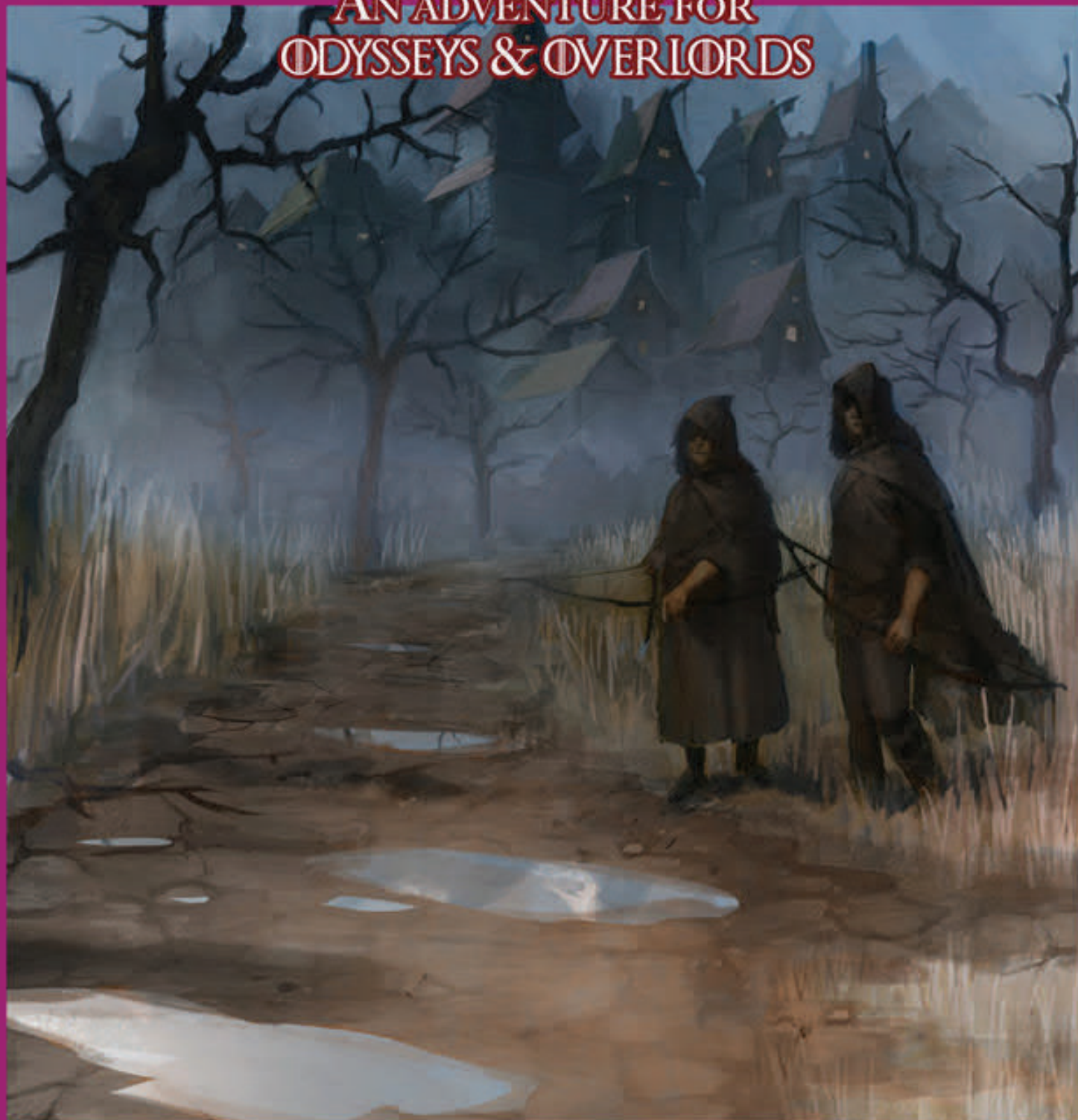


Designed for use with the
Basic Fantasy
Role-Playing Game

IN THE COMPANY OF THIEVES



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 2ND - 3RD LEVEL

IN THE COMPANY OF THIEVES

AN ADVENTURE
FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 4-6 CHARACTERS OF 2ND – 3RD LEVEL

WRITTEN BY AARON LOPEZ

ODYSSEYS & OVERLORDS DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

COVER ART: BRUNO BALIXA COURTESY DUNGEON SECRETS

INTERIOR ARTWORK:

SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN

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ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**



INTRODUCTION

Outside the city of Luminere lies the town of Crescent Falls, a medium-sized village of 500 residents. Crescent Falls has been relatively quiet until recently. Several rural farmsteads have had their entire family go missing leaving local authorities stymied. The small garrison of the town is already overloaded as most of the soldiers and town guard has been called to aid with a harvest festival in Luminere. The town watch only has three members left to keep the peace, so they have called on assistance from adventurers to get to the bottom of the mystery.

BACKGROUND

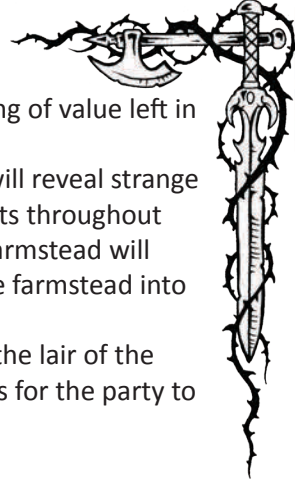
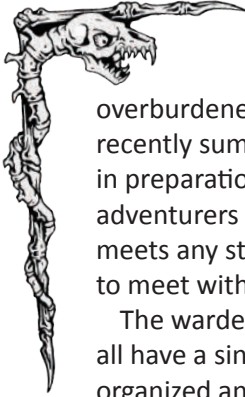
A troupe of wererats, exiled from the thieves guild in Luminere have taken up residence in a local cave outside of Crescent Falls. The leader of the troupe, Trace, has been driving the wererats to starvation while amassing a wealth of treasure for himself. Unbeknownst to the wererats, the leader is a doppelganger who is trying to gain a position of favor with the thieves guild. Thus far, the leader's plan has been simple. Have one of the wererats go to a local farmstead disguised as a wounded teenaged child. The disguised teen would say that their family was trapped in a hole just outside of town and need help to get them out. He would then lure the unsuspecting family to their lair where they will ambush them, and then after they kill the family, the wererats will return to the farmstead and rob them of any valuables they can find.

The wererat troupe is made up of exiled creatures from the local thieves guild. A relative newcomer, Trace leads them now. Trace is extremely forceful in his commands, and they dare not cross him. On the insistence of their leader, the wererats remain in their lycanthrope form though they will change back to humanoid when fighting to gain the advantage of their weapons. The wererats have no idea that Trace is a doppelganger. They will fight to the death when attacked and will not willingly divulge any information about their plans.

Trace is currently masquerading as a wererat and generally remains in the lycanthrope form of the wererats while in the cave. His human form is that of a wild folk male with long sideburns, and reddish hair. Though he carries a shortsword +1, Trace will prefer to attack with his fists in combat. His identity as a doppelganger is a secret that he keeps from the wererats. Trace has killed several of the wererats to establish himself as their leader and has since then been directing their attacks on the local farms. Trace is attempting to gain recognition of the local thieves guild leaders and is perfectly ok with using the wererats as pawns in his own game.

THE OFFICE OF THE WARDEN

Jeffery Alduos (human, male) has recently come to the Warden of the Watch (Lord Stanos) stating that his family has been missing for days. The warden, being



overburdened with work since the lords of the capital city recently summoned all of the town's militia to their gates in preparation for some major event, has called upon adventurers for help. The word comes by a courier who meets any strangers in town and asks for help, urging them to meet with the warden as soon as possible.

The warden's office contains an array of items that all have a singular purpose: to make sure the office is organized and efficient. The overall effect is one of grim determination and business. The warden wears a cloak of office and stands rather than sits behind his desk. He is reading over some papers in quiet contemplation when you walk in. The courier clears his throat after a few seconds which garners the attention of the man behind the desk. To his right is a single chair where a young male in his teens sits looking around nervously.

Read aloud the following:

"Ah! The adventurers!" He proclaims with a hint of excitement in his voice. "Thank you very much for agreeing to help me."

"This young man here seems to think that his family has gone missing! Of course with the big "to do" going on in Luminere, I cannot possibly investigate this matter. Would you mind listening to this young man's story and see what you can do? If you can figure it all out, I'm sure we will be able to reward you."

The warden will offer the party a reward of 25gp each to assist the lad, and an additional 10gp each should they discover foul play and bring any culprits to justice. He will also offer the party a writ of authority to demonstrate that they are acting in an official capacity on behalf of the warden.

Upon agreeing with the warden, he returns to his business while the young man tells the adventurers that his family has been missing for two days now. He was away at a neighboring town visiting some friends, and when he got back home, he found his house ransacked and his family along with all of the family wealth missing. He urges the party to go to his home and investigate.

The young man will accompany the party to his home but is out of his element when it comes to discovering any clues to the mystery.

THE FARMSTEAD

The Alduos farmstead is a relatively newer building, standing in the middle of some well-kept fields of crops that are just now starting to emerge from the carefully tilled soil. The front door stands broken and open, barely hanging on to the hinges.

Jeffery leads the party inside the house. Each room is in great disarray filled with broken furnishings, torn papers, and ripped linens. It certainly appears as though someone or something has gone through the house with reckless

abandon. It is apparent that there is nothing of value left in the home.

A successful Wisdom check (Target 12) will reveal strange footprints resembling those of large rodents throughout the home. Additional checks outside the farmstead will reveal a faint trail that leads away from the farmstead into the nearby hills.

Following the trail will lead the party to the lair of the wererats. It will take approximately 2 hours for the party to reach the entrance.

OUTSIDE THE LAIR:

The **wererats** take caution to protect themselves and will leave two **wererat** guards outside the entrance to their cave at all times. Approaching them undetected will take a stealth check (Target 15). Should the party fail the stealth check, one of the wererats will run inside the cave to area 1 and alert the rest of the troupe while the other will fight to the death. A successful stealth check will allow the party one surprise round.

The guards will fight until one of them is dead or incapacitated after which the other will try to flee to the safety of the cave.

Jeffery will only accompany the party to the outside of the lair. He will volunteer to stand watch outside and will alert the party with a loud shout should any trouble come up.

2 Lycanthrope, Wererats*: AC 13 †, HD 3*, # At 1 bite or 1 weapon, Dam 1d4 or 1d6 or by weapon, Mv 40', Sv. F3, MI 8, XP 175

15:

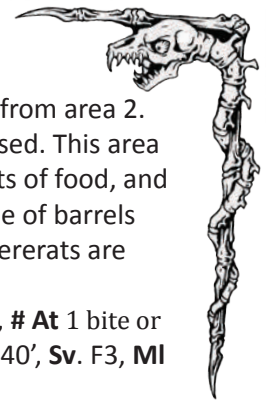
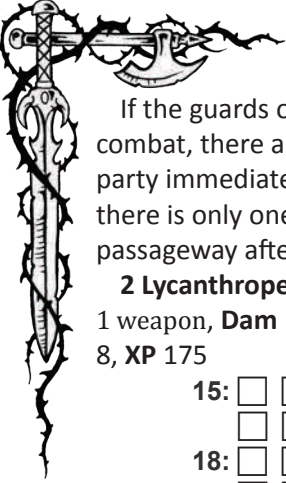
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THE SAFE HOUSE

Except as noted, the wererat lair (formerly a natural cave, mined and shaped to be used as a safe house for escaping thieves) passageways and rooms are mostly natural cave with rough-hewn walls of stone and well-packed earth. The ceilings are 10 feet high, and most passageways are 10 feet wide. The smell of damp earth and the sound of running water permeates the entire cave.

1. ENTRYWAY

The cave entrance is narrow and sheltered by natural foliage which makes it difficult to spot from a distance. The opening is about 7 feet wide, and 5 feet high which would require taller characters to duck or crouch when passing through it. The outside foliage is sufficient to dim the light in this long narrow entry. Beyond ten feet inside, navigating the interior of the cave will require darkvision or another light source. The passageway slopes rapidly away to where it meets the central chamber which lies 40 feet from the surface.



If the guards outside were alerted or if one escaped combat, there are two **wererats** here who will attack the party immediately once they come into view. Otherwise, there is only one wererat who will be anywhere along the passageway after returning from Trace's Room (Room 4).

2 Lycanthrope, Wererats*: AC 13 †, HD 3*, # At 1 bite or 1 weapon, **Dam** 1d4 or 1d6 or by weapon, **Mv** 40', **Sv.** F3, **MI** 8, **XP** 175

15:

 18:

2. CENTRAL CHAMBER

This large chamber is roughly 85 feet long and 90 feet wide. There is a naturally carved 15-foot deep trench that is 10-feet wide at most points bisecting this chamber. The trench starts at the Northwest corner of the room and proceeds diagonally to the South East corner. There are two bridges installed in this chamber to cross the trench. The bridges, though old, are well built and sturdy. The trench begins with a hole which is about 40 feet beyond the map where it meets huge boulders, the result of a cave-in which blocked the natural entrance of the river which used to flow through the chamber. The exit opening is about 3 feet wide, just large enough for most humanoids to fit. Midway through the room, a newer trench has been carved to allow fresh water from the nearby river to flow through the chamber. The river flows fast enough to make crossing the flowing water difficult terrain. Any attempt to navigate against the stream up to the Northeast will require a Strength Check (Target 20) or the river will sweep characters downstream. This chamber contains foodstuffs and various tools that the troupe has collected from their many raids in the area. There is one **wererat** here looking through the spoils haphazardly. If the troupe is alert, the wererat is in the northern area of the chamber. Otherwise, the GM should place the wererat at whatever location fits their story. On the eastern side of the chamber lie three human bodies. (These are the bodies of Jeffery's family which he will identify after the lair is cleared out.)

1 Lycanthrope, Wererat*: AC 13 †, HD 3*, # At 1 bite or 1 weapon, **Dam** 1d4 or 1d6 or by weapon, **Mv** 40', **Sv.** F3, **MI** 8, **XP** 175

14:

3. SLEEPING QUARTERS

This room is roughly 60 feet long and 40 feet wide. The east side of the room ends in a 10-foot drop to a naturally occurring underground lake. This chamber looks to be the sleeping quarters of the rogue troupe. The room contains five sleeping pallets which are nothing more than old rags and straw. There are two **wererats** here. They are awake and attack immediately if the guards outside were

alerted or upon hearing the noise of combat from area 2. Otherwise, they are asleep and can be surprised. This area contains discarded scraps of torn clothing, bits of food, and other worthless items. There are also a couple of barrels containing some edible foodstuffs that the wererats are storing.

2 Lycanthrope, Wererats*: AC 13 †, HD 3*, # At 1 bite or 1 weapon, **Dam** 1d4 or 1d6 or by weapon, **Mv** 40', **Sv.** F3, **MI** 8, **XP** 175

3:
 9:

4. TRACE'S QUARTERS

There is another bridge over the river to this room which is the entrance to what has become the main quarters of the leader of the wererats, Trace. The chamber is about 30-foot wide and 20-feet long. The room contains a nice bed, a few pictures, a chest filled with various clothes of a range of qualities, and a table with some papers. On the western wall hangs a tapestry of exceptional quality (value 250gp). There are lanterns on the walls providing ample light. If the troupe has been alerted, then the room is empty apart from furnishings and decorations. Otherwise, Trace, the **doppelganger** is here and will immediately attack anyone he does not recognize.

The table contains a map of the area with each farmstead or remote home circled. Several of the homes/farms have been marked out. (These are places that the troupe has already ransacked)

1 Doppelganger: AC 15, HD 4*, # At 1 fist, **Dam** 1d12 or by weapon, **Mv** 30', **Sv.** F4, **MI** 10, **XP** 280

16:

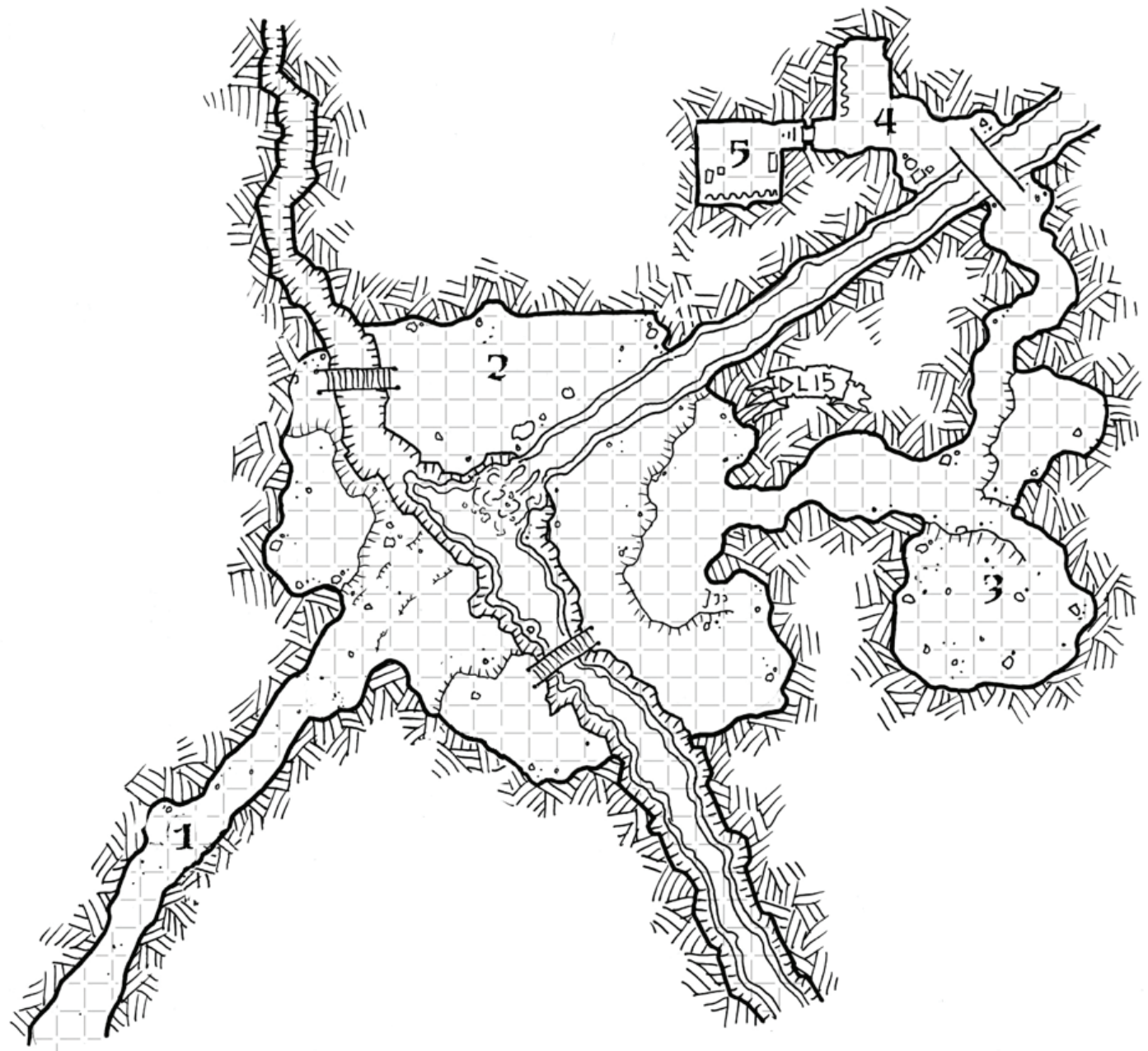
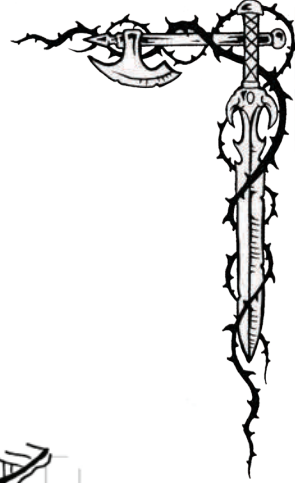
5. STORAGE ROOM

This room is approximately 15-feet long by 15-feet wide. It is full of barrels and chests containing what the wererats have accumulated over the past several months including a second exquisite tapestry hanging on the southern wall (value 250gp). If Trace is here, he is in his humanoid form and, realizing there is no escape, will fight to the death should anyone enter. He wields a +1 shortsword which he keeps sheathed in favor of his hand attacks.

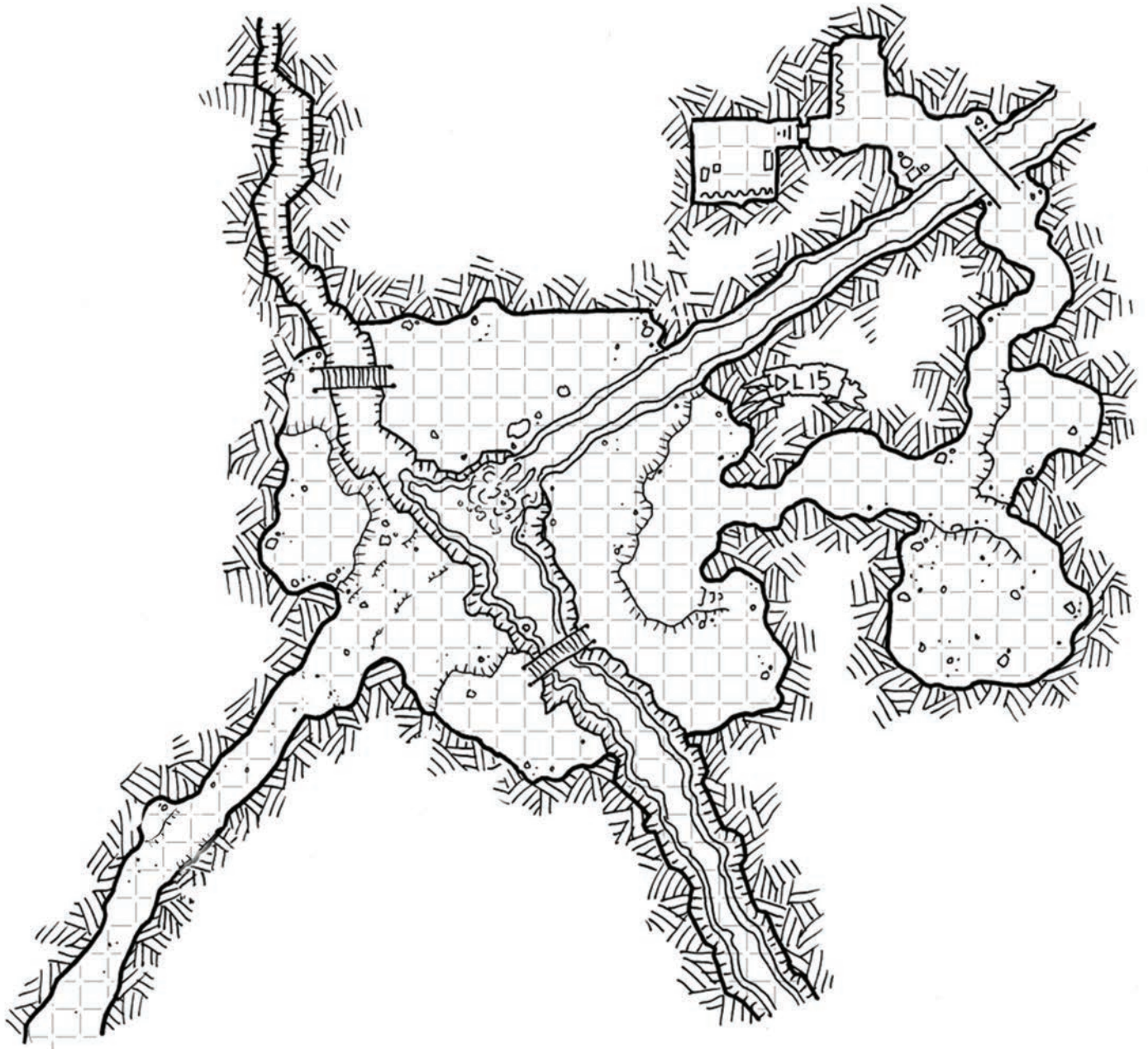
GM: Roll on treasure C and E for the total value of the treasure that the troupe has amassed on their spree. This treasure is not all in coin; rather it is also in art, jewelry, trinkets, silverware, cloth, and other goods. Jeffery will recognize some of the items as belonging to his family. The information about the items found and the bodies inside the lair are enough to satisfy the Warden who will thank the adventurers and present them with the promised reward.

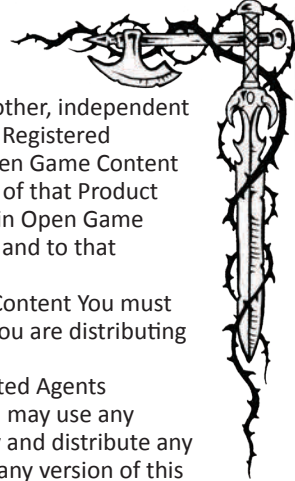
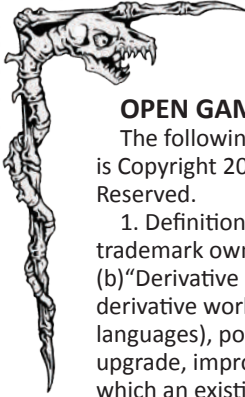


MAP - GM VERSION



MAP-PLAYER VERSION





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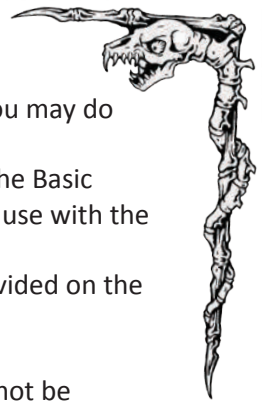
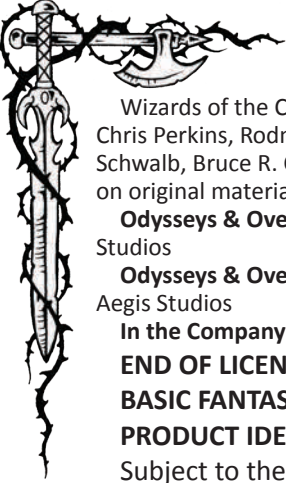
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