

Dargrim Four-Fingers

A 4E Mentor NPC with Meeting Encounters

Encounters designed for levels 6 to 9

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Dargrim Four-Fingers

Dargrim was once a noble of the dwarven court of Buld. However his clan line has lost much of its status and he is now a major figure in one of the crime guilds of Worlun - a predominately human city-state. His reputation as an alley fighter is unparalleled in the city. Few in the criminal underworld would dare to cross blades with him.

He is designed to serve several possible campaign functions. The primary two are (1) to be a source of special training for the martial characters and (2) as a contact to provide information from the criminal side of society. He can also be a source of trade for buying or selling as well as a broker of special services and source of special rumors.

If the campaign has a gritty, back street feel where the players are outlaws then Dargrim can be played as a dark, callous figure mentally scarred by his past. He is now out to achieve his own goals of revenge and unconcerned about who gets hurt. In a more heroic campaign Dargrim can be a rogue with a good heart who's tragic past incidentally dropped him into a Thieves Guild war and who now does his best to use his position of authority to help his neighbors.

Introducing Dargrim to Your Campaign

He is designed to best interact with characters between the levels of 6 and 18. Mix in rumors of the thieves guilds of Worlun into your campaign before the players reach sixth level so Dargrim can be eased into the storyline of your gaming seamlessly. The encounters are for 6-9th level.

In this supplement Dargim has a small estate in upper east Worlun that he runs a legal trading company out of. Worlun is a large human ruled but multiracial city state. Worlun is located in the Realms of Wor™ campaign setting but the DM can easily substitute the name of a different city in places that Worlun is cited.

The basic organization and recent public knowledge doings of the Thieves Guilds of Worlun are presented below. These can either be read to the party as a group as information they have heard about the guild, released one at a time between other adventures when characters are resting in the city, or split up between players to represent what each individual character might have logically heard. For example, a human rogue with a city background will probably know more about thief guilds than a shifter shaman from the wilds.

It is commonly said that there are now four different thieves guilds in Worlun. Around sixty years ago one leader managed to dominate all the different criminal gangs into one group, but that mega-guild fell apart when "Crossbow" Kelley (the guild leader) died. It took almost ten years for faction battles to stop.

The Four Thieves Guilds of Worlun operate in a loose form of cooperation. The city is divided into four sections, each being the territory of one of the guilds. Rumor claims that a shadowy group called the Council of Nine is the supreme arbiter of disputes between guilds and that the Nine approve all "Guild Lords" - the top officials of the four guilds.

The Southern Thieves Guild is the smallest but the roughest. Known locally as the Blue Hoods (for their blue headgear worn as a sign of membership), this guild controls the area south of Gates Road as well as Frog Island and Wash Landing outside the west gate. Scotts Landing outside the River Gate is said to be shared with the West Guild although it is an uneasy truce that could easily break.

The Western Thieves Guild uses the name the "Stripes" in reference to the striped clothing inmates must wear at the city prison that happens to be in their territory. Their territory is the pocket formed north of Gates Road and west of Palace Road up to the inner city wall above the Royal Palace. They also mostly control Scott's Landing outside the River Gate.

The Eastern Thieves Guild is located opposite the west, in the area north of Gates Road and east of Palace Road. They also control the shanty town just outside the Tower Gate. The inner wall is the north border of their territory. They don't seem to have an official name and are usually just referred to as the East Side Boys or East Wallers.

The Northern guild is the most secretive and is known as the Shadow Family. Their territory is the upper city north of the inner wall and comprises many of the most wealthy areas of the city. They are more likely to resort to political influence and business pressure than strong arm tactics and rumor says a few titled families are members.

A few years ago the East Side boys had an internal power war that resulted in a lot of violence in the streets. The Southern guild tried to move into eastern territory and blood washed through the gutters. It was starting to look like the King's Guard would be mobilized to pacify the area but before that happened a faction of East Side Boys established control by brutally beating all opponents into the ground. A street fighter called Four Fingers reportedly practically singlehandedly destroyed the other factions and drove the southerners out.

The Steel Heart Trading Company is a good place to buy dwarven goods or rare metal ores, but one should be careful dealing with them because it is said they are connected to the Eastern Thieves Guild in some fashion.

Dargrim's Personal History

Dargim was born into the Stahlherz dwarf clan in the dwarf kingdom of Buld. The clan was highly placed, being equivalent to counts in the human social order. The Stahlherz manufactured a number of crafted goods and sold both within Buld and to "topside" races. Dargrim wasn't skilled with any particular craft nor did he want to learn about the trading business so he took up an adventurer's life as a rogue in his teens and twenties.

His earlier trips met success and he gathered a small fortune. Then as he got to higher levels, his luck turned sour and he had a string of adventures that resulted in four parties being mostly wiped out. Dargrim grew scared of facing unusual monsters and returned home to Buld.

He arrived to discover that most of the elder men of his clan, along with his childhood sweetheart, had been killed at an above ground trading post the clan operated. It was supposedly the work of orcs but Dargrim doubted the official story. A rival clan named the Steinkrahen (Stonecrows in common) discovered the destroyed post and conveniently found the orcs responsible and killed all of them leaving no orcs to question about the trading post.

A few weeks later, the Steinkrahen produced ancient documents that supposedly proved that Dargrim's great grandfather committed treason and took a bribe to leave a gate undefended that resulted in the loss of the dwarven underground city of Der Honez. The military log books were supposed to have been discovered by adventurers that visited the fallen city but Dargrim believes they were forgeries.

The Steinkrahen managed to convince the royal court that the records were real. Dwarven law requires all crimes be punished. The Stahlherz grandfather was dead so that meant that the next closest blood relative was to be held accountable. That happened to be Dargrim. During the show trial members of the Steinkrahen clan hinted to Dargrim that not only was the evidence false, but they had killed his clan leaders at the outpost. However Dargrim couldn't prove anything. He was found guilty by blood relation. Although the penalty was death, because he was not the original offender he was exiled instead. His family clan was assessed a yearly Guilt Tax, a penalty fine they had to pay for fifteen years to keep their noble title.

Dargrim left Buld with the only survivor of the outpost massacre- a war dog of the "macetail" breed named Macey. Macey couldn't talk and magically induced testimony isn't legal in dwarven courts so whatever she knew about the attack remained locked in her canine cranium. The dwarf's plan was to use his remaining money to start a business in Worlun so that he could help his clan pay off their Guilt Tax.

He found a convenient estate for sale on the main road

that went to the Tower Gate. He quickly ran afoul of the Eastern Thieves Guild that wanted protection money from him to leave his new trading house business alone. Dargrim wasn't afraid of people of any race. He refused and ended up drubbing the guild's arm breakers and hired goons several times. About then the battle to control the Eastern Guild broke out and faction leader Denny "Toe" Selway offered Dargrim a deal. If Dargrim would fight for Toe then the gang leader would help Dargrim's trading company get going. Dargrim really needed cash to help pay the clan tax and a deal was made.

Within two weeks Denny had the eastern guild territory under control. Shortly later Denny became the Guild Lord of the East and Dargrim found himself as one of Toe's guild captains. Dargrim's official guild title is "Ward Boss". He is the overseer of a large chunk of guild territory.

Dargrim also runs his above-board, legal business of the Steel-Heart Trading Company. (Steel Heart is the common translation of his dwarven clan name). He seeks to make money by means both fair and foul, to send home .

The Steel-Heart Trading Company

A walled compound is his home and headquarters. The trading company is Dargrim's public face and is doing fairly well. He specializes in dwarven goods and special metal ores. His goods come mainly by road via trade caravans through the Tower Gate rather than on the river. Armor, weapons, tools, and other metal goods are his primary goods. He does a little bit of bulk food sales (things like apples, pears and nuts that can be shipped overland without spoiling in a few days) and moves some ale kegs and wine by the cask as well.

Only a few of his trading company staff know that he is also a leader in the Eastern Thieve's Guild.

Dargrim the Ward Boss

Most of his subordinates know him as Four Fingers, or sometimes "Double F", and do not call him by name. To his face they call him "Boss". He does not actively direct crimes. In general, he grants permission to various schemes that his underlings bring to him and collects 5 to 15 percent of the take for the right to operate in his territory. Illegal gambling, confidence games, and goods smuggling to avoid taxes are the most common plans.

He is directly involved in fencing stolen goods (although he discourages his members from stealing from the local citizens) and has control of the day labor guild of temporary workers that can be recruited from the shanty town. If you want workers for a project, you pay off Dargrim to make it happen or face grave difficulties.

Personal Description

Dargrim is a sturdy, dark haired dwarf with a deep voice and a penetrating gaze. His left hand is missing the pinky finger from a trap in a dungeon years ago. (Thus the nickname "Four Fingers").

As an important NPC he should stand out with an accent different than players'. A Scottish sounding accent seems to be popularly assigned to dwarves in computer games these days although the dwarves of Realms of Wor are more Teutonic/Greman in culture. Just pick something that the you as the DM can reasonably do and stick with that.

Personality Traits

Dargrim is a take charge, get to the point, less talking - more doing kind of guy. He can be a bit arrogant and cocky as he rarely runs into anyone who is near his level. When he does, he recognizes the fact and treats that person with the respect due a 20th level or so personality.

He naturally assumes that those around him will agree with what he says and that they will follow his directives. This is reinforced by the fact most of the people around him on a daily basis all work for him and do his bidding without question. Dargrim is suspicious of authority and he expects nobles, church officers, and government officials to be inept, corrupt, or both. He is capable of being quite shrewd in business or political maneuvering having learned from his past experiences.

Loyalty to his family clan and hatred of the Steinkrahen clan of dwarves are his deepest emotional motivations. He would like to prove that his great grandfather was innocent and improve his clan's place in Buld's royal court and is willing to hire adventurers to visit dwarven ruins seeking items that would help either cause.

Despite his fearlessness in an alley fight or bar brawl, Dargrim has become scared of unusual monster types after his bad adventuring experiences. He will never admit such though. Instead he will always have important business that only he can deal with whenever someone mentions leaving the city and entering a dungeon or such. Undead, aberrant, and elemental creatures terrify him and he dislikes facing mixed racial creatures like nagas, owlbears or minotaurs. Humanoid monsters like orcs, goblins, and such do not phase him in the least. Against targets that he is scared of, Dargrim is -3 to hit and -2 on defenses.

Macey the War Dog

Macetail dogs get their name from a boney knot at the end of their tails. They are a dwarven breed. The tail is not useful as a weapon. Legend says the knob was bred into them to for a secure grip pulling them out if a narrow hole from behind. Use **Dire Wolf** stats, change size to medium.

Dargrim Stahlherz	Level 20 Elite Skirmisher
<i>Medium natural humanoid (dwarf)</i>	<i>XP 1,600</i>
Initiative +16	Senses: Perception +11, low light vision
HP: 330	Bloodied: 165
Speed 5	Saves: +2
AC 24;	Action Points: 1
Fortitude 24,	Reflex 23,
Will 22	
⚔ Mobile Strike (standard; at-will) ♦ Weapon (melee) +25 vs AC; 1d10+9 damage. Dargrim can shift 1 square before or after the attack.	
⚔ Double Strike (standard; at-will) ♦ Weapon (melee) Two attacks. (1st) +25 vs AC; 1d10+9 damage. (2nd) +23 vs AC; 1d6+6 damage.	
➡ Crossbow (standard, at-will) ♦ Weapon (ranged) Ranged 10; +24 vs AC; 1d8+4 damage. (12 bolts)	
⚔ Low Blow (standard, at-will) ♦ Weapon (unarmed) +23 vs Will; 1d6+6 damage and male targets are dazed until the end of Dargrim's next turn.	
⚔ Heavy Blow (standard, recharge 3+) ♦ Weapon +25 vs AC. 2d10+9 damage and the target is grants combat advantage to Dargrim until the end of Dargrim's next turn.	
⚔ Rag Doll Toss (standard, daily) ♦ Weapon +23 vs Fort. 4d10+6 damage and the target is slid up to 6 squares. If an obstacle stops the movement apply +1d6.	
➡ Ice Ray (standard, encounter) ♦ Arcane, Cold Ranged 10, Target one or two creatures, +22 vs Reflex. 1d10+4 cold damage and target is immobilized until the end of Dargrim's next turn. This is a power from his magic warhammer and uses a magic item use.	
* Gas Grenade (standard, daily) ♦ Arcane, Poison, Zone Area burst 2 within 20 squares. Creates poisonous vapor cloud that blocks line of sight until the end of Dargrim's next turn. Those that enter the zone or start their turn there take 1d10+4 poison damage. Usually only has one grenade in his possession.	
⚔ Combat Whirl (standard, encounter) ♦ Weapon Close blast 1 against each creature in blast. +22 vs Reflex. 2d10+9 damage and target is pushed 1 square.	
➡ Dargrim's Intimidation (standard, encounter) ♦ Psychic Ranged 5; +21 vs Will. Target takes 1d6+3 psychic damage and it must roll its next attack twice and take the lower number. (Force of will intimidation)	
Combat Switch (move, encounter) Ranged 2; Dargrim and a willing ally trade places using shift based movement.	
Sneak Attack Dargrim does +3d6 damage against enemies that he has combat advantage against.	
Dwarf Racial +5 saves vs poison. -1 square vs forced movement. Auto save check to avoid getting falling prone.	
Grandmaster Skills (various) Dargrim has access to all of the skills he can train others in that are listed on the next page. He has two magic item uses per day for using those boon powers.	
Alignment: Unaligned Languages: Dwarven, Common	
Skills: Athletics +22, Bluff +17, Dungeoneering +23, Intimide +22, Stealth +20, Streetwise +17, Thievery +20.	
Str 22 (+17)	Dex 18 (+15) Wis 12 (+11)
Con 20 (+16)	Int 14 (+12) Cha 14 (+12)
Equipment: +3 Warhammer, +4 Darkhide armor, Crossbow (12 bolts), Thieves tools.	

Grandmaster Training

Grandmaster training is a type of character boon meant to take the place of a magic item that the character would normally have access to. Using a Grandmaster Trained Power equates to the use of a magic item.

If the DM prefers to have a physical object associated with the trained power then tell the player that to use the power they must have a special dwarven rune stone that Dargrim gives them to concentrate their focus. This fetish is reusable and effectively acts as the magic item it is replacing from the character's inventory. The rune stone fetish will be a smooth chunk of stone or polished metal with a dwarven rune etched into it that represents the power along with the character's name in dwarf runes. They are attached to a bracelet, so as a character adds trained powers more rune stones are attached to the bracelet.

As trained powers cannot be improved with Enchant Item, assume that the bracelet does not occupy the arm or hand slot like a magic item normally would.

Dargrim's Grandmaster Training

Below the Belt Level 6

Dargrim feels that he who fights "fair" ends up dead. He teaches you a number of underhanded attacks.

Grandmaster Training: 1,800 gp

Power (Encounter): Minor Action. The next weapon attack you hit with before the end of your next turn does +1d10 damage.

Battle Step Level 8

Dargrim teaches that remaining stationary in a fight means lost options. He trains you on moving past defending opponents.

Grandmaster Training: 3,400 gp

Power (Encounter): Minor Action. +4 power bonus to AC vs opportunity attacks against you caused by your movement until the end of your next turn.

Whirlwind Level 10

Dargrim shows you that the best way to deal with being surrounded is to hit everyone in reach.

Grandmaster Training: 5,000 gp

Power (Daily): Standard Action. Make a melee basic attack against all adjacent enemies.

Discretion Before Valor Level 12

He who lives to run away, lives to fight another day.

Grandmaster Training: 17,000 gp

Power (Daily): Minor Action. If you are bloodied and make no attacks on your next turn, gain +3 item bonus to speed, AC and Reflex defenses until the end of your next turn.

Roll With The Blow Level 14

Dargrim really loves to bang you around like a punching bag while laughing. Turns out there is a reason. You have been trained to roll with a blow and reduce the damage you sustain.

Grandmaster Training: 21,000 gp

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack targeting AC, Reflex or Fort. Reduce the damage you took by 15 points. Poison and Psychic damage can not be reduced.

Four-Fingered Discount Level 15

Yeah, Dargrim is missing a finger. It doesn't affect what he knows about thievery nor his ability to use his skill. While he finds fighting more fun than thieving, there is much he can teach a young, wet-behind-the-ears puppy like you.

Grandmaster Training: 25,000 gp

Property: When making a thievery skill check you may roll twice and use whichever number you prefer.

Dwarf Lord's Resistance Level 19

This is a Stahlherz clan secret ability. You are going to have to be favored by Dargrim very much before he is willing to teach it to someone that is not a lord within his clan. Learning this will be the ultimate mark of his acceptance of you.

Grandmaster Training: 105,000 gp

Property: Gain +1 power bonus to Fortitude defense.

Power (Daily): Minor Action. You can use this power when you are bloodied. Gain resist 5 to all damage until the end of the encounter or you are no longer bloodied (which ever occurs first).

Earning Training

To receive training from Dargrim the player(s) will first have to earn his trust. This document presents encounters designed to introduce Dargrim to the campaign and give players a chance to befriend him.

Once they are on speaking terms with Dargrim they can ask for his special training. Players can pay the listed price (just as if buying a magic item). This works, but lacks roleplay flair.

The preferred method is to design an adventure that Dargrim has interest in but will not handle personally. These could be guild related adventures if the players join his gang or trips to dwarven ruins or such for a more heroic campaign.

Plan the ability training as part of the magic item treasure numbers and have Dargrim offer to teach the player(s) the ability as a reward for completing the adventure.

Characters of any class can use these abilities.

Assume that it takes three days of training per ability level. Whirlwind would take 30 days for example.

Meeting Dargrim Four-Fingers

Based on the player's characters you should decide how much of a "thief" Dargrim really is. If the player group has a few lawful goods (especially a divine class worshipping a lawful good god) then Dargrim should only have "incidental" contact with the local thieves guild - as far as he ever lets the players know. A party that is not interested in exact adherence to city laws will eventually be told that Dargrim is a Ward Boss.

Dargrim will carefully assess the party members and decide how much he plans to tell the players. He could use some new agents outside the dwarven nobles he has contact with. If the players impress him by dealing with the two encounters presented here, Dargrim will want to keep in contact with the player characters. Initially he will feed them adventure rumors about locations with dwarven lore and records he is interested in. However the player characters that show the interest and talent for less than legal activities could become part of his group within the Eastern Thieves Guild.

Gerdfull Steinkrahen, the Telrini Slavers, and the Green Sleeves Assassins.

This alliance of enemies will be the introduction into the life and times of Dargrim Stahlherz (which is Steel-heart in common).

As noted in Dargrim's history, the Steinkrahen clan of dwarves is the mortal enemy of Dargrim's own clan. Trying to set right the wrongs done to his clan by Steinkrahens is the driving factor of Dargrim's life. Having the players jump in and help defeat a Steinkrahen plan will make Dargrim inclined to continue contact with the players as well as give the DM a handy set of bad guys to dog the players from time to time.

Unless the players do something wildly unexpected - like deciding to arrest Dargrim for being in the Thieves Guild - the two encounters should unfold to create the following storyline.

Gerdfull is a young and unimportant part of the Steinkrahen clan trying to make a name for himself by bringing in some quick cash and getting rid of the thorn in the Stone Raven clan's side known as Dargrim. He has set out on his own (without the knowledge of his clan leaders) and set up a deal to help a Telrini slaver group capture and smuggle victims out of Worlun. Tied to this plan is an attempt to get rid of Dargrim using both the slavers and hired assassins called the Green Sleeves from a city to the south.

The players will probably start not knowing Dargrim at all. In some fashion they must have a dwarven pottery sample come into their hands. They will take that pottery to

be appraised by Dargrim in his public persona as owner of a trading company. He will be at a local tavern, the players will go to the tavern, and then they will get involved in an attack against Dargrim by Gerdfull and some of his allies.

In truth, Dargrim can probably handle all the bad guys by himself. However the players will have to intervene to keep innocent bystander casualties to a minimum. After Gerdfull is defeated, Dargrim will make a snap assessment of the situation and decide that he should keep the players under his wing for a few days while he uses his contacts to investigate whatever else Gerdfull might have been planning. To that end Dargrim will insist that the players stay at his estate "until things are cleared up". This is Encounter One.

Encounter Two involves shutting down the rest of the slaver ring. Dargrim will learn of the slaver's base, but he will also learn that the slavers have snuck in monstrous guards in the form of minotaurs and or gargoyles. As Dargrim is petrified to face such creatures (something he will avoid letting the party know at all costs) he will ask the party to go finish the slavers off. His reasoning when he talks to the party will involve problems regarding guild turf (the slavers are in the South Guild's territory) and his mistrust of the city officials. (Dargrim is convinced that the city will not want to risk the political ramifications of a trial of Imperial citizens and will just let the Telrinis go after arresting them). There is a good chance that he is right and that is what will happen.

After the players defeat the slavers, Dargrim will smooth over any issues with the city guard. He will be feeling benevolent towards the player characters at this point so the DM might want to have the next adventure planned and then have Dargrim give the players the information that starts that adventure.

Gerdfull Steinkrahen

This lout is a warlock but you will not need his statistics as he will be killed by Dargrim in Encounter One.

If players research his history after his death they will learn that he was a young adult of a lesser blood line of Steinkrahen lineage. His family was unhappy with his decision to learn arcane skills so he set out on his own a year ago to make a name for himself within the Steinkrahen clan. No one really misses him



Dargrim Encounter One

Encounter Start

The players are looking for Dargrim to make sure that a piece of dwarven pottery they have is authentic. They have been directed to the Shady Hole tavern and have just arrived in the early afternoon.

Read the players the following scene information:

This looks like an interesting place. The main seating area is actually outdoors on a patio. There is a tent-like canvas stretched between the walls of the adjacent buildings and a wide arch opens to the taproom area making the scene indeed resemble a large, shade filled hole.

At first glance you see a few people scattered about the patio tables. Sitting at a table just inside the open archway is a pair of dwarves. Once is a youngish female in a satin dress while the other wears a hide armor vest and has the raven black hair and beard that you were told Dargrim has. From here you cannot count his fingers however.

Go ahead and place the figures for the NPCs on the map and group the characters at the gate. Don't have them go into combat rounds just yet but ask them in general terms what they plan to do. Basically you want to find out if they loiter at the gate or take tables at the fence to wait and observe rather than immediately approach Dargrim.

If they wait, have them place their figure someplace in Box A. If they approach the bar or Dargrim then the player places their figure someplace in Box B. This will be their starting point when the next scene unfolds and the players enter melee round actions.

Another dwarf figure, flanked by two rough looking humans, steps near Dargrim's table from the side. He points at the seated Dargrim and shouts.

"Dis ist dha last time you breath Dargrim Stahlherz. You have thwarted dha Steinkrahen clan for dha last time you swine! I, Gerdfull Steinkrahen, will kill you myself!"

Dargrim grins lopsidedly and stands up.

"Ooh, I am shaking in my little booties from your threat, yah? No vait - that's laughter; not fear, quaking mine feet. Gerdfull you puss filled sack of kobold droppings: Come and try! I dare you"

Gerdfull starts to weave his hands in the air and dark red power begins to crackle as he yells to his allies, *"Leave no witnesses! Capture the women, they're worth money. Kill everyone else!"*

Combat Start

At this have the players roll initiative. Cheat Gerdfull, the two assassins, and Dargrim to the start of the initiative list so the players do not interfere with Dargrim & Gerdfull.

The two assassins flank Dargrim and Gerdfull moves next to Dargrim in the first round and attack. They do some damage and Dargrim uses his whirling sweep to hit all of them. Meanwhile the other bad guys fan out to go after the party and/or innocent patrons that are near them.

If a player asks if it looks like Dargrim is in trouble at anytime, ask for the players insight value and make a secret d20 roll. No matter what the number is, tell the player that it looks like Dargrim has everything under control and that he doesn't look worried at all. Dargrim will finish off an assassin each round, then take down Gerdfull in another two. The idea is that the players do not have to be part of that fight and should deal with the balanced encounter of the slavers that are trying to take the players down. Assuming that Dargrim finishes before the players, he will stand and watch, taking part only to help a player character that gets knocked into negative points. He doesn't want to deprive the PCs of their "fun" by stepping in.

As the fight starts, the female cousin dives under the table and hides. The staff cower behind the bar while the patrons try to avoid getting killed mainly by running away. This can force the slavers to divert attacks from the players to the fleeing patrons to keep them from escaping the inn.

Once the bad guys are dealt with Dargrim will survey the bodies with a broad smile. *"Dat vas a nice little vork out, yah? Lets take a look at dees boys and see vat we have."*

A: Green Sleeve Assassins
G: Gerdfull

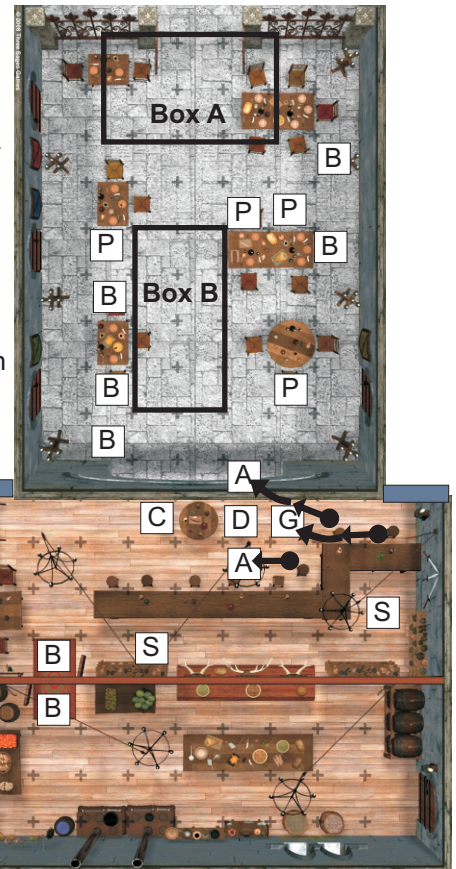
These three start out of sight at the black dots and step into view at the start of the encounter.

D: Dargrim
C: Dargrim's Cousin

S: Staff (Barkeep and cook)

P: Patrons.
(Bystanders)

B: Bad Guys
(The number will vary based on encounter level. Start at gate and fill Bs towards kitchen until you run out.)



Encounter One - Encounter Group and NPCs

NPCs: Staff and Patrons: use *Human Rabble* (Lv 2 Minion) from 4E MONSTER MANUAL. Cousin: use *Dwarf Bolter* (Lv 4 Artillery) from 4E MONSTER MANUAL except she does not have a crossbow with her.

Gerdfull and the two assassins do not have stats as they will not be actively fighting the player characters.

Level 6 Players

4 Players (1,000 xp)

- (1) Slaver Shield Master 350
- (2) Slaver Field Guides 500
- (2) Human Lackeys 150

5 Players (1,250 xp)

- (1) Slaver Shield Master 350
- (3) Slaver Field Guides 750
- (2) Human Lackeys 150

6 Players (1,500 xp)

- (2) Slaver Shield Masters 700
- (2) Slaver Field Guides 500
- (1) Human Guard 150
- (2) Human Lackeys 150

Level 7 Players

4 Players (1,200 xp)

- (1) Slaver Shield Master 350
- (2) Slaver Field Guides 500
- (1) Telrini Support Mage 200
- (2) Human Lackeys 150

5 Players (1,550 xp)

- (2) Slaver Shield Masters 700
- (2) Slaver Field Guides 500
- (1) Telrini Support Mage 200
- (2) Human Lackeys 150

6 Players (1,800 xp)

- (2) Slaver Shield Masters 700
- (3) Slaver Field Guides 750
- (1) Telrini Support Mage 200
- (2) Human Lackeys 150

Level 8 Players

4 Players (1,375 xp)

- (1) Slaver Shield Master 350
- (3) Slaver Field Guides 750
- (1) Telrini Support Mage 200
- (1) Human Lackey 75

5 Players (1,725 xp)

- (2) Slaver Shield Masters 700
- (3) Slaver Field Guides 750
- (1) Telrini Support Mage 200
- (1) Human Lackey 75

6 Players (2,075 xp)

- (3) Slaver Shield Masters 1,050
- (3) Slaver Field Guides 750
- (1) Telrini Support Mage 200
- (1) Human Lackey 75

Level 9 Players

4 Players (1,550 xp)

- (2) Slaver Shield Masters 700
- (2) Slaver Field Guides 500
- (1) Telrini Support Mage 200
- (2) Human Lackeys 150

5 Players (1,975 xp)

- (2) Slaver Shield Masters 700
- (4) Slaver Field Guides 1,000
- (1) Telrini Support Mage 200
- (1) Human Lackey 75

6 Players (2,400 xp)

- (3) Slaver Shield Masters 1,050
- (4) Slaver Field Guides 1,000
- (1) Telrini Support Mage 200
- (2) Human Lackeys 150

Notes: Slavers and Telrini Support Mages are detailed at the end of this document. All other monsters are from the 4E MONSTER MANUAL.

Monster Placement

When placing the bad guys, start at the top of the list from above and work from the gate on the map towards the kitchen. When you run out of bad guys stop filling the B squares. Gerdfull and his two assassins start at the bar and step into view of the PCs to start the fracas.

Monster Tactics

Gerdfull and his assassins will engage Dargrim and keep the dwarf busy while the players deal with the rest of the bad guys. Bad guys that start adjacent to a patron will attack that NPC first then move towards the players. None of the monsters from the encounter list will act to attack Dargrim.

Treasure

Other than their equipment, there is incidental treasure in the form of some cash they are carrying. Each bad guy has 3d6 gold pieces while Gerdfull carries 45 gold pieces.

Captured Bad Guys

It is possible that the players will elect to subdue rather than kill some of the bad guys. Dargrim will kill the three that he fights. Lackeys are all from the Southern Thieves Guild and can be intimidated at DC 15 but only know that they were hired two days ago mainly as local guides. Slavers can be intimidated at DC 20 to tell where their base is but otherwise demand to be turned over to the city guard.

Encounter One Aftermath

After the fight Dargrim will nod towards the player characters and say to them,

“Not that I needed it, but thanks for your help. Now lets see who little Gerdfull brought along vith him to play and see vhat kind of stew ve are in.”

Any player that keeps an eye on Dargim will see him perform the following actions.

After Dargrim checks to see that his cousin is unharmed, he bends over the bodies next to his table and takes a dagger and a length of green material from one of the dead men. Then he rolls over and checks the faces of all the other fallen enemies, noting their equipment and weapons. Finally he goes over to the bar tender and gives the woman a handful of coins. Then he turns to address the player’s group.

Dargrim will wait for the player to finish any looting, healing, or other actions they are involved with. Then he will address them again as he nudges the body of the dead dwarf with his boot.

“Dis mangy cur ist from das Steinkrahen clan line from Buld. His clan has just about succeeded in viping mine off the List of Nobles back in Buld, so it appears dat he vas here to continue dat work. These two fellows next to him look to be hired assassins from down das river. Green Sleeves unless I miss my guess. No surprise that Gerdfull would hire them.

“Vat ist interesting ist those fellows over there. One I recognize as a minor lackey of das southern thieves guild. But das others are Telrini men. Illegal slavers from das looks of their equipment and das company insignia on their boot clips. If das Steinkrahen have sunk so low as to join with slavers to find profits then I must send proof back to the dwarven court.

“Listen mine friends. The officer of das police watch in dis district ist no fool. He vill see da same things about these strangers as I no doubt. Dhen he vill keep you all in vhat he calls ‘vitness protective custody’ for a number of days as he looks for das rest of das slavers to determine vhat your link is to dese Telrinis.

“My noble title ist of low rank, especially here in this city, but it ist still enough to keep das watch from taking you from my property unless they formally charge you vith a crime. I suggest that you all come to mine compound just down das street and stay there until this matter is settled. It is a trading company outfit vith plenty of extra room. You can rest easy while I use my influence to discover if Gerdfull had any other accomplices in das city. The watch vill send someone to ask us questions no doubt, but it ist always better to face das watch on your own terms rather than down in their offices, yah?”

The Steel Heart Trading Company

“Steel Heart” is the common translation of Dargrim’s dwarven clan name. He uses the common term as his company name because it is easier for the locals of Worlun to pronounce and remember.

Assuming they agree, Dargrim’s plan is to have the player characters come and stay at his place while he deals with the city watch and works his contacts within the thieves guilds to see if he can locate any more Telrini slavers about. If the players refuse, Dargrim won’t force them to go. As it is easier to control the adventure flow if they do go, have refusing players tell you their Insight skill total and make a secret roll then tell the player that they think Dargrim’s proposal makes good sense. If they still refuse then the DM can decide if you to lock them up in a cell for a few days, play out a skill encounter with them trying to talk their way out of getting hauled in, or just let the players go where they will and have Dargrim send a messenger to fetch them for the set up of Encounter Two.

The trading house compound consists of a three story stone manor house surrounded by a tall brick wall that encloses a courtyard and four other buildings used for storing goods and keeping wagons. Horses are taken to a public stable near the gate rather than kept in the compound. There are several places designed with hand holds or secret doors that allow one to sneak out of the compound into the surrounding alleyways but Dargrim won’t point them out until he and the players are on close working terms.

Encounter Two Set Up

The city watch will come to question Dargrim and the players a few hours after the incident at the bar. When the watch officer says he would like for the players to come down to the office, Dargrim will say that the players are his guests and he will vouch that they will not leave the city until the watch allows them to. That will be the end of that for now.

Late the next afternoon Dargim will summon the players to his study to lay out what he has discovered about the slavers. He tells them the following:

“Listen vell my guests. Friends of dat guild thief you killed are unhappy that he vas gutted in the employ of Telrini slavers. They leaked das location of das remaining slavers to mine people.

“It seems that das slavers are holed up in an old business in das southern part of das city called Lohws Masonry Supply. There are only a handful of them but local rumor says that they brought a monster or two with them. Minotaurs or gargoyles from vhat I’ve heard. Now I could tell the city watch and let them take care of das slavers

“Or perhaps you would prefer to handle this. You could keep vhat you find, and I will pay a bonus if you bring back any records linking das Steinkrahen clan with das slavers. My people vill swear you never left here if the watch comes sniffing around after you are done. Vhat do you think?”

Dargrim Encounter Two

Encounter Start

Assuming that the players are game to attack the compound, Dargrim will give them the green strip of fabric and the dagger he took from the assassins in the inn and tell the players to leave the dagger in a dead enemy and tie the green fabric to that person's arm to make it appear that Green Sleeve assassins attacked the slavers. Technically it is against the law to go hack up the Telrinis so he suggests that the players don't let the city watch know it was they who did it.

The players can approach the building complex at whatever time they wish. If it is after dark the light in the courtyard will be dim from ambient city light and either bright from lamps (before 10 pm) or dark for sleeping (after 10 pm) inside the building depending when the players arrive. The Lohws Masonry Supply is located on a street that sees little traffic near tanneries and a slaughter house. The area smells and people avoid lingering around the block. Other businesses and storage building surround it. It is relatively easy for the players to get on top of an adjacent building to see into the walled courtyard from across a street. Streets run along all four sides of this property.

When the players first survey the location read them the

following passage.

A faded sign on a brick wall marks what must be the masonry supply business you are looking for. A cement block building with a few shuttered and barred windows takes up about half of the property. It looks to be of stout construction and is only one story. A pitched roof tops it so it looks like there might be attic space but there are no attic windows. You examine the property from all sides but there is no visible door. The entrance must face into the walled courtyard.

The rest of the property is surrounded by a brick wall about a foot thick and eight feet tall. There is one wrought iron gate some ten feet wide at a corner. The gate's bars are about ten inches apart so one can look through the gate to see inside the courtyard if one wanted to. A chain and heavy lock secure the gate closed at this time.

Looking Into the Courtyard

Either by finding a high vantage point, magic, or simply looking through the gate the players can eyeball the courtyard. This is what they see.

The ground is hard packed dirt. There is a large pile of debris - old wagon parts, chunks of crates, and damaged building materials - piled in one corner. The pile is about two feet high at the top.

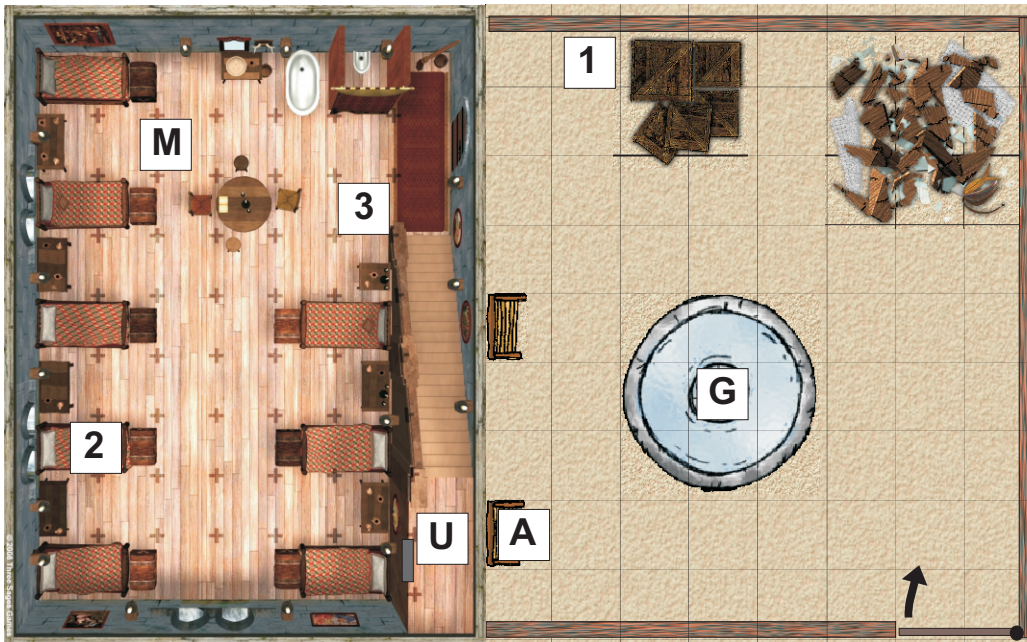
Along the back wall some crates are stacked. You can't tell what is in them but the pile is double stacked and about six feet high. In

the corner near the crates is the door into the building. It looks like it is heavy wood with iron bands.

A cement fountain is roughly in the middle of the yard. The water is not running and what remains in the basin looks brown. The central pedestal of the fountain has a carved gargoyle. If the water was running one wonders if it would sprout from the gargoyle's mouth or some other strategic location.

A pair of benches are against the building's wall.

Depending on the vantage point the player looks from, they might see the figure marked 1 and or the assassin sitting on the bench. These two happen to be on guard at whatever time the players arrive at the grounds. The gargoyle(s) are sitting in the stone form power and appear to be an actual carved statues at the moment.



A: Green Sleeve assassin. He starts sitting on the bench.

G: Gargoyle, in statue mode, on pedestal of fountain. If there are 2 gargoyles they are squeezed back to back in the same square.

M: Minotaur(s) start in these squares between the bed and table.

1 - 3: Any dwarf or slaver. DM choice on which one is which number.

U: If there are any undead, it/they start at the landing at the top of the stairs.

Encounter Two - Encounter Group and NPCs

(Encounter XP Note: This is a Difficult Encounter at +1 level in XP than standard)

NPCs: 5 Slave Prisoners. Use *Human minion* (Lv 2 Minion) from 4E MONSTER MANUAL.

Level 6 Players

4 Players (1,150 xp)

(1) Gargoyle	400
(1) Green Sleeve Slasher	300
(1) Slaver Field Guide	250
(1) Dwarf Hammerer	200

5 Players (1,500 xp)

(1) Gargoyle	400
(1) Green Sleeve Slasher	300
(1) Slaver Shield Master	350
(1) Slaver Field Guide	250
(1) Dwarf Hammerer	200

6 Players (1,750 xp)

(1) Gargoyle	400
(1) Green Sleeve Slasher	300
(1) Slaver Shield Master	350
(1) Slaver Field Guide	250
(1) Dwarf Hammerer	200
(1) Chillborn Zombie	250

Level 7 Players

4 Players (1,350 xp)

(1) Gargoyle	400
(1) Green Sleeve Slasher	300
(1) Slaver Shield Master	350
(1) Minotaur Scout	300

5 Players (1,750 xp)

(1) Gargoyle	400
(1) Green Sleeve Slasher	300
(1) Slaver Shield Master	350
(1) Slaver Field Guide	250
(1) Minotaur Scout	300
(1) Grave Hound	150

6 Players (2,100 xp)

(1) Gargoyle	400
(1) Green Sleeve Slasher	300
(1) Slaver Shield Master	350
(1) Slaver Field Guide	250
(2) Minotaur Scouts	600
(1) Dwarf Hammerer	200

Level 8 Players

4 Players (1,550 xp)

(1) Gargoyle	400
(1) Green Sleeve Slasher	300
(1) Slaver Shield Master	350
(1) Minotaur Warrior	500

5 Players (2,000 xp)

(1) Gargoyle	400
(1) Green Sleeve Slasher	300
(1) Slaver Shield Master	350
(1) Minotaur Warrior	500
(1) Slaver Field Guide	250
(1) Dwarf Hammerer	200

6 Players (2,400 xp)

(2) Gargoyles	800
(1) Green Sleeve Slasher	300
(1) Slaver Shield Master	350
(1) Slaver Field Guide	250
(1) Minotaur Warrior	500
(1) Dwarf Hammerer	200

Level 9 Players

4 Players (1,950 xp)

(2) Gargoyles	800
(1) Green Sleeve Slasher	300
(1) Minotaur Warrior	500
(1) Slaver Shield Master	350

5 Players (2,500 xp)

(2) Gargoyles	800
(1) Green Sleeve Slasher	300
(2) Slaver Shield Masters	700
(1) Minotaur Warrior	500
(1) Blazing Skeleton	200

6 Players (3,000 xp)

(2) Gargoyles	800
(1) Green Sleeve Slasher	300
(2) Slaver Shield Masters	700
(2) Minotaur Warriors	1,000
(1) Blazing Skeleton	200

Notes: Green Sleeve Slashers, Slavers, and Minotaur Scouts are detailed at the end of this document. All other monsters are from the 4E MONSTER MANUAL.

Monster Organization

Those waiting in the supply company lot suspect that something has gone wrong with Gerdfull's plan to kill his rival and capture some more slaves. They have had no word from Gerdfull's party and plan to leave the city in another day if they don't make contact with the dwarf.

Any dwarf in the encounter group is the personal secretary of Gerdfull. The gargoyle(s) and any minotaurs

were hired by the slavers. The Green Sleeve assassin stayed with these slavers in case his associates were captured or killed. Any undead were bought locally from an evil cult. One of the slavers has a control fetish that can be used to order them into action. Mostly the undead stand at the top of the stairs so that the captured slaves are too scared to escape. The five slaves are all women, two from the city and the rest from nearby villages.

Monster Tactics

The gargoyle(s) will pretend to be statues until someone enters the courtyard or launches an attack into their space. Then they will change form and fly off to attack. If someone is shooting missiles or spells into the courtyard from an adjacent roof the gargoyle(s) will fly over to attack that person.

If the players are seen inspecting the courtyard (like stopping at the gate to peer inside then moving on) then the assassin will go hide in the rubble and wait after they leave, hoping for an ambush chance. Otherwise he and Enemy 1 respond immediately to any intrusion while calling for help. Any minotaurs inside will respond and issue from the door on the third round after the warning call. They will seek to charge enemies.

Any remaining slavers within the building will watch from the doorway. Once two of their allies are down they will use the fetish to order any undead to go out and attack. The slavers will then remain inside and attack foes that enter rather than exit the building.

The Wall

The wall is made of cut stones about a foot thick. It is eight feet high and has a rough surface making it fairly easy to climb. DC 18 or DC 12 if something to stand on that allows that character to reach the top is used. Climbing down the other side also requires a Athletics check. Jumping or falling from the wall will cause 1d8 damage. An Acrobatics check against DC 17 or Athletics against DC 22 will allow a character to jump from the wall without taking damage.

Simply busting a whole through the wall is a DC 35 Strength check. Ramming a heavy wagon through the wall (should the players take one from somewhere) would grant a +10 to the STR check roll.

The Gate

This is made of iron and has a chain and padlock securing it. The lock is DC 18 to pick. The chain can be broken or bars bent aside with a DC 28 Strength check. The hinges are rusty and the gate creaks loudly when opened or closed.

The Building

It is made of smaller, smoother stones than the wall but is essentially the same construction. The windows have glass with iron bars on the outside. Drapes block any attempt to look through the windows to the inside. Forcing open or ripping out the iron bars in a window is a DC 25 Strength check and will make a lot of noise.

The roof is a traditional peaked type with clay shingles. It will support a character's weight walking on it. Breaking

through the roof is DC 26 Strength check.

The door into the building faces the courtyard and is thick wood with iron reinforcement. There is no lock but it can be barred from the inside. Breaking it down is a DC 20 strength check.

Inside are eight beds, along with tables and small chests plus a table with a few chairs and some bath facilities. There is a staircase that leads up to a landing where one can enter the attic above. The attic space has a wooden floor and currently contains a five slaves along with chains and some extra clothing.

Treasure

Three of the chests in the building have DC 16 locks. One of these contains two cloth sacks each holding 150 gold coins. One sack is local coins, the other Telrini imperial coins. A different chest has three small gemstones (50 gp each), a dwarven style ring of gold and gem stones worth 50 gp as an art object, and potion of healing.

The final locked chest has two sets of record books and some letters, all in dwarven script. These detail Gerdfull's association with the slaver gang. The papers would be quite an embarrassment to the Steinkrahen clan should they be given to city or dwarven authorities. The Steinkrahen would pay up to 500 gp to get them back should the players contact them. Dargrim will give the party 200 gp if they hand the papers over to him.

The gate padlock key is sitting on the table in the room.

City Watch Response

It will take almost 20 minutes until the watch responds to reports of a fight (and/or explosive spells) at the masonry supply. If the players are particularly quiet in their attack the city watch may not respond at all. Either way, the players should have enough time to finish the task and clear out.

If the players do stay long enough for the watch to show up they will be arrested for business invasion and assault at first. Once it is made clear that the imperials were slavers the party will be released from arrest but questioned quite thoroughly about why they entered the business and when / how they knew the imperials were illegal slavers. The watch will record the character's names, place of birth, and take magical pictures for later identification purposes. They will then explain that the Telrini Ambassador will probably ask for an inquest over the "murder" of Telrini citizens. It will take a week for the paperwork to cycle and three months for interest in the case to blow over. The watch commander will strongly suggest that the players "accidentally" wander out of the city and head away from the Empire and that they stay away from Worlun or any Imperial cities for at least three months.

The Rescued Slaves

There are five slaves in the attic. Each has been abducted within the past week. All are women between the ages of 16 and 25. None of them are of noble families. Four are human and one is an elf. They all come from moderate income families, two inside the city and three from farms outside the walls. One - Kate - was actually sold by her family to the slavers so she will not be in any hurry to go back to them.

If set free and then left to their own devices, the freed slaves will wait around across the street from the building for the watch to show up and help them.

Continuing with Dargrim

If the players return without involving the watch, and especially if they come back with the papers implicating the Stonecrow clan with the slavers, Dargrim will be quite pleased to see them and want to hear all of the gory details. Should the players give him the papers they found he will give them 200 gp as a reward for helping him. If they end up questioned by the watch he will still be thankful for their help but lament the fact that the watch will have taken the incriminating papers. In such a case he would be very wary about letting the players know of his guild connections as they can not keep information from the officials very well.

There are three primary modes that the DM can run Dargrim within. The one that best fits the outlook of the player's party should be chosen to facilitate continued contact. With a split party (some idealists and some only important matter is treasure) use the **Grey Market Mentor** approach.

1) Offer I Couldn't Refuse Mentor

This mode is for use with parties that are good with a capital **G**. The type that would be likely to try to lock Dargrim up for being connected to a thief's guild.

In this case play Dargrim as a decent guy pushed out of his rightful place in the dwarven court by the Steinkrahen clan who got mixed up with the local thieves guild by coercion rather than choice. He helped in the guild war because of threats to his retainers and the neighbors. He made the best deal he could, one that keeps the guild from stealing in his neighborhood. He helps them a few times a year by smuggling things or laundering stolen goods in exchange for his neighbors being left alone.

With this mode Dargrim's missions for the players will mostly be trips to abandoned dwarven sites to collect old records and the occasional need to disrupt yet another Stoneraven Clan scheme.

Eventually the DM can conduct an adventure that frees Dargrim from the guild and secures him a place in Buld

when they catch up to his level.

2) Grey Market Mentor

With this mode Dargrim is playing both sides against the middle so to speak. He operates as a legitimate businessman trying to regain his clan's place in the dwarven court but knowingly uses his thieves guild position to assist in this plan. Some of the players might not be told of his connections (like a lawful good paladin or honor obsessed dragonborn) while others might know the full range of his contact (perhaps the party rogue or warlock).

Dargrim will send the players on trips to old dwarf sites, but is likely to ask them to perform preemptive strikes against Steinkrahen activities and perhaps involve them in actions against the other thieves guilds so he can keep his hands clean (so to speak) in cross-guild matters. If the party is willing, he might use them in smuggling activities especially if it involves bypassing Telrini Empire taxes and laws such as shipments to the protectorate city of Wake.

2) King of the Streets Mentor

This is a down and dirty Dargrim bent on revenge against the Steinkrahen clan and gleefully using any means at hand to pursue his vendetta. A campaign against a rival clan requires cash flow, so Dargrim is an active participant in thief's guild projects to supplement his legal income.

This would be for a group of outlaw PCs and a DM looking to run a campaign that involves a lot of thieves battling thieves over control of the city streets. Yes, there would be a few trips to old dwarf sites mixed in. Mainly you'd be looking at hits against rival gangs from other guilds, killing of agents of the Steinkrahen, and protecting Dargrim's assets from attack by rivals.

It is also possible that the players could keep Dargrim as a contact to the Wurlun thieves' community while not working for him very often if they prefer to perform their nefarious actions on the road rather than settle down in one city.

Players Gaining Training

Players can simply pay the listed amount and buy the training just like they might buy a magic item. Dargrim would be charging the fee for some debt that his clan suddenly faces. A more fun way to dole the training out is for him to give the players a task to perform and then as the DM assign the training in as part of the treasure parcel of magic items. The tougher the task, the higher level ability he is willing to teach.

If you track time and the passing of months and years in the campaign then assume that it takes 2 days per level of the ability to learn it from Dargrim.

Enemies and Foes

Telrini Slavers

The Empire of Telrini has a slave based economy. While many of the slaves are humanoids like orcs and goblins, anyone can become a slave. Transporting slaves for sale requires a permit from a local Governor and slaver groups operate as legal businesses within the Empire.

The real money to be made in the slave trade is from fresh product - newly captured slaves. The Empire has depleted most sources within its borders and relies on outside slave traders to capture and bring in new bodies. Some of the slave groups outside the borders are local free lancers looking to make some coin but some are special detachments of established Telrini slave companies.

These professional Telrini slavers are often experienced at capturing targets and many have prior service in the legions. They have preset pick up points near the borders or operate out of Wake where they can legally export their victims on the long voyage to the Empire.

Slaver Field Guide

Field Guides are trained in tracking and wilderness survival, and they often know about the culture outside of the Empire that the slaver group plans to operate within. They have training with whips to capture targets and can throw a net for the same purpose.

Telrini Slaver - Field Guide		Level 6 Skirmisher
<i>Medium natural humanoid</i>		<i>XP 250</i>
Initiative +7	Senses: Perception +9	
HP: 60	Bloodied: 30	
Speed 6		
AC 20; Fortitude 18, Reflex 18, Will 16		
<p>⚔ Whip (standard; at-will) ♦ Weapon +11 vs AC; 1d6+4 damage. Reach 2.</p> <p>⚔ Whip Grab (encounter, recharge 4+) ♦ Weapon +9 vs Reflex; target grabbed and knocked prone.</p> <p>➡ Throwing Net (encounter, daily) ♦ Weapon +9 vs Reflex; Range 5. Target restrained (save ends)</p>		
Vicious Overseer		
The field guide does an extra 2d6 damage to those that are grabbed or restrained by a whip or net.		
Alignment: Evil Languages: Telrini, Common		
Skills: Athletics +10, Insight +9, Nature +9, Perception +9		
Str 14 (+5)	Dex 14 (+5)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 12 (+4)
Equipment: Hide armor, net, 2 whips		

Slaver Shield Master

These warrior guards are usually ex legionnaire "optios" (something like the first sergeant of a unit). Optios that take an early retirement after 10 or 15 years often end up taking jobs that utilize their fighting and organizational skills. In this case, these men are working for an imperial slaving company. They work well with others trained in Telrini legion tactics.



Telrini Slaver - Shield Master		Level 8 Soldier
<i>Medium natural humanoid</i>		<i>XP 350</i>
Initiative +9	Senses: Perception +6	
HP: 77	Bloodied: 38	
Speed 6 (5 in armor)		
AC 24; Fortitude 20, Reflex 18, Will 18		
<p>⚔ Weapon Attack (standard; at-will) ♦ Weapon +13 vs AC; 1d6+3 damage. (Crit 1d6+9)</p> <p>⚔ Shield Push (standard; at-will) ♦ Weapon +11 vs Reflex; 4 damage and target pushed 1 square.</p>		
Highly Skilled Soldier		
The Shield Master scores a critical hit on a roll of 19 or 20 and attempts an automatic save against effects that knock him prone or daze him.		
Formation Fighter		
When adjacent to another Shield Master, gain +2 to AC and Reflex defenses and a +1 to hit with melee attacks.		
Alignment: Evil Languages: Common, Telrini		
Skills: Athletics +12, Endurance +11, Intimidation +9		
Str 17 (+7)	Dex 16 (+7)	Wis 14 (+6)
Con 15 (+6)	Int 12 (+5)	Cha 11 (+4)
Equipment: Shield, small ax or short sword, helm, scale cuirass.		

Telrini Slaver Lore

The following information can be gained with a successful History skill check.

DC 15: The Telrini Empire unofficially sponsors slaving groups that make illegal captures outside the Empire's borders. The groups are well organized and equipped.

DC 20: A Telrini slaver group usually has member that specialize in capture, fighting and sometimes even magic.

Telrini Support Mage

Within the Empire of Telrini, arcane abilities are closely monitored and controlled. Warlocks are forbidden (because they owe their power and allegiance to something other than the Empire), while children that show any signs of an affinity for other arcane abilities are taken into public care and groomed to be spell users that serve the state. Those older than 20 can start taking outside job and even live away from the Imperial Mage Towers - if they have proven themselves sufficiently loyal to that point.

They are separated into cadres that train with specific groups of spells. These cadres become their mage classification as they go into service. Some of the cadre types are attack spell oriented Battle Mages (who wear red); ward producing Shield Mages (green); healing capable Medicinal Mages (yellow); those that are good at earth magic, creating or breaking objects, and handling golems- Geo-Mages (brown) and those who spells assist others in their endeavors who are the Support Mages and wear blue robes.

Support Mages are trained to be of general use to the military or police units. They usually have a base attack spell, something that will weaken foes, and a way to support allies through healing, enhancements, or both. The Imperial Mage College has the authority to rent them out to Telrini nobles, businesses, or other authorities for a contract that covers weeks to months. The Support Mage then serves as advisor on arcane matters and general magic support for the entity that is employing him or her.

Imperial Mages promote through “tiers” as their abilities improve. First tier is usually 1st or 2nd level, second 3rd or 4th, third tier is 5th to 7th, fourth tier 8th and 9th, and fifth tier 10th and 11th level. After that it goes by every 3 levels.



Telrini Support Mage (3rd Tier)		Level 5 Controller
<i>Medium natural humanoid</i>		<i>XP 200</i>
Initiative +8	Senses: Perception +4	
HP: 50	Bloodied: 25	
Speed 6		
AC 17; Fortitude 15, Reflex 15, Will 16		
<p>⚔ Dagger (standard; at-will) ♦ Weapon +10 vs AC; 1d4+2 damage.</p> <p>⚡ Power Bolt (standard; at-will) ♦ Arcane, Force Ranged 10; +10 vs Reflex; 1d6+3 force damage</p> <p>➡ Vitality Sap (standard, encounter) ♦ Arcane, Necrotic Ranged 10; +10 vs Fortitude; 1d10+4 necrotic damage and the target is weakened until the start of the mage's next turn.</p> <p>🌱 Imperial Soil (standard, daily) ♦ Arcane, Healing, Zone Close burst 1. Creates zone that lasts until end of Mage's next turn. Enemies that start their turn in the zone take 1d6+2 damage. Allies that start their turn in the zone regain 3 hit points. Sustain minor.</p> <p>🌱 Imperial Spirit (standard, daily) ♦ Arcane, Zone Close burst 1. Creates zone that lasts until end of Mage's next turn and moves with Mage. Within the zone any ally gains +1 attacks and +1 to AC.</p>		
Alignment: Unaligned		
Languages: Telrini, Common		
Skills: Arcana +10, Heal +9, History +10		
Str 12 (+3)	Dex 14 (+4)	Wis 15 (+4)
Con 12 (+3)	Int 17 (+5)	Cha 14 (+4)
Equipment: Dagger		

Telrini Support Mage Lore

A character will know the following information with a successful History or Arcana skill check.

DC 15: Telrini Support Mages are one of several types of official wizards from Telrini. All arcane casters must be part of the Imperial Mage College. The college can arrange for them to work for various Imperial companies or authorities,

DC 20: Support Mages wear blue robes. Most of them have only moderate attack power. They often have area of control spells that boost the performance of their allies.

Telrini Support Mage Tactics

Their primary role is support. The first action they usually take when a fight breaks out is to move over to a place where they are behind the toughest warriors among their allies. They will use their *Imperial Soil* spell if it looks like the battle will be static, or the *Imperial Spirit* spell if they think the allied warrior(s) are going to be moving around.

Once the zone is in place they will seek to maintain it and use their *Power Bolt* to wear down enemies. They usually save the *Vitality Sap* until ordered to use it by who ever is the leader of their side in the fracas.



Green Sleeve Assassins

While their name does not sound very ominous, the Green Sleeves are the most feared assassin group within 200 miles of the Wake city-state. In fact, a local saying of that city goes: “Upset the wrong people and the last thing you will ever see is gleaming steel and green sleeves.”

The group got its start as a resistance group when the Empire of Telrini first occupied Wake. Eventually the government of Wake accepted a client state status that made the city-state technically free and self determining although in practice the Empire is the true power behind the Prince of Wake’s rule. With daily life back to business-as-usual, the support for revolutionaries waned.

Those who were unsatisfied with the political status gravitated towards crime guilds and gangs. The Green Sleeves that had once specialized in killing Imperial officials became killers for general hire.

They operate on a cell system with only the top leadership knowing the location of all the training bases and safe houses. Most of the assassins spend their time with the same cell of 4 to 6 members. The cell trains together and undertakes missions together in most cases.

While they often use poison, the trade mark of a Green Sleeves attack is usually swarming the target and stabbing it repeatedly to leave a very damaged corpse behind. Whoever made the final strike usually leaves their dagger in the victim. The number of weapons “lost” on missions thus becomes a mark of prestige among group members. Often a green handkerchief is left tied around the victim’s arm as a

mark that Green Sleeve assassins performed the kill.

Green Sleeves Lore

A character will know the following information with a successful Streetwise skill check.

DC 15: The Green Sleeves are an assassin organization based in Wake that got its start as a resistance group fighting the Telrini Empire.

DC 20: They are known to employ poison on their weapons and as a thrown area of effect device. They often leave a weapon and green handkerchief behind on victims.

Green Sleeve Slasher Tactics

The Slashers goal is to get in close and stab the target. They like to work in at least pairs so that they can create flanking opportunities for combat advantage.

They will throw blades to discourage spell casters from staying in the area.

Slashers tend to save their Poison Mist Bag for the end of a fight to cover their escape. Although the mist is poisonous, they tend to use them as aids to create diversions or block lines of sight rather than a means to kill the intended target.

Innocent bystander victims are of no concern to a Slasher. All witnesses are killed if possible.

Green Sleeve Slasher	Level 7 Lurker
<i>Medium natural humanoid</i>	<i>XP 300</i>
Initiative +8	Senses: Perception +9,
HP: 62	Bloodied: 31
Speed 6	
AC 20; Fortitude 17, Reflex 18, Will 16	
<p>⚔ Poisoned Dagger (standard; at-will) ♦ Weapon, Poison +12 vs AC; 1d4+6 damage and the Slasher makes a secondary attack of +10 vs Fortitude; ongoing 5 poison damage. (save ends).</p> <p>🗡 Throwing Knife (standard; at-will) ♦ Weapon Ranged 5/10; +12 vs AC; 1d4+6 damage</p> <p>☠ Poison Mist Bag (standard, daily) ♦ Poison Area burst 2 within 7; +9 vs Fortitude; 2d8+4 poison damage. The cloud blocks sight until the end of the Slasher’s next turn.</p> <p>Sneak Attack Once per round can employ +2d6 damage against a target the Slasher has combat advantage against.</p> <p>Blind Spot Slip (move, recharge 5+) The Slasher slips 2 squares to end up adjacent to a melee target and is in their visual blind spot so that the Slasher is invisible to that target until the end of the target’s next turn .</p>	
<p>Alignment: Unaligned Languages: Draconic Skills: Athletics +10, Endurance +10, Stealth +13 Str 14 (+5) Dex 20 (+8) Wis 14 (+5) Con 14 (+5) Int 13 (+4) Cha 16 (+6) Equipment: Leather armor, 4 throwing knives, poisoned dagger, poison bag device.</p>	

Minotaur Scout

As with the others of their race, the minotaur scout is a bull headed humanoid with a muscular body. The scout tends to be a bit smaller than the average minotaur warrior, but is capable of higher mobility on a battle field.

They fill an important role within minotaur society. They patrol territorial boundaries, hunt for food, lead raiding parties to enemy camps, and bring new money into the community by working as mercenaries for other peoples.

A minotaur scout is knowledgeable about both natural and underground settings, can follow game trails and read signs to track targets, and brings something to the table that other minotaurs lack - the ability to use stealth. They can be any alignment but are usually unaligned with a mind set that is very mercenary. If you pay well, they are your capable ally.

Some become cabalist followers, but most are not true believers in the Horned King. Many are willing to hire out to a cabalist for specific missions however. Most will work for other races as well. Slaver groups are known to hire minotaur scouts on occasion as the scouts are from a slave taking society already, and their fierce appearance makes many captured persons remain meek and submissive.

Minotaur Scout Tactics

Like their brethren, the scout likes to use a charge to open combat. However if it appears that the target plans to stay put (such as a spell caster or someone wielding a missile weapon) they will often throw a javelin to soften up the target before charging.

Scouts like to work through a enemy group, spreading their attacks around to keep their foes disorganized. Their *Hamstring Rush* plays to this as the scout charges in and then rips at the target's legs with an axe then passes by the target in preparation of attacking someone else. They do no fear moving into a small group of enemies very much as their training and sudden jerking twists makes it difficult for enemies to gain a useful flank maneuver against them.

When there is a tactical advantage to knocking a target prone rather than slowing it - or there is only when target to charge, the scout will employ his horns and make the same type of goring charge other minotaurs employ.

A scout minotaur may not be as physically large as his cousins, but he is every bit as ferocious. When a scout suffers the final wound that will put him out of action, his energy is mustered for a final strike before darkness takes world.

Minotaur Lore

The information in the 4E MONSTER MANUAL under *Minotaurs* all applies. In addition, a successful nature check will reveal the following specially about scouts.

DC 15: The slightly smaller members of the race often become specialized scouts. Scouts employ thrown weapons

Minotaur Scout		Level 7 Skirmisher
<i>Medium natural humanoid</i>		<i>XP 300</i>
Initiative +8	Senses: Perception +4	
HP: 74	Bloodied: 37	
Speed 6		
AC 21; Fortitude 20, Reflex 18, Will 18		
⚔ Battleaxe (standard; at-will) ♦ Weapon	+12 vs AC; 1d10+4 damage.	
🏹 Javelin (standard; at-will) ♦ Weapon	Ranged 10/20; +10 vs AC; 1d6+3 damage	
⚔ Gore Charge (standard, at-will)	The minotaur scout makes a charge attack; +10 vs AC; 1d6+4 damage and the target is knocked prone.	
⚔ Hamstring Rush (standard, recharge 4+) ♦ Weapon	The minotaur charges and makes weapon attack; +12 vs AC; 1d10+4 damage and the target is slowed (save ends). Minotaur scout shifts 2 after the attack.	
Fancy Footwork (minor, free action)		
The minotaur scout does not give up combat advantage when flanked by first set of enemies. If four or more enemies surround him for more than 1 flank, then the first two enemies that achieved flank do not gain combat advantage but the others do.		
Fierce Final Moment (when reduced to 0 hit points)		
The minotaur scout makes a melee basic attack.		
Alignment: Unaligned Languages: Common		
Skills: Dungeoneering +10, Nature +10, Perception +10, Stealth +8		
Str 20 (+8)	Dex 10 (+3)	Wis 14 (+5)
Con 18 (+7)	Int 12 (+4)	Cha 13 (+4)
Equipment: 4 javelins, battle axe, hide armor		

and are adept at making pass-by charge attacks as well as fighting within a crowd without granting combat advantage. Scouts can often be identified by the decorations hanging from their horns. Other minotaurs do not usually adorn their horns with anything.



Worlun Map

400 yds

200 yds

