

The Trettar

An adventure for beginning characters of a party level 1

By Josh Wilcox

kikazzi@charter.net

Synopsis

- The heroes are introduced to the town of Long Ridge, wherein a small accident takes place that will pull the heroes into an epic campaign
- The heroes meet Kardik, a reoccurring antagonist
- Eendran is introduced, the instigator who will pull the heroes into the campaign
- Trouble with the Grease Slinger goblins is foreshadowed

Introduction

Spring, 422 AC (39 SC)

Our story begins in the town of Long Ridge, a village of approximately 600 residents, located in the northern Abanasian plains northwest of Solace and south of North Keep and the Serrion Sea. Resting against the eastern side of the west Sentinal Peaks, Long Ridge is a mildly prosperous salt mining and logging settlement, centrally located among the farming and trading activity in the area.

Entering Long Ridge was by no means an easy process. The town is surrounded by an earthen ditch and a palisade. Access is provided by two sturdy wooden bridges that end at guarded gates. Long Ridge closes its gates at night, after which time only well known locals are allowed access to the town via a lowered rope ladder.

The mayor of Long Ridge, Lord Gwathmey, great-great grandson of the town's founder, has gone to great lengths to secure the town against marauding humanoid forces. Lord Gwathmey's troops patrol the streets and guard the gates, though their strictness has softened over the past two years as goblin and hobgoblin raids stopped.

Sayer Morath credits this to his protection of the village and his ancestor's happiness with the townsfolk. However, most of the populace believes the raids stopped with the arrival of Eendran, a mysterious and wealthy resident. Some believe him to be a powerful wizard, others a kind nobleman from the north. Whatever his true nature, attacks on the town ended with Eendran's arrival.

Long Ridge:

Population: 600+ (94% human, 6% other; population includes prospectors and woodcutters that make Tantallon home)

Important People: Lord Tarrant Gwathmey (male human Steel Legionnaire), Sayer Morath (male human Nomad Shaman), Trelling Stoutaxe (male hill dwarf Expert [miner])

Areas of Note: Gwathmey Manor, Shrine of the Ancestors, Mines

Long Ridge is a mining town. It is mildly prosperous with an economy based on salt mining and the occasional location of a small vein of gems by local prospectors. The current Lord Gwathmey's great-great grandfather founded the town when he discovered a vein of sapphires. He built a sturdy fortified manor that the town sprung up around and hired guards to protect his manor, his mines, and those who came to live here. Over the years Long Ridge has been heavily menaced by humanoids, including the infamous Long Fangs

ogre tribe. Lord Tarrant's grandfather broke the Long Fangs, scattering the few survivors into the mountain heights (where they still live) and running off other bandit groups. This action caused him to be declared a baron and lord of the town and its mines (he was already the de facto lord). His grandson continues to profit from this, with fewer raiders to concern him. The Grease Slinger goblins (known for roasting foes alive by smearing them in grease and lobbing flaming grease pots over the town walls) lay siege to the town at least once each year, though never for more than a few days and both they and the verbeeg led Jagged Spear bugbears are a constant problem for miners, prospectors, and woodcutters. Long Ridge is also the center point of farming and trading activity in the area from which it gets a lot of business. The town is surrounded by an earthen ditch crossed only by two solid wooden bridges and a sturdy palisade (complete with old burn marks from Grease Slinger firepots). The town closes its gates at dusk and won't open them until dawn except for known

locals (who actually have to climb a lowered rope ladder to get over the walls). Even unrecognized humans aren't trusted as human bandits aren't uncommon in the area and there is worry about spies. Only Lord Gwathmey's troops ever control the gate.

Gwathmey Manor: This fortified two-story manor is built primarily of sturdy timber, with a sod roof. It has extensive cellars and storage areas and houses almost 50 people currently with guest rooms to spare for visitors. Though Lord Gwathmey keeps several chargers, he is unusual in preferring dismounted combat, due to the local terrain. Lord Gwathmey protects his power carefully but is not interesting in rule, instead he desires to route his enemies on the field of battle and win glory for his family. Much to his annoyance, politics is his reality. Lord Gwathmey employs almost 40 men-at-arms (not all live in the manor as some have families and a group is stationed outside town at the mines) that act as the town's police force and the lord's personal troops. All adult males are required to join the town militia, which drills for a day each time the moon (Lunitari, upon its return) is new. Lord Gwathmey's guards are armed with spears, composite shortbows (he has an actual group of archers in addition to the regular footmen), knives, clubs, javelins, leather covered wooden shields, and leather armor. Lord Gwathmey and Long Ridge's symbol is a spear crossed with an axe, a rampant hawk on the right, and a blue orb (a sapphire) above on a blood-red field.

Lord Gwathmey has one son, Arik.

Shrine of the Ancesters: The Shrine of the Ancesters is a well-built, albeit small, stone temple. It houses Sayer Morath and his assistants, and has a small area for worship. Sayer Morath and his two assistants came to Long Ridge the day after the Great Storm. Sayer Morath brought with him the worship of ancestors (from the Que-shu who raised him), he and his assistants help the people to rebuild following the storm and then attempt to convert the people to his faith (thereby gaining control over them). They have had some success, even getting Lord Gwathmey to allow them to keep a group of eight Sayer body guards in town (a move Lord Gwathmey now regrets). However, their religious fanaticism has not gone over well and they've actually driven people away, especially the town's non-humans. The fact that Sayer Morath had never been out of Que-shu before being coming to Long Ridge has shown since his arrival.

Sayer Morath's story is a long one that will be revealed in more detail later. Morath (Sayer is a title he has given himself and his faith, as he claims to speak for the Ancesters) was exiled from the Que-shu for attempting to wrest control from the village leaders and for subverting the population. He was a proven liar and deceiver. He is of Abnasian descent, having been orphaned and raised by the Que-shu. However, his assistants are full-blooded Que-shu who fell in with their

charismatic leader and left their village with him. Though only his assistants know the real story of why he is here, there are many rumors about the Sayer.

Mines: Trelling Stoutaxe claims the mines as his domain, and lets no one other than Lord Gwathmey (and his family) say otherwise. The head of one of the three families of hill dwarves in town, Trelling's family has been here as long as the Gwathmey's and his expertise has saved lives and increased productivity. All the locals respect him and racial tension between dwarves and humans is non-existent here because of it (except for the Sayers). The mines are well maintained and use ore carts, a dwarven introduction not used in most human mines (where sacks and hand carts prevail). Two dwarven engineers have ensured the mines are well ventilated, another lack in most human mines. Finally, the dwarves have established several defenses, including a collapsing entrance to defend the mine (with good ventilation, a collapsed entrance is no danger and can be dug out in a few days in case of attack).

The Pit: The Pit, as locals term this inhabited refuse heap, is actually a deep wash with a few caves where trash and mine waste is frequently dumped. Naturally, it is not near town, which is why the inhabitants, gully dwarves (not counted as part of the population, above) are not run off. The gully dwarves are even used for unskilled labor in the mines and prospector who want cheap labor will round up a few to help them (especially since most gully dwarves can't describe what the value of the find was nor direct others to it except by leading them personally).

Other Resources: The Lucky Lover's Manor (this is a free-wheeling tavern, complete with gambling, show-girls, and companionship-for-hire. Lord Gwathmey owns it after discovering its then owner was withholding taxes almost 15 years ago. As the most popular tavern in town, it generates good revenue and he's not inclined to close it, prices are above average but both food and drink are good, service is prompt unless there's a large crowd--a common occurrence), The Salt Mines (the only inn in town has little to worry about, with even Lord Gwathmey's Manor inside the pallsade few are inclined to camp outside its protection and most boarding houses are filled with long-term occupants, the Salt Mine doesn't serve anything harder than watery beer but makes excellent stews year round and is a favorite place for many locals to eat, food is cheap and rooms vary from private, to shared, to common room floor and room prices are all higher than average), The Pewter Plate (this can best be described as an eatery, cheap, questionable--but always edible--food is served with no frills and poor beer or ale, there is no entertainment, no bar, and no rough or funny stuff, the Pewter Plate is run by owner, Listra, and her half-elf lover--an ex-sailor who's deadly in a brawl, weary guards, miners, and visiting farmers who just want a peaceful meal at a decent price come here and will gang up on trouble makers)

NPCs

Eendran

Male human Diviner 4/ Wizard of the White Robes 5: CR 9; Medium-size humanoid (human); HD 9d4; hp 26; Init +1; Spd 30 ft.; AC 11 (touch 11, flatfooted 10); Atk +4 (1d6/x2, Quarterstaff); AL LG; SV Fort +2, Ref +3, Will +10;

Kardik

Male human Illusionist 3: CR 3; Medium-size humanoid (human); HD 3d4; hp 12; Init +5; Spd 30 ft.; AC 11 (touch 11, flatfooted 10); Atk +1 (1d4/19-20x2, Dagger); AL NE; SV Fort +2, Ref +2, Will +2;

Str 11, Dex 13, Con 10, Int 16, Wis 15, Cha 14.

Height 5'9", Weight 145 lbs.

Skills and Feats: Appraise +9, Concentration +12, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (local) +15, Spellcraft +15; Summon familiar, Scribe Scroll, Spell Focus (Divination), Greater Spell Focus (Divination), Spell Penetration, Craft Wondrous Item, Spell Focus (Enchantment), Enhanced specialization, Moon Magic, Tower Resources, Arcane Research +2.

Special Qualities: Magic of Truth (Su): Twice per day Eendran may Enlarge or Extend a Divination spell he casts. Magic of Defense (Su): Twice per day Eendran may Empower or Extend an Abjuration spell.

Wizard Spells per Day: 5/6/6/5/3/2

Common Spells: 0- *Open/Close, Daze, Read Magic, Message* x2; 1st- *Hold Portal, Protection from Evil, Identify, Charm Person, True Strike, Unseen Servant*; 2nd- *Arcane Lock, Detect Thoughts* x2, *Daze Monster, Touch of Idiocy, Tasha's Hideous Laughter*; 3rd- *Dispell Magic, Sepia Snake Sigil, Clairaudience/Clairvoyance, Hold Person, Suggestion*; 4th- *Scrying, Arcane Eye, Confusion*; 5th- *Dominant Person, Mind Fog*;

Eendran is a charismatic humanitarian, who owns a large manor near Lord Gwathmey's, where he holds a Yule festival once a year. In his youth, prior to the Second Cataclysm, he was an ambitious wizard. After the loss of magic, he retreated to his studies, depressed and not desiring much from the world. With the return of magic, from time to time he scrys on the nearby humanoid bands and uses his magic to redirects their attention away from Long Ridge. His happiness and outgoingness has returned as well. He wishes no trouble for the town and openly opposes Sayer Morath. Eendran has a large study, trapped and locked from all entrances, where he stores all his magical paraphernalia. He is courting Ylynn Bluegem, daughter of one of the more prosperous gem prospectors in town. Though fifteen years her senior, they are engaged and quite in love.

Str 11, Dex 13, Con 12, Int 15, Wis 8, Cha 10.

Height 5'7", Weight 115 lbs.

Skills and Feats: Concentration +7, Knowledge (arcana) +9, Sleight of Hand +6, Gather Information +5, Spellcraft +9; Summon familiar, Scribe Scroll, Street Smart, Improved Initiative, Deft Hands.

Wizard Spells per Day: 5/4/3

Common Spells: 0- *Ghost Sound, Prestidigitation, Dancing Lights, Mage Hand, Open/Close*; 1st- *Hold Portal, Disguise Self, Ventriloquism, Expeditious Retreat*; 2nd- *Blur, Invisibility, Minor Image*; *Possessions:* Dagger, Spell Component Pouch, 13 CP, 5 SP

Kardik is a weaseling, sniveling, sycophant who is looking for a job. He is often insulting with those he doesn't know, testing their will, but will flee those who stand up to him. Kardik is a reoccurring irritant to the heroes.

Kardik is an antagonist who should not be killed immediately, as he will serve a purpose later in the heroes' journey. His actions are not such that most people would be driven to attack him. He is a nuisance but not a menace.

Chapter 1

The Rosewood Box

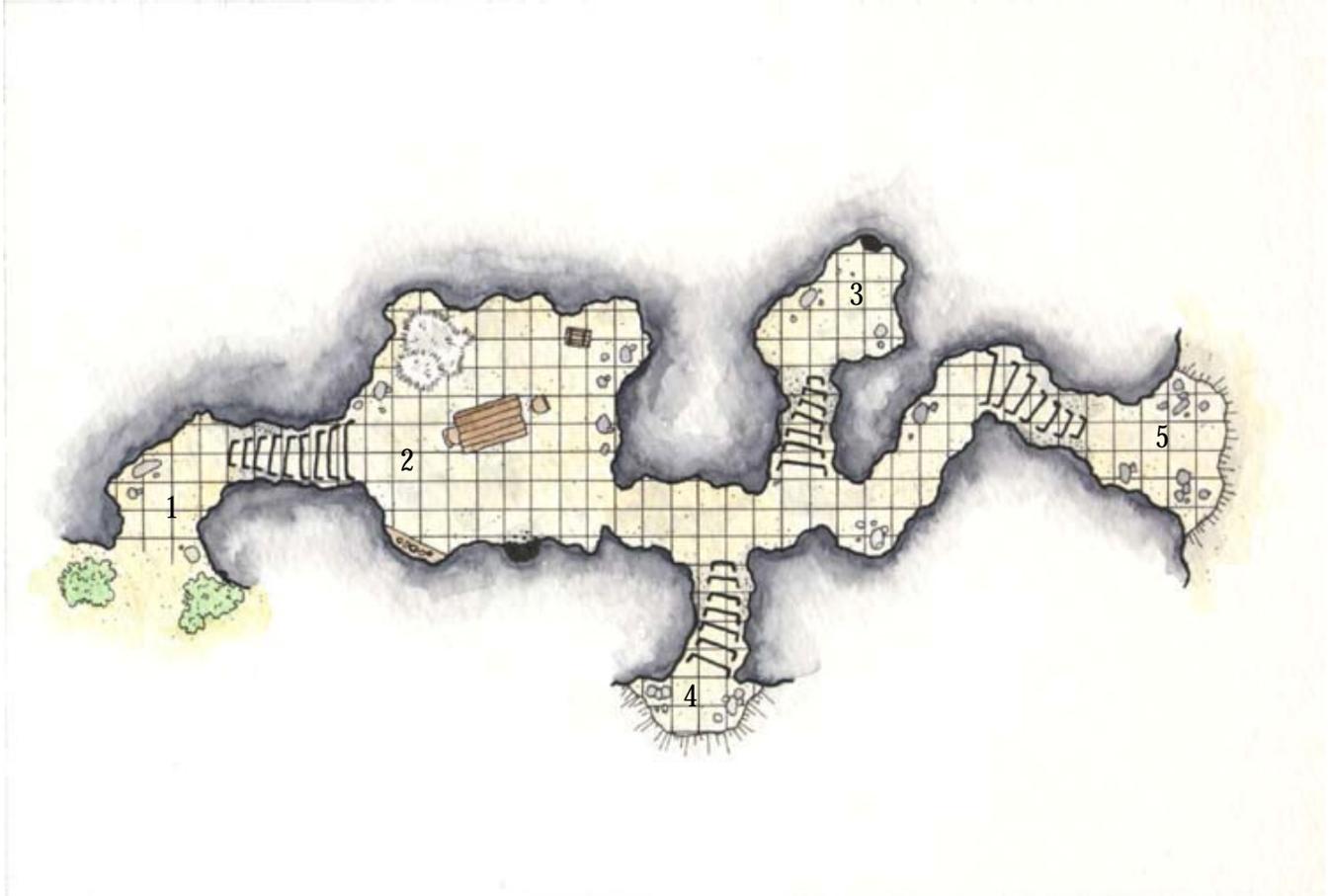
Events:

1. Kardik runs into heroes on a road in town (attempting to pick pocket one), pushes them, and starts an argument. At the most, Kardik might get into a fist fight. He flees as soon as he as weapons are drawn or he is injured, casting a nasty glance back in their direction. *Noncombat Challenge: Simple*
2. At the Lucky Lover's Manor, the heroes find more information regarding the town (talking to various townsfolk who will reveal the information provided above on Long Ridge), how to earn money, and meet Eendran.
 - o While the heroes are in Lucky Lover's, Kardik uses his change self spell to enter the inn unnoticed by the heroes (He has been following them, vengeful about the last confrontation). He casts *Minor Image*, creating the likeness of a small imp (or other creature that might pose a minor threat). He uses *Ventriloquism* to control the imp until spotted. If spotted (DC 22) he flees, using *expeditious retreat* and *invisibility* if need be.
 - o Kardik's goal with the spell is to get the heroes to break one of the valuable chandeliers or stained glass windows in the tavern. The heroes are the only ones who see the imp and attack it. The owner (Frolin) charges them for the damage (100+ Stl of damage). Appraising the damage shows that the cost Frolin is charging is more than the worth (He claims it is to cover labor). A successful *Diplomacy* check (Frolin's bonus is +1) will reduce the cost by 25%. *Noncombat Challenge: Simple*
 - o Eendran appears, having heard of the trouble, and listens to the heroes' story. He knows that spells linger in the air here, and believes them. He offers to pay for the damages if they will travel to a small cove west of

- North Keep and find the pirates that stole his amulet (Contained in an enchanted red oak box, engraved with Ylynn's name). (Along the way, he will use his spells to send them messages if they get lost.)
- If the events to involve the heroes in pursuit of the Rosewood Box fail, other hooks might include rumors of Eendran looking for hirelings to retrieve his stolen item or rumors of pirates and bounty to the north.

The travel through Northern Abanasia to the Pirate Cove is approximately 50 miles due north (2 days journey). The path the heroes will take will diverge from the road to Crossing, after about a days journey. Eendran will magically contact the heroes to direct them on their way (Message). He will be able to get them within a mile of the Pirate's cave, but they must find the cave on their own.

Pirate Cave



Where the pirates store their booty.... However, the Rosewood Box is not here. It lies on the desk of the Captain's Quarters aboard the vessel Sirrion, which is about to dock in the Cove (accessed through area 5).

1. Entrance. Hidden by small brush and a cleverly designed rock-face mural, the cave normally takes a Spot Check (DC 19) to see when walking nearby. Lying under the sand in the middle of the entrance is a glass trap, which crunches when stepped on. This will alert the 2 sailors inside.
2. Guard Room. 2 sailors sit playing cards at the table, muttering in low voices. A small counter for food preparation lies to one side, a pile of cloth to another (makeshift bed), and a treasure chest lies in the corner. The chest is tightlaced sealed (waterproof) and trapped with a greenblood poison (1 con/1d2 con). When opened, the chest reveals itself to be full of rotten eggs and heavy rocks. If surprised, the sailors can be Intimidated into surrender. *Noncombat Challenge: Average* If they are aware of the heroes approach, they will ambush them from the corners of the entrance or barricade the room with the table. **Sailor (2)**

Sailor: Male human Mariner 1; CR 1/2 ; Medium humanoid; HD 1d8; hp 8; Init +6; Spd 30 ft.; AC 14 (+2 leather), touch 12, flat-footed 12; Atk +1 melee (1d6 +1/18-20x2, cutlass) or +2 ranged (1d6 /19-20x2, light crossbow, 20 bolts); AL NE; SV Fort +2, Ref +4, Will -1; Str 12, Dex 14, Con 10, Int 8, Wis 9, Cha 10.

Skills and Feats: Balance +6, Climb +5, Jump +5, Profession (Sailor) +3, Tumble +6, Use Rope +6; Improved Initiative, Rapid Reload, Point Blank Shot

Possessions: Cutlass, light crossbow, 20 crossbow bolts, leather armor, 2d12 sp

- Kobold Residence. This is where a kobold is imprisoned while he is not working on the cave. *Noncombat Challenge: Simple*

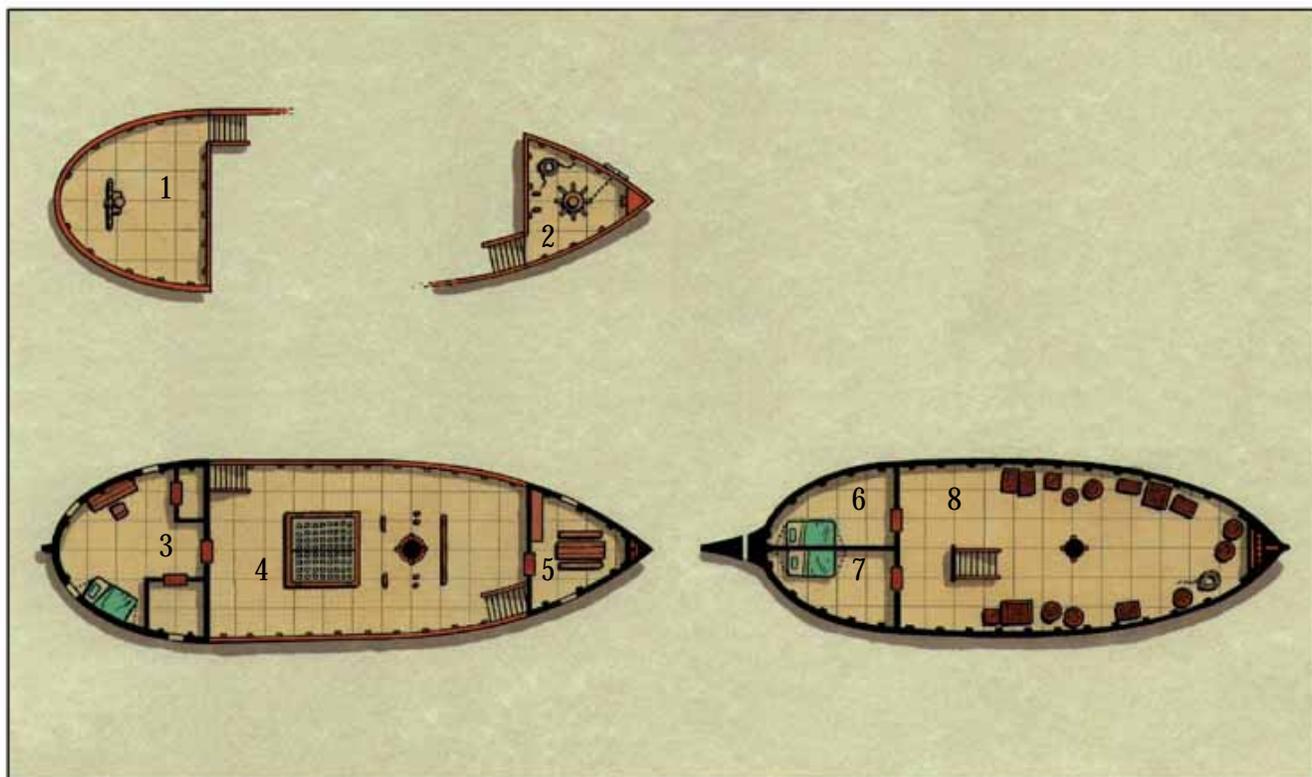
Bracken: Male kobold as per Monster Manual pg. 161. The kobold's name is Bracken, his only possessions are a rusty light pick (he is not proficient with fighting with it) and a dirty loincloth (which, thankfully, he is wearing). Bracken will not fight unless attacked, and will flee if possible. He is easily intimidated (-4 to his intimidate check) and will help the heroes if they intimidate or bribe him with treasure. He knows about (and built) the trap in area 4 (and can help the heroes escape if they are caught and promise him half of the loot). He also can direct the heroes around the cave and the SIRRION, which he is taken on whenever the pirates leave port.

- Treasure deposit. The stairs are trapped with a portcullis trap, which activates on the bottom step (If Bracken has been intimidated into traveling with the heroes, he will refuse to descend "I'm not allowed down there", unless cajoled). The portcullis falls at the top step. It locks into place and can be disabled once dropped (Disable Device DC 22). It must still be lifted after unlocking (Str Check, DC 25 up to 3 medium sized creatures can work together and combine their rolls). Bracken can be convinced to help the heroes - *Noncombat Challenge: Easy* - (he demands half of the loot for his aid and makes the heroes take an oath on it). If the trap is not overcome within 30 minutes after activation, the heroes will be discovered and the entire crew of the SIRRION, will be called to attempt to capture or kill them.
Treasure: 490 stl, 160 sp, Finely wrought steel bracelet (55 stl), 9 gems, 1 masterwork light flail.

Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6 if under); Search DC 20; Disable Device DC 20.

- Cave Landing. This steep descent leads to a landing overlooking a large, deep cave that allows the SIRRION to dock in a hidden port. The ocean cave is wide enough for the SIRRION to fit in both length and width, with room to spare. The ceiling of the cave is rather low at high tide, however, with only a few feet to spare above the main mast.

The SIRRION



The pirate ship SIRRION, a quick vessel captained by Lenz the Intimidating. This is a small auxiliary ship to the Starstealer, used for surprise and to deliver treasure at the Cove.

- The aft castle, containing the helm and a minor ballista (1d12).
- Forecastle, includes a minor ballista.
- Captain's quarters. Captain Lenz can be found here, loudly discussing Bruno's "Drivin' me nuts" joke with his first mate Tahnk. Treasure here includes 22 steel pieces, a silver dagger, ship's log, the *Rosewood Box*, and a suit of studded leather (which Lenz dons if given time to prepare for a fight). **Captain Lenz, First Mate Tahnk**

<p>Captain Lenz the Intimidating Male human Mariner 2: CR 1; Medium-size humanoid (human); HD 2d8; hp 14; Init +6; Spd 30 ft.; AC 12/15 (+3 Studded Leather, if worn) (touch 12, flatfooted 10/13); Atk +3 (1d6 + 2/18-20x2, Cutlass); AL NE; SV Fort +4, Ref +5, Will +0; Str 14, Dex 14, Con 12, Int 13, Wis 10, Cha 13. Height 5'11", Weight 185 lbs. <i>Skills and Feats:</i> Balance +6, Climb +6, Jump +6, Profession (Sailor) +5, Tumble +7, Use Rope +6, Intimidate +3; Improved Initiative, Quick Draw, Sailor Lore, Dirty Strike +1d4 <i>Possessions:</i> Cutlass, Studded Leather Armor, 4 throwing daggers (d4, x2), 14 stl, 8 sp</p> <p>Lenz is a shrewd pirate captain, always fond of relating stories of his favorite pirate, Bruno Fairwind. He will fight with his men and is always looking for an easy way to make extra steel.</p>	<p>First Mate Tahnk Male human Ranger 2: CR 1; Medium-size humanoid (human); HD 2d8; hp 16; Init +2; Spd 30 ft.; AC 12 (touch 12, flatfooted 10); Atk +2/+1 (1d8 + 2/x3, Battle Axe / 1d6 + 2/x3 Hand Axe); AL NE; SV Fort +4, Ref +4, Will +2; Str 13, Dex 12, Con 12, Int 10, Wis 14, Cha 8. Height 5'9", Weight 195 lbs. <i>Skills and Feats:</i> Listen +6, Climb +5, Jump +5, Profession (Sailor) +5, Use Rope +5, Survival +7; Weapon Focus (Battle Axe), Blind Fight, Combat Style: Two Weapon Fighting <i>Possessions:</i> Battle Axe, Hand Axe, 22 stl, 2 sp</p> <p>Tahnk is a stocky, wise Northern Ergothian who Lenz often goes to for advice. The crew fears him for his vicious fighting style.</p>
---	--

4. General deck, with a hatch down to the hold and the mast.
5. Ship's kitchen. Sparsely stocked with cheese, dried meat, water, and vegetables.
6. Crew's Quarters; houses the four sailors of the ship. The sailors are awaiting the arrival of the *Starstealer*. **Sailor (4)**
7. Tahnk's Quarters. Treasure includes a suit of studded leather and a pair of throwing axes.
8. Hold, kobold's quarters. Water, some food and trade goods, and the location where booty is usually kept (nothing is here now, pending re-supplying). The kobold (found in the Pirate Cave, area 3) has secreted away his treasure, a silver piece, under a board near the front of the hold (Spot DC 22).

Events (Following the taking of the Sirrion):

1. The pirate ship *Starstealer* approaches halfway about one hour after the heroes take the Sirrion, with 3 large ballistae and a 24 man crew, interrupting the heroes' raid. This is a fight the heroes have no hope of winning, though they will be able to escape easily as the *Starstealer* cannot enter the cove (though it can, and will, fire into the cove).
2. On travel back from the Cove, party sees a campfire burning in the woods of the Sentinel Peaks. Grease Slinger band of goblins (36 goblins, 1 leader) have greased up a goblin and are going to burn him. The heroes can save the goblin, though it will be extremely difficult. They must combine intimidation skills, diplomacy, and a donation of loot to do so. If they succeed in freeing the goblin *Pudd*, many other sub quests will become available (see *Chapter Three*). *Noncombat Challenge: Formidable*
3. Eendran takes box and thanks party. He mentions important business he must attend to, but requests that the heroes visit the estate the following day (this gives the heroes some time to recoup and allows them the opportunity to be introduced to the characters in the next chapter). Sariah (a character introduced in *The Gamble*) talks to them the next day (beginning the Chapter Two of the *Trettar*, *The Gamble*).

Random Encounters: Abanasian Northern Plains & Sentinel Peaks (1 in 10 every 3 hours)		
d%	Role	Encounter
01-04	Critter	2d12 Wari (Large, flightless birds that panic at the smell of blood.)
05-09	Critter	4d4 Wild Dogs
10-14	-	Remains of ancient battlefield. Rusted blades, bones, may be seen on spot check DC 14.
15-17	Critter	2d4 Wild Horses
18-23	NPC	2 Farmers and a Handcart
24-28	NPC	3 Commoners, a draft horse, and a wagon
29-34	NPC	2d4 1st Level NPCs
35-40	Tough	2d3 Goblin Scouts
41-45	Tough	1 Bugbear
46-55	Tough	2 Hobgoblins
56-60	Tough	2d4 Goblins
61-65	Tough	1d4+2 Goblins
66-70	Tough	1 Hobgoblin + 1d3 Goblins
71-80	Tough	2d4 Kobolds
81-90	Tough	1 Ogre
91-100	Tough	1 Hill Giant

Misc. Notes:

This adventure is designed to begin the epic of the *Trettar*, however it works fine as a standalone adventure for beginning PCs. The original design is an introduction to key players and groups and to get the characters approximately ¼ to ½ the way to level 2. In awarding experience for completing a Minor Party Mission Goal of retrieving the Rosewood Box, I fudged the "Current XP %4" that pg 194 of the DragonLance Campaign Setting recommends to move them to 250 or 500 xp, with Roleplaying Awards spilling over this average as an extra bonus.