What to do with Prisoners?

It's a simple mission: collect and transport prisoners.

Then why does it seem so hard, and what do these prisoners know?

A 3-hour adventure for *4th* level characters

For the 5th edition of the most played role playing game in the world.

by G Christopher Dyson

Rats

IN THE RAIN

5E
COMPATIBLE

What to do with Prisoners

Introduction

It happens all the time: The party has a battle and towards the end they realise they need a prisoner to question. Eventually, someone manages to subdue an opponent...
The fight ends and they wake up their prisoner. Quickly they ask for information and then threaten death if they don't get answers...
There is an intimidation roll and the prisoner speaks...
Then, PCs being PCs, the next act is an execution because they don't want to take a prisoner alive.

Paladins and rogues may debate this act, but it will happen again, because no matter what, player characters simply don't know what to do with prisoners.

Later on, a player will ask, "what do we know about guards at the brigand's camp?" And you may answer "Nothing, you murdered the only person who could tell you."

A few such answers may pause their thirst for blood, but it probably won't.

This module does not aim to correct this issue, but we will use it as a theme for a road story.

The module also explores the usual format of story construction by placing the hook for the main adventure late in the module. The idea being that a dungeon crawl can be offered as a reward for good behavior and that the adventure you think you are doing, is not always what you are doing.

Level of play

This module is designed for a group of 4-6 fourth level characters in a balanced party. (A group of 5 characters survived the play test.)

It could be adapted for a stronger or weaker group. Suggested modifications are in margins in part 7.

It is best to see how the encounter in part 5 goes and modify following encounters based on the results of that fight,

Adaptability

If played as a League of Rats game, this module would be set near the Golden Kingdom town of Vollenchia. A mostly human city on the southern coast with a long stretch of elven lands to the north west, dwarven hills to the north and gnoll pride lands to the south.

The module could be adapted to be set in any location such as a city near deep water in realms that have been forgotten.

It could also be placed in any large city in a world of your own device.

Background

Other bands of adventurers are at work in the region, some of them have had cause to take prisoners. The usual practice is to deliver them to a nearby town or outpost where they are held until they can be transferred to a city for judgment.

Adventurers looking for work, can make a few coins escorting prisoners across the countryside.

Recently an Andooran mining group was investigating a site for a future mine. They came across an old record with a map and so assembled a party to investigate.

They were quickly set upon by some bandits who appeared to be part of a cult. After capturing and questioning some of them, the dwarves delivered them to a nearby outpost where they have been waiting to be taken to Vollenchia for judgment.

Things have been quiet of late and work has been hard to find, so a quick trip out of town to collect and transport some prisoners seems like the best offer the party will be getting.

Unknown to the party, the bandits are racing the dwarves to some hidden treasure. One of the bandits knows the shortcut to get in and another knows how to disarm the traps.

Outline

In part 1, characters learn of a job transporting prisoners and must travel to the Caldrona hills to take custody of some bandits.

In Part 2 and 3, characters run into some trouble on the way (incorporating part 3 of The Sound of Drums

In Part 4, characters take custody of the prisoners and are briefed on the job.

In Part 5, the characters are attacked by a friend of the prisoners.

In Part 6, one of the prisoners gives away some key information prompting a side quest.

In Part 7, In this optional section, characters go treasure hunting. In this side quest, it is discovered that the hidden base in the mine has been taken over by a salamander and his associates. There are several battles as well as the traps to bypass.

In Part 8, If characters took the hook in part 7, they will cross paths with the dwarven group while leaving the mine.

Part 1: Looking for work

Read Aloud:

Adventurers have many quiet days. There are not always dragons that need rescuing or princesses that need slaying, nor is it often the other way around.

It has been a few weeks without work and some of the more mundane jobs are looking attractive. The recent rains have slowed and the druids tend to think there'll be a few days before the next storm, making this an ideal time to leave town.

With no specific destination in mind, the group heads out to the north west. There are a few settlements in that area and it is quite likely that work will be found that way.

At an inn north of the river town of Allerton, you hear word that bandits captured by a dwarven patrol are being held by guards at a nearby mining camp. Its not exciting work, but transporting prisoners to town for judgement can be worth a few gold and right now it's the best job on offer.

All you need to do is get to the camp first.

There is very little more to the hook until they reach the camp.

To do this kind of work, characters will need a written reference from the sheriff or guard captain of any recognized town.

Part 2: The Sound of Drums

This section is also part 3 of The Sound of Drums, but will fit seamlessly in here.

Read Aloud:

After a long day on the road, your group is ready for a rest and looking for a suitable place for the night.

Ahead on the road you spot two other travelers, a pair of elves. They pause in their travel looking suspiciously at you.

The two elves are Tazalon and Quionda, a pair of wood elves travelling the road between Vollachia and Salamanka.

If the party ignores them, there is no need to press the encounter, but should they engage in a conversation they can learn the following:

- A band of orcs is terrorizing travelers on the road up ahead.
- They experienced bullying by aggressive orcs that asked questions but didn't wait for answers.
- The orcs are looking for trade caravans to attack as they kept asking about trade routes.
- They will report that their hometown is preparing for an attack by orcs.

Part 3 Warband on the road

During the next day, the party will come across a small band of orcs that are on a mission to find the lost shipment.

Read aloud:

> Despite a few light showers in the morning, the day is quite sunny and warm.
>
> Early in the afternoon, as you travel, you spot a pair on the road up ahead. From the distance they appear to be orcs.

The two orcs are aiming to ask questions, but if there is trouble they have two allies skulking nearby ready to charge in and assist.

If the party approaches, they will easily notice the two extra orcs as they are not really hiding, but rather putting on a show of backing up their allies.

These two are wilderness runners preparing to charge in and use their blitz attacks. (See new rules)

The two on the road will try to stop the party and ask questions. They will be rude and aggressive. The questions will be about wagons and caravans.

If the characters do not initiate conflict, these two will.

As well as their weapons and armour each orc is carrying 10gp. The leader has a document that shows a schedule of merchant wagons with notes on their routes. One particular route is underlined. It went through here over two weeks ago.

Should the party ever follow up on this (when they return to town) they can learn that the particular wagon was attacked and bandits with everything lost. What they will not learn is that the wagon that was attacked carrying a shipment of orcish weapons being smuggled into Vollenchia is the guise of a regular shipment.

Part 4: Miner Concerns

There are several dwarven mining camps around the Caldrona foothills. Mostly these are run by Andooran mining companies.

At the Iron guild's mine number seven, (named by less than imaginative dwarves), the characters are able to find the head of security: Braimin Orecrusher (whose family change their name to Orc-Crusher in times of war - It's a dwarven thing.)

Read Aloud:

> At a shack on the outskirts of the camp, the security chief Braimin Orecrusher meets you. At first he is suspicious and asks too many questions, but when you explain you are here to transport prisoners he changes his tune and becomes even more suspicious.
>
> "Oh, so you want to collect the prisoners and then let them loose? Is that it? How can I even know I can trust you? Maybe you're in league with them?"

He will give the characters a chance to respond. They can argue their trustworthiness anyway they wish, but have them make either a persuasion or deception roll depending on their argument and what paperwork they show.

It is up to the GM how hard you push this point. If previously the characters have captured bandits and brought them in, then they probably have a reference. If not, a bribe in the right place or a good forgery will do.

Roleplaying Orecrusher: The dwarf really wants to get rid of the prisoners and he doesn't care what happens to them, but he likes shouting and being officious.

If nobody came to collect the prisoners soon he was going to kick them around and then let them go anyway.

There are two prisoners, one human, one half elven, both male. They each come with a set of manacles (in use) and some paper work which outlines their crimes and contains a writ for 50gp which you can collect from the sheriff in Vollenchia when the prisoners are delivered.

In a separate message, Orecrusher will inform Vollenchia to expect the prisoners. This process safeguards against the prisoners being let go or killed en-route.

Tip:

Missions like this do sound kind of stupid if you stop to think about it, but unless the local constabulary invests resources, then outsourcing the transportation of prisoners becomes a necessity. Its no worse that asking a party to attack some bandits or a cult or whatever and then telling them they can keep and weapons or treasure they find. The FRP world is messed up, mostly by the need to give PCs jobs.

Don't be afraid to make rubbish like this up. If the players don't like the hook, they don't have to play.

The prisoners, both bandits who attacked a dwarven scouting party are named Doric Munch and Samuel Gregrin.

Orecrusher will explain that it is company policy not to kill captured enemies as it harms their reputation and makes their business difficult. Sometimes they need to get information from prisoners and you need them alive for that.

Read Aloud:

"Back when I was working the roads," the dwarf explains, "We got ambushed by scouts. We killed most of them, then captured one. We asked him a bunch of questions before we cut his throat. That didn't sit too well with me as we'd threatened to do that if he didn't talk. Doing it to him when he did just wasn't good. Anyway, next thing you know, we needed to ask more questions and he wasn't there to ask.

"We walked into a trap and that wouldn't have happened if we'd let the poor sod live."

He also explains that the local banditry are less likely to fight to the death if they don't expect to get killed.

There is no rush, so feel free to have an open conversation about the treatment and rights of prisoners verses the responsibilities of their captors.

Part 5: Friends like these

Doric and Samuel are not particularly talkative at the start of the journey. They are probably walking while the party may be riding.

Should the party initiate conversation with them, they will ask for a drink and will tell the party that they are innocent – framed by the dwarves. They suggest there might be a reward for finding the real bandits.

Roleplaying Doric and Samuel:

There is not a lot of difference between the two. Doric does most of the talking while Samuel will agree with most of what is said. They are both small time criminals resigned to their fate but hopeful of being let off.

Doric will explain they were just travelling along the road minding their own business when the dwarves ambushed and captured them. He'll say they both have families back at home.

After travelling for about an hour, a large human steps out onto the road in front of the party. He is dressed in studded leather and armed with shield and spear. He looks like a pit fighter or gladiator.

His message is simple, "Let them go, or fight." He won't be interested in any other conversation as he really is eager to fight. Doric and Samuel will be happy to see him, though this scene may contradict their earlier lies about being innocent.

This is Torus. He has the stats of a gladiator.

If the party releases the prisoners to him, he will be disappointed, but will be willing to offer some information.

If the party captures him, he will later be willing to talk and make a deal.

If they kill him, Doric and Samuel will not want to talk to them, so there will not be much adventure left. Maybe the players will learn from this. Should players choose this option, they will at least be rewarded for delivering their prisoners.

In addition to his weapons and armour he carries 5gp

Part 6: Hook, line and sinker

By this point, the party should have three prisoners. They might choose to interrogate Torus right away. If sufficiently intimidated, he will reveal:
- He is a friend of Doric and Samuel
- He wanted them free to help him with a job

Tip:

The hook doesn't have to be right at the beginning. This module uses a simple hook to get moving, but the real hook is here because the adventure players want to do, is what happens next. Nobody really wants to transport prisoners.

If the players don't realise this, they may make a bad choice, but the promise of a dungeon with monsters and treasure should be an easy sell.

That said, if they don't take the new hook, you can go home early.

The characters will need to decide what to do with their new prisoner. Hopefully they will decide to deliver him along with the others. If they treat him badly, or execute him, they are unlikely to get further information.

If they push the point right away, all three prisoners will clam up.

Should the party manage to show a little respect to the prisoners for a couple of hours, they will be more talkative when night falls and will easily offer the following:
- The old mine at Naquarra was abandoned because the copper ran out, but it was previously the base of operations for a cult.
- The dwarven party were on their way to capture the treasure they left behind.
- Years ago, the cult was split up. One member was a dwarf who gave the other party the information.
- Another member of the cult, became a bandit and told some secrets to some other bandits.
- Doric knows a short cut through a tunnel to the back of the mine bypassing traps and monsters and more importantly going faster than the dwarves. The problem is there are worse traps that way.
- Torus knows the words to bypass the traps.
- The treasure there will be worth a lot more than a few transported prisoners.

- They will offer to work together
- They will offer to trade information for freedom
- They will emphasize that this is time limited as the dwarves will get there soon anyway.
- They know they can't get it if they go to Vollenchia and would rather the loot goes to people who were merciful to them.
- They never went after this before because its not what they do. Dungeons and monsters and traps are outside their experience.
- What kind of cult was it? They don't know exactly, some kind of demon summoning group probably.

> **Tip:**
>
> Don't push too hard at this point. Let the players discuss and decide for themselves. They will decide to do the "side quest" it's just a question of what they do with the prisoners.

If any sort of agreement is made, Doric will describe the way to the mine and the way in.

Unless they have actually been set free, Torus will give two key phrases:
"Butterflies must be happy" and "I wish we had some venison." Which he will say are the phrases to bypass the glyphs. A DC 14 Insight roll will suggest he may not be telling the truth. He is just playing it safe and making sure that if they don't free him, they will walk face first into a trap.

Only when the trio is free will Torus give the correct phrases: "The owlbear made me do it." And "Orange trees by the ocean."

If the party offers to bring them along, the trio will be skeptical and expect to be stabbed in the back. They will ask for weapons, which the party are unlikely to give them.

The directions were to descend thirty feet and then follow a pathway around a deep crevasse. There is an archway warded by a glyph. Use the first pass phrase. After that is a stairway leading down further to a natural cavern. At the back of that is a doorway where the second phrase needs to be used. Beyond that is a small meeting room, library and barracks that was used by the cult. A hidden door at the back of it leads to their treasury.

Part 7 The Mine at Naquarra

True to their word, the bandits directions lead the party straight to an old mine shaft. There is a pulley setup, though the ropes are old and fraying; they have rotted in the weather and been eaten by bugs. The party will need to use their own ropes and then descend carefully into the mine.

They will arrive at location A on the map.

Most ceilings are ten to fifteen feet, but over the chasm area it rises to forty or fifty feet.
The chasm goes down sixty feet where it joins the mine currently being explored by the dwarves. No map is provided of this area. Should the characters decide to go down there, they should immediately run into the dwarves (see part 7), or if they go down after defeating the dwarves, they will find the place already looted.

It is easy to find the path around the crevasse, but what was unknown to the bandits is that two hellhounds sit on this side of it (location B), while a draconic warrior stands on the other side (Location C)

Roll initiative for all three, as this is one combat.

Tactics: The hounds will engage the party at the first opportunity while the half dragon will sit back and use his bow.

Once the hounds are defeated, he will move to catch the party with his breath weapon as they approach the corner. Then he will charge them

In addition to his weapons and armour, the half dragon carries 20gp.

The first ward is at the archway at location D. There is a glyph of warding on the ground which will be activated if the phrase "The owlbear made me do it." is not spoken. Activating the glyph will result in a 20' sphere of fire doing 5d8 damage with a DC 13 dexterity saving throw for half damage.

The second ward is at the doorway at location E. There is a glyph of warding on the ground which will be activated if the phrase "Orange trees by the ocean." is not spoken. Activating the glyph will result in a 20' sphere of fire doing 5d8 damage with a DC 13 dexterity saving throw for half damage.

Both these glyphs will re-set 10 minutes after activating. The Salamander and Hell hounds can move through both of them quite casually and will do so to deliberately catch the characters in a trap.

The Salamander is waiting behind door E and if he hears the party approach, he will activate the glyph before the characters can complete the pass phrase.

The promised treasure is at location F.

The series of rooms leading in here, are old and fire damaged. There are book shelves, tables, bedding that have all been put to the flame.

In the final room, there is a surviving chest.

Read Aloud:

You move through a series of three small rooms, each was once a bed chamber or library, but now all that remains are cinders and ashes, the charred remains left by Salamander and Hellhounds.

The rooms are joined by heavy doors that have seen heavy fire damage.

As a smaller door falls from its melted hinges, you see a room blacked with soot and the remains of a small check in the back corner.

Old documents are no more, and a small piled of gold coins is now a solid puddle with a handful of gems locked within it.

The gold can be collected, melted down and sold for 120gp. The gems have a value of 80gp and one of the gems is a ioun stone of awareness.

Part 8: Not alone anymore

Upon leaving the area, the party will again move around the chasm. This time, they will find a grappling hook at the top with a dwarven warrior making his way up the rope.

These are the original dwarves that went looking for treasure and have spent some time exploring the mine below. They have found very little so far and are quite eager to get hold of some treasure.

If allowed to climb up, they will accuse the party of "claim jumping" and likely attack.

Should the party do anything to slow the dwarves down, they should get out without a confrontation.

If they battle the dwarves, there are three of them and they are all veterans. They are carrying 80gp worth of coins and gems as well as their weapons and armour.

Wrapping Up

Should the characters deliver the prisoners to Vollenchia they will receive the promised reward.

If they do not deliver the prisoners, there will be no repercussion's as the dwarves never bothered to follow up and the authorities were unaware of the transfer.

If the characters chose to execute their prisoners, you might like to have the Vollenchian authorities come and ask them what happened.

Rewards

The following treasure was available during this module:

Orcs   40gp
delivering prisoners 50gp
torus   5gp
half dragon   20gp
treasure 200gp

ioun stone of awareness

Experience Points

The following XP should be totaled and shared between the party:

orcs	100XP each
gladiator	1,800XP
hellhounds	700XP each
half dragon	1,800XP
salamander	1,800XP
veterans	700XP each

The following bonuses should also be added on:

For each surviving prisoner or defeated enemy: 50XP per character.

Character Directory

Braimin Orecrusher: Dwarven security manager.

Doric Munch: Human Bandit being transfered

Quionda: Wood elf travelling from Salamanka

Samuel Gregrin: Half elven Bandit being transferred

Tazalon: Wood elf travelling from Salamanka

Torus: Human bandit associate of Doric and Samuel

NPC/Monster Stats

Gladiator *Medium humanoid(any race), any alignment*
Armour Class 16 (studded leather, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 5 (1,800 XP)
Brave. The gladiator has advantage on saving throws against being frightened.
Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).
Actions
Multiattack. The gladiator makes three melee attacks or two ranged attacks.
Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.
Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.
Reactions ***Parry.*** The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Half-Red Dragon Veteran
Medium humanoid (human), any alignment
Armour Class 18 (plate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Damage Resistances fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Common, Draconic, Ignan
Challenge 5 (1,800 XP)
Actions
Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.
Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.
Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.
Fire Breath (Recharge 5–6). The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Hell Hound
Medium fiend, lawful evil

Armour Class 15 (natural armour)
Hit Points 45 (7d8 + 14)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (−2)	13 (+1)	6 (−2)

Skills Perception +5
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 15
Languages understands Infernal, Ignan but can't speak.
Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Orc
Medium humanoid (orc), chaotic evil

Armour Class 13 (hide armour)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (−2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft, passive Perception 10
Languages Common, Orc
Challenge ½ (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Blitz: Once per turn, this orc can deal an extra 2d6 damage to one creature it hits with an attack if they have moved their full base movement rate and are using a melee weapon with two hands. This does not apply if they have disadvantage.

Salamander *Large elemental neutral evil*
Armour Class 15 (natural armour)
Hit Points 90 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 5 (1,800 XP)
Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.
Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).
Actions
Multiattack. The salamander makes two attacks: one with its spear and one with its tail.
Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.
Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Veteran *Medium humanoid (Dwarf)*
Armour Class 17 (splint)
Hit Points 67 (9d8 + 27)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses dark vision 60' passive Perception 12
Languages Common, Dwarven
Challenge 3 (700 XP)
Actions
Multiattack. The veteran makes two battleaxe attacks. If it has a handaxe drawn, it can also make a handaxe attack.
Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.
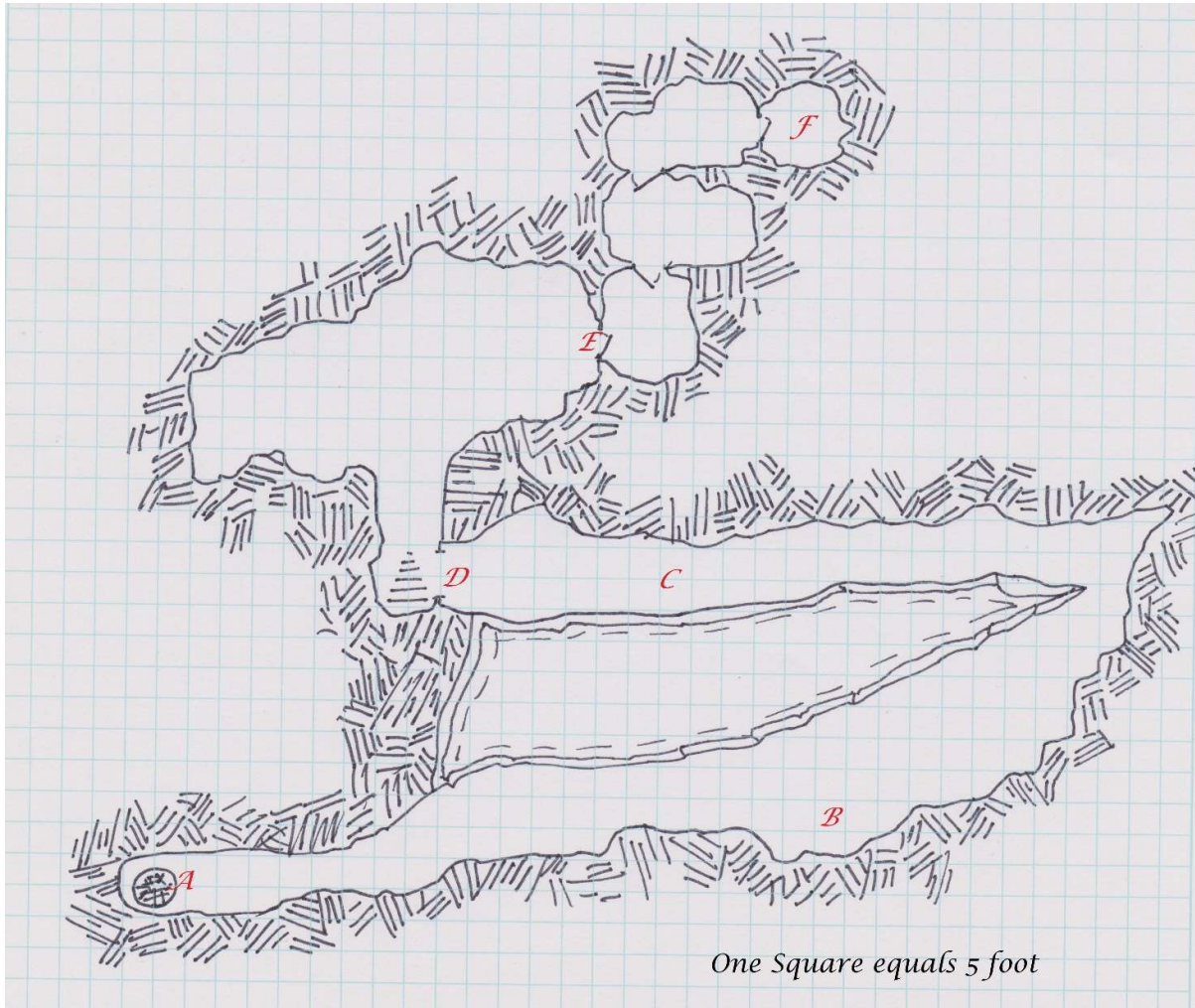***Handaxe.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.
Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Maps

The Chasm / Cult base.

One Square equals 5 foot

New Rules

Wilderness Runner

An unarmoured dwarf arrives at the gates of the stone hold; his run has taken him eighteen miles along the underground highway to bring word of the coming trolls.

Deep in the forest, an orc warband hears one of their own fall as an elf dashes from the between trees, strikes hard and keeps running.

The green scaled dragonborn watches the bandits attack the wagon, but with little more than a moment's though. He barrels down the hill and slams into the leader like a juggernaut.

On Swift feet

The wilderness runner is a specialist at moving on their own feet, striking hard and fast and then moving on. They often focus on stealth through the wilderness, but sometimes are willing to abandoned all pretences of stealth to be seen as fearsome chargers. Their main weapon is speed.

A chariot of fire

Not every character that runs is a wilderness runner. This is a special role for the elite message carrier or wilderness ambusher. Within their roles, a wilderness runner can be relied on to operate alone and to get from start to finish quickly. Within a party the wilderness runner may serve as a backup travelling near, but not within the group ready to charge in at a moment's notice. Others may travel with company ready to charge out and distract the enemy.

Their stock in trade is light armour, fast movement, heavy weapons.

Creating a wilderness runner

As you create a runner, consider what makes this character different to a ranger or barbarian.

Quick Build
To quickly build an effective runner, dexterity should be the highest ability score followed by Constitution. Wisdom is the next most important ability. Choose the outlander background

Class features
As a Wilderness Runner, you have the following class features.

Hit Points
Hit Dice: 1d10 per wilderness runner level
Hit Points at 1st level: 10 plus your constitution modifier
Hit Points at higher levels: 1d10 (or 6) plus your constitution modifier per wilderness runner level after 1st

Proficiencies
Armour: light
Weapons: Simple, Martial
Saving Throws: Strength, Dexterity
Skills: choose three from acrobatics, athletics, insight, intimidation, perception, stealth, nature, survival.

Equipment
You start with the following equipment, in addition to the equipment from your background:
- any versatile melee weapon
- two handaxes or any simple weapon
- An explorer's pack and four javelins
- Leather Armour

Level	Proficiency	Blitz damage	Features
1st	+2	1d6	Blitz Attack, Natural Explorer
2nd	+2	1d6	Fighting Style
3rd	+2	2d6	Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Fast Movement
6th	+3	3d6	Natural Explorer Improvement
7th	+3	4d6	Feral Instinct
8th	+3	4d6	Land's Stride, Ability Score Improvement

Blitz
Beginning at 1st level, you know how to strike powerfully with speed. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have moved your full base movement rate and are using a melee weapon with two hands. This does not apply if you have disadvantage.

The amount of the extra damage increases as you gain levels in this class, as shown in the Blitz column of the Wilderness Runner table.

Natural Explorer

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the benefits described for the Ranger on page 91 of the Core Rules.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.
You can't take a Fighting Style option more than once, even if you later get to choose again.
Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.
Evasive Dash: When you use a dash action, you gain +2 to your armour class for that turn
Great Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Archetype

At third level, you may choose an archetype, either the heavy charger or the spell wright runner. Both at detailed at the end of this section.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armour.

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