

RAPPAN AT'HUK

Adventures in Zelkor's Ferry



By Alex Kammer



FROG GOD
GAMES

Adventures in Zelkor's Ferry

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Table of Contents

Adventures in Zelkor's Ferry.....	p. 4
Locations Outside of Zelkor's Ferry	p. 10
Legal Appendix	p. 18

Adventures in Zelkor's Ferry

The infamous reputation of Rappan Athuk, the Dungeon of Graves, is well earned. Legions of audacious adventurers have tested their mettle against the foul and most dangerous denizens of the grand dungeon, lured by the promise of riches, fame or some other more visceral need, with scant few of them surviving to tell their tales.

The wilderness surrounding the dungeon of legend is no picnic either. The rolling hills and forests around the dungeon teem with bandits and marauding bands of monsters. They too are drawn by the soundless call of the terrible dungeon, but not with the aim of plundering its depths. No. They are drawn by the bands of foolhardy adventurers who seek to penetrate the harrowing tomb in search of loot or fame as they are easy pickings. The bucolic nature of the surrounding environs lulls would-be heroes into a false sense of security as they either investigate the entrance to the dungeon or as they escape the catacombs falsely believing that they have reached a place of safety.

The only oasis of civilization in this harsh and unforgiving region is the tiny hamlet of Zelkor's Ferry. The Ferry is nothing more than a small collection of buildings surrounded by an old stone curtain wall that in days long gone served as a border fort. Zelkor's Ferry now offers an island of succor in this otherwise hostile region by providing an inn and a small trading post for travelers, merchants, and adventuring bands. Trade comes in the form of occasional river traffic and infrequent overland travelers following the river trail to and from the Coast Road.

The Ferry is the last reasonable stop for downriver traffic to make a safe landing, so although the settlement is small, and the river traffic is infrequent, barges and keelboats do arrive here from time to time, offloading cargoes bound for the Coast Road. The last leg of the journey overland to the Coast Road is quite dangerous requiring guards.

The settlement itself is little more than the inn, a smithy, a merchant trader, and a ferryboat for those who desire to cross the river. Nevertheless, Zelkor's Ferry is a place of comfort and safety compared to the ravenous wilderness that surrounds it.

DM Notes on Zelkor's Ferry

The problem with, and beauty of, Rappan Athuk is that it is extremely difficult to survive. This already daunting challenge is more unlikely if a run at the dungeon is attempted with a low-level party. The purpose of this supplement is to give a 1st level party a reasonable place to start and to offer a series of slightly more survivable adventures with the aim of giving the player characters a chance to cut their teeth and attain a few levels before trying the dungeon proper.

Adventures in Zelkor's Ferry is a companion title to Frog God Games' Rappan Athuk (RA). Some details about NPCs found in both this and Rappan Athuk are referenced by the level and section of the relevant information. EXAMPLE: *see RA 0C-D*.

Zelkor's Ferry

What follows is a description of the tiny hamlet of Zelkor's Ferry, the few NPC's that are permanent residents of the Ferry as well as a series of adventures that a newly minted adventuring party arriving in Zelkor's Ferry could experience.

NPC's in Zelkor's Ferry:

Odo Bristleback (Area A) – Owner of Bristleback Inn and all of Zelkor's Ferry. He is a **wereboar**, a poorly held secret in Zelkor's Ferry.

Amelia Birstleback – Wife of Odo who helps run the Inn. She is a **commoner**.

Igor and Vort (Area B) – Stablehands at the Bristleback Inn. They are **commoners**, but also live with a **mastiff** in the stable.

Ysbel (server), Tallie (server), and Gumble (cook) – Staff at the Bristleback Inn. All of them are **commoners**.

Big Morgan (Area C) – Blacksmith (**commoner**).

Deslena – Big Morgan's wife (**commoner**) who is a potter.

Skorma Brillstaff (Area D) – Skorma (**captain**)* is the captain of the town guard. He oversees eight men who make up the garrison. Use **guard** stats for the town guards.

* Use **bandit captain**

Rasmus Pye's (Area E) – Rasmus owns the trading post that bears his name. He is an **apprentice mage**.

Meregan Pye – Rasmus's wife (**commoner**) is a seamstress and leather worker.

Verestin Pye – 12-year-old son (**commoner**) of Rasmus and Meregan.

Ulman Dark (Area F) – He is known as “the necromancer” in town (**apprentice mage**) and he is the only source of healing and healing potions in Zelkor's Ferry.

Kandra Dark – Wife of Ulman and usually absent from the Ferry as she is a bounty hunter. Use **scout** stats for Kandra.

Gutmark the Ferryman (Area G) – Gutmark (**commoner**) charges 2 gp per person and 1 gp per animal to cross the river.

Adebrin – Gutman's wife (**commoner**).

Kalgor the Gemcutter (Area H) – Kalgor (**commoner**) is a dwarf gemologist.

There are two ways into Zelkor's Ferry – from the river or overland via the Old Path from the Coast Road that leads to the town's gates. As the party approaches the Ferry, please read or paraphrase one of the following that works best for the player characters' approach:

The journey from the Coast Road to Zelkor's Ferry was tensely anticipated, but fortunately was uneventful. You have followed the north shore of the Canyon River along an old and well-worn path when the hamlet first comes into view. The path leads directly to a pair of battered but solid looking gates flanked with a crumbling curtain wall that extends to the north and south walling off the small peninsula that is Zelkor's Ferry. As you draw closer, you see two crossbow platforms each occupied by a human in chainmail each holding a crossbow at the ready. While they seem alert, they do not seem alarmed by your approach. As you get closer yet, within 25 yards or so, the fellow of the left calls out – “Halt! State your business in the Ferry.”

Any reasonable response will trigger the hailing guard to signal someone unseen on the far side of the gates resulting in the right-hand

ZELKOR'S FERRY

One square - 10 feet



Environs of Zelkor's Ferry

I square - I mile



RAPPAN ATHUK



RAPPAN ATHUK

gate swinging outward revealing the few buildings that make up the town. Give the players Player's Handout A, the map of Zelkor's Ferry.

It seems that your placid and uneventful trip on the Canyon River to Zelkor's Ferry is coming to an end. A shout from the boat's pilot draws your eyes forward and you see for the first time the small hamlet of Zelkor's Ferry. Ahead, the river forks and at that spot is a small peninsula that boasts an unimpressive collection of run down and squat buildings huddling behind a decrepit curtain wall apparently designed to protect against an overland attack on the town. A guard stands on the only pier eyeing your boat's approach. The crossbow carrying guard nods to your boat's pilot, obviously recognizing him. As your boat glides in and is quickly tied off to the pier, the same guard steps back and wordlessly beckons to you to disembark with a disinterested sweep of his arm. As you step off the pier onto firm ground, you see a small stone building immediately to your right and beyond that, the rest of the few buildings that make up Zelkor's Ferry are arrayed before you in a roughly circular pattern.

The party is free to disembark and go anywhere in town, the most likely first stop being the Bristleback Inn. Give the players Player's Handout A, the map of Zelkor's Ferry.

Regardless of how the party arrives, it should not take them long to get the measure of the town. There are eight total buildings in the Ferry as indicated on the map, "Zelkor's Ferry." Because of its proximity to the river, a sense of damp pervades the entire town. Simple descriptions of the various buildings follow, which of course can be used or ignored as the DM sees fit.

Bristleback Inn and Stable (Areas A & B)

Located close to the gates, the largest building in town (which is not saying much) stands before you. It is a hunched two-story stone building with a thatched roof that has certainly seen better days. An old wooden sign above the door creaks gently in the breeze. The cracked sign with peeling paint depicts a charging wild boar above the title, "The Bristleback Inn." Small and dingy windows flank either side of the stout iron banded and wooden door. Immediately to the east of the Inn, there is a long rectangular building of roughly the same vintage and state of repair as the Inn. The soft whinny of horses combined with the tell-tale smell reveals that this must be the Inn's stable.

As you enter the Inn, you take in a dimly lit common room with five or so round tables, only one of which is occupied at the moment by a trio of what appear to be guards of some sort. They glance up at you with mild interest as you enter but immediately return to their conversation. To the right you see a short five stool bar. Behind it you cannot help but notice a burly and black-haired man of middle years with outrageous lambchop side burns who is nearly half as wide as he is tall. You see that he had apparently been in conversation with a younger sandy haired woman wearing an apron. As your party assembles inside the common room, he calls out in a friendly and rich voice – "Welcome to Zelkor's Ferry and the Bristleback Inn. I am Odo Bristleback, proprietor of this fine establishment. What can we do for you today?"

Roleplaying Odo Bristleback

Odo is not only the owner of the inn, but he also owns the entire town. His not so well-kept family secret is that he is a **wereboar**. As such, he

rightly feels that he is more than a match for most threats to the Ferry. Odo is a no-nonsense businessman but pursues his dealings with good cheer and fairness. He will be welcoming to the party as he is well used to adventuring parties stopping at the Ferry before foraying into the nearby Mouth of Doom or the dungeon proper. He will take the news that the player characters are adventurers planning on entering the dungeon with mild amusement but not with derision. Odo knows everyone in town and can answer just about any question concerning Zelkor's Ferry or about any of its residents. In fact, if asked, he will offer a job to the party and if they remain in town for more than a day, he won't wait for a request, simply offering the opportunity up when convenient. (See below – "Encounter Two– Trouble in the Logging Camp.")

Rooms are upstairs and there are six total rooms in the Inn. Two of them are currently occupied. Rooms are 1 gp per night. There is an additional 1 sp charge to stable a horse or mule. The fare is simple but good. Meals cost 5 sp and ale costs 3 sp for a gallon and 5 cp for a flagon.

The young woman behind the bar is Tallie, one of the Inn's servers. The three guards are part of the garrison paid for by Odo. Any of these NPC's can provide basic information about Zelkor's Ferry, but they will direct all more involved queries to Odo Bristleback.

Big Morgan's Smithy (Area C)

To the north of the Bristleback Inn and adjacent to the town's gates, there rests a ramshackle building with an open front stoop. A large man with blond unkempt hair is busily banging away at a piece of metal with a hammer with a rounded head. He is so intent on his peening that he does not notice your approach. Beyond him deeper into the building, you see a large anvil located next to a forge and bellows. You have obviously found the town's smithy.

Role playing Big Morgan

Big Morgan is a self-serving and none too generous person. If approached, he will be brusque and borderline rude. He also is not particularly bright, so can be fairly easily duped. His wife is the brains of the family. He is loyal to Odo and will curtly direct all questions about the dungeon or the Mouth of Doom to Odo.

Big Morgan rents his building from Odo. He and his wife, Deslena, live in the rear portion of the structure. The far eastern side of the building contains a small and very informal pottery shop where Deslena works. She makes most of the pottery/crockery that the player characters will see in the Ferry.

Big Morgan is a smith of mediocre skill. He does not forge fine weapons, directing his meager skills to tasks like fixing horse shoes and building simple tools. He can put an edge on a blade well enough, but he will overcharge to do so.

Deslena's pottery is of reasonable quality and consists mostly of common household items.

Barracks (Area D)

Immediately to the east of the smithy lies a squat one-story structure. No sign adorns this moldering wooden building proclaiming its occupants. As you look at the building trying to divine its purpose, two grizzled guards bearing crossbows emerge from the front door and head immediately towards the town gates. They are kitted out in similar fashion to the other town guards you have seen. Based on this, you believe you have found the town barracks.

Skorma Brillstaff is the captain of the Zelkor's Ferry Guard. He was hired by Odo years ago. He is a former mercenary who decided that he liked the Ferry and the permanent employ that it offered. The barracks



afford enough room for the eight guards, a private room for Skorma and some storage space. Skorma and the guards are all loyal to Odo and the Ferry and will fight fiercely to defend it.

Rasmus Pye's Trading Post (Area E)

The building before you, which is located in the southern part of this small town is one of the smallest in the hamlet. It bears the signs of some attempts at upkeep as there are sections of reasonably well-maintained paint that stand in defiance to the rot and decay of the rest of the structures in town. A cheery wooden signboard proclaims this to be "Rasmus Pye's Trading Post" in bright clear letters. Two steps up take you to the short front porch and another few through the glass paned front door.

Once inside the small shop, the first thing you notice are the smells of oiled leather, cedar chips, and some unidentifiable floral scent. You are next confronted with store isles crammed with a wide variety of goods hanging and stacked everywhere. You see everything from foodstuffs, basic household goods, clothing, adventuring supplies, and even a couple suits of armor. As you are taking all this in, you see a tabby house cat stroll down an isle towards you acting in a proprietary manner as if it owned the store, before turning off in a side isle heading who knows where. At the very back of the shop, behind several stacked crates, you see a counter and peering around the stacked goods is a smiling fellow in well-worn but serviceable robes who smiles at you and engagingly proclaims, "Welcome to Rasmus Pye's Trading Post. I am Rasmus and I can assure you that we have just about everything you could possibly be looking for. How can I help you today?"

Rasmus and his wife Meregan run the trading post. He appears older than his mid 30's due to an impressively receding hair line. Just about any basic supply is attainable at Rasmus's shop for standard prices. This includes basic weapons, armor, and adventuring supplies. His wife is a capable seamstress and leather worker and is willing to take on commissions for custom work. Rasmus does not carry any potions or any stock of a magical nature. Any requests for such will be referred to Ulman Dark (Area F). The family's residence is in the back of the shop. Like all the tenants in Zelkor's Ferry, Rasmus rents the store from Odo Bristleback.

Roleplaying Rasmus Pye

Rasmus is a wizard (**apprentice mage**) of meager ability. He is unrelentingly positive and cheerful and is quite proud of his modest magical abilities. He enjoys life in the Ferry and is quick to come to the aid if there is an attack of any sort; casting *fire bolt* repeatedly at any would-be invaders. He is an honest trader who makes his living buying, selling or bartering just about anything that comes his way. His primary customers are river merchants and adventurers.

The Necromancer (Area F)

Set apart from the rest of the buildings is a modest cottage at the far northeastern corner of town very close to the banks of the river. This is the cottage of Ulman Dark, otherwise known in town as "the necromancer." The building is in the seemingly standard state of poor repair, but there does not appear anything particularly sinister about the cottage that you can see at least. A simple wood door faces the south which is currently closed.

This is the residence of Ulman Dark and the part time residence of his wife, Kanndra. Kanndra is a bounty hunter and more often than not is

RAPPAN ATHUK

away from home in pursuit of some quarry or another. Ulman has some magical abilities derived from the dark arts and is a capable healer, after a fashion. For more details concerning Ulman Dark's healing abilities and the services that he can offer to the player characters refer to (0C-F).

Roleplaying Ulman Dark

Ulman is a thin human (**apprentice mage**) with lank black hair, simple clothing, and a slightly furtive demeanor. He is friendly enough but does not volunteer anything about his past or his abilities. If pressed, he will divulge that he can craft healing draughts, can cure certain diseases, can neutralize most poisons, and can even raise the dead. It will be clear that Ulman is the least confident concerning the last (raising the dead) as he is not always successful when he makes the attempt.

Ferry (Area G)

The small stone structure adjacent to the pier is the Ferry House. It is the residence and place of business of Gutmark, the Ferryman. The small building is one story and has a thatched roof. Despite this being the Ferryman's residence, you do not see a boat moored to the pier. A simple wooden and banded door facing west stands closed before you.

Gutmark is presently out in the river fishing. If any of the party actively check the river for traffic, they will see a boat at anchor in the middle of the river with a lone fisherman trying his best to catch some fish. This is of course Gutman. If any of the player characters knock on the door, they will be greeted by Adebrin, Gutmark's wife. She will tell the party that her husband is out fishing but is happy to answer any questions that the party may have. Any questions about the surrounding region or the Mouth of Doom will be met with the suggestion that they player character talk to Odo. Adebrin is often busy smoking the fish that her husband catches.

Kalgor the Gemcutter (Area H)

Directly behind the trading post is a small and well-maintained stone cottage. A wooden sign mounted on dark iron brackets bears the image of a multifaceted gemstone. You have found the residence and shop of Kalgor the Gemcutter.

Kalgor is a dwarf who has chosen to ply his craft and live among humans. If asked why, he will simply state with a grin that he has gotten used to living above ground and that he does not mind tall folk much. He will quickly relate his skills as a gemologist and a gemcutter. He will make it very clear that his services for identifying and cutting gems are for hire. To see the details and costs of his services and to see how his efforts can increase the value of found stones, please refer to (0C-E).

Locations Outside of Zelkor's Ferry

The Rappan Athuk sourcebook details many locations in regions surrounding Zelkor's Ferry including sought after locations such as the Mouth of Doom. What follows are a few smaller locations that are located immediately outside of the town walls that might be of interest.

Zelkor's Boneyard

Roughly 1000' away from the city walls lies the town graveyard. While Zelkor's Ferry does not have that many permanent residents, the itinerant

population of wounded adventurers over the years has necessitated a graveyard that is larger than what would normally be needed for a town this size. Should the player characters ever venture near the boneyard, please read or paraphrase the following:

A short stroll away from the town gates, but still within view of the river, brings you to a small plot of land that stands out from the surrounding wilderness because it seems to be partially maintained. The roughly square spot is contained by a split rail fence defining the approximately 50' x 50' piece of ground. Looking closer, you see an opening in the fence that faces Zelkor's Ferry and a path leading directly into the space. You also see markers of some sort at regular intervals located therein. You realize that you have found the town's graveyard. Finally, you see what appear to be four recently dug graves based on the freshness of the dirt covering them. Each seem to be marked by a shield partially buried at the head of each of the four graves, standing as mute reminders of how perilous this region can be.

These four graves are those of the remnant of a band of adventurers that perished in the Mouth of Doom several weeks ago. The shields are unremarkable and the graves bear no further markers or indicators of who exactly is buried there.

Otherwise, there is nothing of value in the boneyard beyond the names of past residents of the town who perished. If the player characters examine all the markers, they will see the name "Bristleback" repeated a number of times.

Mad Remy's Farm

South and west of the boneyard and of Zelkor's Ferry lies Mad Remy's farm. At least, that is what the locals call him. If the party ventures this way, they will find a small farm house with an impressive and well-maintained vegetable garden arrayed before it. Adjacent to the house, is a sty. If the player characters investigate the sty, they will find three large pigs contentedly wallowing in the mud. One of them is a large boar and the two smaller ones appear to be female. The swine will disinterestedly notice the party but will ignore them.

If they check the house, no one will answer when someone knocks on the door. Both doors (front and back) as well as all the windows are locked.

The owner of the home, Remington Bristleback, is not inside. He does not like most people, especially strangers. Remy of course is a **wereboar**. So, when he sensed the approach of the party, he assumed his boar shape and joined his two pigs in the sty to observe the party.

Remy will not attack or disturb the party unless they damage his property or try to break into his house. Picking a few vegetables will not bother Remy.

If any of the player characters ask anyone in town about the farm, they will inform the party that this is Mad Remy's farm and that he does not like to socialize. He grows vegetables which he trades to his distant cousin Odo for sundries that he needs to maintain his household.

Calypsa's Glade

Further yet south and west of Zelkor's Ferry is a small glade of trees. In the middle of it, there is a small pond roughly 20' across. It is a very pretty and peaceful spot and anyone visiting it will be struck by its tranquility and the number and quality of the flowers that blossom there.

Unless someone makes a successful DC:18 Wisdom (Nature) check, that is all that the glade will seem – a quiet and pretty spot. However, anyone making the check will realize that this seem to be the home of a **pixie**. Despite this knowledge, the party will not be able to find the **pixie**, Calypsa, unless she wants to be seen.

And, the only way to effectuate an appearance by the elusive fey creature is to leave a small token or gift for her and then to return the next day. A successful DC: 20 Wisdom (Nature) check will reveal this information to the player character. A druid who is a member of the Circle of the Land will make this check with advantage.

RAPPAN ATHUK

If a gift is left and the player character returns, Calypsa will shyly appear and cautiously approach the character. She will demurely kiss that character on the cheek. The player character will feel a slight tingle. Thusly, she will have endowed that player character with her favor which takes the form of that player having advantage on his/her next ability check or saving throw.

After imparting this gift, Calypsa will vanish not to be seen by this player character or fellows ever again.

Encounters

What follows are a series of adventures that can be run in any order. It is assumed that the player characters arrive in Zelkor's Ferry as newly minted 1st level characters.

Encounter One – Gnolls Attack!

A band of 12 total **gnolls** lead by a **gnoll pack leader** has made its way from the southwest heading towards the Forest of Hope. They ran into Canyon River and have been following it east. They smelled before they saw Zelkor's Ferry. After seeing only two guards at the gate and seeing how small the hamlet is, they have decided that it is just too tasty of a target to pass up.

The attack will likely come at night as the **gnolls** prefer to rely on their darkvision when attacking a human settlement, but the attack can come at any time of day. When the **gnolls** attack, please either read or paraphrase the following to the player characters:

You are in the midst of an enjoyable evening in the common room of the Bristleback Inn. The food is certainly adequate and ale refreshingly crisp and cold. As you are enjoying your present company, the quiet of the evening is pierced by some sudden yelling followed by the trilling sound of some sort of horn being blown. Two of the fellow patrons at the Inn who you have come to recognize as being part of the town guard immediately rush out of the front door. Right behind them bearing a huge and wicked looking double-bladed axe rushes Odo Bristleback. The rest of the common room, including yourselves then hustle outside to see what is happening.

About 20 paces or so ahead of you is Odo. Your eyes are drawn to him as something is obviously happening to him as he rushes forward to the town gates. His flesh seems to writhe and expand right before your eyes. Even in the dim light you can make out that he is transforming somehow into something more squat, muscular, and feral. As you are trying to make sense of what you are seeing, a shout from the gates cleaves the night – “**Gnolls!** We are being attacked by **gnolls.**” As a mass, every capable fighter in the Ferry seems to rush to the gates.

Gnoll Leader

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

DM Notes

The **gnolls** will fiercely attack the gates hoping to quickly overwhelm the town's defenders. As noted below, the gnolls can easily scale the gates and walls to get into the town proper. At this point, it will be a free for all. The scene should include several different pockets of fighting as the Ferry defends itself. This then makes the encounter very scalable for the DM. You of course can make this as challenging as you like for the party. What should be clear though is that Odo Bristleback plays a critical role in destroying the marauding **gnolls**.

After spending three rounds unsuccessfully trying to batter down the gates, the repeated crossbow fire will convince the **gnolls** that they are better off trying to climb the walls instead. The gates and walls are easily scaled so no check is necessary for the **gnolls**.

The scene then should be one of chaotic fighting in patches. Five rounds following the initial alarm, the full force of the town's guard and Odo will be engaged in melee. Eight rounds after the initial alarm, Rasmus Pye and Ulman Dark will appear casting *fire bolt* and the like to help repel the invaders.

After the battle, Odo will direct Ulman to heal anyone injured. If the player characters search the **gnolls**, they will find a pouch on the body of the leader. It contains five uncut moss agates (10 gp each if cut) and one uncut star stone quartz (50 gp if cut).

Quickly coming to the unflinching aid of the Ferry will earn the heartfelt thanks of all the town's residents and will certainly earn the player characters a couple free rounds at the Inn.

Encounter Two – Trouble in the Logging Camp

Across the Canyon River to the north lies the ancient and primary Forest of Hope. Six months ago, a logging camp was founded in the Forest run by Zachary Sneel. He calls his business and his logging camp The Boreal Logging Company. His business model is simple in that trees are felled in the ancient Forest of Hope and then are dragged to the river. There, they are rolled into the river in lots and the current of the river takes the valuable timber to the coast to then be transported either south to Eastgate or north to Freegate.

Odo Bristleback is aware of all this and is in favor of it. Any attempt to tame the wilds around Zelkor's Ferry is a positive in Odo's mind. Because Sneel and his men come to town occasionally for supplies and a meal, Odo is aware of some of the problems the loggers have been facing.

And this is where the player characters come in. Should they enquire with Odo about possible work, he will tell them that Mr. Sneel and his logging company are looking for help. Alternatively, if the party has been in town for more than 24 hours without finding other work, Odo will approach them with this opportunity.

Odo can tell them that the logging company is comprised of 25 or so well armed loggers and that they have built a reasonably secure camp. This alone should be more than enough to scare off the usual roving predators. However, Odo has received news that the camp has been attacked several times over the past couple of weeks by different woodland animals in what appears to be a concerted action. Sneel is interested in hiring some adventurers to get to the bottom of what is going on and who or what is responsible for these attacks.

RAPPAN ATHUK

Should the player characters decide to take this on, the trip across the river (after paying Gutmark his fee) is uneventful. On the bank of the far side of the river the party will find a series of logs laid out apparently ready to be sent down river. They are huge logs ranging between three and six feet in diameter and 20' – 30' in length. A successful DC: 14 Wisdom (Survival) check will inform the player character that these are logs from old growth/primary trees including oaks and duskwoods.

There is an obvious and wide trail leading away from the river and about a 30-minute walk will take the party to the logging camp. When they arrive, please read or paraphrase the following to them:

The trail from the river is easy to follow. You see to the obvious signs of draft animals dragging logs from the forest to the river bank. Ahead of you, the Forest of Hope looks like a wall of solid green. As you step into the looming forest itself, you get an immediate feel for its age from the sheer size of the surrounding trees alone. Because of the density of the canopy above you, the light is dappled, and the underbrush is light. The air is humid but smells clean with the rich and verdant scent of a healthy forest. Your track continues straight deeper into the forest. After about 10 minutes of mostly silence punctuated only by the sounds of your own steps, you hear signs of the logging camp ahead of you before you actually see it.

As you step into a large clearing, you see the camp arrayed before you. Several men with broad bladed axes work on removing smaller limbs for a handful of broad logs in the middle of the camp. You see a team of four draft horses being led by four loggers as they head deeper into the forest away from you. Finally, you see two stout wooden one-story structures in the clearing. You see a curl of smoke escaping from the chimney of the larger one. As you stand there taking this all in, you see a door open on the larger building and a youngish man dressed in typical woodsmen garb walks out and purposefully strides towards you. As he approaches, he says with a smile – “Welcome to the Boreal Logging Company. I am Zachary Sneel. Based on the look of you, Odo sent you to help me with a problem that I have been having. Do I have the right of it?”

Sneel is a straightforward and hands-on businessman. He will explain that they have been working in the Forest of Hope for 6 months or so. And, while there have been a few brief encounters with some brigands and even a couple of **trolls**, their work here has been largely uninterrupted. That is, until recently. Over the past two weeks, Sneel's logging crews have been attacked by a variety of woodland animals, including **brown bear**, **elk**, and **boar**. Normally, woodland creatures run off when the loggers approach, so this sudden aggression was very unexpected. And, while an incident or two could be chalked up to bad luck, the attacks have been constant and have occurred on a nearly daily basis.

Sneel will pay the player characters 50 gp each to investigate and stop the source of these attacks. Sneel also offers room and board to the party in the camp bunkhouse (the building from which he originally emerged).

DM Notes

The attacks by woodland creatures are being directed by a druid named Drusilla. She is the self-appointed protector of the forest and deeply resents the incursions by the logging company. Drusilla will fight to defend the forest, but a violent confrontation is a poor answer to this impasse as Drusilla is far too powerful for the player characters to defeat in combat. So, even though she will be high handed and contemptuous of the player characters – “I can smell the stink of civilization on all of you” – the effort should be to convince her to honor a truce should the logging company agree to avoid the center of the forest. In similar fashion, should the player characters drive off assailing creatures instead of slaying them, they should be awarded experience points as if they had killed them.

Should the party agree to take this on for Sneel and head out into the forest, it will not take long for them to find trouble. Those same four loggers and four draft horses that the player characters saw leaving the camp as they arrived only got about 1,000 yards away from camp before being attacked by two **brown bears**.

500 yards away from the confrontation, the party will hear sounds of the clash with a successful DC:13 Wisdom (Perception) check. Further, a successful DC:11 Wisdom (Survival) check will show them the logging crew's tracks which are easily followed to the scene of the fight.

When the party arrives, they will come upon a scene of chaos – the horses are in a panic while the three remaining loggers (one is already down) (use **guard** stats) try to defend them from the bears.

Brown Bear

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (–4)	13 (+1)	7 (–2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

The **brown bears** will fight until either one of them goes down or both of them are reduced to less than half of their hit points.

Should the party drive off the bears and after the horses are calmed, the loggers will explain that the bears “came out of nowhere” and “suddenly attacked.”

Whether or not the bears are slain or driven off, a successful DC: 12 Wisdom (Survival) check will show the player characters the bears' tracks leading deeper into the woods. The loggers will continue forward (not following the tracks) toward the current work site where trees are being felled.

If the party accompanies the loggers instead of following the tracks, they will get to where the rest of the loggers are working after about a 10-minute walk. There, six other loggers are busy felling trees and dressing logs to be dragged back to camp. Nothing untoward is happening at this site now, but the same successful DC: 12 Wisdom (Survival) check will reveal a well-worn game trail leading deeper into the forest. The loggers will indicate that the attacks generally come from deep in the forest.

When the party decides to investigate further and moves deeper into the forest, they will be attacked two separate times.

The first attack will come in the shape of six wild **boars** charging out of the underbrush. A successful DC: 15 Wisdom (Perception) check will spare the player characters from being surprised. The **boars** will fight until half of their numbers have been slain and then they will scatter.

Boar

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)



Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

The second attack will be six **giant badgers**. The party will be taken by surprise unless they succeed on a DC:14 Wisdom (Perception) check. As with the above, the **giant badgers** will attack until half of their numbers are slain and then they will scatter.

Giant Badger

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

After surviving this series of attacks, they will encounter Drusilla, the druid who is responsible for the attacks on both the party and on the

RAPPAN ATHUK

loggers. They will find her in a glade further down the game trail following the above animal attacks.

Drusilla cannot be surprised while in her forest. So, no matter what efforts the party takes, as they approach this glade, please read or paraphrase the following:

The winding game trail you are following seems to lead to an opening ahead. As you creep forward, an imperious and female voice calls out – “Come forward you fools. There is no hiding from me. Invaders of my forest, present yourselves before me!”

Drusilla and her familiar wolf (Sheiju) stand in the middle of the 30' diameter clearing waiting for the party to come forward. Again, if any of the party try to stealth behind her, she will know of it. She will not attack unless provoked. She really is interested in seeing who it is that has come to her forest.

Drusilla

Medium humanoid (human), neutral

Armor Class 14 (leather)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	14 (+2)	18 (+4)	15 (+2)

Saving Throws Int +6, Wis +8

Skills Animal Handling +8, Medicine +12, Nature +10, Perception +8, Survival +12

Senses passive Perception 18

Languages Common, Aquan, Druidic, Sylvan

Challenge 9 (5,000 XP)

Spellcasting. Drusilla is a 13th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*
 1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *speak with animals*
 2nd level (3 slots): *barkskin*, *hold person*
 3rd level (3 slots): *call lightning*, *meld into stone*, *water breathing*
 4th level (3 slots): *dominate beast*, *locate creature*, *wall of fire*
 5th level (3 slots): *insect plague*, *tree stride*
 6th level (1 slot): *heal*, *sunbeam*
 7th level (1 slot): *fire storm*

Actions

+3 Club. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage.

Change Shape (2/Short or Long Rest). Drusilla magically polymorphs into a beast or elemental with a challenge rating of 6 or less and can remain in this form for up to 9 hours. Drusilla can choose whether her equipment falls to the ground, melds with her new form, or is worn by the new form. Drusilla reverts to her true form if she dies or falls unconscious. Drusilla can revert to her true form using a bonus action on her turn.

While in a new form, Drusilla retains her game statistics and ability to speak, but her AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and she gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that she lacks. She can cast her spells with verbal or somatic components in her new form. The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Sheiju, Drusilla's Familiar

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (–4)	12 (+1)	6 (–2)

Senses passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell. Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Reactions

Pre-emptive Strike. Drusilla's wolf can move up to its full movement and attack if a creature comes within its movement distance.

Should the party seek to broker a peace, Drusilla will listen. Any reasonable offer involving the containment of the efforts of the loggers to certain parts of the forest along with a successful DC: 15 Charisma (Persuasion) check will succeed. The deal will absolutely have to include a solemn promise by the loggers to not to harm any animals.

However, should the party attack, she and Sheiju will fight to the death. If a fight does break out, two **giant boars** will rush in to fight alongside Drusilla and Sheiju in the round after fighting starts. It should be obvious in short order to the party that they cannot prevail based on strength of arms alone. In fact, once half of the party is unconscious, Drusilla will call off the attack and order the player characters to be gone. She can still be convinced to consider a truce, but the DC will be 18 instead of 15 based on the foolish attacks.

Giant Boar

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (–4)	7 (–2)	5 (–3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Sneel will quickly agree to whatever terms the party reaches because he cannot afford any more losses in terms of injured loggers and because the forest is vast. Even if the logging company confined their efforts to the edge of the forest, they would be busy for many years harvesting the mature trees there.

Should the party avoid combat with Drusilla and resolve the situation peacefully, the player characters should be awarded experience points as a story reward in the amount as if they had slayed Drusilla's **wolf** and the two **giant boars**.

Finally, Sneel will pay the previously agreed upon 50 gp to each party member.

Encounter Three — Sole Survivor

On any afternoon or evening that works, the gates will suddenly open and the guards will usher in a severely injured and bedraggled looking adventurer. Like many that tried the Dungeon of Graves, things apparently did not work out for her. However, if the player characters speak to her, she will tell a story that is not quite that simple.

With the party out and about somewhere in town, please read or paraphrase the following:

As you are going about your business in Zelkor's Ferry, a shout from the gates draws your attention. You see and hear the guards gesturing and shouting to the men below to open the gates. As soon as the gate starts to open, a figure lurches through the gap and collapses onto the ground. Even from this distance, you can see that the figure is badly wounded, but cannot discern more than that.

If the player characters rush forward to help, they will find an unconscious female elf wearing rent and torn studded leather armor and bearing an obviously empty scabbard on her hip. Other than that, they will see some sort of purple bird emblazoned onto her armor.

The unconscious figure's name is Talilia Greysky. She is a member of an adventuring band (not well known) out of Bard's Gate called the Company of the Purple Cockatrice.

If none of the player characters attempt to heal her, she will be taken by the guards to Ulman Dark's (Area F) for healing and then taken to the Inn to recover.

However she is revived and if approached by any of the player characters, she will reveal the following in conversation:

- Her name is Talilia Greysky.
- She is part of an adventuring band out of Bard's Gate called the Company of the Purple Cockatrice.
- The name came from a spell attempt that went humorously awry some years ago.
- If asked about her skills, she will say "import/exporter" (rogue).
- She and her five companions: Tion (Fighter), Mei (Wizard), Cato (Cleric), Tsia (Ranger), and Lem (Sorcerer) set out for Rappan Athuk several weeks ago.
- They did not come through Zelkor's Ferry but knew where it was and planned to return this way.
- They entered the dungeons and fought legions of fell creatures and survived many harrowing traps.
- They lost Tsia to a pressure plate that triggered some sort of disintegrating ray.
- They lost Lem when he was dragged away during an overwhelming fight with some trolls.

- The four survivors escaped the dungeon with some amazing loot.
- However, they were ambushed a few hours north of the dungeon just as the sun was setting.
- They were pretty beaten up and had let their guard down.
- They were taken by surprise.
- They were attacked by a bunch of bandits.
- They killed many of their assailants.
- She was captured and taken to what seemed like a semi-permanent camp.
- Tion and Mei were killed in the ambush.
- Cato was captured as well.
- She (Cato) was unconscious when she (Talilia) escaped.
- She does not know if Cato is still alive.
- In the middle to the night, she was able to free herself from her bonds and sneak away.
- That was yesterday/last night.
- She estimates that there are 6-8 bandits still alive.
- They took all of her weapons and gear, as well as all of the possessions of her fellow adventurers.
- The bandits also took all of their amazing loot which included gold, gems, magic weapons and some potions.
- She can either lead the player characters back to the location of the camp or can mark the location on a map.
- She is willing to do so if she is given 50% of what is taken off of the bandits.

Talilia can be convinced to take a slightly lessor share with a successful DC: 13 Charisma (Persuasion) check. If Talilia accompanies the party, use **spy** stats for her, but increase her AC to 15 to reflect her armor.

Talilia

Medium humanoid (elf), neutral good

Armor Class 15 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

The bandits that waylaid the Company of the Purple Cockatrice was a bandit group called The Dishonest Patrol. (See Wilderness Areas: Dying

DM Notes

When the player characters encounter The Dishonest Patrol, the leaders of these bandits, Sheriff Ostland and his captain Felrara, will be absent. The bandits left will be one of the two sergeants (Erlin) (use **veteran** stats) and eight **footmen**. If this is too easy of a challenge, add in the second sergeant (Gortizin) or add more **footmen**.

Outside the Dungeon, P. 40). Their camp is located in the Forest of Hope at Wilderness Area 6. Talilia can either lead the party there or can indicate the location on a map.

The location of The Dishonest Patrol's camp is approximately 30 miles from Zelkor's Ferry to the east. If the party approaches the camp during the day, a group stealth check of DC: 13 will be successful and if at night, that DC rises to 15 - To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Should the player characters succeed at approaching the camp without raising the alarm, please read or paraphrase the following to the party:

As you creep forward in the underbrush in this particularly dense part of the forest, you begin to pick up the sounds of what obviously is a camp – the stamp of hooves from hobbled mounts, bursts of laughter, and a metal on metal sound of a cookpot being cleaned. As you move closer yet, you see in a clearing ahead - the bandits' camp. Between six and ten bandits are in the camp. Some are sitting near a fire in conversation. A couple seem to be tending to mounts. You hear the sounds of others that must be in or near the tents of the far side of the camp. Finally, you notice a slumped body with its hands tied behind its back lying on its side facing away from you. The figure does not stir and from where you are hiding, you cannot tell if that person lives. This most likely is Talilia's companion Cato.

If the party was able to get this far without raising an alarm, they will have a surprise round. If not, the bandits will be ready for them.

The camp is roughly 30' in diameter. It is semi-permanent so there is a well-used fire pit and a cluster of eight canvas tents that seem like they have not been moved for some time. Finally, there are six horses tethered on the edge of camp.

The bandits will stand and fight until their sergeant, Erlin, falls or more than five of their total number are removed from the fight.

Erlin has a +1 *longsword*, a *potion of healing* and 63 gp. Each of the footmen have 2d12 gp.

In addition, there is the cache of treasure taken from the Company of the Purple Cockatrice and others. It is in a locked footlocker located in the tent most centrally located. It has only one cot in it and is the tent of Felrara, the leader of these bandits.

The footlocker is both locked and trapped. A casual inspection will reveal that it is locked. Using thieves' tools, the 1' tall x 2' deep x 3' long footlocker, can be unlocked with a successful DC: 15 Dexterity check. The trap though is another matter. All the bandits in camp are aware of the trap. If any survive the attack by the player characters, accompanied by a successful DC:13 Charisma (Persuasion) check, they would be willing to share what they know about the trap in exchange for their lives. Unfortunately for the party, they don't know the details of the trap beyond that triggering it will cause an explosion. If pressed for how they know this, they will relate that they have been told this by their leader, Felrara, and that they have never seen the trap itself or how it operates. The player characters will of course have to decide for themselves if they believe this information.

If the trap is triggered, all the potions and spell scrolls in the footlocker will be destroyed. Everything else though will survive the conflagration.

Trap Details

Felrara is no fool. She knows that the men and women she leads are thieves and liars. So, when it comes to safekeeping the spoils of banditry, she takes no chances. The locking mechanism of the footlocker is inset and built into the lid. It operates so that when the key is turned, the tongue of the lock rotates clearing the latch below, and thereby allowing the lid to be opened. There are two separate traps in the footlocker. The first is a needle trap located in the lock itself. A successful DC:15 Intelligence (Investigation) check will spot it. After recognizing it, disarming the trap requires a DC:12 Dexterity check made with thieves tools (DC:14 if attempted by other means). The needle is poisoned with *purple worm poison*. [A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.]

The second trap is quite devious. At considerable expense, Felrara paid to have a very specific set of *explosive runes* etched on the inside lid of the locker. Should anyone but herself attempt to raise the lid, the runes will activate. If anyone other than Felrara attempts to raise the lid, the footlocker will explode with fire in a 20-foot-radius sphere centered on the locker. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 fire damage on a failed saving throw, or half as much damage on a successful one. *Dispel magic* cast on the footlocker will safely remove the *explosive runes*.

Felrara's footlocker contains:

- +1 rapier (Talilia's)
- +1 longsword
- +1 dagger
- +1 handaxe
- 12 x +1 arrows
- Amulet of Health
- Necklace of Adaptation
- Potion of Climbing
- Potion of Fire Breath
- 3 x Potion of Healing
- Potion of Greater Healing
- Potion of Speed
- Ring of Evasion
- Ring of Protection
- 3 x Citrine (50 gp each)
- 2 x Zircon (50 gp each)
- 2 x Pearl (100 gp each)
- 1 x Blue Spinel (500 gp)
- 249 sp
- 323 gp

DM Note on Treasure

Naturally, the DM should swap out whatever magic items better suit the specific party and campaign. The list of treasure in Felrara's footlocker is merely suggested.

Encounter Four – Trolls

Two **scrag**s have swum upriver in search of easy prey. The bizarre creatures were spotted by Verestin Pye while playing on the river bank. He spotted them as they were feeding on some carp and will run into town looking for help. Please read or paraphrase the following to the party:

As you move around town silently contemplating the many possible gruesome ways to die that await you in the dungeon of graves, your reverie is broken by the shout of a child. Running towards your group is Verestin Pye, the son of the family that owns the trading post. He runs up breathlessly to you and stammers – “Monsters! Strange creatures in the river! Come quick!” and rushes off back the way he came while looking over his shoulder at you to make sure that you follow.

Verestin rushes to the north towards the main channel of the river. If the player characters follow, they will catch up to him as he is standing back from the shore intently scanning the river. The party will see nothing unusual in the water or on the shore. Verestin will then sputter – “But they were there, (pointing to the middle of the river). Two of them. Horrible creatures. Big and tearing apart some fish with their claws.”

As the poor lad finishes this statement, the two **scrag**s burst from underneath the water and attack those closest to the shore. This should be a tough fight for the player characters. As this is taking place within Zelkor’s Ferry, the town guard or even Odo can rush to their aid if need be. Otherwise, the **scrag**s will fight until one of them is slain (meaning the body of the creature immolated).

Scrag

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft./Swim 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Keen Smell. The scrag has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The scrag regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn’t function at the start of the troll’s next turn. The troll dies only if it starts its turn with 0 hit points and doesn’t regenerate.

Amphibious. The scrag can breathe both on land and underwater.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

What follows are a few adventure seeds for those who desire more fun around Zelkor’s Ferry!

Remy’s Pests

There are **ankhegs** (2) in Remy’s garden. To get them to appear, the player characters will have to bait them with some livestock or something similar to get them to come to the surface.

Bar fight!

A new adventuring band comes to town and is looking for trouble. They call themselves the “Hands of Doom”. They really are a bunch of brash and inexperienced would-be fortune hunters. And, they deliberately pick a fight with the player characters. Odo Bristleback will be quite upset if blood is spilled in his Inn.

Something is stirring in the Boneyard

It seems that one of Ulman Dark’s “experiments” has gone awry. Long buried bodies are now burrowing their way to the surface as zombies. Ulman approaches the party with hat in hand apologizing and saying that he now has the process stopped, but needs help dispatching the 6 **zombies** that are currently in and around the graveyard.

Old Shrine

While poking around in the nearby woods, the player characters discover an ancient and overgrown obelisk. It is about four feet tall and bears runes that are illegible to the party. Should a player make a concerted effort to read the runes, requiring a DC: 14 Intelligence (Arcana) check, it will trigger a *geas* spell (Save - DC: 17 Wisdom). Should the player character not make the save, they will be compelled to clean the shrine and clear the surrounding area. Working alone, it will take about 10 hours to finish. Once the area is clear, the compulsion will suddenly end.

Messenger of Orcus

For quite unknown reasons, Orcus has dispatched one of his **quasit** minions to bear a message for him. However, as is their wont, the **quasit** got distracted by the scent of domesticated animals as it passed Zelkor’s Ferry. The townspeople have noticed that their cats are disappearing. Big Morgan finds the player characters and tell them that he has “something trapped in his back shed.” It is the **quasit** and it is happily munching on yet another house cat. If the player characters manage to trap and interrogate the creature, it will say that its name is “Alf” and that it was supposed to be delivering a message for Orcus. It will not remember to whom it is supposed to deliver the message, but it does remember the message – “The bread goes into the oven at midnight.”

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RAPPAN ATHUK

Adventures in Zelkor's Ferry

The infamous reputation of Rappan Athuk, the Dungeon of Graves, is well earned. Legions of audacious adventurers have tested their mettle against the foul and most dangerous denizens of the grand dungeon, lured by the promise of riches, fame, or some other more visceral need, with scant few of them surviving to tell their tales.

Zelkor's Ferry is the last reasonable stop for downriver traffic to make a safe landing, so although the settlement is small, and the river traffic is infrequent, barges and keelboats do arrive here from time to time, offloading cargoes bound for the Coast Road. The last leg of the journey overland to the Coast Road is quite dangerous, requiring guards.

The settlement itself is little more than the inn, a smithy, a merchant trader, and a ferryboat for those who desire to cross the river. Nevertheless, Zelkor's Ferry is a place of comfort and safety compared to the ravenous wilderness that surrounds it.



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