrus is a career criminal and Azrael's right hand man, carrying out most of the dirtier operations of the Back Alley Gang. Tyrus enforces discipline amongst the members of the guild and most assignments are handed to the various burglars and cutpurses by him. Tyrus also oversees the recruitment of new members and the elimination of non-affiliated rogues.

As of the invasion, Tyrus spends much of this time working the under-passages with his crew of silent killers, insuring that goblin sappers do not bubble up into the western side of town. Business is business after-all and it would not do to lose an entire city.

TYRUS TWICE DEAD (He is a neutral Halfling 5th level rogue. His vital statistics are HP 18, AC 16. His primary attributes are Dexterity and Intelligence. His significant attributes are Dexterity 17, Intelligence 14. He bears +1 leather armor, +1 shortsword, ring of feather-fall, boots of elvenkind. 2 potions of cure light wounds, 1 potion of neutralize poison. Tyrus carries about 300 gp in gems and various coins with him at all times in case he needs a quick bribe.)

PC CONNECTIONS: PC rogues and thieves who attempt any form of larceny in the city are eventually contacted by Tyrus who sends them on some missions against foes in the Eastern part of the city. Certain safe houses and disreputable taverns in the conquered side of the city contain large amounts of the guild's wealth which Tyrus and Azrael would see brought back to their own coffers. If the PCs succeed in retrieving the items they are offered membership in the guild (along with its 30% tithe of any purloined items) and the protection that it offers. Attempting to crawlfish Tyrus or Azrael

6 CASTLES & CRUSADES

results in a mark of death within the entire Duchy from all rogues and assassins affiliated with the gang.

ARN PORSKI: Sheriff of Karbosk, in charge of security in Dro Mandras and the surrounding county. The failure of his rangers to adequately predict the onslaught of Yorgach's invasion has put him in strong disfavor with the Duke. The Duke has decided however that even bad help is better than no help at all and has thus decided to avoid taking punitive actions against Lord Porski until his eastern lands can be won back from Yorgach's minions.

Arn is a well built fighting man who received his appointment as sheriff through a marriage of convenience to one of the Duke's nieces. He is a balding, somewhat inane fellow who crusades against law-breakers of every stripe. At the same time he is bribable under the proper conditions. For example, a wealthy merchant whose caravan is stopped for having contraband goods may buy his way out of the stocks, but a pickpocket caught taking a loaf of bread to feed his hunger pains may be beaten publicly to dissuade others from "taking the wrong path."

Arn's ineptitude and unpopular demeanor work in the Duke's favor, as the duke may come along and pardon some petty criminal, thus building his popularity as a fair and just ruler while allowing his sheriff to play the part of hard-nosed authoritarian.

ARN PORSKI (He is a Neutral (Evil) Human, 7th level fighter. His vital statistics are HP 56, AC 20. His primary attributes are Strength, Dexterity and Constitution. His significant attributes are Strength 16, Constitution 15. He is commonly encountered wearing Plate Mail, a +1 Large Steel Shield, +1 Battleaxe, Ring of Protection +1, 3 potions of cure serious wounds, potion of invisibility)

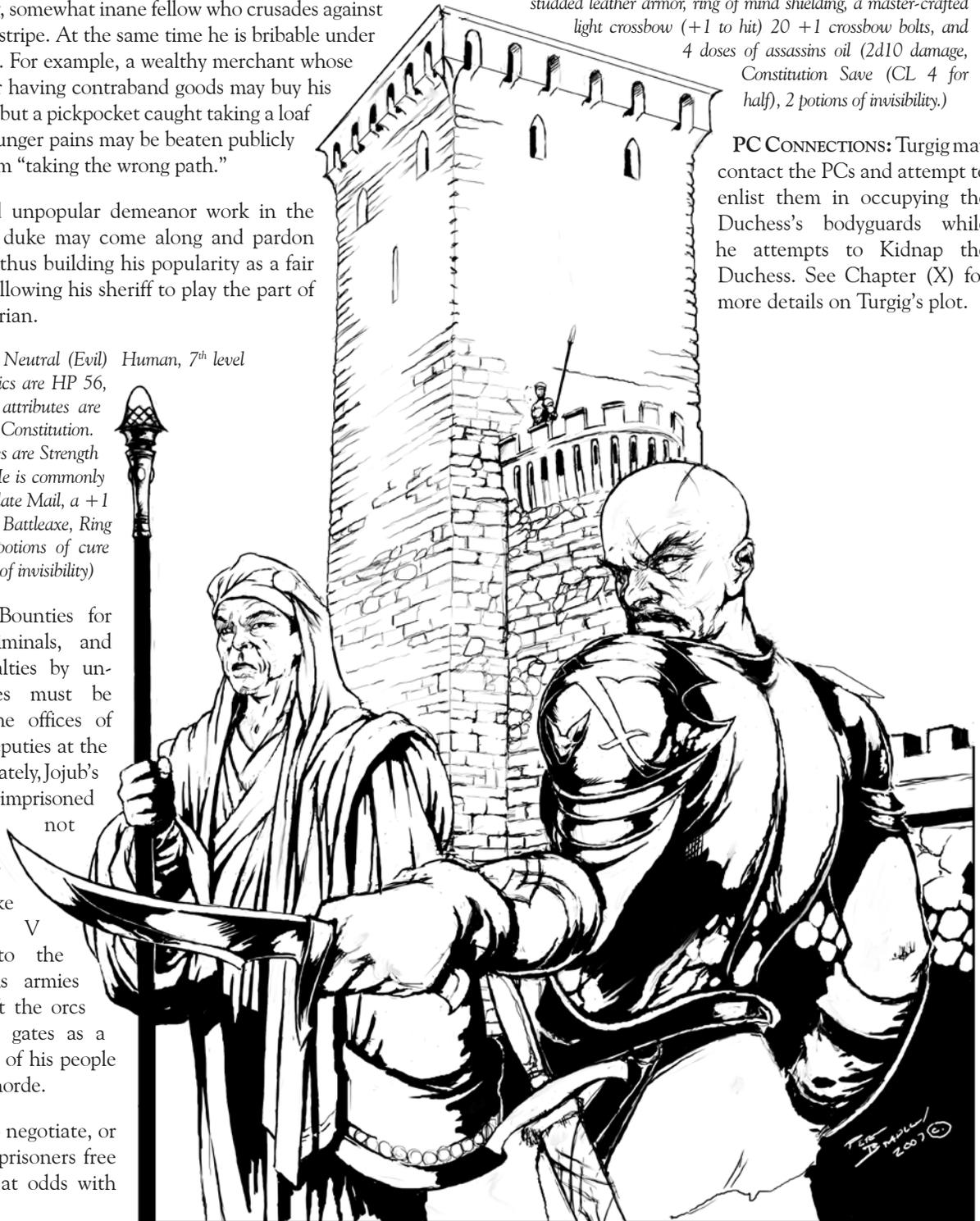
PC CONNECTIONS: Bounties for bandits, wanted criminals, and proven enemy casualties by un-affiliated mercenaries must be collected through the offices of Arn Porski and his deputies at the Sherriffsbailey. Alternately, Jobjub's family is currently imprisoned with other half-orcs not outright hanged at the onset of the invasion. Duke Mandras Karbosk V ordered an end to the executions when his armies returned, but has left the orcs already hung at the gates as a symbol of the resolve of his people against the invading horde.

PCs could attempt to negotiate, or otherwise break the prisoners free and put themselves at odds with Porski and his men.

TURGIG KRAOUS: Turgig is an Rodensian spymaster and assassin who plies his skills on behalf of the so called "Weakling Princes", he currently serves in the employ of Prince Bermillian. Turgig poses as a mercenary, skillfully hiding his Rodensian identity through years of skillful study of foreign languages and using the alies. Turgig may be encountered at his hidden ship to the southeast of the city, scouting in the Western Farmlands, his safe-house in the western docks, or at the Bleeding Sword in the Gardens.

TURGIG KRAOUS (He is a lawful evil human, 8th level assassin. His vital statistics are HP 28, AC 18. His Primary Attributes are Dexterity, Strength, and Charisma. His significant attributes are Strength 16, Dexterity 18, and Charisma 14. He has a hat of disguise, a +1 rapier, +1 ring of protection, +2 studded leather armor, ring of mind shielding, a master-crafted light crossbow (+1 to hit) 20 +1 crossbow bolts, and 4 doses of assassins oil (2d10 damage, Constitution Save (CL 4 for half), 2 potions of invisibility.)

PC CONNECTIONS: Turgig may contact the PCs and attempt to enlist them in occupying the Duchess's bodyguards while he attempts to Kidnap the Duchess. See Chapter (X) for more details on Turgig's plot.



This area of the Duchy of Karbosk consists of rolling farmlands and small fishing villages along the shores of Lake Veyona. The folk of those areas within sight of the walls of Dro Mandras have stood in shock as the fires of East Dro Mandras lit the night skies. Currently, most able bodied men and women not required for farm work have been pressed into service of the duke and occupy militia positions within its walls or patrol along the northern marches near the haunted highlands in search of bandits and confronting humanoid raiders wherever they can be found.

Western Farmlands Random Encounters

- | | |
|---------------|--|
| 1. REFUGEE | 5. RODENSAN SPY GANG |
| 2. ADVENTURER | 6. FARMER |
| 3. RANGER | 7. HERDER AND ANIMALS (COWS, SHEEP, GOATS) |
| 4. BANDIT | 8. NO ENCOUNTER |

1. REFUGEE

Refugees are non combatants unable to take up arms in the defense of the Duchy. Typically they are women with children, those made invalid by magic or crippling injuries not healed with magic, the very young or the very old. The refugees may be headed to Area 2: the Refugee Camp, or heading further west to find a home with relatives in the western villages and farmsteads. They typically have 1d2 truthful rumors about the happenings in the City and 1d2 false ones to share with friendly travelers. They are openly hostile to half-orcs and gnomes (whom they see as half goblins due to their rarity in the highlands) and avoid parties containing such members at all costs.

2. ADVENTURER

This encounter may be with a member of any adventuring class of a level at least 1d2 below that of the PCs. Should the PCs have gained any notoriety in the Haunted Highlands or through forays into the Crater of Umeshti, the adventurer may offer to join the party as an apprentice, offering his services for a small percentage of any loot and upgrades to his equipment or spells lists.

3. RANGER

The ranger is in the employ of Sheriff Arn Porski and has been on missions to eliminate orcs, half-orcs and other raiders that may have slipped across the river via canoe to attack settlements and refugees in the area. The ranger may be of any level but is typically of level 1-4. There is a 50% chance that the ranger knows of a nearby raiding party and is seeking assistance in taking them out.

4. BANDIT.

The bandits are typically deserters or street thugs from Dro Mandras who have taken to preying on the refugees in the area, relieving them of heirlooms and possessions. There are 2d4 bandits, consisting of fighters, rogues, and possibly a wizard. They have no leader and are of 1st-4th level.

5. RODENSAN SPY GANG

This small group of 1d4+2 human men poses as a mercenary group. In truth they are spies for Rodensia and plan to assist the Duke's armies in a way that will benefit them most, namely lift the humanoid siege of East Dro Mandras while casually mapping the weak points of the city, finding a large harbor for Rodensian ships to start an invasion and cause as many casualties amongst their "allies" as they do amongst the Dukes Enemies.

Their party consists of 3rd level character classes, with at least one bard and one cleric of Kharzarn the Cruel. If more than 4 are encountered there is a war wizard among the party with the rest consisting of fighters.

6. FARMER

This encounter is with a common dirt farmer who makes his living raising crops, giving a large portion to the Duke and keeping enough to feed himself and his family. The farmer is either heading to or coming from Dro Mandras where his goods serve to feed the remaining citizens and the Duke's army.

7. HERDER AND ANIMALS

As with the farmer, the herder is grazing livestock. He is armed with a club and crossbow to keep bandits and refugees from stealing his stock (a crime in the Duchy punishable by death). A portion of his herd is his own with the rest belonging to the Duke.

8. NO ENCOUNTER, PCs GET A LUCKY BREAK FOR THE DAY.

LOCATIONS OF INTEREST

1. CASTLE KARBOSK

An imposing square stone heap with 4 bastion towers and 40 ft high crenellated walls. This is the actual home of the Duke, Duchess and their children and is well guarded even if the Duke is off campaigning on the shores of Rodensia. Should the PCs eventually gain audience with the Duke or Duchess they are likely brought here by agents or a band of the Duke's private guard.

As most of the Duke's forces are within the city manning its walls, or further north, just south of the Ruins of Bortenski, Castle Karbosk is currently guarded by the following array of forces.

MEN AT ARMS (40) (They are 1st level lawful neutral, human, fighters, whose vital statistics are HP 8, AC 15 (16) Their primary attributes are Strength. They wear a mail huberk, and carry a large wooden shield, spear, crossbow, 20 bolts and longsword.)

KNIGHTS (4) (They are 3rd level lawful neutral human fighters, whose vital statistics are HP 24, AC 16(17). Their primary attributes are Charisma, Strength and Dexterity. Their significant attribute is Charisma 14, Strength 14. They carry a full chainmail suit, longsword, small steel shield. There is a 50% chance that the armor, shield, or weapon of these knights is enchanted to +1. These knights are deemed too aged to ride well anymore, but still strong enough to put up a solid fight are part of the permanent guard at Castle Karbosk. They act as commanding officers to the men at arms stationed at the castle.

PRIESTS OF VANIUM (2) (They are 3rd level Lawful Good human clerics, whose vital statistics are HP 21, AC 15(16). Their primary attributes are Wisdom, Strength, Constitution. Their Significant attribute is Wisdom 14. They wear a chain hauberk and carry a large wooden shield, a longsword, 2 bottles of holy water, and 4 potions of cure light wounds. Their typical spell selection is as follows: 0th-Create Water, Detect Evil, Detect Magic, First Aid. 1st-Bless, Cure Light Wounds, Sanctuary. 2nd-Spiritual Weapon.

ACOLYTES OF TAXUS (4) (They are 3rd level Lawful Neutral human clerics, whose vital statistics are HP 21, AC 15(16). Their primary attributes are Wisdom, Strength, Constitution. Their Significant attribute is Wisdom 14. They wear a chain hauberk and carry a large wooden shield, a heavy mace, 2 bottles of holy water, and 4 potions of cure light wounds. Their typical spell selection is as follows: 0th-Create Water, Detect Evil, Detect Magic, First Aid. 1st-Bless, Command, Cure Light Wounds. 2nd-Hold Person

BATTLE WIZARDS (1D4) (They are 3rd level neutral human wizards, whose vital statistics are HP 6, AC 10. Their primary attributes are Intelligence, Wisdom, and Constitution. Their significant attribute is Intelligence 14. They carry a staff, dagger, and a scroll with sleep and magic missile x4. These apprentices of Ixium have experience using magic while mixed in with combatants. Their typical spell selection is as follows: 0th-Dancing Lights, Detect Magic, Light, Message. 1st-Magic Missile, Shield, Sleep. 2nd-Web)

Lady Karbosk, her attendants and children are present 70% of the time.

Duke Mandras is here 20% of the time. If he is not present at Castle Karbosk, he may be to the north with half of his forces, or planning stratagem with his knights at a hidden location somewhere within the city.

A small dock to the south of the castle is the home mooring for the duke's flagship "Sword of Mandras." The ship and other fire-boats of the duke's small fleet currently bombard humanoid siege positions along the inlet flanked by the walls of Ixium's Fortress and the lake shore. This added fire support is credited with keeping the East Central Keep from falling since Duke Mandras's return. The boats return to this dock for re-supply of ammunition and foodstuffs at random intervals every other day.

2. REFUGEE CAMP

The refugee camp is run by Djanyal, cleric of Vanium sent by his superiors to minister to the injured and homeless created by Yorgach's invasion. He is assisted in his efforts by Rebeka, a matronly figure who is referred to as "momma" by the many children displaced by the war.

REBEKA (She is a human commoner, whose vital statistics are HP 2, AC 10. Her primary attributes are wisdom and charisma. She carries a knife.)

DJANYAL, CLERIC OF VANIUM (They are 2nd level Lawful Good human clerics, whose vital statistics are HP 121, AC 14(15). His primary attributes are Wisdom, Strength, Constitution. His significant attribute is Wisdom 15. He wears a chain hauberk and carries a large wooden shield, a longsword, 2 bottles of holy water, and 2 potions of cure light wounds. Their typical spell selection is as follows: 0th-Create Water, Detect Evil, Detect Magic, First Aid. 1st-Bless, Cure Light Wounds x2.

Some 800 refugees currently dwell in the makeshift camp, many from the Eastern Duchy, who fled just ahead of the invading forces, with barbed orc arrows nipping at their heels. Most here are the very old or the very young as the majority of 14-40 year olds have already been conscripted into militia service, with a great number sent north to patrol the highlands and look for signs of a second invasion point. Djanyal does his best to keep the peace in the camp, to quell rumors of doom and offer hope to the folk. Rebeka sees that the children are fed and bathed as frequently as supplies allow. The Duke himself has pledged aid and a portion of food supplies to be delivered here to keep the folk from starving and avoid the spread of disease amongst the displaced.

3. JOEJUD'S CAMP

This campsite is well hidden in a copse of trees north of the broad farmland areas to the west of Dro Mandras. A successful Wisdom check (CL 4) notes the presence of something out of place amongst the low boughs of the trees.

Joejud is a half-orc who has dwelt for years near the area of Dirty Bowbe's Roadhouse. He came south looking to offer his support in the battles against Yorgach's horde only to find that relatives (both human and half orc) were captured and imprisoned in the bailey by Sheriff Arn Porski. Joejud isn't the brightest, but he is outraged at the treatment of his family whom have ever tried to integrate themselves

into human society. He has vowed to free his family, by any means necessary. If that means spitting the Sheriff on his sword then so be it. Joejud may attempt to enlist the PCs in his efforts to free his family.

JOEJUD, (He is a Chaotic Neutral 3rd level half orc Barbarian, whose vital statistics are HP 24, AC 14. His primary attributes are Strength and Constitution. His significant attribute is Strength 17. He wears a chain shirt and carries a +1 two handed sword and wears a mail shirt.)

Assisting Joejud could lead to a variety of problems for the PCs, putting them afoul of locals who have a new hatred for the orc blooded races. Likewise his vow of revenge against Sheriff Arn Porski could develop into the PCs being declared outlaws by the Sheriff and a bounty on their heads! A possible diplomatic solution involving heavy role play and the PCs completing a variety of tasks may be the answer.

4. FARMSTEADS.

Most of the farmsteads continue to produce their crops and goods despite the dangers of the east. By order of the Duke, food producers are exempt from military service, so long as they supply the troops with provisions. Most of the local farmers are armed with spear, and shortbow to defend their land and have 1d4 workers who help them with their crops.

Farmers are wary of strangers, and anyone not wearing the colors of Duke Mandras are sent packing.

5. HIDDEN RODENSIAN SHIP

About a days travel to the southwest of the city in a hidden quay lies the hidden Rodensian ship "Revenger." The Revenger is used by Rodensian spies to sneak in and out of the Duchy while the fighting takes place in East Dro Mandras. It is the intention of the Rodensian spymaster Turgig to kidnap Duchess Vulsia Illian on behalf of Prince Bermillian.

Turgig has spent the past few weeks tracking the movements of the Duchess's advisors and bodyguards, noting when they enter and leave Castle Mandras. For information on his plot to kidnap Duchess Vulsia Illian, the ship and the crew see Chapter IX.

6. WURGRUN WARHAMMER'S WARBAND

Wurgrun Warhammer, one of the younger sons of Hummander (See Haunted Highlands) is the leader of this Ugashtan Warband. The Ugashtan barbarians have come down from the highlands in search of blood and honor. The Ugashtan have fashioned birch-bark canoes and frequently raid against camps of humanoids across the river. Wurgrun has fourty warriors and is served by two sub chieftains.

WURGRUN : SEE WURGRUN'S RAIDERS ADVENTURE, CHAPTER IX

SUB CHIEFTAINS: SEE WURGRUN'S RAIDERS, CHAPTER IX

UGASHTAN TRIBESMAN (40): (Human Barbarian I; Hp 10; AC 15; Primes: Str (15), Con, Wis; AL CN; Eqp: Longsword or battle axe, Hide Armor, Large Wooden Shield, shortbow, 20 arrows, 1d6 gp worth of jewelry.)

PCs who impress Wurgrun with their prowess in battle may find passage to infiltrate the eastern lands via his band's canoes. Gaining his trust may be accomplished by various means such as beating Wurgrun's Sub-Chieftain in a wrestling match or bringing evidence of allegiance to Hummander. Presenting Wurgrun with a trophy or tribute work well. Such trophies may be the heads of tribal foes, or such tributes as a jug of good booze.

For adventure with WURGRUN'S BAND, see CHAPTER IX

STANDARD FEATURES

West Dro Mandras Comprises the side of the city unoccupied by the bloodthirsty forces of Yorgach. It is made up of four “free” districts, though this designation itself is somewhat false as the Garrison is closed to civilians, and the Burned West Docks leave little save charred timbers and rubble to dwell within.

WALLS AND TOWERS

WALLS: The walls surrounding the city are 20 ft. thick rubble filled stone that stand 30 ft. high with crenellation along the tops of the walls that offers cover to bowmen and a guarded path for sentries between its stout towers.

TOWERS: Unless otherwise noted the western watch towers are roughly 40 ft tall and are each four stories. The ground floor of each tower contains an armory with enough halberds, spears, longswords, longbows, scale mail armor, and large wooden shields to outfit a dozen men. The 2nd-4th floors consist of barracks equipped for 4 soldiers each. The 3rd and 4th floors have wooden shuttered arrow slits that afford a commanding view of the outlying landscape. The top of each tower serves as an open observation deck broad enough for 2 ballistae or a small catapult.

The 40 ft. elevation giving these weapons an increased range of 20 ft. and broad field of fire. Enough shot and ballistae spears is atop each tower to sustain 20 firings. Ammunition fired over from the Eastern Side of Dro Mandras is carefully collected by residents each morning, as well as rubble from collapsed buildings which is cut down by stonemasons to the proper weight and shape.



SIEGE EQUIPMENT

HEAVY CATAPULT

Cost: 800 gp, Damage 6d6, Range 200 ft., Crew: 4

A Heavy Catapult hurls huge pieces of stone or bundles of cast iron balls at a range increment of 200 ft. with a minimum range of 100 ft. With a crew of 4 trained siege engineers firing the heavy catapult, it may be winched, loaded, aimed and fired every other round. Heavy Catapults may be loaded on wagons and moved at the bearing weight and speed of animals hauling it. Otherwise a Heavy Catapult may be pushed 10 ft. per round. Heavy Catapults take up a space 15 ft. across.

LIGHT CATAPULT

Cost: 550 gp, Damage 4d6, Range 150 ft, Crew 2

A light catapult is similar to a heavy catapult, hurling stones, cast iron balls or other ammunition. A crew of two may winch, load and fire every other round. Light catapults may be loaded on wagons and moved at the bearing weight and speed of animals hauling it. Otherwise it may be pushed 15 ft. per round. Light catapults take up a space 10 ft. across.

FIRING A CATAPULT

Rather than making a normal attack roll, the firing of a catapult effects an area and requires a keen intellect to understand the proper elevation, arc, and trajectory of its payload. The engineer makes a standard attack roll, but instead adds his intelligence modifier, subtracting range increment penalties. Targets of a catapult attack may make a Dexterity Check to take half damage from the attack. The CL is the modified attack roll of the firing siege engineer. On a roll of natural 1, the catapult shot hurls straight up into the air and lands on the catapult and its crew.

As catapults may be “locked” on target, their ammunition continues to hit the same area until it is re-aimed. Re-aiming takes one round and requires a new attack roll.

Catapult shot effects a 10ft. x 10ft. area on impact.

BALLISTA

Cost 500 gp, Damage 3d8, Range 120 ft. Crew 1 or 2

A ballista is a huge wooden crossbow that is typically fixed in place but may be mounted on rollers. A ballista is so large that users of medium and small size suffer a -4 penalty to their attack rolls. Ballista have a range increment of 120 ft. They are primarily used to kill large creatures on the battlefield (such as elephants, ogres ect.) that expose themselves to fire. Equally they may be used to fire flaming spears against siege towers in an effort to catch them on fire. A ballista with a crew of 2 may have the weapon prepared to fire every other round. Otherwise the Ballista may fire once every three rounds. Ballista take up a space 5 ft. across.

WALL AND TOWER PATROLS: 2 sentries patrol along each of the wall sections and a squad of 5 soldiers tops each tower.

NOTE: Tower tops and walls facing East Dro Mandras currently carry triple garrisons.

In times of peace the watch towers and walls are patrolled and manned by half their current war-time numbers.

SENTRIES (They are 1st level lawful neutral, human, fighters, whose vital stats are HP 8, AC 14 (15). Their primary attributes are Strength, Wisdom, and Constitution. Their significant attributes are strength 14. They wear scale mail, and carry a large wooden shield, longbow, 20 arrows, and either a halberd or long spear.)

SENTRY COMMANDERS (They are 2nd level lawful neutral, human, fighters, whose vital stats are HP 15, AC 14 (15). Their primary attributes are Strength, Wisdom, and Constitution. Their significant attributes are strength 14. They wear scale mail, and carry a large wooden shield, longbow, 20 arrows, and either a halberd or long spear.)

SOUTHWEST GARRISON

The southwest garrison is a military only district whose access is carefully guarded by sentries. Knights of the land and other officers, watchmen, sheriffs deputies and the like may enter and leave here through the South and Central gates during daylight hours as needed. Aside from this the only access to the Southwest Garrison is for those bringing captured prisoners and bounty to the Sheriff's Bailey, a rare occasion since the fall of East Dro Mandras and its subsequent occupation by the forces of Yorgach.

G1. SOUTH GATE

This gatehouse is guarded by a pair of ballista on its roof and a dozen armed guardsmen in each of its towers. The gate itself consists of 2 iron portcullis and 2 heavy sets of heavy oaken doors two feet thick. Murder holes line the ceiling between the gate towers allowing guards to pour hot oil or fires arrows down upon any who penetrate the first gate and portcullis. Currently a series of gallows line the road leading to the south gate. Ten rotting half orcs hang by their neck from the gallows, swaying before the gate.

Boiling oil deals 6d6 points of damage per pot to anything caught between the portcullises, or may be poured down troughs that dump it outside the gate, where it showers any beings within 20ft. x 20ft. area of the outer gate. Two cauldrons of seed oil and fat are prepared at all times, the guards frequently frying their dinner in the scalding hot grease. Needless to say, the boiling oil is no fun for those attempting a quick escape or hostile entry of the city.

The gate is guarded by 20 sentries and two sentry commanders with 10 reserves resting at any given time. Their statistics are included in walls and tower section of this chapter.

G2. SHERIFF'S BAILEY

This stout guard tower serves as the headquarters of Sheriff Arn Porski. Persons seeking to collect bounties may bring them here for payment. The bailey is guarded by special deputies loyal to Arn Porski himself. Most are fighters or rangers.

A half dozen jailors guard the dungeon below which houses the duke's prisoners as they await the Duke's judgement.

Currently the only prisoners located here are a small group of half-orc females and children who lived on a farmstead near the city but were visiting when Yorgach's armies attacked. They are Menxus, Gonja and their four young children. They are the wife and sister of Joejub. Gonja's husband and Joejub's brother hanged with other half-orc men and women outside the South Gate.

ADVENTURE OPTIONS

Players who have encountered Joejub may be inspired to aid him. They are faced with the choices of negotiation or a jail break.

NEGOTIATION

Should they seek an appointment with the Sheriff, the Sheriff's racism towards half-orcs is very evident. The Sheriff at first denies any requests to free the prisoners unless players make a successful opposed charisma check vs. the Sheriff. If they succeed the Sheriff capitulates slightly, demanding the three following conditions for the release of the prisoners.

- That the half-orcs are banished from Dro Mandras never to return.
- That the PCs petitioning for their release pay a ransom in goods or gold equal to 100 gp per prisoner.
- That the PCs serve as duty sworn and bound to undertake missions on behalf of the Sheriff for a period of no less than 6 months. This initially involves "suicide" missions to slay enemy chieftains in Eastern Dro Mandras, but could eventually grow to include tracking down and bringing to justice the various brigands and wanted criminals in or around the Duchy.

A term of service in the "employ" of the Sheriff may be commuted by the authority of the Duke or Duchess. This of course will not please the Sheriff who may go out of his way to make trouble for the PCs later on in their careers.

NOTE: Negotiation is impossible if there is a half-orc in the party. In this case the half-orc is immediately placed under arrest and locked in the dungeon.

JAIL BREAK

If the PCs attempt a jail break, the GM may develop whatever challenges they deem appropriate from the listed guard strength of the Bailey. Typically the doors of the jail are guarded by a pair of 2nd level fighters.

The cells below the bailey are locked, and only the Sheriff and one guard have the keys to the cells. They are otherwise a (CL 5) to any open locks attempt.

- Should PCs be seen in the attempt to break the prisoners from jail, they are identified as outlaws and hunted hence-forth by the Sheriff and whatever bounty hunters he may employ.
- If the PCs fail and are captured, they are hung on the next morning. (Giving them a few hours to plan their own jailbreak).

If the PCs succeed and escape without notice, rescuing the prisoners, Joejub thanks them for their help, gives them a crudely carved amulet (an amulet of armor +2) and flees with them back to the wilderness.

If the PCs are successful in either effort in freeing the prisoners, the PCs should gain a 300 xp per character story award bonus as the nature of the action itself may put them at odds with a great variety of potential allies.

BAILEY FORCES

As most of the men at arms of the Duchy are heavily involved in the war effort the deputies and guards stationed at the Bailey are relatively thin, with the exception of a normal army garrison atop the roof (for stats of these see Area 1).

There are 2d6 jail guards and 1d4+2 deputies on staff at any one time. The sheriff himself is within his office or quarters at the Bailey 60% of the time.

JAIL GUARDS (They are 1st level neutral human, fighters, whose vital stats are HP 7, AC 14. Their primary attributes are Strength, Constitution, and Dexterity. Their significant attributes are Strength 14. They wear scale mail and carry a spear, light crossbow and wooden club.

SHERIFF'S DEPUTIES (They are 2nd level neutral, human, rangers, whose vital stats are HP 14, AC 14. Their primary attributes are Dexterity, Strength, and wisdom. Their significant attributes are Strength 14, Dexterity 15. They wear studded leather and carry a longbow, hand axe, and longsword.)

G3. FOOT SERGEANTS BARRACKS

This building serves as a barracks house for un-married sergeants who serve in the Duke's army. Currently it has only a skeleton crew of older quartermasters and wounded who are on the mend, whom magical healing has healed but are not quite up to snuff. The stone and timber structure is 4 stories and has ten private rooms on floors 2-4. Each room sleeps two sergeants. The commissary, smoking room, and armory are on the ground floor. During this time of war there are 2d6 level 3 fighters recuperating from their wounds and are at about 50% of their hit points each. The building is overseen by Sergeant Major Adjezi, an elderly one armed battler who can still best most men half his edge with a longsword or battle axe.

SERGEANT MAJOR ADJEZI (He is a 5th level, neutral good, human fighter, whose vital stats are HP 32, AC 15(16 shield). His significant attributes are strength 16. He wears +1 scale mail, and carries a wooden shield (strapped to his stump) and bears a +1 longsword in battle.)

G4. GUARD COMMANDERS BARRACKS

This building is identical in construction style to the Foot Sergeants Barracks. It serves as the headquarters of the Captain of the city watch and his various sergeants and lieutenants. The city watch, being a separate arm of the Duke's various forces is charged with the upkeep of the walls and protection of the citizens, as well as the standard watch chores of arresting drunks and apprehending thieves. Persons arrested by the watch are turned over to the Sheriff in the Sheriff's Bailey (Area 1) for detention awaiting sentencing.

There are 2d6 city guard officers here at any given time, resting or recuperating from their wounds.

The captain of the watch is Sir Brodden Bruel, who is currently headquartered at the Western Bridge.

CITY GUARD OFFICERS (They are 2nd level, neutral, human fighter, whose vital stats are HP 14, AC 14(15 shield). Their significant attribute is strength 14. They wear scale mail and carry wooden shields. They bear a longsword and heavy crossbow with 20 bolts.

G5. OFFICERS CLUB

This two story establishment serves fine food and drink to the officers of watch and army that serve the Duke. Unarmored military dress uniform is expected as is courtesy to one another and respect of rank and station. The higher ranking officers are allowed upstairs for gambling on fine oak gaming tables where card games such as Helms are played along with dice, roulette, and slay the dragon. Gambling is forbidden on the ground floor which has both common and private dining rooms and fine cuisine. The officers club has been mostly empty of late as nearly all of the officers are in the field. 200 gp worth of china and crystal wine goblets valued at 500 gp and a 100 piece silver set are locked in a fine dinette set upstairs. The lock on the dinette set is a (CL 3).

Currently the only persons on duty at the club are 6 pages deemed too young to be sent into the field, a cook, and Yestov, chamberlain of the club. All are commoners with 1-2 hp each. Yestov is beloved of the knights and officers in the service of the Duke, as he bows and scrapes to their desires most amicably, knowing each by name and their preference of food and drink by memory. Lord Dietcolm is known to have drinks in the Officers Club on his rare nights off.

YESTOV (He is a 2nd level, neutral good, human bard, whose vital stats are HP 10, AC 12. His significant attribute is Charisma 15, Dexterity 14. He carries a ring of protection +1 and a silver handled rapier with a ruby in its hilt given to him by the Duke's father worth 300 gp.)

G6. CAVALRY STABLES

This structure serves as the stables to the Duke's cavalry. The stables are built to house 50 stallions, but currently contain only 4 pregnant mares, and three mares with nursing foal, as the rest of the Duke's elite cavalry have turned north to look for portage across the river and are mustered with the majority of the Duke's forces. Yan Yorbinski is the stable master and knows all manner of horseflesh and breeding technique. He is typically assisted by 20 grooms, but most of his young helpers have been called to duty leaving him only 4. Yan could use some aid, and any druid or cleric who could help him in the birthing of a new foal would earn 50 xp and 5 gp for their trouble.

YAN YORBINSKI (He is a neutral good human commoner, whose vital stats are HP 4, AC 12).

G7. CENTRAL GATE

This gate is identical in guard detail and defenses to the South Gate. This gate separates the military district from the rest of the Southwest Garrison from the rest of Dro Mandras, emphasizing its distinction as a military only quarter.

The western docks were once a thriving warehouse and dockside community. It is now the most war ravaged of all the western city. As Yorgach's forces seized boats from the docks of the East City they attempted to ignore bottleneck of *the battle of the bridge* altogether by piling on boats and sailing across the river to push the invasion. Things did not go as planned and defenders in the western city flamed the boats, burning them in the harbor, killing thousands of the invaders. In retaliation Yorgach next sent reavers to seize small fishing boats from the coast and haul them overland to the city by wagon. These were lashed together and piled with casks of goblin alchemical explosives, lamp oil, and rendered fat from the bodies of the eastern defenders. These skiffs were then pushed across the river under cover of an eldritch fog and used to flame the dockside, burning many of the nearby wood framed buildings to the ground in the ensuing conflagration.

Most of the individual private houses in the Western Docks have been taken over by militia and army troops as the survivors have fled the city and moved to other districts or to the refugee camp outside the city walls.

A few taverns remain open, giving the semblance of normalcy, while smithies fire day and night, manufacturing weapons, armor, and ammunition with what materials can be stripped from the nearby buildings. As metal to feed the forges runs out, and food and liquor become rationed items, so too does hope fade for the defenders here. They are in desperate need of a moral boost, perhaps a boost that only the PCs may provide.

BD 1. BOATSWAIN'S BARNACLE

This abandoned structure once sold materials for outfitting and maintaining large lake going vessels. Its owner, Zneduri Trieko fled the establishment when Yorgach's armies struck, locking its sliding doors with huge chains and a lock requiring a (CL 3) to pick.

Of course the key may be got from him in area **BD 5** where he has been hiding since squelching on a large bet which he lost to Tyrus Twice Dead of the **Back Alley Gang**. There is about 200 lbs of rod iron, sheet metal and three barrels of nails, two barrels of glue and 500 yards of sail cloth, as well as enough wood to craft 100 shields.

BD 2. THE GOLDEN GULL

The **Golden Gull** is a salvage house operated by Gudri Branchwalker, a Halfling from **Gilby Hall** and his family. These Halflings have been instrumental in assisting the defense of the city, scrounging amongst the burned ruins for any metals which may be re-forged into arrowheads, spear points or cast iron balls to hurl at Yorgach's forces across the river. Gudri accepts any salvage metal turned over to him at 25% of the value, reselling it for a small profit, then turning a portion of that profit over to assist refugees.

BD 3. REFUGEE WAREHOUSES

These buildings once housed goods which were in essence the wealth of the **Duchy of Karbosk**, are now called home to disaffected refugees of **East Dro Mandras** who have lost their homes to Yorgach's invasion. Each of these large structures houses roughly 100 individuals. These refugees are comprised mostly of mothers with young children, the elderly and youths under 13 years of age whose parents or grandparents

(men or women of 14-50 years of age) directly serve in either the militia or were officially enlisted in the army or guard.

Wagonloads of food, clean water and supplies are brought to the refugee houses twice per day by order of the Duke. Older children (aged 11-13) and able elderly folk assist in the collection of siege ammunition from sunrise to sunset.

BD 4. BURNED DOCKSIDE

This decimated area comprises the burned docks, and the buildings which once stood here. The area is dangerous to cross as collapsed timbers, and concealed basements create deadly obstacles. Characters crossing the area of the **Burned Dockside** must make a Dexterity save vs. Traps every 1d8 rounds of exploration or suffer 2d6 points of damage due to falling blocks, timbers or stumbling into a hidden basement.

BD 5. "THE HAUNTED HOUSE"

A series of hidden tripwires lies hidden here, and requires a rogue or ranger to make a successful Find Traps check (CL 1). The wires are attached to frying pans, glass jars and various pipes that create a wild clamor when they are struck. Shortly after tripping a wire, wild moaning emits from the house and a strange mist rises from the ground, leaving many of the locals to believe that the house is haunted.

In actuality these primitive traps and terrifying effects are merely smoke and mirrors used by Zneduri Trieko to keep members of the **Back Alley Gang** or other snoops away from his hiding place. Zneduri had won the **Boatswain's Barnacle** in a game of Helms, and in turn lost his entire fortune to Tyrus Twice Dead playing the same deceptive card game.

PC CONNECTIONS

PCs may be sent to investigate the house by locals, or hired by Tyrus Twice Dead to root out Zneduri and retrieve the deed to the Barnacle as well as the 1,400 gp in cash that Zneduri owes him.

If the PCs can convince Zneduri to give up the keys and deed owes, the Back Alley gang asks only that he leaves town never to return. Convincing may be tough, and Zneduri gives his best effort to keep what is his, possibly offering 400 gp for the PCs to kill Tyrus for him! Should the PCs threaten him over-much he tries to escape. Should he be caught, he is of course cowed and terrified, giving over what he owes to the PCs and leaves town.

ZNEDURI TRIEKO (He is a 2/2 level, Neutral, Gnome, Rogue/Illusionist, whose vital stats are HP 11, AC 14. His primary attributes are Intelligence and Dexterity. His significant attributes are Intelligence 14, Dexterity 14. His special abilities include gnome racial abilities. He carries a +1 shortsword, +1 leather armor and a hand crossbow with 10 bolts, a wand of color spray and a wand of obscuring mist. His typically memorized spells are. 0th-Detect Illusion, Influence, Message, Prestidigitation, 1st-Change Self, Color Spray, Hypnotism, Silent Image.

TREASURE: 1400 gp, deed to Boatswain's Barnacle, deck of cards, wand of color spray, wand of obscuring mist.

BD 6. ADMIRALS KEEP

This fortress along the riverbanks comprises three four story towers and is instrumental in counter fire against Yorgach's forces

in the East. Each of the three towers is topped with two ballista and a heavy catapult with full crews for each.

The lower floors of the towers serve as dry land barracks for the Duke's marines, but currently house militia and army as the marines are aboard ship in the bay south of East Dro Mandras, as the fire ships attempt to clear a landing for these troops.

Each tower houses 40 soldiers, including artillery crews. They are equipped as described in the towers and walls section of **Chapter IV**.

Admiral Kaskano currently commands sea efforts aboard the Sword of Mandras. His quarters are locked with a good quality lock requiring an open locks check (**CL 4**) to open. Kaskano keeps the key to this sea chest on his person. In his quarters are a spare chain hauberk, longsword, a jeweled scimitar worth 200 gp, and a small locked chest that uses the same key as the door. Inside the chest are 800 gp in coin and jewels, a treasure map leading to a hidden island on Lake Veyona, 300 gp in nautical charts, and a potion of cure light wounds.

BD 7. CHORBESH'S UNGENT

Chorbesh the Alchemist runs this small shop dedicated to the sale of material spell components. Chorbesh has components in stock for most spells or for the manufacture of potions of up to third level wizard or cleric spells. Due to the current economy and the dangerous location of his place of business, Chorbesh charges double the standard rate. Chorbesh also possesses inks and vellum for crafting scrolls and two empty spell books. These too are double the normal sale price. Chorbesh may consider dropping his price or offer his items for trade at standard prices should the PCs have special alchemical supplies to sell. Such items could include alchemical lab materials, black kobold eggs or other rare sundries. Black kobold eggs can be had in the Crater of Umeshti, should heroes be brave enough to recover them from the warrens of Skritch's band.

CHORBESH (He is a 5th level, neutral good, half elf, wizard, whose vital stats are HP 12, AC 14, whose primary attributes are Intelligence and Dexterity. His significant attributes are Intelligence 16, Dexterity 14. He carries 3 scrolls of shield, 2 potions of cure light wounds, +2 bracers of armor, +1 ring of protection, +1 quarterstaff. His typical memorized spells are as follows: 0th-Arcane Mark, Detect Magic (x2), Mage Hand, Message, 1st-Alter Size, Burning Hands, Identify, Magic Missile, Read Magic, 2nd-Invisibility, Mirror Image, Protection From Arrows, 3rd-Hold Person)

BD 8. VEYONA'S DRAUGHT

This filthy inn and tavern set off from the docks is all that remains of the throng of drinking establishments that once ringed the dockside of West Dro Mandras. Run by an old sailor named Oslud Skungin. Oslud had no luck at sailing and occasional piracy, having lost an arm, a leg, an eye and an ear to battles and the travails of a sailor's life. It has been many years since Oslud has set foot on ship, but when fed enough tankards of his own cheap vodka, he may recount stories of a secret pirate holding upon Lake Veyona, and the dangers and pleasures that may be found there.

Oslud sells cheap rot gut vodka, a passable ale. His beer is the worst in town, but currently being some of the only beer in town he manages to get buy with having doubled and tripled the price. Veyona's Draught is typically filled with off duty soldiers, marines and an assortment of fishermen, off for a bit of rest after hauling in their catch.

OSLUD SKUNGIN (He is a 2/2 level, neutral evil, human fighter/rogue, whose vital stats are HP 20, AC 15. His primary attributes are Strength, Dexterity, and Intelligence. His Significant attributes are Strength 14, Dexterity 14 (dexterity and strength deteriorated due to missing limbs) He has a hook, a +1 cutlass and a +2 ring of protection on his good hand).

There is a 50% chance per night of staying in the Veyona's draught of contacting bedbugs. Bedbugs may only be removed by a remove disease spell and deal 1d2 points of damage per day to the sufferer, who is covered in tiny itchy bites from head to toe.

Despite claiming to change the sheets daily, Oslud merely has them changed them from room to room and has the sheets boiled once a week.

VEYONA'S DRAUGHT BILL OF FAIR

Vodka:	3 sp per shot, 6 gp per bottle
Plinko's Ale:	3 cp per mug.
Oslud's Beer:	3 cp per mug.
Bread and Broth:	4 cp
Room for the Night:	2gp
Room for the Week:	12 gp per week. (Most do not stay past one night)
Bedbugs:	Free

CHAPTER VI: THE DUKE'S BRIDGE

A massive stone and oak drawbridge has stood for centuries across the breadth of the Mandras River. Called the Duke's bridge in deference to Mandras I, the Bridge now serves as a focal point in the never-ending battle between the Duke's forces and the well dug in armies of Yorgach in East Dro Mandras.

Comprised of a pair of drawbridge gates that face one another along a choke point where the river feeds into Lake Veyona, the bridge itself is comprised of heavy oaken timbers that when connected stretch a distance of 100 feet when the bridge is let down. When the bridge is open, the oaken panels fold expertly into a pair of opposing sixty foot high and roughly fifty foot square gatehouses.

It was from the top of the western Gatehouse that Duchess Vulsia Illian gave the dreaded orders to lift the gate and seal the western city from the east at the very last possible moment, just as Galian rode with a force of her knights into the eastern city, driving hard for the last standing bastion there. It is whispered that the clang of the wooden gate against the gatehouse walls echoed the sound of the Duchess's breaking heart that horrible night.

WESTERN GATEHOUSE

The western gatehouse is now bolstered and reinforced with a tough contingent of the dukes men, led by Captain Brodden Bruel a knight and well schooled siege engineer. With him are skilled sharpshooters from throughout the duchy, including a well schooled platoon from Gilby Hall. A trio of Ixium's war wizards alternate shifts day and night punishing targets with ranged magical attacks.

CAPTAIN BRODDEN BRUEL (He is a 5th level Lawful Neutral Human Knight. His Vital Stats are HP 35, AC 19 (20). His Primary Stats are Strength, Charisma, and Constitution. His Significant Statistics are Strength 16, Charisma 16. He Wears +1 Plate Mail and carries a Large Steel Shield and a +1 longsword.)

MEN AT ARMS (20) (They are 1st level neutral good human fighters. Their vital stats are HP 8, Armor Class 15 (16). Their primary stats are strength, intelligence, and wisdom. Their significant statistics are Strength 14. They wear scale mail, and carry a large wooden shield, light crossbow, halberd and shortsword.)

WAR WIZARDS (3) (They are 4th level neutral (evil) human wizards. Their vital stats are Armor Class 10, HP 10. Their Primary Stats are Intelligence, Dexterity and Wisdom. Spells: 1st-Magic Missile, sleep (x2), Hold Portal. 2nd-Web, Protection from Arrows.

HUMAN SHARPSHOOTERS (20) (They are first level lawful neutral human fighters. Their vital stats are HP 8, AC 14. Their primary Stats are Strength, Dexterity, and Wisdom. Their

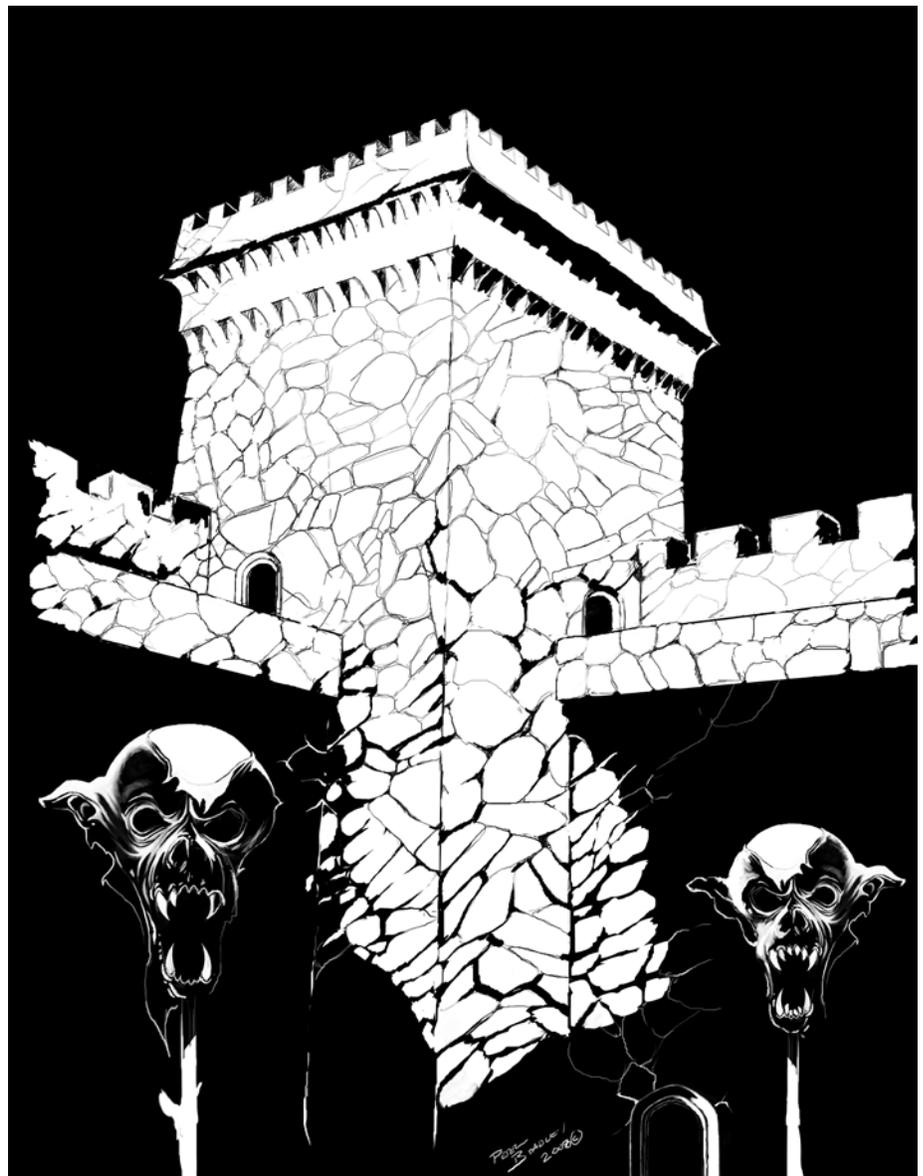
significant Statistics are Strength 13, Dexterity 15. They wear studded leather armor, and carry a composite longbow, 20 arrows, and a shortsword.)

HALFLING SHARPSHOOTERS (20) (They are 2nd level neutral good Halfling fighters. Their Vital Stats are HP 9, AC 15. Their Primary attributes are Strength and Dexterity. They wear, Studded Leather Armor and carry shortbow, 20 arrows, and a shortsword.)

The Men at Arms Take turns manning the ballista atop the tower and quelling fires from flaming arrows or burning ballista bolts. Casualties are high here, though combat is sporadic, with the forces of Yorgach preferring to attack from nightfall to daybreak, and the humans having the advantage during the day. In the evening hours the Halflings of Gilby Hall, do their best to insure that the ballista crews on Yorgach's side of the river spend more time dodging arrows than they do firing flaming bolts against the sealed oaken bridge.

EASTERN GATEHOUSE

The Eastern Gatehouse is further detailed in *DB 5: The Fallen East*



This section of the city is occupied by wealthy merchants, lesser nobles and the elite knights of the Duchy. Due to its distance from the fighting, the **Garden Quarter** is by far the least battle scarred of the entire Western portion of the city. The few shops and inns within the **Garden Quarter** cater to higher end clientele. As such, with the exception of official military patrols, knights of the realm and nobles, going about dressed for battle is considered in very bad taste, thus the wearing of armor and bearing of weapons larger than a knife is discouraged amongst civilians and especially foreigners. That said, with the influx of various western mercenaries and eastern

Due to the siege condition of Dro Mandras, the **Garden Quarter** is under a privileged lockdown. Nobles, merchant barons, knights and soldiers under orders may enter and leave the Gardens at will. Other visitors to Dro Mandras, such as mercenaries, un-affiliated tradesmen, farmers and the like are forbidden entry from any of the gates leading to the Gardens under any circumstance not deemed "official" business. This would include any PCs of character classes other than knight or paladin, clerics who worship deities other than Taxus or Vanium, or wizards not apprenticed to Ixium or the **Tower of Nesturon**.

PCs may gain admittance to the Gardens by diplomatic means, conspiracy, stealth, or invitation by an important NPC such as Sir Lannard Roskenbled, Lord Dietchom, or Azrael Laschette who has certain pull in the Gardens due to ownership of the Bleeding Sword, a popular gambling hall.

L1. NORTHWESTERN GATE

This gatehouse is identical to the Gate found in area G1.

L2. OUTCAST ARMORY

This large forge-works is run by Grundic the Outcast. Grundic was banished from Fanderburg many years ago and seldom speaks of his homeland. He has the ability to refine and forge Umeshti Steel. Grundic has a general dislike for other dwarves, and does not accept them as apprentices to his smithy, instead employing Halflings from Gilby Hall, Humans, and the occasional gnome who passes through looking for work.

The Outcast Armory works on a near industrial scale, and when normally supplied with a decent amount of ore, manages to churn out armor and weapons enough to outfit the army of the Duke in a timely manner. Unfortunately, with the war in full swing, metal supplies have run short. Grundic has been forced to scavage and retool and reforge captured armor and weapons to keep the defenders gear in order.

Gundric became an outcast after his secret marriage to the sylph Ulieea was discovered by the council of elders in Fanderburg. Gundric feels no shame in his Outcast status, as his wife Ulieea is the light of his soul, and her power over the waters insure that his steel-craft is all the harder and more desirable.

If PCs bring Gundric captured metal gear, or perhaps a chunk of Umeshti Steel, he works the forges for them, crafting whatever weapons that they may need or desire. Otherwise he tells anyone coming to visit to shove off, as he is too busy filling the orders of the army to bother with new customers at this time. Under no circumstances does Gundric do forge-work for a dwarf or those

who accompany dwarves. He instead tells such folk to go to hell, or go to Fanderburg and suggest hell may be easier to get into and a more pleasant place to visit.

GUNDRIC (He is a neutral male dwarf, 3rd level fighter/4th level Artisan. His vital statistics are HP 40, AC 13 (leather apron and mitts). His Primary Attributes are Strength and Intelligence. His significant attributes are Strength 15, Intelligence 12. Gundric carries a +1 warhammer, and a +1 ring of protection he earned on an adventure many years ago. He is still a formidable foe if pushed to combat.)

ULIEEA, SLYPH: See M&T.

HALFLING APPRENTICES (4) (They have a 1d6 hit die, 4 HP and AC 12. They carry hammers and leather aprons, as well as approximately 2d4 gp worth of coin.)

L3. BABUL TRAZIC'S FLYING CIRCUS

This huge tent pavilion is more or less a permanent addition to the Garden Quarter. In times of peace it offers various shows such as dancing bears, tiger tamers, sword swallowing, trained monkeys, clowns, juggling, acrobatics, fire eating and illusions for 1 cp per child and 1sp per adult. Unfortunately with the brocess of the war being as it is, the circus has fallen on hard times and Babul Trazic has all he can do to find food to feed his beasts.

As the animals in the circus are trained captives, druids of the Grove of the Green Man have often complained about his operations and consider him to be a villain and outlaw. The Duke, takes a slightly different tack however, and has ordered that Trazic turn over any cubs born to his captive beasts for re-entry into the wild, once they have been weaned from their mothers.

The druids of course are correct. Babul has been known to work in the illicit smuggling of animals to the south so that they may serve as entertainments in the courts of the weakling princes. Babul pays a healthy tax to the Back Alley Gang in order to pull off his smuggling operation. Should this operation ever be proven to the druids, it is unknown what retaliatory actions may be taken.

BABUL TRAZIC (He is a Neutral Evil, Human 5th level Ranger whose Vital Stats are HP 34, AC 16. His Primary attributes are Dexterity, Constitution, Wisdom). His significant attributes are Dexterity 16, Constitution 15. He carries a +1 composite longbow, +1 battle axe, +1 chain shirt and has roughly 100 gps worth of gems, coin and jewelry on his person. A locked iron chest in his quarters (Challenge Level 3 to open). Contains his operating cash of 900 gp, 30 platinum, and (3) 200 gp gems.)

ANIMALS

TIGERS (2): (HD 5d8+5, HP 30, 32, AC 14) See M&T

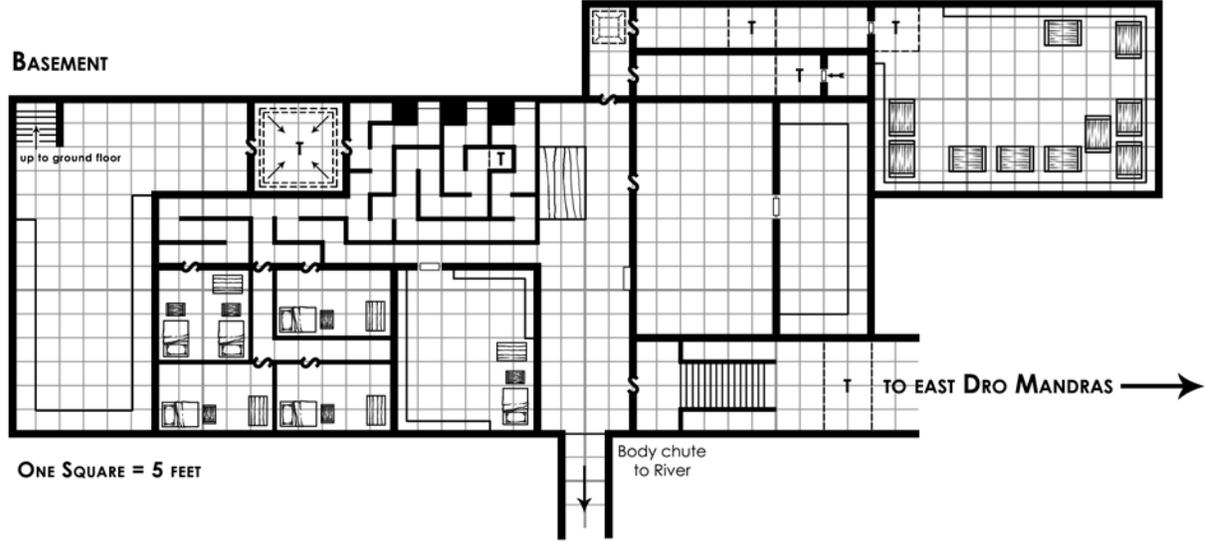
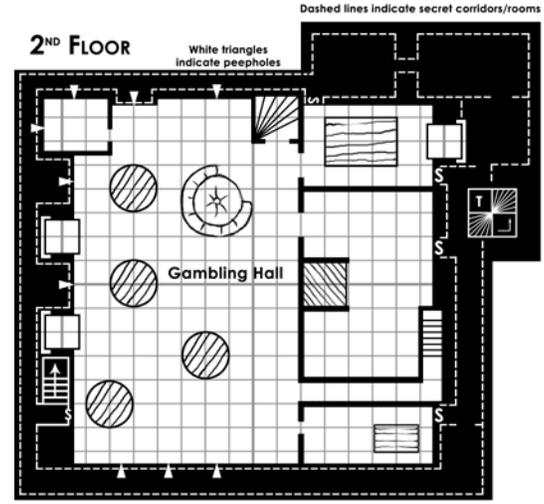
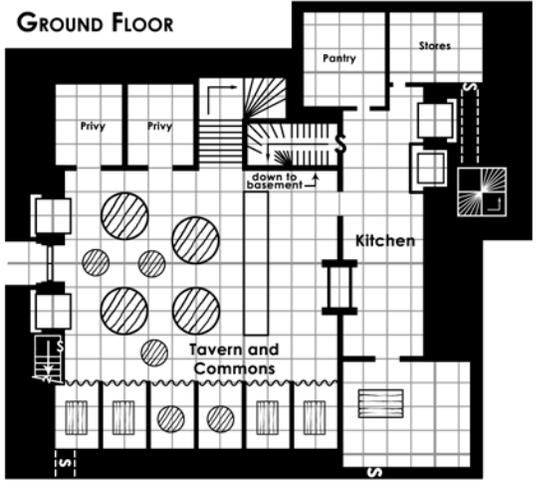
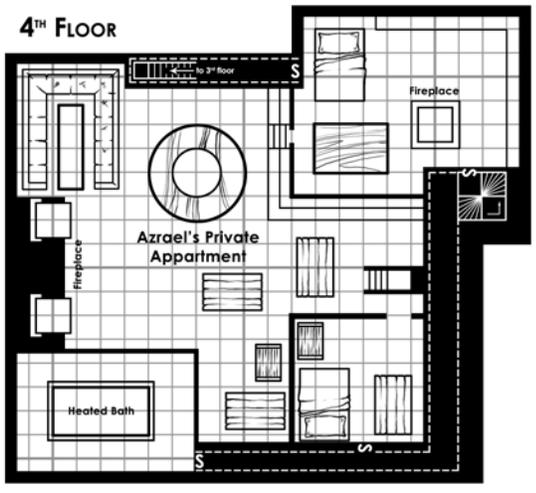
LIONS (2): (HD 4d8, HP 27, 24, AC 15) See M&T

ELEPHANT (2): (HD 7d8, HP 36, 38, AC 15) See M&T

GRIZZLY BEAR: (HD 6d8, HP 27, AC 15) See M&T

MONKEYS(6) (These Neutral Creatures have 1/2 HD, 1 HP, and an AC 15. Their primary attributes are physical. They attack with a bite. These monkeys are trained so that they have the same special abilities as a 1st level rogue.

HANDLERS (4) (These are neutral or neutral evil, human, 2nd level fighters whose vital stats HP 14, AC 14. Their primary attributes are Strength, Dexterity and Constitution. Their significant attribute is: Strength 15. They carry a Club, Whip, and Net and wear studded leather armor.



ONE SQUARE = 5 FEET

THE BLEEDING SWORD

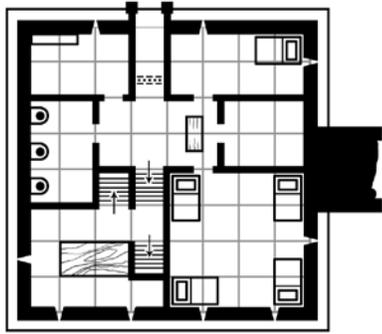




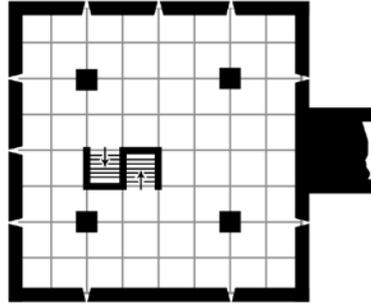
5 several miles south of this point.

DRO MANDRAS

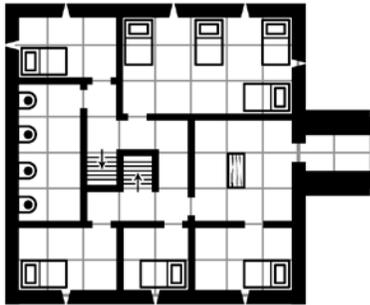
SCALE; 1/2 = 160 FEET



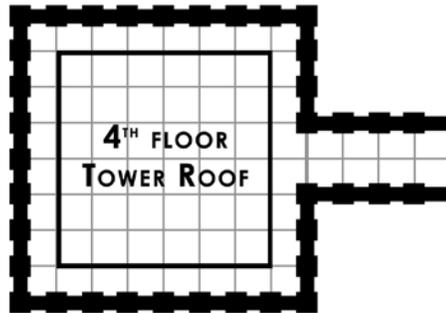
**GROUND FLOOR
PROCESSING AND
BARRACKS**



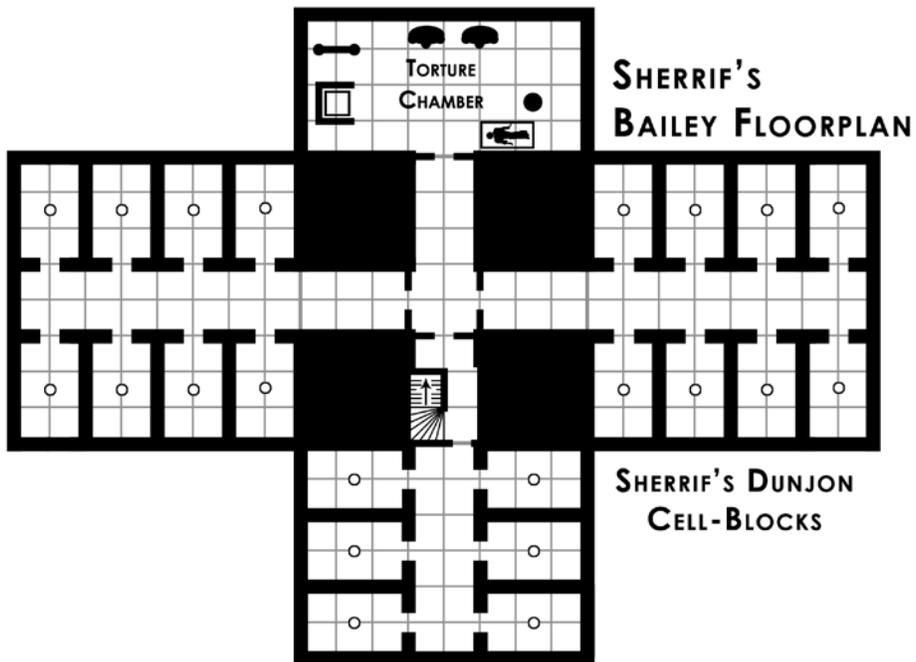
**2ND FLOOR
TRAINING ROOM**



**3RD FLOOR
BARRACKS**



**4TH FLOOR
TOWER ROOF**



**SHERRIF'S
BAILEY FLOORPLAN**

**SHERRIF'S DUNJON
CELL-BLOCKS**

1 SQUARE = 5 FEET

ENTERTAINERS (5) (These are neutral or neutral evil, human 1st level Rogues whose vital stats are HP 3, AC 15. Their primary attributes are Dexterity, Intelligence, and Wisdom. Their significant attribute is Dexterity 14. They wear leather armor and are armed with hidden daggers beneath their elaborate costumes.)

CLOWNS (5) (These are neutral or neutral evil, human 1st level Bards, whose vital stats are HP 6, AC 13. Their primary attributes are Charisma, Dexterity and Intelligence. They wear leather armor and carry brightly painted clubs in the shape of bowling pins.)

L4. THE BLEEDING SWORD

The Bleeding Sword is a top scale tavern and eatery in the Gardens that serves as the De-facto headquarters of Azrael Laschette the master of the Back Alley Gang. Despite its curious name, the Bleeding Sword is all class, offering some of the best public food, drink and entertainment in all of Dro Mandras. Smartly dressed bouncers in silk and sable jackets which hide their chain-shirts flank the door and see to it that ruffians and those in unacceptable dress are discouraged from entry.

GUARDS (2) (These are 2nd level dual classed, neutral human fighter/rogues whose vital stats are HP 18, AC 15. Whose primary attributes are strength, dexterity and charisma. Their significant attributes are strength 14, dexterity 14. They carry a polished club, chainshirt and shortsword.)

RAX THE COAT CHECK (He is a neutral, human, 4th level Wizard, whose vital stats are HP 11, AC 12. His primary attributes are Intelligence, Wisdom and Constitution. His significant attributes are Intelligence 16, Constitution 14. He carries a Wand of Sleep (40 charges), Wand of Charm Person (20 charges) and a +1 Dagger. His typically memorized spells are : 0th-Detect Magic (x2), Message (x2). 1st-Burning Hands, Shield, Magic Missile, Shocking Grasp. 2nd-Invisibility, Ray of Enfeeblement, Web.)

Rax is a youthful wizard with glittering black eyes. He sees that the folk who enter the Bleeding Sword check their large weapons with him for the nominal fee of 2sp for the night. All such items are placed in a room that only opens to his touch, to alleviate concerns of those who would wonder about their prized gear while enjoying the entertainment and cuisine of the Bleeding Sword.

BLEEDING SWORD DRESS CODE

The management has the right to refuse service to any commoner or foreigner for any reason.

Patrons must be well washed and have no beastly funk about their person.

Clothing must be neatly clean and free of stain or tear.

Weapons and wands are checked at the door. (Eating Daggers, and knives are acceptable.)

Nobles, owners, staff, and law enforcement are exempt from this rule.

Absolutely No Trolls!

The ground floor of the Bleeding Sword is a tavern and commons area that in good times is filled with the ambiance and sounds of music and entertainment. A wide oaken bar occupies one side of the ground floor. The bar is tended by Marley, a foreigner with the distinct refinement of a professional butler. Marley likes to keep folk talking about their business, noting that rich adventurers and

wealthy merchants like to talk about their success, their business and the length of their stay in Dro Mandras.

Marley notes where foreign merchants store their coin purse, the type and value of their rings, and jewelry and notes other sundries about their wares, passing this information onto other members of the Back Alley Gang through cant and undistinguishable hand signals. No valuables are ever lifted at the Bleeding Sword under pain of death. That said, Azrael prefers to send his rogues after the valuables of his clients at the Bleeding Sword sometime after their initial visit.

MARLEY (He is a neutral human 3rd level rogue. His vital statistics are HP 9, AC 13. His Primary Attributes are Dexterity, Intelligence and Wisdom. His significant attribute is Dexterity 15, Intelligence 13. He Carries A +1 ring of protection, and a +1 dagger, and a pouch of thieves tools is never far from his reach)

The 2nd floor of the Bleeding Sword is reserved for gambling and games of chance. A large upstairs casino room is surrounded by a veritable maze of hidden passages where Azrael's rogues may spy on the various players, reading their hands and determining how much any given person can afford to win or lose. Four more guards similar to the ones who watch the front door work the main gaming hall, insuring that cheaters are removed from the room quietly and that they are disposed of quickly in the basement below the mansion.

Azrael's gaming philosophy is quite simple. Make sure that gamblers win enough to keep them coming back, and extend credit to the right people. At the same time those not under the protection of the Duke may be fair game to profit taking through a variety of means, be it through crippling gambling losses or via some larceny at a later date.

The 3rd floor of the Bleeding Sword comprises roughly a dozen private chambers which may be used by Azrael's clients for private meetings, and even adulterous interludes should that be their reason for seeking privacy. Guards patrol the halls, though the rooms are sound proof and often contain more than one secret entrance or exit. A portion of this floor also serves as quarters for Azrael's house guards, and those guild members who work at the Bleeding Sword.

The 4th floor is Azrael's own personal private apartment. Lavishly outfitted with a portion of the spoils of his many heists his chambers are laid with marble and gilt and offer a glimpse at the wealth that can be garnered by a successful professional criminal.

Doors to the various chambers and even access to the private apartments of Azrael are magically restricted, as Azrael has managed to win the aid of various wizards and priests over the years that have been happy to accommodate his requests. Azrael never handles criminal business from his own apartments, preferring to use the basement of the estate for these needs, or even better... to handle things of that nature in the cellars of Helms or The Snakepit then in his own home.

THE BASEMENT

The Basement of the Bleeding Sword appears at first glance to be a well stocked wine cellar with 3000 gp worth of fine wine lining the wooden racks upon the walls. These racks hide a secret door

to hidden a barracks for members of the Back Alley Gang. The safe-house area sleeps about a dozen members though is usually never filled with more than 2-3 gang members currently hiding out until the heat is off of them.

A hidden torture room exists here as well. The chamber is expressly used for the beatings of those who try to rip off the gaming tables or those who betray the code of the Back Alley Gang. A slide chute drops bodies into the sewers.

Secret passages lead from the basement of the Bleeding Sword to the basement of Helms and from Helms to the Snakepit across the river in East Dro Mandras. (As detailed in *The Conquered East* by TLG).

The passages between the various taverns are fraught with peril and filled with traps and deadfalls known only to the most trusted members of the Back Alley Gang. Even junior members who have served with the gang for a year or more are still blindfolded and led by a full member through these dark passages.

L5. BRONKAVA ESTATE

This fine walled structure is the estate of Lady Jorgia Bronkava, sole heir to the Bronkava shipping dynasty and the wealthiest madam in all of the north. Bronkava does excellent business amongst traveling merchant lords, and among most of the Duke's Knights. Some suggest that the Duke himself has had a long lasting affair with Jorgia. This is not actually true, rather the Duke relies on Jorgia as part of his extended spy network, to gather information on the various priests, merchants, lords and visitors to the Duchy who pass through the gates of her polished marble palace.

The Bronkava estate is constantly guarded by a pair of well muscled fighters in the Ladies employ, who do their best to chase away hooligans and those not well heeled or well dressed enough to enter her establishment. Entry is a minimum of 20gp, but guarantees a fine buffet, hot bath and a massage to one wealthy enough to pay the cost.

ESTATE GUARDS (They are neutral human 3rd level fighters. Their vital statistics are HP 18, AC 15. Their Primary Attributes are Strength, Intelligence and Wisdom. Their significant attributes are Strength 16. They Carry a heavy mace, and wear a chain hauberk.)

LADY BRONKAVA (She is a neutral human 5th level bard. Her vital statistics are HP 25, AC 14. Her Primary Attributes are Charisma, Dexterity, and Intelligence. Her significant attributes are Charisma 18, Dexterity 15. She wears a +2 ring of protection, a +1 dagger, and 500 gp worth of jewelry at any given time.)

Other amenities offered by Lady Bronkava's employees and their summative costs are best left to the discretion of the Castle Keeper.

L. AZRAEL'S ANTIQUITIES EXCHANGE

This storefront and warehouse in the gardens serves as the front for one of Azrael Laschet's "legitimate" businesses. Prior to the invasion Azrael's antiquities offered an excellent place for stolen merchandise from far off lands to be sold to the barons, lords, lords, and wealthy merchantmen of the Duchy without any knowledge of their being "Hot".

Likewise the Antiquities Exchange serves as a perfect place for heroes to change wealth found in deep dark tombs and

otherwise plundered from foes into hard currency. Azrael or one of his agents who work at the exchange pay up to 50% actual value for rare antique items of up to 10,000 gp in value. Azrael himself seldom becomes involved in such exchanges unless the actual value is over 3,000 gp. In these instances Azrael makes an appointment with the PCs to validate the quality of merchandise with his own eyes.

In the case of purchase of items under 3000 gps, the arrangement for procurement is made by Cuchekev, a burly grey haired fellow with thick fingers and a keen eye for fine quality merchandise.

CUCHEKEV (He is a neutral, human, 5th level Rogue. His vital statistics are Hp 21, AC 15. His primary attributes are Dexterity 15, Constitution 14. He carries Bracers of Armor +3 and an ivory handled sword cane (1d6 damage).)

The warehouse area which is closed off from the official showroom is often the first stop for fenced items stolen within the duchy and is guarded by a variety of magical and mechanical traps. The nature of these traps and their effects is left to the Castle Keeper and should be roughly based on the ability level of the party, should PCs attempt to rob the Antiquities exchange. It should be noted that robbing the Antiquities exchange brings about the full brunt of the Back Alley Gang's retribution upon the PCs. In other words the PCs are pursued, hunted and harried by the Back Alley gang for the duration of their stay in the Duchy.

Characters are typically payed for any items sold to Antiquities exchange in documents indicating a line of credit which is good at any shop, inn, tavern, gambling hall or brothel within the city.

L7. NOBLE GARDENS

These nine mansions serve as the city homes for the nine lords which serve Lord Mandras Karbosk V. Each mansion is fit with a complete staff of retainers, such as maids, butlers, grooms, valets and guards from the houses of the various nobles. Currently the mansions are guarded by only a skeleton crew of defenders, mostly being older men at arms and very young pages and squires, deemed unready to face the jaws of warfare, lest it comes to their own doorstep.

Most of the ladies and children of the lords of the western province of Dro Mandras are currently away from the city, overseeing their holdings in the western villages, while those nobles who were able to escape the onslaught of the eastern invasion are currently holed up in these residences, their own homes and holdings now shattered ruins amongst the eastern plains and coastline.

The names of the nobles who own the various manor houses are as follows.

- A. Pavel, Lord of Mish. Pavel and his sons are on campaign to the North with Duke Mandras Karbosk V.
- B. Ognir, Lord of Jorgen. Lord Ognir, his son Vlad, and their men at arms are campaigning with the Duke to the North.
- C. Arn Porski, Lord Sherrif of Karbosk. He spends the majority of time in the Sheriffs Bailey but keeps this private home in the Gardens.

22 CASTLES & CRUSADES

- D. Leonid, Lord of Havel. Leonid fell ill and died on the journey back from Rodensia. It is whispered that he died due to a curse or some other wicked magic. His son rides with the Duke.
- E. Fyodor, Lord of Gaspar. He is too elderly to have traveled with the Duke, or leave his holdings in Gaspar. His son Sir Gavrie, represents his house with the Duke.
- F. Larissa, Lady of Kamilla, She rides with the duke.
- G. Zenecha, Lord of Port Irusa. The Port is destroyed, and the lord was slain in battle against the weakling princes.
- H. Mashu, Lord of Adrik. Adrik is in ruins and Lord Ashu and his surviving kin ride with the Duke. Mashu's wife Lady Auena resides in the manor under guard and in shock from the horrors she escaped.
- I. Nikolia, Lord of Vareik. Nikolia did not respond to the Duke's call to arms, though several of his men at arms and knights were permitted to go. Vareik is in ruins, Nikolia and his eldest son are missing and presumed slain.

8. ORCHARD COURT

This well manicured orchard is a park and recreation area filled with apple, walnut, pecan, mulberry and peach trees which flower and bloom after their own fashion throughout the year. The park is seldom patrolled and thus serves as a place for lovers liaisons in times of peace. During this time of warfare, the park is empty except for the occasional group of small children playing under the watchful gaze of their nurse-maids.

9. TEMPLE OF TAXUS

This fortress like structure near the Docks Gate serves as the Temple of Taxus. The interior of the temple worship area is comprised of dozens of intricately carved pillars, each depicting a part of Taxus's creation epic and role a defender of law and justice. High crimes such as treason are tried here within the Temple of Taxus, with Duke Mandras, Primium Irtuk and Bishop Yakmin Gunsk taking turns sitting in judgment over the proceedings.

VICAR PRIMIUM IRTUK (He is a Lawful Neutral, Human, 6th level Cleric of Taxus. His Vital Statistics are HP 25, AC 18. His Primary Attributes are Wisdom, Intelligence, and Charisma. His significant attributes are Wisdom 16, Charisma 14. He wears full plate, and a +1 large steel shield, Scroll of cure disease, dispel magic, and prayer.

He wields a +1 heavy mace, golden holy symbol of Taxus (200 gp). His typically memorized spells are as follows: 0th-Detect Evil, Detect Chaos, Detect Poison, Purify Food and Drink, First Aid. 1st-Bless, Command, Cure light wounds (x2), Sound Burst. 2nd-Augury, Hold Person, Silence. 3rd-Create Food and Water)

BISHOP YAKMIN GUNSK (He is Lawful Neutral, Human, 10th level Cleric of Taxus. His Vital Statistics are HP 60, AC 19. His Primary Attributes are Wisdom, Intelligence, and Charisma. His Significant Attributes are Wisdom 18, Charisma 15. He wears +1 full plate, and a +1 large steel shield, and bears a +2 heavy mace, a golden holy symbol of Taxus (300 gp). His typically memorized spells are as follows: 0th-Detect Evil, Detect Chaos, Detect Poison, Purify Food and Drink (x2). 1st-Bless, Command, Cure Light Wounds (x2), Sound Burst. 2nd-Augury, Hold Person, Silence, Spiritual Weapon (x2). 3rd-Cure Serious Wounds, Create Food and Water, Dispel Magic Divination. 4th-Discern Lies, Divination, Healing Circle. 5th-Flame Strike, Scrying.)

The central cathedral looks more like a courtroom than a place of worship, with a great statue of Taxus occupying the eastern wall, behind a bench of black marble, a gavel in right hand and the scales of justice in the left. A smaller bench stands before the great carved one. This smaller bench has three seats and is referred to as the judges table.

The rest of the cathedral is occupied by rows of hard polished oaken benches that face the altar space.

The four story towers which stand north and south of the cathedral serve as the dwelling of many of the acolytes and lesser priests of Taxus who dwell within Dro Mandras. Bishop Yakmin occupies the top floors of the north tower of the Temple, with his personal guardians occupying the floor below him. Vicar Primium Irtuk occupies the top floor of the south tower, overseeing the acolytes who live in the three floors below him.

A large apartment building to the north of the Temple is also a barracks for priests of Taxus, paid for by the offerings left behind by the devotees of Taxus who dwell within Dro Mandras.

The majority of acolytes and ordained ministers of Taxus serve shifts with the city watch and travel with the Duke's armies, healing wounded soldiers and using their prayers and rituals to enhance their might in battle.

Much of the eastern wall of the Riverside Market has been destroyed during the siege of Dro Mandras, however its towers still stand strong. The Riverside Market is considered the most “adventurer” friendly section of West Dro Mandras, due to a large influx of mercenary forces and the number of taverns and inns which service travelers and tradesmen not directly aligned or highly ranked with the cities powerful merchant guilds or the Duke’s Nobility.

R1. HOSPITALLER’S KEEP

The southernmost tower along the riverside wall is referred to as the Hospitallers keep, due to its use as an infirmary for wounded soldiers and civilians. The connecting bastions between it and the other towers along the line have crumbled due to incessant enemy fire, which occasionally spills into the district. Currently the keep is under the command of the Hospitaller’s of Taxus, a holy order of acolytes who answer directly to Vicar Primium Irtuk and Bishop Yakmin Gunsik. The lower two floors of the tower are filled with wounded and sick soldiers and citizens, who are granted simple healing just after morning prayers by the acolytes present here. The upper levels comprise barracks for soldiers who trade fire with their foes on the opposite banks of the river. On average the two lowest levels of the Hospitaller’s keep are filled with cots holding 2d10+20 wounded. The top two levels of the tower are filled with 2d6+10 average soldiers armed with longbows, and crews who man the two heavy catapults.

HOSPITALLERS’ OF TAXUS (10) (They are 1st level lawful neutral human clerics. Their Vital Stats are HP 6, AC 14 (15). Their Primary Attributes are Wisdom, Intelligence, and Strength. Their Significant Attribute is Wisdom 14. They wear a chain hauberk and carry a large wooden shield (often serving as a stretcher), and a heavy mace. Their typically memorized spells are as follows: (Oth-First Aid x3, 1st-Cure Light Wounds x2)

These Hospitallers, and the priests who guard the Vicar and Bishop are all that remains in the city, as other clerics of Vanium not trapped in the Eastern side of the city, now ride with the Duke.

R2. JACKAL’S BARRACKS

The central tower from the west riverside wall is occupied by an unsavory but necessary mercenary force referred to as Jurma’s Jackals. Jurma and his mercenaries are followers of the Khan and are therefore suspect amongst the local population, as worship of the Khan is much more popular in the southern principalities where constant war between the weakling princes is not uncommon. Despite the misgivings of the locals, Duke Mandras has the utmost confidence in the combat skills of Jurma Dark and his mercenary commando squad. The Jackals were brought to the city by the suggestion of Ixium, who may have some secret reason for wanting them within the city.

Jurma’s Jackals mercenary gang comprises the following shock troops.

JACKAL MERCENARY SERGEANTS (5) (They are 3rd level lawful neutral (evil) human fighters, whose vital stats are HP 18, AC 15 (16). Their primary attributes are Strength, Intelligence and Wisdom. Their significant attributes are strength 15. They wear a Chain Hauberk, and carry a longsword, large steel shield, heavy crossbow with, 20 bolts, 2 potions of cure moderate wounds, potion of haste.) They have a leadership rating of +3

BLACK JACKAL MERCENARIES (30) (They are 2nd level lawful neutral (evil) human fighters, whose vital stats are HP 12, AC 14(15). Their primary attributes are Strength, Intelligence and Wisdom. Their significant attributes are Strength 14. They wear a Chain Hauberk, and carry a longsword, large steel shield, heavy crossbow with, 20 bolts Chains shirt, longsword, large wooden shield, light crossbow, 20 bolts, 1 potion cure light wounds.

WAR PRIESTS OF THE KHAN (4) They are 2nd level Lawful Neutral (Evil) human clerics whose vital stats are HP 12, AC 14 (15). Their Primary Attributes are Wisdom, Intelligence and Constitution. Their significant attribute is Wisdom 15. They wear a Chain Shirt and carry a Scimitar, small wooden shield, sling, 20 bullets, scroll of protection from evil, scroll of bless. Their Typically memorized spells are as follows: 0th-Detect Magic, Detect Poison, First Aid, Light. 1st-Bless, Remove Fear, Sound Burst

MR. GONG (He is a 5th level Neutral Evil human cleric of the Khan whose Vital Stats are HP 35, AC 19 (21). His Primary Attributes are Wisdom, Intelligence and Constitution. His Significant Attributes are Strength 15, Wisdom 16. He wears +1 full plate and carries a +1 large wooden shield, +1 scimitar, 600 gp, 2 potions of cure serious wounds. His typically memorized spells are as follows: 0th-Detect Magic, Detect Poison, First Aid x2. 1st-Bless, Cure Light Wounds, Sanctuary, Sound Burst. 2nd-Hold Person, Silence, Spiritual Weapon. 3rd-Prayer.

JACKALS WAR WIZARDS (3) (They are 4th level, Neutral Evil, Human Wizards. Their Vital Stats are HP 9, AC 11. Their Primary Stats are Intelligence, Constitution and Dexterity. Their Significant Attributes are Intelligence 16, Dexterity 15. They carry either a Wand of Sleep, Wand of Magic Missile or a Wand of Web (20 charges each), a quarterstaff, dagger and 129 gp. Their typically memorized spells are as follows: 0th-Detect Magic, Endure Elements, Light, Message. 1st-Magic Missile x2, Sleep, Shield. Protection from Arrows, Web x2)

JACKAL SCOUTS (10) (They are 3rd level, Neutral Evil, human Rangers. Their Vital Stats are HP 22, AC 14. Their Primary Stats are Dexterity, Wisdom and Constitution. Their Significant Stats are Dexterity 16, Intelligence 14. They wear a +1 suit of studded leather and carry a +1 composite longbow, 20 arrows, battle axe, dagger and 50 gps.)

JUMA DARK (He is an 8th level Neutral Evil Human Fighter. His Vital Statistics are HP 51, AC 18 (20). His Primary Attributes are Strength, Intelligence and Constitution. His Significant Attributes are Strength 17, Constitution 15, Charisma 15. He wears a +2 chain hauberk, and carries a +1 battleaxe. +1 large steel shield, +1 ring of protection. Boots of speed, 3 potions of cure moderate wounds, 2 potions of invisibility.)

A squad of the Jackals operates a heavy catapult mounted atop the three story square tower which they use as their barracks. Snipers are mounted there and at arrow slits on the floor below, attempting to pick off any enemies they can hit across the river.

R3. NORTH POINT BARRACKS

This square army barracks houses twenty members of the Duke’s Army, stationed here to offer consistent fire against enemies across the river.

The statistics for these soldiers and their officers are identical to those found for sentries in Chapter IV.

There is a heavy catapult mounted on the top of their three story square tower. The walls and foundations of the tower have been enhanced with blessed firmament protecting them from magical assaults to the foundation of the tower.

Residents in this neighborhood bring hunks of stone to the garrison tower to be hauled up by winch and hurled back at the invaders.

R4. GARDEN GATE

Each tower of the Garden Gates houses a dozen city watchmen. The basement of each tower serves as local drunk tanks and overnight jails for lawbreakers hauled in during raucous evening soirees that once took place in the dockside and riverside areas.

CITY WATCH (15) (They are 1st level lawful neutral, human, fighters, whose vital statistics are HP 8, AC 15 (16) Their primary attributes are Strength. They wear scale mail and carry a large wooden shield, spear, crossbow, 20 bolts and longsword.)

WATCH SERGEANTS (3) (They are 2nd level lawful neutral, human, fighters, whose vital stats are HP 15, AC 14 (15). Their primary attributes are Strength, Wisdom, and Constitution. Their significant attributes are strength 14. They wear scale mail, and carry a large wooden shield, longbow, 20 arrows, and either a halberd or longsword.)

WATCH CAPTAINS (They are 3rd level lawful neutral, human, fighters, whose vital stats are HP 15, AC 14 (15). Their primary attributes are Strength, Wisdom, and Constitution. Their significant attributes are strength 16. They Wear Chain Mail, and Carry a Heavy Crossbow with 20 bolts, and a 2 handed sword, and 1d10 gp)

A Ballista sits atop each of the gate towers. Like the gatehouses fringing the outer walls, these gates lock down with an iron portcullis. They do not have an oaken wooden gate as is seen in the outer gatehouses. R5. Dockside Gate. The Dockside Gate is identical to the Garden Gate in its makeup and complement of city watch officials.

R5. THE FOUR HELMS

Helms, as the locals call it is a rough and ready tavern popular amongst locals and various adventurers that travel to the Karboskian Marches. It is a frequent meeting place where petty nobility rubs shoulders with the working class. Since the invasion it has become one of the few spots that an honest person can still get a spot of ale or a quart of whiskey without it being watered down, though hardships have more than doubled the price of everything. Helms gets its name from a popular card game of the region played with only face card, aces and jokers where the winner is the one with the greatest number of high face cards in their hand, or a straight set ace, jack, queen, king called a court. A straight set of the same suit called a royal court is the highest hand in helms, and 4 kings called 4 helms being a good second. A pure hand always beats a hand with jokers, although a hand including both jokers and two jacks is called a conspiracy of fools...and the pot stays on the table. Official rules vary from place to place.

Helms is Run also run by the Back Alley Gang, though through a different device, this being the lovely Asalia, a close friend and alleged former lover of Galian, who is himself a frequent drinking partner of Azrael.

Asalia does a decent enough job keeping the peace without violence, being a performer of exquisite beauty leading many to suspect more than a drop of elvish blood flows in her veins. She is known for her persuasive skills, and has been seen to jump on the bar top and give a song and a dance to quell violence in her establishment after the boys have had their fun. Her cellar connects to the Snake Pit and Bleeding Sword and is used by members of the Back Alley Gang to pass through the city without notice from those dwelling topside. Asalia herself never goes in the basement, nor does she bother to ask what the true owners do

down there, contenting herself to the running of operations above ground and for the most part above boards.

HELMS: BILL OF FAIR

Ugashtan Peat Whiskey:	2 gp / Mug
4 Helms Ale:	3 sp/ Pint
Karboskian Black Label Vodka:	2 gp/ Shot
Gilby's Amber Ale:	2 sp/Pint
Duke's Reserve Wine:	60 gp/ Bottle
State Room:	3 gp/night (guard posted outside the door)
Ordinary Room:	1 gp/night

ASALIA (She is a 5th level Neutral Good human bard. Her Vital Stats are HP 25, AC 15. Her Primary Attributes are Charisma and Dexterity. Her Significant Stats are Charisma 16, Dexterity 16. She wears a +2 ring of protection, and a +1 amulet of armor given to her by Galian at one point in time. She carries a +1 rapier, and has earrings and jewelry worth 150 gps.)

HELMS BOUNCERS (4) (These are 2nd level dual classed, neutral human fighter/rogues whose vital stats are HP 18, AC 15. Whose primary attributes are strength, dexterity and charisma. Their significant attributes are strength 14, dexterity 14. They carry a polished club, chainshirt and shortsword.)

R 6. STATUE OF KING PIETER

This 50 ft high marble statue of King Pieter of Rodensia stands in the northeast corner of the Riverside District and depicts an inscription in old Rodensian where Pieter decreed the lands of the North to Duke Mandras Korbas I. It is considered Honorific to touch the foot of the King, despite the terminal relations between the Kingdom and the Duchy over the past few decades. For this reason the sandaled foot of the king gleams with a polished bronze color where the rest of the figure has taken on a deep green patina.

R 7. TRADESMANS GUILDHALL

This large structure serves as the guildhall for powerful merchants that trade in Dro Mandras, where the legal price fixing and agreements on weight and scales is decided from. Despite their power, the merchants must petition the Duke for authorized trade contracts within the duchy and he maintains an office of taxation at the Tradesmans Guildhall where the various merchants may easily pay their taxes to the duchy. Upon the Duke's recent return, a price freeze was initiated from Castle Mandras to halt the rampant inflation that stood to create huge war profits for the merchant class. Many within the guild openly detest the Duke for this dig at their bottom line, but all know that to speak too loudly against the Duke's policies during a time of war may result in charges of sedition and a very public hanging. That said, prices are still double their standard cost throughout the Duchy for the duration of the war. Nobles and their henchmen are exempt from the inflation as their purchases directly affect the war effort.

R 8. GUSHKA'S ARMOR REPAIR

Due to the reduction in metal supplies due to the war effort, Gushka has been reduced to operating an armor repair shop, fixing chain links, hammering out dings, and soldering rents in existing armors. Gushka and his assistants have had no shortage of work in this time of trouble. With inflation being what it is, the Duchess is paying the inflated difference in costs for all repairs done to

gear worn by Dro Mandran guardsmen, and the dukes garrisoned troops within the city. All others are subject to inflationary prices times 3 the normal rate for repairs to their armor and gear.

GUSKA THE ARMORER (He is a 3rd level neutral human fighter, 2nd level artisan whose vital stats are AC 12, HP 34. His Primary Stats are Strength, Intelligence and Wisdom. His Significant stats are Strength 16. He wears leather armor and carries a +1 battle axe, a warhammer, and 200 gps.)

Unlike his cross town rival Gundric, Gushka has no problem doing work for dwarves, but he does not possess the knowledge to work Umeshti Steel. His prices drop considerably if he also has captured armor offered as metal compensation that he may repair, resell, or smith down into other creations.

R 9. ELUNDRA'S CROSSHAIRS

Elundra and her apprentices work non-stop, day and night through this time of troubles, crafting bows, arrows, crossbows and other missile weapons for the city watch, Duke's army and others who have the coin to purchase wares from her shop here in the Riverside. Due to costs and shortages of material, Elundra pays 3 times the normal cost via re-sale value, but charges 4 times the cost to any save the Duke's own forces and Dro Mandran city watchmen. As she points out, the gold itself is fairly worthless if the city is over-run. This being known, she also buys cane reeds, willow branches, yew, orange pinion, beast horn, sinew, gut, and other materials when they are brought to her from near and far. Due to the haste that she and her apprentices have been forced to work, any bows and crossbows sold here are actually at a -1 to damage that they would normally deal, despite their high price.

Elundra isn't trying to rip anyone off, she is just too busy to be as careful as she normally is in her craft.

ELUNDRA (She is a 1st /4th, neutral good, human, ranger/artisan. Her Vital Stats are HP 13, AC 12. Her Primary Attributes are Dexterity, Wisdom, and Intelligence. Her significant Stats are Dexterity 14. Intelligence 14. She wears leather armor and carries a composite longbow, 30 arrows, and a shortsword.)

ELUNDRA'S APPRENTICES (5) (These are human artisans 1st. Their Vital Stats are HP 2, AC 10. Their Primary Attributes are Physical. They carry artisans tools (10 gp value).

R 10. RESIDENCES

Despite the crumbling of walls, the vast majority of the citizens of Dro Mandras who survived the invasion of Yorgach's forces dwell with family members in cramped houses and apartments here in the Riverside. All able bodied men and women have already been enlisted into the war effort, leaving behind a vast number of elderly and children. Troops stationed in the city often sleep in their own homes after their watch shifts are completed, leaving room for troops from the hinterlands and provinces to use the various barracks within the towers and bastions of the City. That said, the Riverside is the most over-populated quarter of the city at this time, with the majority of civilians and citizen soldiers being stabled here. Thus far the Duke has insured that the folk have gotten fed and clean water. So long as these two factors remain unhindered, they should be able to avoid full scale food riots, though the harsh winter fast approaches.



ADVENTURE 1: KIDNAPPING THE DUCHESS

This adventure involves a planned attempt to kidnap Duchess Vulsia Illian. The adventure involves a very complicated plot that requires a good deal of role playing, though may as many things devolve into solutions requiring sharp swords and explosive magic power. Suggested levels for this adventure are 5th +.

THE BIG SETUP

In this scenario the PCs become aware of a kidnapping attempt of Duchess Vulsia by the Rodensian spymaster Targig Kraous. The Rodensian has been hired by Prince Bermillian of Rodensia in an attempt to revenge himself upon Duke Mandras V once and for all for his sleight.

THE ASSASSINS PLOT

Targig Kraous has developed a very complex plot with which to snare Duchess Vulsia from Castle Mandras. Targig has gathered a detailed map of the floor-plan of the castle and memorized the guard patrols. He knows the comings and goings of Vulsia's advisors and personal bodyguards. Targig's plan is quite ostentatious. He seeks to gather PCs as willing accomplices or witless patsies in creating a diversion that allows him access to the private chambers of the Duchess. Once there Targig intends to drug her, snatch her up and escape via rope across the castle walls to the secret location where his Rodensian allies await. There they intend to ride with haste to Revenger, his awaiting ship and sail south to Rodensia, leaving the PCs behind to be executed for their unwitting (or willing) participation in his plan.

RUNNING THE ADVENTURE

The kidnapping of the Duchess is an adventure that unfolds over three specific events in three areas of Dro Mandras and its environs. The events are listed in the order that they take place to the PC. The locations specific locations are referenced in the events and are either found in the main text descriptions of the city, or are detailed after the events section for ease of reference while running this adventure.

THE ADVENTURE BEGINS

EVENT 1: SACHA'S TALE

This event takes place in one of the taverns or inns that the PCs have chosen as a place to stay and occurs in the mid morning before they set out to do any exploring or look for trouble. This tavern may be any of those detailed in the city descriptions section of West Dro Mandras.

This Event takes place when Targig Kraous the Rodensian spymaster comes to the PCs in the guise of a Rodensian merchant named Sacha. Sacha claims to be a friend of Sonia Ustlena of Rodensia, a lesser member of the nobility and a childhood friend of Duchess Vulsia. Sacha claims to have a document that details an assassination attempt on the Duchess and can produce the scroll which bears Sonia Ustlena's personal seal.

Sacha further claims to have attempted to give the document to the Duchess's protectors Lords Roskenbled, and Lord Dietchom, but was rebuffed at Castle Mandras as an un-trustworthy Rodensian spy. Sacha surmises that since the PCs do not appear to

have the caste of Rodensians about them, they may be successful where he had failed.

Sacha offers the scroll to the PCs and instructs them to take it to a tavern in the Riverside known as Helms that evening, where Lord Roskenbled should arrive on his weekly night off to have drinks, tell some stories and play a few hands of cards. The PCs are likely immediately distrustful of Sacha, who has several good answers for any of their concerns, and being a well off merchant offers to sweeten the deal with up to 200 gp, paid 50gp in advance and 150 gp on delivery, as he feels that it is so important to the Duchess's safety.

PC OPTIONS

At this point of Event 1 the PCs may have several options as to how to proceed. These various options are bulleted below and offer a variety of options which the PCs may take. It is understood that not all of the possibilities have been listed, as PCs are a wily bunch who may very well take a tack not initially imagined by the author!

- INVESTIGATING SACHA

PCs may expend many possibilities in investigating Sacha, such as magic, asking questions or trailing the spymaster.

Scrying spells to read Targig's mind in his Sacha disguise are hindered by Targig's *ring of mind shielding*, as are any paladin attempts to detect his alignment which reads as neutral.

SACHA'S TALE: TRUE LIES

Undoubtedly PCs should wish to explore Sacha's tale, and the scroll he offers even if they are convinced of his story initially. The prudent warrior frequently lives to fight another day after all. Listed below are several of the questions PCs may have about Sacha's tale.

It is noted that several portions of Sacha's tale check out if the PCs take the time to investigate. Listed below are bits of information the PCs could look up or examine that may help them better survive this adventure without being hung by the Duke for treason.

1. SONIA USTLENA

The Duchess did indeed have a friend named Sonia Ustlena, who spied for the Duchy of Karbosk but was uncovered recently and captured by Targig Kraous. Targig tortured the information from poor Sonia before she died. Targig has used her seal to legitimize his forgery.

2. THE SCROLL

The scroll, by all intents and purposes appears to be a legitimate letter penned in a ladies hand, detailing a plot that would place the Duchess in the sights of a Rodensian assassin as revenge for running off with Duke Mandras V. The plot names several members of her retinue who have blood ties to Rodensia, or deep gambling debts with the Back Alley gang that would be secured with an infusion of Rodensian gold.

TARGIG'S SCROLL

The scroll appears to be an ordinary scroll, protected with both magical enchantments and a hard wax seal.

Removing the seal upon the letter would require a rogue to make a successful open locks check (CL 7) to avoid ruining the seal, so that the letter would appear to have been tampered with.

Casting *detect magic* on the scroll reveals that it appears to have some sort of magical enchantment upon it, but the source of this magic is highly specialized and would only be revealed to the hands of a powerful mage, and may hide some secret message.

The scroll is actually affixed with a powerful magical/alchemical solution prepared by Ixium and commissioned by Targig. Ixium has no problem with Targig's plot as he only needs the Duke to destroy the forces of Yorgach. Ixium assumes that the Duke should sufficiently weaken himself destroying Yorgach's armies to the degree that Ixium may finally make his play for power and take command of the Duchy for his own masters deep in the caverns of Ulgakur.

A wizard or assassin may make an intelligence check (CL 11) in order to determine the nature of the deadly compound infused into the scroll. Success by more than 5 also gives a clue to the source of the scroll (Ixium) and success by 10 or more locates the exact magical imprint Ixium leaves on his work, implicating him in the treasonous event!

If either Lord Roskenbled or Lord Dietcolm open the scroll, a deadly magical/alchemical compound trained specifically to the men is unleashed. The lords must make a Save vs. Poison (CL 11) or die instantly. If the men succeed, the men are struck comatose for 1d4 days.

3. SACHA IS A RODENSIAN WINE MERCHANT

Asking around about Sacha gleans only that he is a fairly well off Rodensian wine merchant who has access throughout the old kingdom of Rodensia and its surrounding duchies. As far as anyone knows his story is legitimate, though it is suspected that Sacha has some underworld connections that grant him free passage between the various provinces.

4. SACHA TRIED TO GIVE THE SCROLL TO ROSKENBLED AND DIETCHOM

This turns out to be a lie, however few would know the truth. Sacha previously sent a different dupe to **Castle Mandras** in an attempt to give off the scroll to the targets, and that fellow was sent packing, much as he would have suspected. The scroll that the fellow carried was not indeed the same scroll, but merely a ruse to test out the defenses set in place for the protection of the Duchess. That said, guards at the Castle may recollect that someone came by with an important scroll, but that they sent the fellow packing and asked why he wasn't in the army defending the city against the foes in **East Dro Mandras**.

• PCs FOLLOW SACHA

Allow the PCs to follow Sacha if they should wish to do so. Sacha uses all of his assassins stealth tactics of dodging into alleyways, hiding, moving silently and distractions in an attempt to lose the PCs shortly after their meeting (whether they take the job or not). Allow for an interesting chase through the streets of Dro Mandras from the meeting point (chosen at the CK's discretion). This is an event where the CK should use the PCs ability to track, or notice hidden objects

vs. a silently moving opponent. It is strongly urged to use rolls made for Sacha as the basis for the PCs attempts, though other CKs will undoubtedly "Can" the chase and either allow the PCs to catch him or not. Once Sacha makes the city walls he boards an awaiting horse held by three of his compatriots and rides for **Revenger Bay**. (See the Revenger Bay section for stats of Targig's crew.)

If the PCs manage to follow Targig to Revenger Bay, they discover the Revenger if they had not done so already. The PCs may attempt to spy on the camp and draw their own conclusions as to the purpose of this mysterious smuggling ship. Likewise they may continue to spy on Targig to attempt to discern his intention. Should the PCs perform stealthily in their endeavor, they should be able to track Targig and his band to their hiding place not far from **Castle Mandras**.

If Targig (Sacha) gets away from the PCs, then allow the PCs to make whatever decisions that they choose to make as to how to proceed with the plot from this point.

• PCs ATTEMPT TO CONTACT THE DUCHESS

If the PCs investigate the scroll, and use magical or other means to determine the danger of the letter, it is possible that some members of the party may wish to make attempts to preemptively contact the duchess with concerns for her safety. Being strangers to Dro Mandras, and initially unknown to the Ducal family and their retinue, access to Castle Karbosk is practically impossible.

A PC knight would be able to demand and receive food and lodging within the castle walls. Such access would grant only access within the walls of the castle itself, stable for his mount, repair of his gear and board for so long as he needed it. The expectation would of course be that he repay this hospitality in some form with compensatory service to the Duke, such as doing battle on his behalf.

Should the PC knight come bearing the letter after accepting the hospitality of the Duke and Duchess, it would be a matter of skillful role play for the knight to be able to convince the duchess of the peril she is in.

If the Knight (or other PC, such as a Paladin, Bard, Cleric, ect) is successful in gaining the attention of the Duchess, Targig's plan is no doubt thwarted.

If the plan is thwarted in this manner, Targig still attempts the kidnapping but is ambushed by Dietcolm and his men. The fight is brutal and swift, and it is possible that the PCs may be invited in on the ambush.

On Roskenbled's suggestion, he shall fake his own death with the help of the PCs and a false scroll. As the watch whistles are sounded, Targig and his assassins make their way into the castle. The PCs are led out of the city quickly and quietly with the "body" of Roskenbled and all return to the castle swiftly, just as Targig invisibly slips over the wall and attempts to meet up with the men guarding the horses and make a mad dash to the Revenger... only this time, without the Duchess!

If this plan of action works the Duchess is in the debt of the PCs, as are Roskenbled and Dietchom and the Duke.

• PC INACTION

Inaction includes not taking the job, or any other actions that result in them telling "Sacha to shove off."

28 CASTLES & CRUSADES

If the PCs take no action, another patsy is hired, and the Duchess is Kidnapped, Lord Dietcom is murdered in Targig's Raid, as is Lord Roskenbled, and Lady Ulda, as they attempt to fend off the kidnapers. PCs are hauled into the Sheriffs Bailey and interrogated by Sheriff Arn Porski as witnesses remember seeing the PCs in a conversation with the Rodensian and are now suspects in the kidnapping. What happens next depends on RP and actions taken between PCs and CK.

EVENT 2: THE POISONED PAGE

In this section the attempt is made on the life of lord Roskenbled. The PCs as intermediaries and patsies for Targig, may be the deliverers of the letter, or the letter may be delivered by an alternate should the PCs have chosen to turn down "Sacha's" rather generous offer. Regardless of the PCs decision the letter is eventually delivered to Roskenbled at the Helms.

• PCs CHOOSE TO DELIVER THE SCROLL

Whether the PCs have investigated the scroll and gleaned anything of its nature or not, the following occurs if the PCs attempt to deliver the scroll to Helms as scheduled.

In order to deliver the scroll the PCs must first get themselves to Helms or attempt to interdict Roskenbled and his bodyguard between Castle Mandras and the City sometime in the evening. Roskenbled never takes the same route to Helms, however he always enters the establishment through one of its secret entrances.

Roskenbled's bodyguards are as tough nosed as they come, and keep folk who are unknown to the Lord away from him, leaving it to their master to decide if someone is a friend or foe. Mostly they consider everyone a foe and tell them to beat it should anyone attempt to hassle their master.

Should they succeed, Roskenbled reads the scroll and must make a Save vs. Poison or Die. Should Roskenbled succeed in his save, he is rendered comatose for 1d4 days. Guards and tavern patrons immediately spring to action in an attempt to apprehend the PCs and an alarm is sounded sealing the city quarter from escape attempts.

If the PCs are apprehended, they are placed in the Sheriffs Bailey, tortured for any information they may have, and scheduled for execution the next day. If they fight their way out of Dro Mandras, they are declared outlaws and a sizeable bounty placed on their heads.

In this event, Turgig succeeds in kidnapping the Duchess (unless the PC party is split and they find some other means of stopping the kidnapping), and Lord Dietcolmb and the Duchess's lady in waiting, Lady Ulda are both slain by Targig and his band during the kidnapping attempt. The Duke and Duchess's children are spared as they live in a separate tower from their mother, and are under even heavier guard.

As noted, it is possible in this scenario that PCs may be laying in wait to interdict the kidnap attempt somewhere along the trail that leads from Castle Karbosk and the Revenger's hidden bay. In this event combat occurs normally between Targig and 1d4 of his band. Proceed to Event 3: Targig's Escape.

Should the PCs defeat Targig and the band, the Duchess is rescued and the PCs who assisted in the rescue are now heroes of the Duchy! (Unless of course the party consists of evil miscreants

who decide to ransom the Duchess for their own personal gain, but that is a tale left for the CK to tell!

EVENT 3: TARGIG'S FLIGHT

This event details Targig's attempted escape from Dro Mandras with the Duchess as his hostage. Targig makes the straightest move to the ship, as time is of the essence in this plot. The PCs may intercede at any point along his path should they have had the foresight to spy out his movements prior to the kidnapping.

The moment that the alarm bell is sounded from Castle Mandras (see the timeline listed above), Targig and his band of conspirators make their dash to their horses and from there to Revenger Bay and Freedom.

The distance between Castle Mandras and Revenger Bay is roughly 15 miles, which by horse takes roughly an hour in the dark. PCs may increase their speed in a variety of ways by using spells that grant (Dark Vision), or races such as elves and dwarves which have night vision, allowing them to overtake Targig should the following factors be in play.

- The PCs are familiar enough with Targig or some item on his person that they would be able to use scrying magic such as clairvoyance/clairaudience to target his location.
- The PCs have spied out Targig and know where his mounts and conspirators are hidden.
- The PCs have discovered or know the location of Revenger Bay.

If the PCs have been taken prisoner, or not had the foresight to investigate Sacha/Targig further, then the Duchess is indeed kidnapped and sent to Bermillian's castle in Rodensia. The PCs may of course attempt to use magical methods to locate the Revenger at sea or any other tactics that they can think of in order to clear their names, should they be implicated in the plot (via delivering the letter) or other actions.

SUCCESSFULLY COMPLETING THE MISSION

Depending on the needs of the PC party, success could involve willingly helping Targig in his plot, or the more common tactic of halting his scheme and capturing or slaying him before he can make his escape via the Revenger.

REVENGER BAY (ADVENTURE LOCATION)

Revenger Bay is found along the southwestern coastline in a hidden cove camouflaged by stands of tall trees, and small heavily forested islands. Revenger Bay may be used as part of the ongoing Kidnapping scenario, or discovered as an area of adventure by PCs prone to intuitive exploration of their environment.

A. LOOKOUT

A Rodensian pirate hides atop a tall maple tree at the entrance of the path which leads to Revenger Bay. In daylight the lookout has a view of nearly a half mile. During evening hours his view is reduced to somewhere in the range of 200 feet.

LOOKOUT (He is a neutral evil human, 2nd level rogue. His vital statistics are HP 8, AC 13. His primary attributes are Dexterity, Intelligence, and Wisdom, His significant attribute is Dexterity 14. He carries a saber (1d6 damage), and wears leather armor. He has 10 gp, and 15 silver pieces.

The lookout gives a bird whistle warning to the guards at the bottom of the hidden path, who prepare any of the pirates in the camp for intruders.

B. HIDDEN PATH

A hidden path requires a successful Wisdom check vs. Challenge Level 5. A pair of pirates guard the bottom of the pathway, double that number if the lookout is able to signal a warning.

PIRATE GUARDS (2 OR 4) (they are neutral evil humans, 2nd level rogues. Their vital statistics are HP 8, AC 13. Their primary attributes are Dexterity, Intelligence, and Wisdom. Their significant attribute is Dexterity 14. They carry a saber (1d6 damage), light crossbow, 20 bolts and wears leather armor. They have 10 gp, and 15 silver pieces.)

If warned of intruders, the guards hide in the bushes with crossbows, signal for others from the campsite to join them, and prepare an ambush.

C. PIRATE CAMP

The campsite typically has around 15 pirates hanging camping along the shore, with the remainder of the crew aboard the ship.

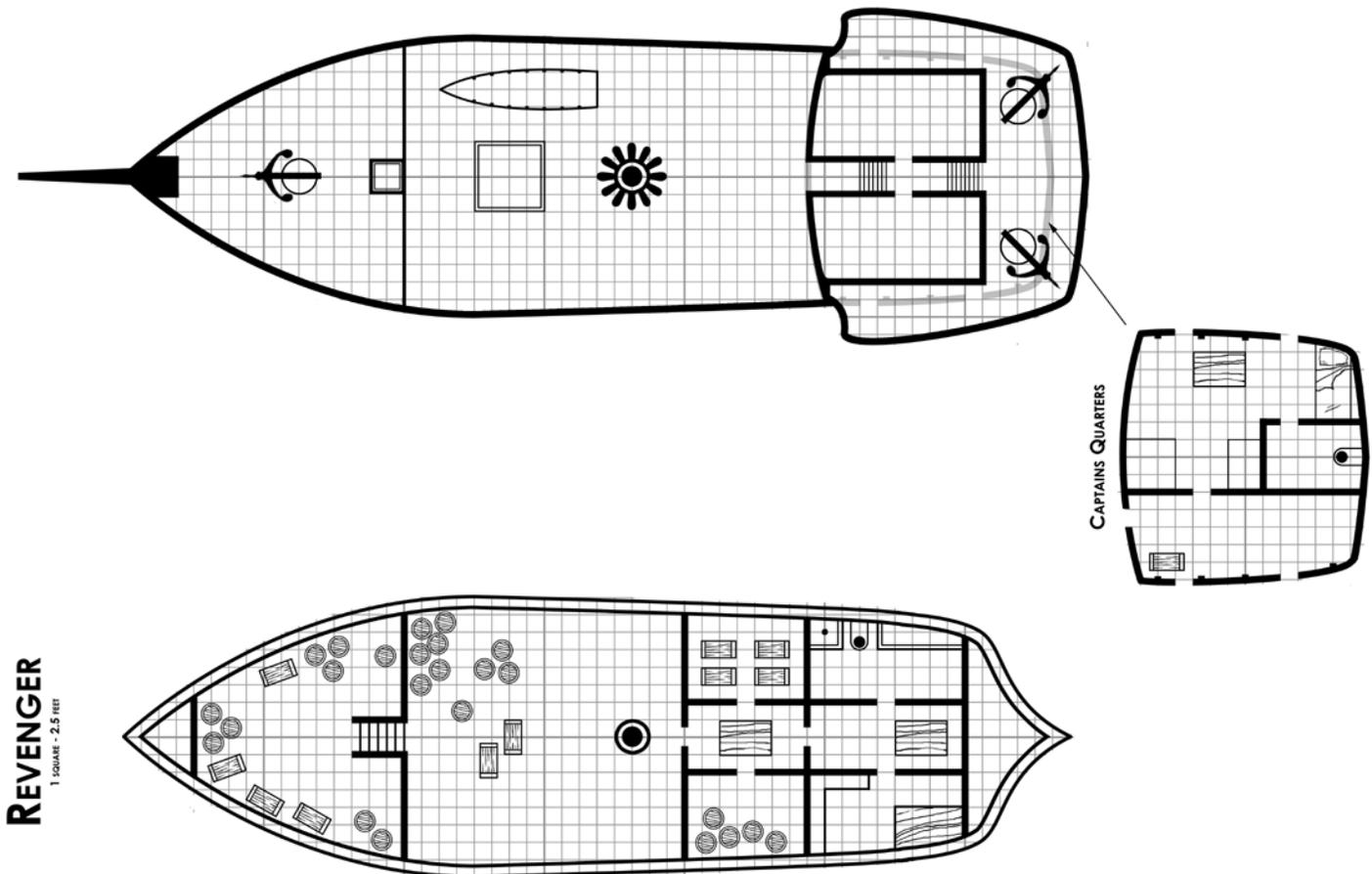
If the camp is encountered during night time hours on any other night than the night of the kidnapping there is a 50% chance that any individual member of the crew encountered is drunk with a 10% chance that a drunken pirate is already passed out.

On the night of the kidnapping there are only 8 crewmen on the shore, tearing down the campsite, and waiting to row Targig and his assassins to the ship.

PIRATE MARINES (3-8) (They are neutral evil human 2nd level fighters. Their vital statistics are HP 14, AC 13. Their primary attributes are Strength, Dexterity, and Constitution. Their significant attribute is Strength 14. They carry a saber (1d6 damage), light crossbow, and wear studded leather armor. They have 25 silver pieces and 5 gold pieces each.

OFFICERS (2) (They are neutral evil human 3rd level rogues. Their vital statistics are HP 12, AC 15. Their primary attributes are Dexterity, Strength, Charisma. Their Significant Attribute is Dexterity 15. They carry a saber (1d6 damage), light crossbow, and wear studded leather armor. They have 30 silver pieces and 20 gold pieces each.

There are two lifeboats beached along the shore of Lake Veyona. Each lifeboat holds about 16 passengers.



THE REVENGER

The revenger is a swift sailing ship twenty feet broad and eighty feet long with a crew of twenty privateers. As of the start of the encounter with the Revenger, up to half of the crewmen are on the shore, leaving a eight pirates to man the ship and have it ready to sail at a moments notice.

1. MAIN DECK

Four crewmen are on the main deck of the ship at all times, insuring that the vessel is properly rigged and ship shape. They attack anyone who is not in the presence of the captain, first mate, or Targig on sight.

PIRATES (4) (They are neutral evil human 1st level rogues. Their vital statistics are HP 5, AC 14. Their primary attributes are Dexterity, Strength, Charisma. Their significant attribute is Dexterity 14. They carry a saber (1d6 damage) light crossbow, 20 bolts, and wear leather armor. They have 1d8 pieces of silver and 1d4 pieces of gold each.)

1A. Cargo Winch

This winch is used to haul heavy cargo aboard the Revenger and lower it below decks into the cargo hold.

1B. Bilge Pump

Similar in design to the cargo winch, the bilge pump is used to pump water out of the lower decks and bilges in the event the Revenger begins to take on water.

1C. Hold Hatch

This hatch serves as the entrance to the crew quarters and cargo hold.

2. CROW'S NEST

A pirate lookout man's the Crow's Nest at all times. His statistics are identical to those detailed on the main deck. If he notices PCs approaching the Revenger, he alerts the other crew-members, who rouse any sleeping or resting pirates in the crew quarters below deck.

3. FORWARD BALLISTA

At the bow of the ship sits a ballista hitched with a 100 ft. length of mooring cable made from strong hemp rope. This ballista is used to grapple target ships well out of reach of crewmen who would cut any grappling lines. It requires 3 crewmen to operate, with one to aim and fire, and two to reload and man the winch which draws the ship towards its prey.

The range and damage of a ballista are detailed in Chapter IV.

4. AFT BALLISTA AND SHIP'S WHEEL

This deck contains the ships wheel and the ballista. The wheel is currently chained and overseen by one pirate (stats identical to those above). Behind him an un-manned ballista rests. It is unloaded though ammunition rests on a rack next to the weapon platform.

5. CAPTAINS QUARTERS

The Captain's Quarters are small but lavishly decorated with silks, satins, furs, and expensive paintings gathered as plunder from a dozen successful interdictions upon Lake Veyona. These quarters are also affixed with velvet lined golden manacles attached to a plush divan

that is likewise bolted to the floor(Challenge Level 5 to open lock). The key is in the possession of the Captain. They are intended for use on the Duchess should she give Targig or the Captain any troubles.

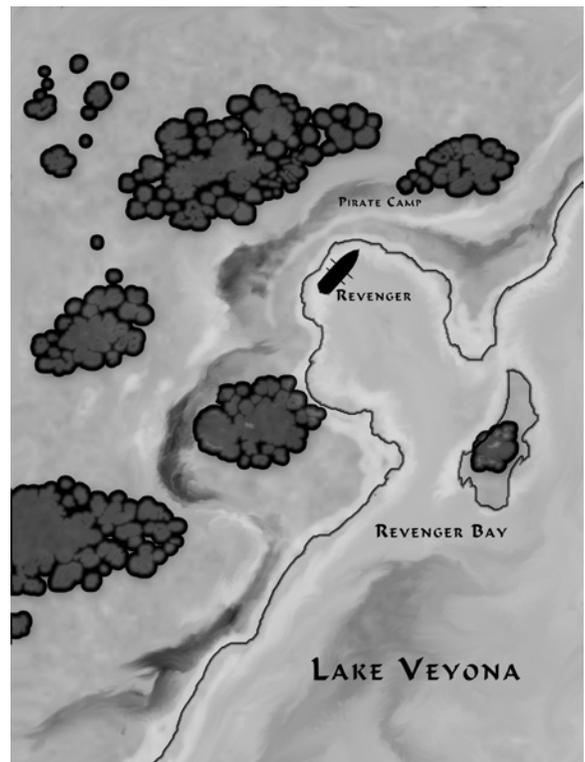
Unless there is noticeable trouble on deck Captain Oren Fashar is found lounging in his quarters until the ship is ready to get under way. He is a swarthy, mustachioed Rodensian Pirate, as comfortable sailing the broad waters of Lake Veyona as he is plying his trade along the southern sea.

At the first sign of trouble Captain Fashar springs onto the deck and into action. If he seems overwhelmed he is smart enough and wily enough to dive overboard and live to fight another day.

CAPTAIN OREN FASHAR (He is a neutral evil human, 4/4th level fighter/rogue. His vital statistics are HP 30, AC 16. His Primary attributes are Strength, Dexterity, and Charisma. His significant attributes are Strength 16, Dexterity 16, and Charisma 14. He carries +3 bracers of armor, a +1 ring of protection, a +2 sabre (1d6+4 due to his great strength), and a light crossbow with 20 +1 bolts. For medicinal purposes he carries a 100 gp bottle of rum, and 3 potions of cure light wounds.)

A locked chest next to his desk (CL 4) contains 1800 gps in various gems, coin, and jewelry. The chest is trapped with a poison needle trap (CL 4) that deals 1d6 points of constitution damage to a rogue who fails to disarm it before opening the chest. Documents within the chest include orders from Prince Bermillian for Captain Fashar to assist Targig Kraouse in every way until Kraouse's mission is successful and a reward of 5000 gps and letters granting him full license as a Privateer for House Bermillian should they succeed.

NOTE: Should the PCs encounter and run afoul of the Pirates before Targig has had a chance to start his kidnapping plot, his plan is terminated for the time being.



ADVENTURE 2: WURGRUN'S RAIDERS

If the PCs ally themselves with Wurgrun's Raiders, Wurgrun suggests his bold plan of taking canoes across the river from a lightly wooded point a quarter mile to the north of the city at dawn's first light. He knows that at this hour just as the sun rises the goblinoid forces on the north-eastern banks are at their weakest. By starting a mile north of the construction site they should be able to hug the banks of the river and disembark without being noticed. His intent is to burn the construction site of their invader's siege engines and towers. His reasoning: their eyesight is at its worst as the sun rises. Second, his scouts have observed that it is just before the end of a watch cycle on the western banks, thus the goblinoids are tired and lethargic. Third, the goblin sappers have worked all night constructing new siege machines, and the second crew of workers are still sleeping in their sty's, where they remain until late afternoon. Killing the goblin sappers is the key to victory, as it will draw goblins away from their digging operations in *East Dro Mandras* to rebuild any destroyed equipment, and is a tick against the Blood Drinker tribe, potentially causing further squabbles between orc forces.

The plan seems to most to be an obvious suicide mission, for not all of Yorgach's minions are blinded in the daylight hours, and a clear view of the assault may well be obvious from its onset.

This adventure may be run using the Tides of Battle mass combat system by Troll Lord Games, or without, simply using the map as a guide and strong assumptions on the part of the Castle Keeper, based on the successes of PCs as they engage enemy forces. I.E. If the PCs are winning, the Ugashtan are winning. If the PCs are suffering and forced to retreat from battle then so too do the Ugashtan.

SUGGESTED LEVEL OF PLAY

This adventure is designed for characters of 3-6th level, though may be scaled with higher or lower level challenges for use in any campaign.

THE BATTLE FORCES

Detailed below are the battle forces with their statistics for both Tides of Battle and standard encounter Castles & Crusades Siege Engine Mechanics. This is done two fold. For one the Tides of Battle system easily breaks down forces into manageable chunks. Second, PCs as heroes face off with squads on an individual level, so their statistics are necessary to replay the PCs actions in any given action adventure scenario.

UGASHTAN FORCES

UGASHTAN WARBAND (BARBARIAN 1); 8 squads

SIZE/RATIO: Medium/ 5:1

HD/UHP: 1d12/UHP 30

MOVE: 30 ft.

AC: 14(15) Mail Shirt, Large Wooden Shield

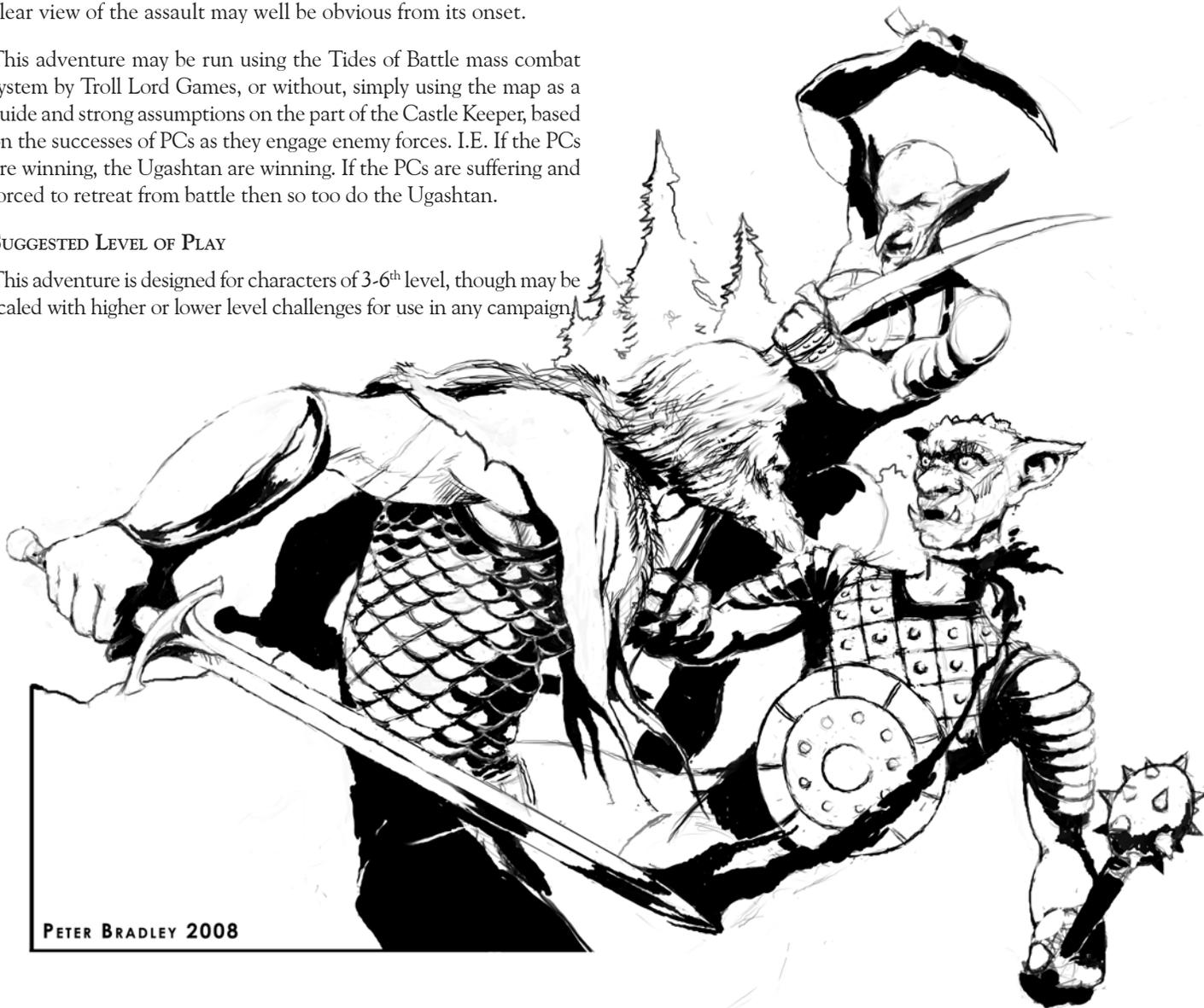
ATTACKS/AB: Bastard Sword (1d10+1)/AB +1

SPECIAL: Primal Fury, Combat Sense, Primal Force

PRIMES: Constitution, Strength (15), Wisdom

MORALE: +7

SPELLS/SPELL LIKE ABILITIES: Non



UGASTHAN WARMBAND BARBARIANS (They are chaotic neutral Human Barbarians whose vital statistics are Hp 10; AC 14 (15), Their primary attributes are Strength, Constitution, and Wisdom; Their significant attributes are Strength 15, Constitution 15. They carry a mail shirt, large wooden shield, bastard sword, a short bow with 20 arrows, torches and 4 flasks of oil.

WURGRUN (He is a chaotic neutral Human Barbarian 5 whose vital statistics are Hp 42; AC 17; His Primary attributes are Str (17), Constitution and Wisdom; His significant attributes are Strength 17, Constitution 15, and Charisma 15. He carries a +1 two handed hammer, +2 chain hauberk, longbow, 20 arrows, 2 potions of cure light wounds, 5d6 gp in jewelry and various coin. Wurgrun's Command Presence is 60 ft. He has a Leadership Rating of +7.

UGASTHAN SUB-CHIEFTAINS (2): They are chaotic neutral Human Barbarian 3 whose vital statistics are Hp 20; AC 16; Their primary attributes are Str (16), Con and Wisdom; Their significant attributes are Strength 16, Constitution 14. They carry a Longsword or battleaxe, wear, Hide Armor, Large Wooden Shield, Longbow, 20 arrows, war horn, 3d6 gp worth of jewelry and various coin. The Sub-Chieftains have a command radius of 30 ft. and a Leadership Rating of +3.

CRUJAK'S BLOOD DRINKER'S FORCES

GOBLIN SAPPERS; 3 SQUAD (30 GOBLINS)

SIZE/RATIO: Small/10:1

HD/UHP: 1d6/ 20 UHP

MOVE: 20 ft.

AC: 15

ATTACKS/AB: Small Pick (1d6) or

Grenade (2d6, hurled)/ AB +1

SPECIAL: Darkvision 60 ft. tunneling

SAVES: P

FACE: 10 ft.

MORALE: +1

SPELLS/SPELL LIKE ABILITIES: None

The sappers have 3 grenades each, with a range increment of 15ft, effecting an area of 10ft. for 2d6 points of damage. Grenades may be used to clear areas of spikes and like impediments.

ORC BLOOD DRINKER TRIBE: 8 SQUADS (30 ORCS)

SIZE/RATIO: Medium/ 5:1

HD/UHP: 1d8/ 20 UHP

MOVE: 30 ft.

AC: 13

ATTACKS/AB: 1d8 (sword or axe)/ AB +1

SPECIAL: Darkvision 60 ft.

SAVES: P

FACE: 10 ft.

MORALE: +1

SPELLS/SPELL LIKE ABILITIES: None

ORCS (40) (These Lawful Evil humanoids' vital statistics are HD 1, hp 6, and AC 13. Their primary attributes are physical. They have battle axes (1d8 damage).

ORC SERGEANTS (3) (These Lawful Evil humanoids' vital statistics are HD 2, hp 13, and AC 15. Their primary attributes are physical. They have heavy crossbows (1d10 damage) and battle axes (1d8+2 (for exceptional strength) damage). He has a command radius of 30 ft. (strength based) and a Leadership Rating of +4 (strength based)

CRUGAK BASTARD OF JERAK, Orc equivalent fighter 5 (Lawful Evil medium humanoid whose vital statistics are HD 5 (d10), hp 40, AC 15. His primary attributes are physical. He attacks with a +1 battle axe (1d8+3) due to magic and his great strength). Possessions, breastplate, +1 battleaxe. He has a Command Radius of 70 ft. (Strength Based) and a Leadership Rating of +7 (Strength Based)

Crugak, known as the bastard of Jerak is unclaimed by Jerak as one of his true sons, until he can prove himself worthy of being claimed by Jerak the Virile. This suits Crugak just fine, as most of Jerak's claimed sons end up dead by their fathers own hand. This said, there is a definite familial resemblance and proclivity for cruelty shared by Crugak and Jerak.

BLACK CLAW GNOLLS; 4 SQUADS (8 GNOLLS)

SIZE/RATIO: Large/2:1

HD/UHP: 2d8/ 21 UHP

MOVE: 30 ft.

AC: 15

ATTACKS/AB: Heavy Flail (1d10) or Composite Longbow (1d8)/ AB +2

SPECIAL: Darkvision 60 ft.

SAVES: P

FACE: 10 ft.

MORALE: +0/Special: Gnolls Require a Moral check after taking 25% casualties

SPELLS/SPELL LIKE ABILITIES: None

GNOLLS(8) (Large Chaotic Evil Humanoids whose vital statistics are HD 2, hp 11, AC 15. Their primary attributes are physical. They attack using short bows (1d6) or battle axes (1d8). Possessions: 2-8 sp, short bow, 20 arrows, battle axe).

MANGEERU, Gnoll Equivalent Ranger 4 (Chaotic Evil, large humanoid whose vital statistics are HD 4 (d10) + 2 (d8), hp 38, BtH +5. His primary attributes are physical. He attacks with a +1 Two handed sword (2d5+3) due to magic and his great strength) or Composite Longbow (1d10) due to its large size. He carries a +1 two handed sword and a large sized composite longbow and a 100 gp ivory and platinum necklace. He has a Command Radius of 40 ft. and a Leadership Rating of +4.

Mangeeru is a lesser chief in the Black Claw gnoll tribe. The tribe has worked rather efficiently in foraging for the occupation forces. Mangeeru and his gnolls have brought 30 captured refugees to trade to Jerak for plunder the Blood Drinkers have gathered in the city. The refugees are tied neck to neck with rawhide thwangs.

Currently the goblin sappers have 3 catapults and 2 siege towers in various stages of production. The siege towers are for a planned full out assault on the besieged East Central section of East Dro Mandras.

LOCATIONS

For the purposes of description, when the text refers to a "squad" it means 5 medium sized creatures, 10 small or 2 large sized creatures. Statistics for orcs, gnolls, and goblin sappers are included in the subsection detailing the forces in the previous section of this adventure.

2. WOODLAND

This area of wooded terrain along the banks of the Mandras river is the source for most of the wood being used to create new siege equipment. If the Castle Keeper is not using the Tides of Battle option for this encounter, there is a 50% chance that a squad of five orcs is using their battle axes to cut timbers and haul them to a nearby construction area.

If using the Tides of Battle rules for this scenario a squad of orcs is placed in this area at the farthest point from the orc sergeant's Command Radius.

Movement through the woodland is at $\frac{3}{4}$ ths speed due to underbrush and compactness of the trees.

3. CLEAR CUT

The clear cut is a large swath of clear cut timberland that flanks the northern eastern road that runs parallel to the Mandras River. There is a 50% chance that a squad of 5 orcs is hauling cut timber from the woodland to the work site.

If using the Tides of Battle scenario the orc squad is placed within the Command Radius of the Orc Sergeant at the construction site.

4. WORK SITE

The work site is where most of the construction on siege equipment takes place. One blood drinker squad is stationed here as well as an orc sergeant who oversees the goblins. One of the goblins squads is resting in their sty and will not be prepared to fight for 2 rounds after the signal horn is blown to indicate an impending attack by the Ugashtan war-band.

There are 3 half finished siege towers, 2 half finished heavy catapults, and one completed ballista here.

5. ORC CAMP

The majority of orcs reside here in the orc camp. Just to the south of the work site. At sunrise one squad of five orcs is just setting down in their sleeping holes for a days rest, and another is preparing to relieve one of the other squads for duty. If roused by a signal or by flames burning the work site, they immediately move with an Orc Sergeant in the direction of the conflict.

6. GOBLIN STY

The goblins have a fairly deep hole dug for themselves to sleep in. They tend to sleep in a huge pile for warmth during the cool evenings. If the goblins are encountered sleeping, it should be no trouble to kill them all. PCs acting as advance scouts, using stealth should be able to accomplish this task.

There are 10 goblins in this sty at the start of the scenario. They have 20 grenades in an iron box. The grenades deal 2d6 points of damage on impact, but fail to explode 20% of the time.

7. COMPLETED SIEGE TOWER.

Four squads of five orcs under the direct command of Crujak and an Orc Sergeant are here. The orcs are currently hauling the siege tower towards the northern sundered walls of East Dro Mandras, but have stopped so that Crujak can trade with Mangeeru and his gnolls.

If the alarm is sounded, or the orc forces note smoke and flames from burning equipment at the work site, they move towards the site of battle at full speed. If the Orc forces suffer heavy casualties at the hands of the Ugashtan raiders and PCs, the

orcs flee to the siege tower, using it as a fortress, defending the tower until reinforcements arrive from the city.

The siege tower is 30 ft tall, with a ballista mounted on the roof and arrow slits along the top section that afford $\frac{3}{4}$ ths cover to missile forces. There are enough spears within the tower to arm any orc occupants. The Tower has an AC 14, and 50 hp per 10 ft section. The tower holds one squad of five orcs on the bottom floor, one on the second floor, and a third squad on the roof when fully loaded. The spears hurled from arrow slits on the top level and the roof gain an additional range increment of 10 ft. making the effective range of orc spearmen 30 ft.

BALLISTA

Damage 3d8, Range 130 ft*. Crew 2

The ballista gains a +10 to its effective range due to being mounted atop the siege tower.

RUNNING THE RAID

Consult the map for starting positions of various forces and make note of their movements accordingly based on what they can legitimately see or hear.



THE ASSAULT

Using the Tides of Battle Rules (*Book X*), the battle starts with the Ugashtan warriors in the middle of the river aboard their canoes. The canoes are large enough to carry one 5 man squad per canoe. The orc warriors and goblin defenders within sight suffer a -2 to their Wisdom roll per squad to notice the canoes. The canoes move at a rate of 30 ft. per round across the water. Dismounting the canoe takes one round, and the Ugashtan start their raid 60 ft. from the shore. Allow the orc or goblin squads nearest the water a wisdom check every round as the Ugashtan approach. If the goblinoids notice the approach, a war-horn is sounded and the numbers of orcs and goblins in the area is doubled in one turn, giving the Ugashtan 10 rounds to complete their raid, torch as many siege engines as possible and return to their canoes with as many surviving raiders as possible.

Subtract numbers of opposing forces from either side. And keep careful track of their actions.

If the game master is not using the Tides of Battle rules for this engagement, then the battle hinges on the orcs noticing the Ugashtan approach. If the orcs do not notice the Ugashtan landing, the barbarians and their allies should be able to approach the construction site with haste, killing guards and goblins and burning siege gear before Crujak and his orcs have an opportunity to retaliate. Using the movement rates of the participants as a guideline, the Castle Keeper should be able to easily gauge how long it takes for forces to reach one another and enter combat.

PCs, with their variety of skills may serve the approaching Ugashtan forces as scouts or strike squads intent on slaying orc commanders to break the morale of any larger orc or goblin bands that they run across. At the suggested level for PCs in this adventure, they should be able to handle a decent sized number of enemies without much difficulty all by themselves, however they may quickly become overwhelmed should reinforcements begin to arrive.

If the PCs take the lead in the raid, the Ugashtan provide cover and combat support, making sure to cover any route of retreat.

REINFORCEMENTS

Hostile reinforcements begin arriving after 10 rounds (or 1 turn). The reinforcements start along the road at the far southern end

of the map and begin with 8 squads of orcs. Two rounds later an additional 8 squads of orcs and 2 ogres arrive. Four rounds after that an additional 8 squads arrive. The orc squads immediately take command of the siege tower if possible while others fan out to defend the structure or pursue retreating PCs and Ugashtan tribesmen. Reinforcements are armed with heavy crossbows.

VICTORY OR DEFEAT

Ugashtan Victory is achieved if they gain at least 15 victory points from the following conditions.

- **Kill Mangeeru and Crugak:** 5 points for Crugak, +2 for Mangeeru
- **Destroy the Siege Engines:** +2 points per piece of destroyed equipment
- **Kill all Goblin Sappers:** +2 points for each destroyed squad of sappers
- **Escape with a loss of less than 4 squads (15 actual casualties):** +2 point per surviving squad, -2 for each additional loss.
- **Wurgrun survives the Raid:** +5 if he survives, -5 if he is killed

Orc Victory

- No siege equipment is destroyed
- The Ugashtan are wiped out
- Crujak lives.
- PCs are captured

Crujak is executed by Jerak even if he survives should more than one piece of siege equipment be destroyed. Crujak is spared if he survives and his forces manage to capture the PCs. In this event, the PCs are led before Crujak, who is heaped with trophies, and the PCs are likely executed and eaten during a big feast that evening, their heads sent in Wagons to Yorgach's Fist.

ESCAPE

Should the PCs and their Ugashtan allies at any time feel it necessary to retreat, they must make it back to the river point where their canoes are beached and paddle across the river with all haste. If the gnoll morale holds, and they have any survivors amongst them, they pursue to the banks of the river, firing arrows at the retreating Ugashtan.

