

REALMS OF ARKONUS

Dark Raiders of Misty Ridge

by Thomas J. Scott



Mysterious creatures are raiding the small village of Misty Ridge during the night and leaving the elders with no choice but to seek outside help. Can the player characters find out who is looting the village and put an end to their recurring raids? An adventure module for 6 characters levels 4 - 6.

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Misty Ridge has been threatened by mysterious raiders that come at night and loot homes and businesses. Most who have crossed paths with the raiders have been slain without mercy. Those rare few who have survived an encounter with the raiders describe them as ferocious, gray-skinned creatures that blend with the mists and move with deadly silence.

The Regent of nearby Geldhart has been notified of the problem and he has sent the PCs to investigate and deal with the matter. Can the player characters solve the mystery of the Dark Raiders and restore peace to the once quiet retirement village of Misty Ridge?

Dark Raiders of Misty Ridge includes 1 new monster, and 1 new playable character race.



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Dark Raiders of Misty Ridge



CREDITS

Author: Thomas J. Scott
Proofreading: Dorothy Scott
Playtesters: Dorothy Scott, Mark Sinyard, Francine Catterton, Sarah Scott, Grace Scott

Cover and Inside Cover Illustration: Paul Daly
Cover Colorization: Santiago Iborra
Interior Illustrations: Santiago Iborra

Cartography: Santiago Iborra

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Magique Productions, Ltd. Las Vegas, NV 89118
Email: roa@magiqueproductions.com Web Site: www.magiqueproductions.com

CONTENTS

	Page
INTRODUCTION	3
Module Conventions 3; Game Master's Background 3; Player's Introduction 3; The Town Meeting 4; Rumors 4	
THE VILLAGE KEY	4
Home of Gordon Rupp 4; Hawkmoon Inn 5; Open Air Market 5; Dusty's Bait and Tackle 5; Hawk's Trading Company 6; Home of Romull and Glenda Stein 6; Potation Fields 6	
STAKEOUT	6
SEASIDE CLIFF	6
Warning Sign 6; The Ruins of Castle Bahrouk 8; Castle Entrance 8; Entry Hall 8; Pit 9; Dungeon 9; Secret Entrance 9; Tower Second Level 10; Tower Third Level 10; Cliff 10	
SEASIDE CAVE	10
Entrance 10; Sprat Warrens 10; Skeeth Lair 10; Underwater Passage 10; Back Door 11; Lizard Men Lair 11; Lair of Zeskara 11	
APPENDIX	13
New Race - Skeeth 13; New Monster - Sprat 13	
LICENSE	16

MAPS

	Page
Village of Misty Ridge	5
Seaside Cliff	7
The Ruins of Castle Bahrouk	9
Seaside Cave	11

INTRODUCTION

RAM2: Dark Raiders of Misty Ridge is an **OSRIC™** compatible fantasy adventure module for 6 characters levels 4 – 6. The adventure is also suitable for use with any system compatible with First Edition. This module is set in the **REALMS OF ARKONUS FANTASY CAMPAIGN SETTING**. Use of the **REALMS OF ARKONUS FANTASY CAMPAIGN SETTING**, published separately by Magique Productions, Ltd, is helpful, but not required for play.

STOP!

This module is for the Game Master's eyes only. If you are going to be a player in this adventure, you should stop reading now!

MODULE CONVENTIONS

Text that should be read aloud to the players will be enclosed in a box as follows:

This is text that should be read aloud to a player.

All other text should remain confidential or revealed to the players through investigation and discovery.

GAME MASTER'S BACKGROUND

Misty Ridge has been threatened by mysterious raiders that come at night and loot homes and businesses. The Regent of nearby Geldhart has been notified of the problem and he has sent the PCs to investigate and deal with the matter.

A group of Skeeth thieves and assassins under the direction of a half-skeeth wizard are looting the small village of Misty Ridge. Investigations in the village of Misty Ridge will lead the players hot on the trail of the creatures responsible for the raids. Following the thieving band through rain, mist, and darkness will lead the PCs to an abandoned castle on the edge of a sea cliff. Apparently a dead-end, the characters will eventually discover that climbing down the cliff to the water's edge will lead them to the lair of the skeeth pirate and his band of followers. There the PCs must battle against his allies and recover the stolen goods before they can unload them to a pirate ship operating in the region.

PLAYER'S INTRODUCTION

You have been contacted by Lord Quincy Eridahl, the Regent responsible for many outlying towns and villages in the region. Lord Eridahl informed you that he has been made aware of an escalating problem in Misty Ridge, a small southern village under his protection. The elders of the village have been plagued by a rash of raids on their community by mysterious creatures that are looting homes and businesses during the night. After several attempts to quell the problem with village volunteers, they have earnestly sought more able forces to deal with the matter.

Lord Eridahl has offered each of you a handsome reward of 1,000 gp to discover the nature of these raiders and put an end to their pillaging. You are directed to recover as much of the stolen property as possible. Any additional items of wealth that you recover are yours to keep.

If the players wish to bargain for a larger reward, Lord Eridahl will be reluctant. He will say that he believes he has made a very generous offer and that there are precious little funds for this sort of thing. However, if they refuse to undertake the quest without additional compensation, he will break down and increase his offer to 1,050 gp each. Lord Eridahl will make it clear that he is taking the additional funds out of his own pocket. It will be very obvious that he is unhappy about it. His opinion of the PCs will lower as a result of this encounter and he will be unlikely to call upon them for future quests.

Once the PCs have finished their negotiations, Lord Eridahl will inform them that he has arranged for one or more coaches to take them to Misty Ridge. If the PCs have their own transportation then they may refuse the offer. The journey to Misty Ridge takes one full day. If they leave in the morning, they will arrive early the next day. This assumes that they stop during the night to rest for at least 5 hours.

MISTY RIDGE

Misty Ridge is a small village located not far from a seaside cliff overlooking the Tareabar Ocean. The village gets its name from the mists that often hang heavy during the morning and nighttime hours.

The entire village only has a population of 102 citizens. The village is run by the elders under the direction of Lord Quincy Eridahl, the local Regent.

The village is a popular retirement spot for the elderly and sometimes wealthy. The weather in Misty Ridge is warm year-round, but it does have a rainy season and can be quite humid at times.

The village has its own local business consisting of the harvesting of the potato plant that is native to this region. The small, sweet potato is a rare delicacy that is prized by people all over Broca. The village is set up for the harvesting, preparation, storage, and shipping of this rare potato.

The PCs will arrive in town on an overcast and rainy day. In fact, it has been raining quite regularly for the past few days in Misty Ridge. This will make it impossible for any rangers in the party to track footprints from a recent raid.

As soon as the characters arrive in town, they will be escorted to the home of Gordon Rupp, the village elder. Gordon will welcome them and offer them some refreshment. He thanks them for responding to their plea for help. However, he will not go into any details about their situation in this initial meeting. Gordon tells them that he has set up a meeting with key villagers and that they will be able to get all their questions answered there. The meeting is set for the afternoon, which gives the PCs a couple of hours to settle in. Gordon explains that they've been given complimentary rooms at the Hawkmoon Inn (**Area V2**). He also explains that all their meals will be taken care of during their stay as well. On top of that, he has extended 25 gp in credit at the local equipment store. He admits that they are not likely to have the kind of gear that an adventurer may need, but he hopes that they may find it helpful.

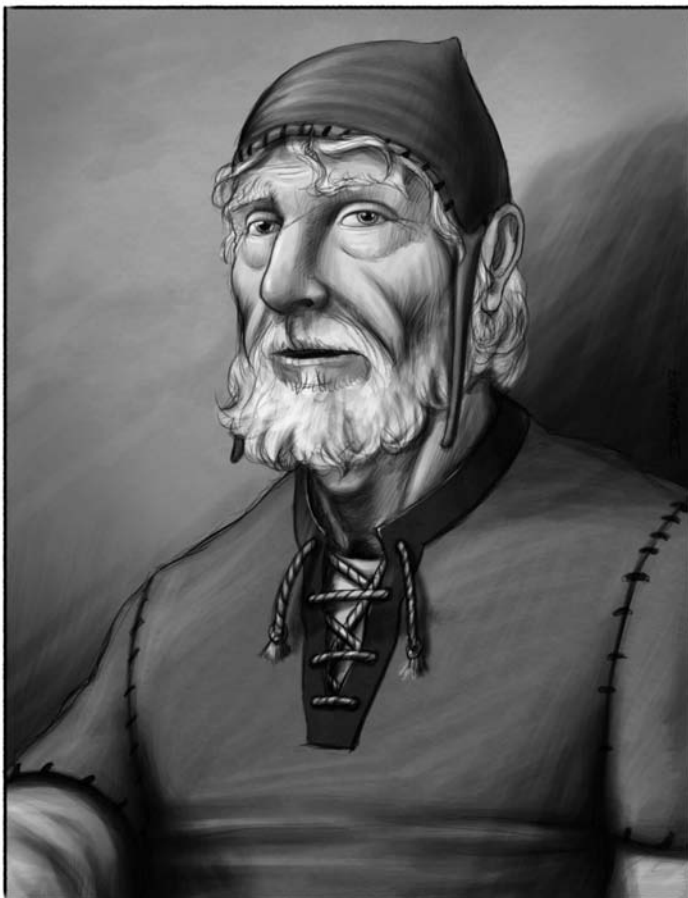
DARK RAIDERS OF MISTY RIDGE

The Town Meeting

Gordon Rupp and a small group of villagers gather in the common room of the Hawkmoon Inn (**Area V2**) approximately 2 hours after the PCs arrival. There is a lot of discussion amongst the villagers when the characters arrive. Characters will clearly catch snippets of conversations regarding the most recent raid. It is obvious that the villagers are really rattled by the events and are considering moving back to the big city unless the PCs can somehow resolve the situation.

Once the characters are all present, Gordon opens the meeting by formally welcoming them to Misty Ridge and thanking them for taking on the difficult task of dealing with their problem. Gordon even goes so far as to introduce each member of the character group by name and will mention something about them that may impress the villagers. This is an opportunity to tell about some recent exploit that the characters engaged in. The villagers will no doubt be impressed and clap in praise of the PCs daring do.

Gordon will then explain to the characters how the raids started about a month ago and have been occurring regularly every 3 – 4 nights. The last raid was 3 days ago, so they are expecting trouble very soon. Gordon admits that they haven't learned much about the raiders. They strike at night under cover of darkness and heavy mists. They are stealthy creatures with gray skin that blends almost perfectly in the mists. When startled by an unsuspecting villager, they strike with deadly force and have killed on more than one occasion. Their main targets have been the homes of wealthier retirees. They have stolen antiques, jewelry, gems, paintings, and coins.



Once Gordon imparts the above information, he concedes the floor to the party leader to allow him to question the villagers. Through questioning, the players can learn the following information:

1. The names of the villagers that were looted and what items were stolen. See the **Map #1: Village of Misty Ridge** for locations that were looted. These will be marked with a **Y**.
2. The creatures have white to grayish-blue skin with some skin discolorations.
3. The creatures have long, thick tails.
4. The creatures wear only a thin, padded armor and carry short swords for weapons.
5. No one has yet been robbed twice since the raids began.
6. The villagers enlisted the aid of a few volunteers from the potato fields who tried to track the creatures back to their lair. The brave young men were never heard from again.

Additional Information

If the PCs ask about fishing in the region, they will be told that there is a spot a few miles up the road that caters to local fishermen. There is a route that leads directly to the beach where some docks anchor a few boats owned by locals. These may be rented by the PCs in order to navigate around the cliffs and to the seaside cave.

Rumors

Asking questions to the general populace may reveal some interesting rumors, but some of these may be false. Use the table below to determine what the characters may learn by questioning the average citizen. If you choose to use these rumors, feel free to expand the details as necessary.

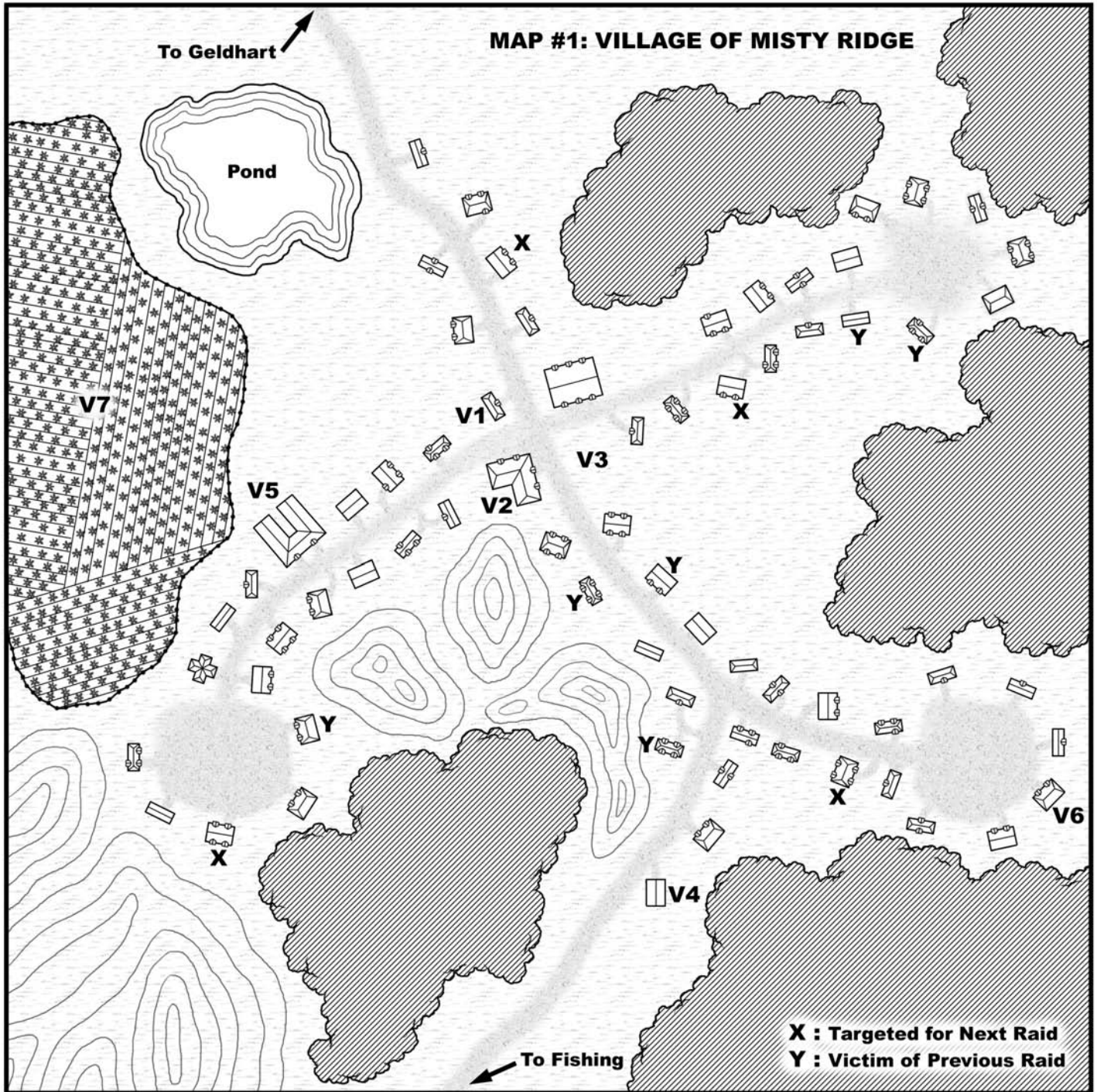
d6 Rumor

- 1 The ghost of a young boy haunts the halls of what remains of Castle Bahrouk. (FALSE)
- 2 A wealthy villager is responsible for selling out the other citizens. He has been working with the mysterious raiders and providing the information necessary to execute their raids. (FALSE)
- 3 Some fishermen have reported seeing a ship passing by Misty Ridge with the Jolly Roger hoisted high. (TRUE)
- 4 Some children were exploring the old ruins of Castle Barouhk and spotted some men that looked like lizards. The boys fled, but one of them didn't make it away. The missing boy was never seen again. See **Area V6**. (TRUE)
- 5 Strange spiders have an underground lair in the forest and have the ability to paralyze their victims. (PARTIALLY TRUE)
- 6 There is a cave just below the cliffs at Castle Barouhk. No one dares enter it due to a local legend that describes the dangers lurking within. (TRUE)

VILLAGE KEY

V1. Home of Gordon Rupp

This is the modest home of the village elder, Gordon Rupp. It isn't as posh or rich as some of the homes of the wealthier citizens. It's obvious that Gordon is not being paid a large



salary for his help in leading Misty Ridge.

V2. Hawkmoon Inn

The characters have been given complimentary room and board at this pleasant inn. The proprietor is a middle aged man by the name of Jerik Freeman. He is a bit grumpy, often mumbling under his breath about the strange happenings of late in Misty Ridge. He will always help people who ask him, but doesn't do anything without a scowl and muttered remark.

The rooms in the inn are nicely furnished and comfortable. They have all the charm of a country home and are nicely maintained by the hired help.

In addition to the rooms, the inn has a small restaurant and

common room for village gatherings. The prices at the restaurant are reasonable and the food is excellent.

V3. Open Air Market

This market is open from late morning to late afternoon. Citizens and local businesses display their wares usually at reduced rates and bonus buys. Shoppers can find arts, crafts, baked goods, fruits, and assorted used junk. Even Hawk has a small booth where he sells a selection of the potato plant at bargain prices. Buyers need to be quick though, if they want to get some before they are sold out.

V4. Dusty's Bait and Tackle

This small store caters mostly to fisherman and local hunters, but may have some gear of use to adventurers. Characters

DARK RAIDERS OF MISTY RIDGE

will find bait and tackle, fishing poles, hunting bows, arrows, rope, nets, knives, backpacks, tents, lanterns, oil, etc. Specific items they will not find are armor, heavy weapons, and similar items.

The proprietor is Dusty Breckham, an old human who is a life-long fisherman and hunter. He settled in Misty Ridge about 5 years ago and plans to remain here for the rest of his life. He knows the following information:

- Fishermen can rent boats at a place a few miles out of town. The fishing is good this time of year, but Dusty cautions them to be wary of Pirates. On more than one occasion there have been stories of a ship hoisting the Jolly Roger that passes by Misty Ridge at dusk.

- Hunting in the forest surrounding Misty Ridge is usually good, but one needs to be careful of the more dangerous creatures that lurk within. There are stories of strange spiders coming out of the ground to paralyze and drag their prey back to their underground lair.

- A seaside cave beneath the cliffs at Castle Bahrouk leads to a series of caverns inhabited by unknown creatures. Dusty will not mention this bit of information unless the PCs give him reason to talk about such a cave.

V5. Hawk's Trading Company

This building is devoted to the cleaning, storage, and shipping of the prized potato plant. There are extensive facilities for unloading the harvested plant and for cleaning and storage. The business owner, a man known as Hawk, employs a small army to maintain his business. He makes quite a profit from his trading company and has been able to export the potato to many of the larger cities in the region.

Hawk doesn't like to talk to outsiders. He is usually much too busy to chat about anything outside of his business. He's never been bothered by the mysterious raiders, and he doesn't think he has anything to fear from them.

V6. Home of Romull and Glenda Stein

This is the home of Romull and Glenda Stein. They are the parents of the missing boy spoken of in the rumors. Their son's name is Billy Stein. If asked about Billy, the heart-broken parents will relay the story of how he went missing one day several weeks ago. They know the story of the lizard men told by his young friends and are resigned to the fact that their son may never be returning. If the PCs show the parents the carving knife found at **Area #2C**, the parents will confirm that it is indeed their sons.

V7. Potation Fields

This area is comprised of about 20 acres rich in ripe potato plants. The fields are tended to by 8–10 young men who work in alternating day shifts. Several of the workers can always be found cultivating and harvesting in the fields. Harvested plants are loaded onto wagons and taken into town to **Area V5** where they are cleaned, processed, and packed for shipment and sale.

STAKEOUT

The characters may decide to stake out the town during the night in order to catch the raiders in the act of looting. If they take this course of action, note the following circumstances surrounding the evening's raid.

The skeeth have been organized and methodical in their raids. The PCs should have picked up on this during the meeting with the village elders. Citizens who have already been looted have not been bothered again as of yet. The skeeth are picking new targets for each raid. See **Map of Misty Ridge** for the locations of homes and businesses targeted for the next raid. Each area is marked with an **X**.

The skeeth thieves work in groups of two. Each group will target one of the places marked on the map. They will use hide in shadows, move silently, and the cover of darkness and mist to remain undetected. The skeeth shall have +20% to their hide in shadows and move silently checks due to weather conditions in Misty Ridge.

If the PCs are near a target home or business, the skeeth must make successful hide in shadows and move silently checks to avoid being discovered. If they fail, the PCs will spot glimpses of the mysterious creatures as they attempt to pick locks and enter their target building. Unless confronted, the skeeth will continue with their plan under the assumption they have not been noticed. If confronted, they will attack briefly and then flee into the forest toward Castle Barouhk.

If captured, the skeeth will not be able to give the PCs the information they need. The thieves only speak the skeeth language and cannot communicate in common. If threatened with weapons and shoved in the direction of Castle Barouhk, they will lead the PCs to the ruins where their Lizard Men comrades will come to their defense.

Skeeth Thieves, 3rd Lvl Skeeth Male Thief (4 groups of 2): AC 4; T3; hp 13; # AT 1; Dmg 1-6 (short sword); SA Backstab; SD Stealth, Danger Sense; MR 10%; MV 90 ft., 270 ft. (swim); SZ M; AL NE; S 12, I 13, W 11, D 16, Co 12, Ch 11.

Thieving Skills: Pick Pockets 25%, Hide in Shadows 20%, Open Locks 33%, Hear Noise 15%, Find/Remove Traps 30%, Climb Walls 97%, Move Silently 37%, Read Languages -10%, Backstab x4

Weapon Proficiencies (NPP -3): Dagger, short sword

Languages: Skeeth (written/spoken)

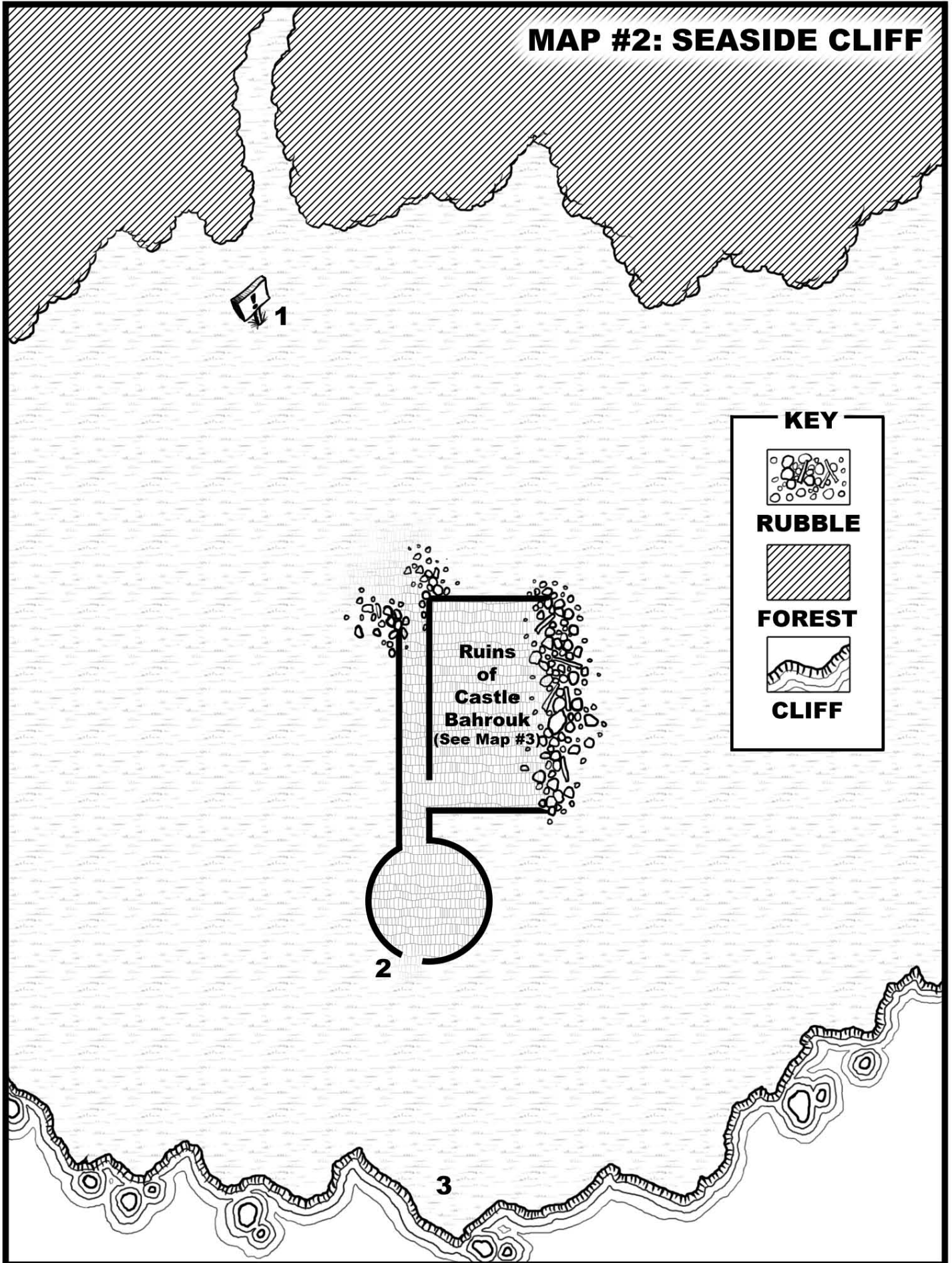
Normal Equipment: padded armor, short sword, dagger

SEASIDE CLIFF

1. Warning Sign

As the PCs approach the cliff, they will come across a large sign with a prominent warning. The sign is affixed to a large wooden pole and is enchanted with a permanent **light** spell. Because the mist can be so thick around this area, the light spell is a guarantee that innocent travelers will see the sign and not find themselves accidentally walking off the cliff just a few hundred feet ahead. The sign reads as follows:

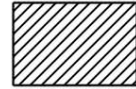
MAP #2: SEASIDE CLIFF



KEY



RUBBLE



FOREST



CLIFF

DARK RAIDERS OF MISTY RIDGE

DANGER!
CLIFF AHEAD 300 FEET!

If the PCs are in pursuit of the Skeeth Thieves at Night

The thick mist, darkness, and light rain surrounding the village make it almost impossible for the characters to overtake the Skeeth thieves. When they reach the sign, the Skeeth will have already descended to the seaside cave at **Area #4**. Searching around the muddy ground will reveal a jumble of footprints, but nothing clearly showing that the raiders headed for the cliff. They will, however, find some foot prints that head in the direction of the castle ruins at **Area #2**. It is not possible to discern if these are the same prints that they've been following through the forest toward the cliff.

If the PCs come here during the day

Three of the four Lizard Men that live in the castle ruins will be at **Area #2A**. The fourth will be at **Area #2G** and serving as lookout. When he spots the PCs approach, he will immediately run down the stairs to **Area #2A** to warn the others. They will set the trap and await the PCs as specified in the text for that area.

If the PCs do not enter the castle ruins, but start to make preparations to descend the cliff to the cave below, the Lizard Men will come out to confront them. They will try to trap the PCs between themselves and the cliff. Under these conditions, the PCs must make a Dexterity check every round of combat to avoid a treacherous fall.

See **Area #2A** for the Lizard Men stats.

2. The Ruins of Castle Bahrouk

Just 200 feet from the edge of a steep cliff is the remains of



Castle Bahrouk. Most of the castle lies in ruins. Except for the castle's main tower and entry hall, everything else is a pile of rubble.

What remains of Castle Bahrouk is home to 4 Lizard Men who use the tower as a lookout for anyone who gets too close to the seaside cave of Zeskara and his band of raiders.

2A. Castle Entrance

When the PCs enter this area they will spot a group of **4 Lizard Men** ascending a circular stone stairway on the opposite side of the room. They will appear to be fleeing, but are actually attempting to goad the characters into following them. The entire central area of this room is a pit trap. The trap will spring whenever more than 300 lbs. of weight is placed upon the marked area on the map. Characters caught in the trap will fall 20 feet and suffer 2d6 points of damage. The spring-loaded floor will automatically reset to its original position, but now it will be locked. A character that was not caught in the trap can search for the mechanism and release the lock to free his comrades. See **Area #2C** for details on what can be found in the pit.

Lizard Men (4): AC 4; HD 2+1; hp 11; # AT 3; Dmg 1-2/1-2/1-8; SA Nil; SD Nil; MR Nil; MV 60 ft., 120 ft. (Swim); SZ M; Int Low (Avg); AL N

2B. Entry Hall

This large, open hall is all that remains of Castle Bahrouk other than the single standing tower. The eastern wall is completely in ruin and piles of rubble are scattered throughout. The floor is cracked in several places where gaping holes lead to underground areas. The remnants of wooden furniture and stone architecture are strewn about. A faint scuttling sound can be heard echoing amongst the ruins.

A small colony of **Giant Earwigs** lives beneath the castle through the cracks in the floor. If the PCs observe the open hall for a few rounds before proceeding, they will catch glimpses of the large insects moving in and out of the holes in the ground and around the piles of rubble. Four of these creatures are on this level of the castle. The lower level houses 10 males, 2 females, 4 young, and several eggs. They live in a series of partially collapsed rooms that are cut off from the rest of the dungeon.

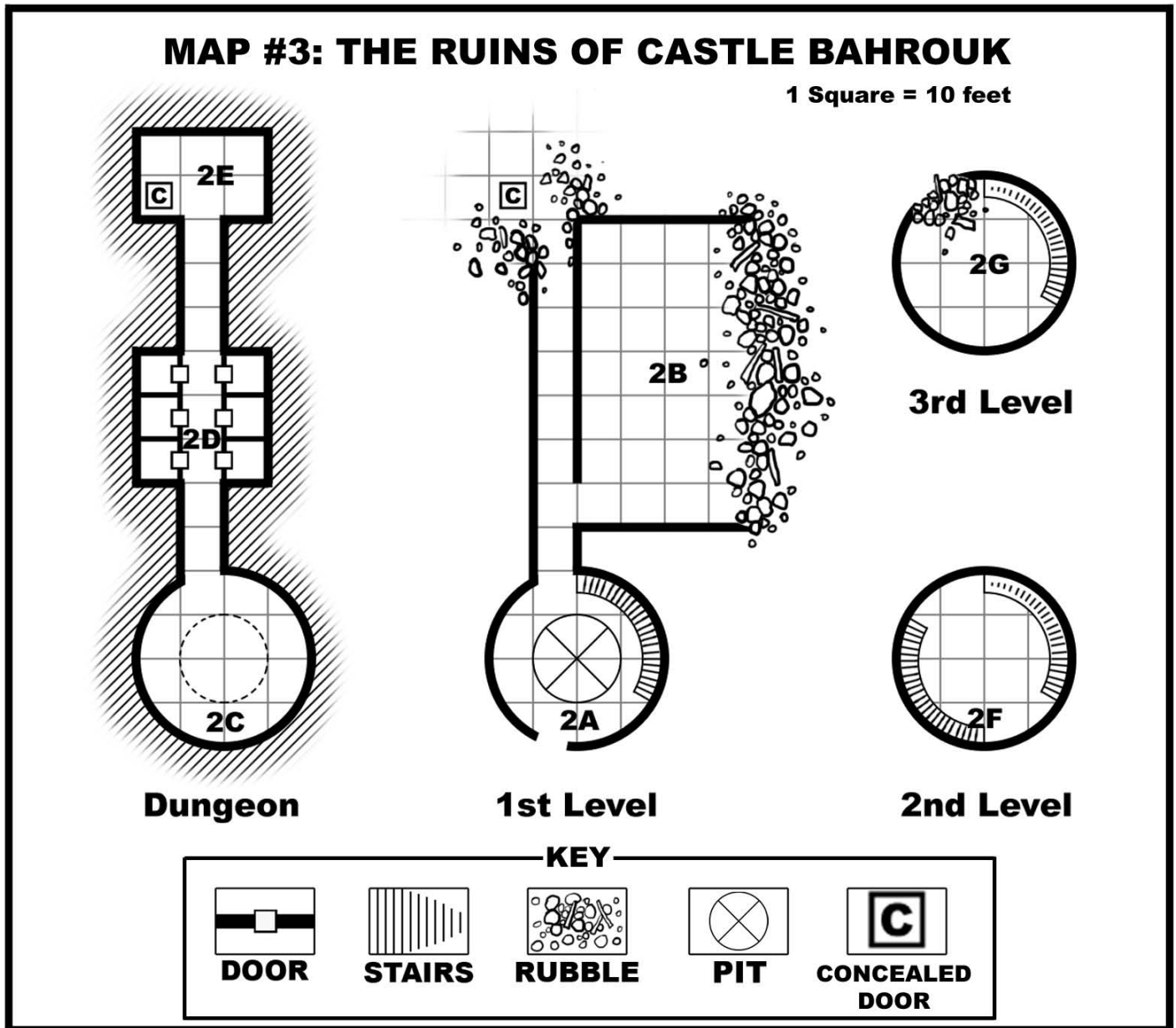
Earwig, Giant, Male (14): AC 5; HD 4; hp 20; # AT 2; Dmg 1-6/2d6; SA Nil; SD Nil; MR Nil; MV 150 ft.; SZ L; Int Animal; AL N

Earwig, Giant, Female (2): AC 2; HD 6; hp 30; # AT 2; Dmg 1-8/3d6; SA Sever limb; SD Nil; MR Nil; MV 150 ft.; SZ L; Int Animal; AL N

Earwig, Giant, Young (4): AC 8; HD 2; hp 8; # AT 2; Dmg 1-4/1d6; SA Nil; SD Nil; MR Nil; MV 150 ft.; SZ L; Int Animal; AL N

Male giant earwigs are capable of entrapping a victim on a roll of 19 – 20. Female pincers are more deadly and can cause double damage on a roll of 19 – 20. A second pincer attack from a female on an entrapped victim will sever a limb unless a saving throw versus paralysis is made. All attacks on a trapped victim are automatic hits.

Treasure from former victims can be found in the underground



lair of the earwigs. It is as follows:

2,000 cp, 1,000 ep, 1 gem (50 gpv), +2 Longsword

2C. Pit

Characters dumped into the pit from Area #2A will find themselves in this dank chamber. Placed here by the Lizard Men are **2 Giant Lizards** who will attack immediately. Roll for surprise. The dirt floor of the pit is strewn with the bones, shredded clothing, broken weapons, and other miscellaneous items of former victims. A thorough search also reveals a small **carving knife** with a wooden handle. On the wooden handle are the initials B.S. The knife belonged to the son of Romull and Glenda Stein. His name was Billy Stein and has been missing for several weeks. If taken to his parents (**Area V6**), they can identify the knife as belonging to their son.

A passageway blocked by large stones and rubble is on the far wall of the pit. The area can be cleared in a few rounds to permit exit by an alternate route. The passage leads to **Area #2D**. In the process of clearing the rubble, the PCs will

uncover an old **chest** bound with iron chains and a padlock. The lock can be picked or destroyed with force. The contents are as follows:

35 cp, 15 gp, **scroll of water breathing**

Lizard, Giant (2): AC 5; HD 3+1; hp 16; # AT 1; Dmg 1-8; SA Double Damage on Natural 20; SD Nil; MR Nil; MV 150 ft.; SZ L; Int Non; AL CN

2D. Dungeon

There are three cells on either side of this corridor. Four of the rooms are locked and the others are open. Two of the cells contain the skeletal remains of former prisoners who died while interned here hundreds of years ago. Nothing of value can be found in these cells.

2E. Secret Entrance

A concealed door in the floor opens to reveal a rope ladder leading down 180 feet to the seaside caverns below. If the

DARK RAIDERS OF MISTY RIDGE

characters take this route, they will find themselves in **Area #8** in the caverns.

2F. Tower Second Level

This level of the tower is being used by the lizard men as their living quarters. There are crude beds made from old sacks stuffed with leaves, straw, and dirt. The bones of small forest animals lay scattered about the chamber along with one or two half-eaten and still fresh ones. A couple of small sacks contain a modest sum of coins.

55 gp, 75 sp, 100 cp

2G. Tower Third Level

This level of the tower has been damaged. There is no longer a roof, which leaves the room open to the elements. A partial wall still permits the lizard men to remain undetected if anyone looks up at them. A window allows them to peer out and survey the surrounding countryside.

3. Cliff

The cliff is roughly 200 feet high and is the means by which the Skeeth get to the seaside cave below. The Skeeth have excellent climbing abilities due to their thief abilities and the sticky nature of their leathery skin. They scaled the cliffs down to the seaside cave without assistance from ropes. The PCs must find their own way down once they realize where the creatures have gone.

If the PCs arrive here at night

It is dangerous to walk near the cliff under the current weather conditions, but they may do so carefully if they so choose. However, without extraordinary means, they will not be able to see anything. Visibility is only about 10 feet even with light sources, and the Skeeth thieves have already entered the seaside cave. If the PCs persist in tempting fate, roll percentile dice for each character that is mulling about near the edge of the cliff. On a roll of 30% or lower, the character loses his footing and must make a Dexterity check to avoid falling over the edge. If the percentile roll is 31% or higher, make sure you warn the player that he almost lost his footing. Falling off the cliff is fatal unless the character has some means of preventing the obvious conclusion (i.e. **feather fall**, **ring of flying**, etc.)

If the PCs arrive during the day

Conditions during this entire adventure are miserable with overcast skies and rain. Any footprints made by the Skeeth will be washed away regularly. However, the mist that is very heavy during the night and morning hours will have dissipated. This will allow the characters the chance to see down to the sea below the cliff. If they are looking down the cliff during the day, there is a 50% chance that they will spot some sort of green-skinned creature disappearing into the rock face below.

SEASIDE CAVE

General Features: The cave walls are chiseled with intricate and elaborate carvings. Skeeth are an artistic species and take great pride in decorating their lairs with sculptures. There are still many areas of these caverns needing attention, but already the skeeth have begun leaving their mark.

4. Entrance

The cavern entrance is partially submerged in water. At low tide (during the morning to late afternoon) the water extends just up to the tunnel heading north. At high tide (early evening to late night) the water extends about 30 feet into the tunnel. The tunnel leading out of the cave entrance is at a 30 degree incline and leads up about 60 feet before leveling off.

At guard by the tunnel entrance are **2 Lizard Men**. The Lizard Men guard this entrance in shifts. Every few hours they are relieved by another group of Lizard Men from **Area #9**.

Lizard Men (4): AC 4; HD 2+1; hp 12; # AT 3; Dmg 1-2/1-2/1-8; SA Nil; SD Nil; MR Nil; MV 60 ft., 120 ft. (Swim); SZ M; Int Low (Avg); AL N

5. Sprat Warrens

This maze of narrow cave corridors is infested with a colony of sprats. On occasion, the Lizard Men harvest the sprats from these caverns for food. If the PCs are exploring this area they will encounter 1 – 4 sprats initially. If they continue deeper into the warrens, the sprat encounters will increase in quantity and frequency until the characters are eventually swarmed by several dozen groups from all directions. The sprats have no treasure.

If the PCs are able to survive the sprats and make it to the area marked with an X on the map, they will find an exit to the forest above. This is where the sprats exit at night and find food in the form of small to medium-sized forest animals.

Sprat: AC 5; HD 3+1; hp 16; # AT 1; Dmg 1-8; SA Poison sting; SD Nil; MR Nil; MV 150 ft.; SZ L; Int Non; AL CN

6. Skeeth Lair

This is the lair of the skeeth thieves. There may be up to 8 skeeth present here. If any skeeth were killed in the nightly raid, subtract their number from the quantity encountered here.

Skeeth Thieves, 3rd Lvl Skeeth Male Thief (8): AC 4; T3; hp 13; # AT 1; Dmg 1-6 (short sword); SA Backstab; SD Stealth, Danger Sense; MR 10%; MV 90 ft., 270 ft. (swim); SZ M; AL NE; S 12, I 13, W 11, D 16, Co 12, Ch 11.

Thieving Skills: Pick Pockets 25%, Hide in Shadows 20%, Open Locks 33%, Hear Noise 15%, Find/Remove Traps 30%, Climb Walls 97%, Move Silently 37%, Read Languages -10%, Backstab x4

Weapon Proficiencies (NPP -3): Dagger, short sword

Languages: Skeeth (written/spoken)

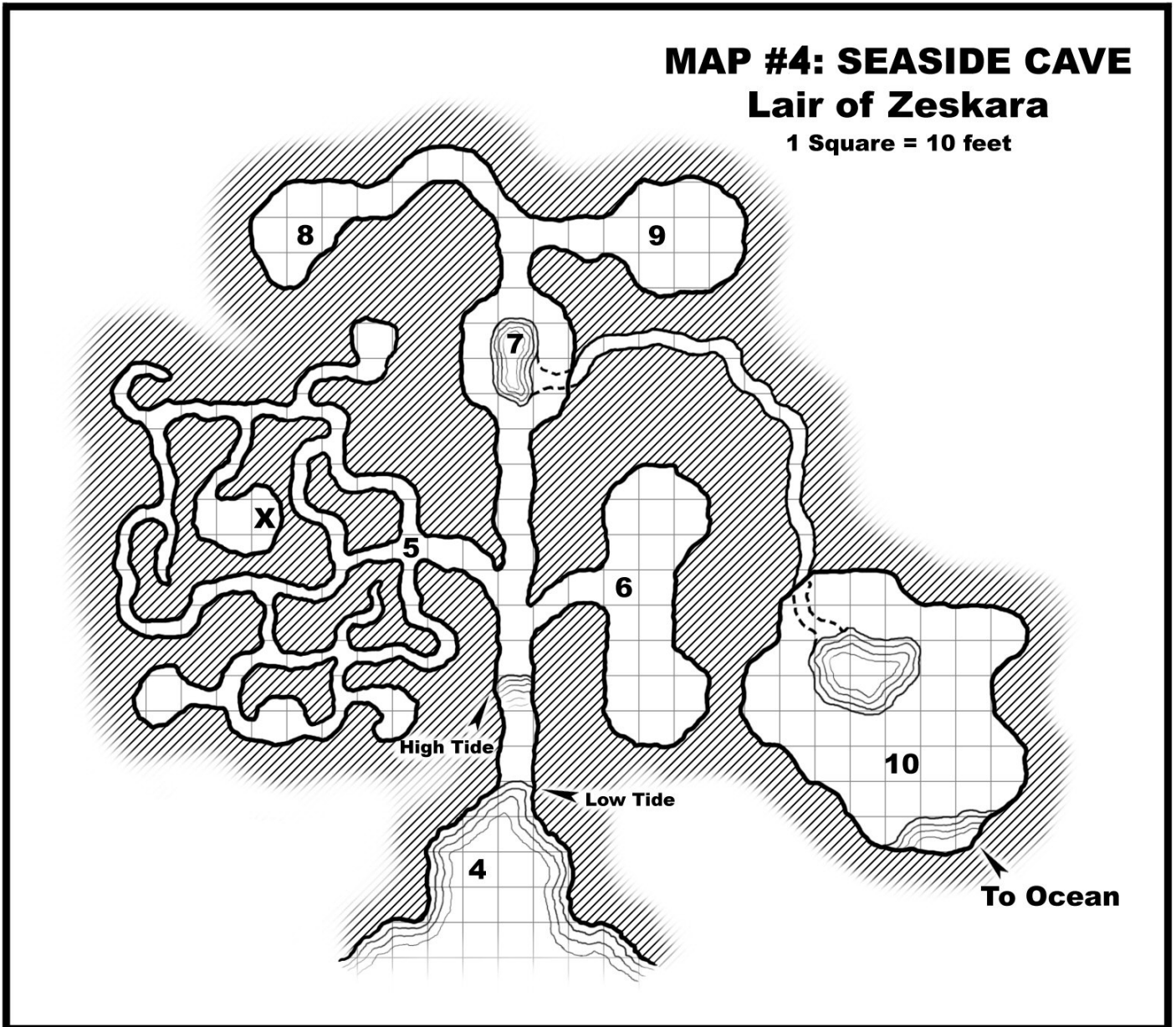
Normal Equipment: padded armor, short sword, dagger

7. Underwater Passage

This long, narrow cavern has a central pool of crystal clear water. Thirty feet underwater on the eastern side is a tunnel leading to **Area #10**. Besides the ocean-side underwater entrance, this is the only way to reach the lair of Zeskara and the stolen goods. Reaching the lair by means of swimming

MAP #4: SEASIDE CAVE**Lair of Zeskara**

1 Square = 10 feet



is impossible for anyone without the ability to breathe underwater.

8. Back Door

A rope ladder leads up to **Area #2E** in the castle ruins. The lizard men use this entrance since they are unable to climb the cliffs to the seaside cave.

9. Lizard Men Lair

At any one time there may be from 4 – 8 lizard men in this lair. The area has a foul smell and contains simple bedding made from old sacks stuffed with leaves, straw, and dirt. Along one of the walls is a weapons rack that contains an assortment of crude short swords and daggers. A **chest** in the corner is locked and contains the following items:

300 cp, 50 gp, 2 gems (50 gpv each)

Lizard Men (4-8): AC 4; HD 2+1; hp 12; # AT 3; Dmg 1-2/1-2/1-8; SA Nil; SD Nil; MR Nil; MV 60 ft., 120 ft. (Swim); SZ M; Int Low

(Avg); AL N

10. Lair of Zeskara

Chained up near the pool of water is a 20 foot long **subterranean lizard**. The chain allows the creature to roam within a few feet of the underwater entrance making it difficult to pass by without being attacked. To the southeast near the ocean exit is a 15' x 15' treasure lockup that contains all the loot obtained from the last 2 raids on Misty Ridge. The lockup is completely enclosed by heavy iron bars and can be opened by using the key that Zeskara carries. See the end of this encounter for an itemized list of everything in this treasure lockup.

When the PCs arrive here, Zeskara will be meeting with his 2 assassin bodyguards. They have a 10% chance to hear noise so be sure to check if they notice any characters approaching.

If the PCs' approach is noticed

The assassins will warn Zeskara and will hide in shadows to the

DARK RAIDERS OF MISTY RIDGE

south. Zeskara will release his pet lizard and use his **invisibility** spell to hide out of sight near the treasure lockup. The lizard will move to the center of the cavern and circle slowly and menacingly as if ready to pounce. When the characters enter, the assassins will strike from the back with poisoned daggers. If the characters are not well prepared, this encounter could go very bad very quickly. Zeskara and his allies are not easily dealt with.

If the PCs' approach is not noticed

Roll for surprise when the characters arrive. If Zeskara and his allies win, Zeskara will cast **invisibility** and move to unchain his pet lizard. After releasing his pet, he will flee to the treasure lockup. He will not reveal himself again until his allies have been defeated. Then he will do so by unleashing his **lightning bolt** spell. In the meantime, the assassins will attempt to hide in shadows and maneuver themselves behind the PCs to strike with poisoned daggers.

The assassins and the subterranean lizard will fight to the death for their half-skeeth master. However, if the battle is going against Zeskara, he will flee by diving into the pool of water and swimming out to sea. Regardless of whether or not the characters have a breathe underwater spell, it cannot last long enough to pursue Zeskara into the depths of the ocean.

Lizard, Subterranean (1); AC 5; HD 6; hp 32; # AT 1; Dmg 2-12; SA Double Damage on Natural 20; SD Nil; MR Nil; MV 120 ft.; SZ L; Int Non; AL N

Skeeth Assassins, 4th Lvl Skeeth Male Assassin (2): AC 2; A4; hp 20; # AT 1; Dmg 1-6 (short sword); SA Backstab; SD Stealth, Danger Sense; MR 10%; MV 90 ft., 270 ft. (swim); SZ M; AL CE; S 13, I 13, W 12, D 19, Co 15, Ch 11.

Thieving Skills: Pick Pockets 20%, Hide in Shadows 15%, Open Locks 29%, Hear Noise 10%, Find/Remove Traps 25%, Climb Walls 96%, Move Silently 31%, Read Languages -10%, Backstab x4

Weapon Proficiencies (NPP -3): Dagger, short sword, short bow

Languages: Skeeth (written/spoken)

Normal Equipment: padded armor, short sword, dagger

Zeskara, 6th Lvl Half-Skeeth Male Magic-User: AC 6; MU6; hp 18; # AT 1; Dmg 1-6 (staff); SA Spells; SD Danger Sense; MR 5%; MV 120 ft., 240 ft. (swim); SZ M; AL CE; S 10, I 16, W 14, D 14, Co 14, Ch 9.

Spells Prepared (4/2/2): 1st – **Burning Hands**, **Charm Person**, **Magic Missile**, **Sleep**; 2nd – **Invisibility**, **Stinking Cloud**; 3rd – **Lightning Bolt**, **Haste**

Weapon Proficiencies (NPP -5): Staff

Languages: Common (written/spoken), Skeeth (written/spoken)

Magic Items: **Bracers of Armor +4**

Normal Equipment: staff, 2 daggers, **key to treasure lockup**

Treasure Lockup

The entire contents of this barred area is listed below. The person that the items were stolen from are also listed. You may use this information during the Town Meeting encounter to add flavor.

Thomas Reynold's Art Collection: 5 rare paintings (2,000 gpv each), a set of gold-plated statuettes (750 gpv each), 3 unique sculptures (500 gpv each)

Aaron Germaine's Rare Coin Collection: A collection of rare coins from various governments, including some that no longer exist. All coins are worth between 5x and 10x their original value.

532 pp
1,235 gp
932 ep
654 sp
825 cp

Miscellaneous Stolen Items: Jewelry Items (8,153 gpv), Gems (5,695 gpv), Antiques and Trinkets (12,567 gpv)

If the PCs fail to stop Zeskara

At dusk on the day after the raid on Misty Ridge, a pirate ship will anchor offshore to transfer the entire cache of stolen goods in Zeskara's lair. If the PCs arrive during the transfer, they will have to deal with Zeskara, his assassins, and the pirates from the ship. This is an optional component of the adventure and should be improvised. Create stats for a 4th level pirate captain and a crew of twelve 1st - 2nd level fighters.



NEW RACE**Skeeth**

Description

Skeeth are a race of amphibious humanoids with the ability to live both underwater and on land. They prefer wetland climates and have developed entire societies based in and around lakes and oceans.

Appearance

These beings very closely resemble sharks. Their skin is tough and leathery, but they have very little muscle mass as compared to other humanoid races. They have webbed hands and feet and both gills and lungs. Their skin ranges from white to grayish blue and can contain subtle coloration changes on different parts of the body. Their eyes are primarily designed for underwater and dark conditions so they have trouble seeing in daylight.

Government

The Skeeth society is ruled by a single Skeeth called the Skeeth Lord. A future Skeeth Lord is chosen by the reigning Lord to become his successor when his life is nearing the end.

The Skeeth Lord is initiated as leader through a special ceremony held in secrecy with a few of the highest ranking priests. Through this ceremony called the Shak-ju-ra, the Skeeth believe that the spirit of Skeexjua, a mythical sea god, enters the Skeeth Lord and remains there to guide and instruct his "sea children." The Skeeth Lord is respected and revered and his orders are followed without question. The Skeeth Lord rules as a dictator and he accepts no advice from any of his priests or followers.

Society

These Skeeth live deep beneath the oceans of Arkonus in mammoth sea caves and magnificent structures carved out of the ocean floor. The undersea caves can extend for many miles and can have large pockets of air. Some of these caves connect up with cave systems on the continent of Broca. A few are known to lead to the beautiful realms of the Dwarves. On occasion a group of Skeeth has stumbled upon a party of Dwarves. Such meetings have more often than not ended in bloodshed. Although confrontations between Skeeth and Dwarves are rare, they have developed great enmity between their species.

Sea-dwelling Skeeth only speak their own unusual language. Some Skeeth have learned languages of land-dwelling species, but most never leave their under sea societies.

Culture

Sea-dwelling Skeeth are very community oriented. They view the entire Skeeth society as their family. They consider all Skeeth to be their brothers and sisters. They often perform activities in groups and are rarely found alone.

They love to hunt for their food and do not use weapons in most cases. They prefer to use their keen senses to find fish and will eat them quickly with their sharp teeth and powerful jaws. Hunting the deep ocean depths is their favorite pastime,

and they usually go out in groups to increase their advantage and foster community spirit.

The Skeeth are also good artists. They love to carve intricate designs into all their architecture. The more elaborate carvings usually indicate prominence. The palace of the Skeeth Lord has the most fantastic architecture with detailed carvings that are not rivaled anywhere.

Summary of Skeeth racial abilities:

- +2 dexterity, -1 strength, -1 constitution, -1 charisma
- Toughness: The Skeeth have a tough leathery skin that serves as protection for their otherwise frail bodies. A skeeth's base armor class is 8.
- Swimming: Skeeth excel at swimming, able to move at 3 times their ground rate when underwater.
- Breathe Underwater: Skeeth have gills for breathing underwater and lungs for breathing on land.
- Poor Day Vision: Range reduced to 30 feet in full daylight. Reduce all attack and defense rolls by 4.
- 10% magic resistance
- Smell Death: Skeeth are able to smell freshly dead humanoids and animals as well as those that are injured and dying. The sense is effective to within 120 feet.
- Danger Sense: Skeeth have a 6th sense that warns them of impending danger. This sense make is virtually impossible to surprise a Skeeth. Due to their danger sense, Skeeth are only surprised on a roll of 6 on d6.

Permitted Class Options: Assassin, Cleric, Fighter, Illusionist, Magic-User, Ranger, Thief, Magic-User/Thief, Illusionist/Thief, Fighter/Thief

Movement Rate: 90 ft.

Starting Age:

15 + 2d8

Height:

Males: 5' to 6'

Females: 4.5' to 5.5'

Weight:

Males: 115 to 185 lbs

Females: 80 to 145 lbs.

Half-Skeeth

The Half-Skeeth is only permitted as an NPC in the **REALMS OF ARKONUS FANTASY CAMPAIGN SETTING**. It is assumed that the character is Half-Skeeth and Half-Human, although other combinations may be permitted as the GM feels is appropriate for his campaign. The following are statistics and abilities of the Half-Skeeth.

Summary of Half-Skeeth racial abilities:

- +2 dexterity, -1 strength, -2 charisma
- Toughness: See Skeeth.
- Swimming: Half-Skeeth excel at swimming, able to move at 2 times their ground rate when underwater.
- Breathe Underwater: See Skeeth.

APPENDIX

- Poor Day Vision: Range reduced to 60 feet in full daylight. Reduce all attack and defense rolls by 2.
- 5% magic resistance
- Smell Death: See Skeeth. Range is 60 feet.
- Danger Sense: See Skeeth.

Permitted Class Options: See Skeeth.

Movement Rate: 120 ft.

Starting Age, Height, Weight: See Skeeth.

Racial Limitations

Minimum/Maximum ability scores (after adjustment for race); if the ability scores do not fall within these limits, then the race of Skeeth or Half-Skeeth is not a valid choice for the character:

	<u>Skeeth</u>	<u>Half-Skeeth</u>
Strength	3/15	3/16
Dexterity	5/19	5/18
Constitution	3/16	3/16
Intelligence	3/18	3/18
Wisdom	3/18	3/18
Charisma	3/14	3/13

Level Limitations

	<u>Skeeth</u>	<u>Half-Skeeth</u>
Assassin	Unlimited	Unlimited
Cleric	7	7
Druid	N/A	N/A
Fighter	5	6
Illusionist	11	9
Magic-User	11	9
Paladin	N/A	N/A
Ranger	5	6
Thief	Unlimited	Unlimited



Thief Skills Table
Racial adjustments

Race	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Silently	Open Locks	Pick Pockets	Read Languages
Skeeth	+15%	-	-	-	+10%	-	-15%	-10%
Half-Skeeth	+5%	-	-	-	+5%	-	-5%	-

NEW MONSTER**Sprat**

FREQUENCY: Common

NO. APPEARING: 1d8

SIZE: Small

MOVE: 70 ft.

ARMOR CLASS: 7

HIT DICE: 1+2

ATTACKS: 2

DAMAGE: 1-6+2/1-6+2 (claws/bite)

SPECIAL ATTACKS: Poison sting

SPECIAL DEFENCES: Nil

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 40%

INTELLIGENCE: Animal

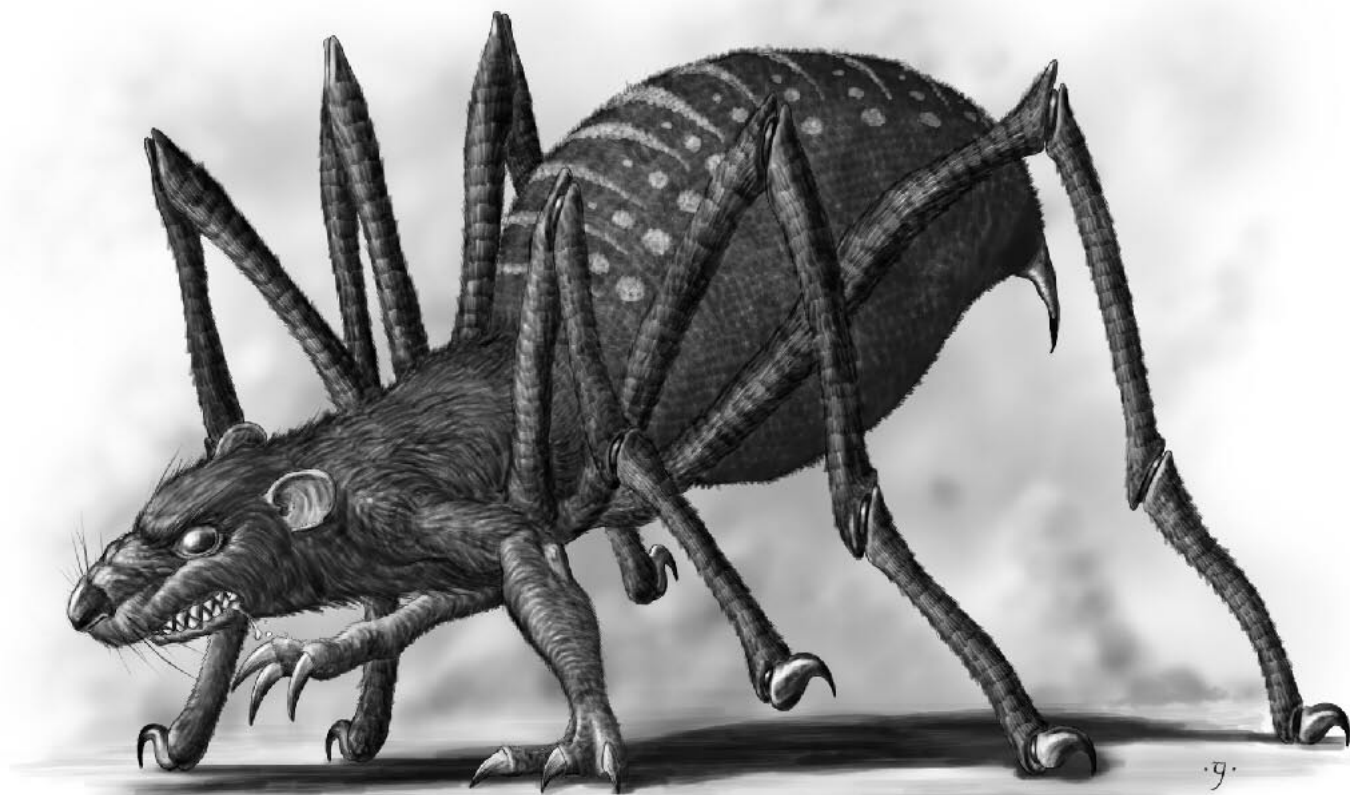
ALIGNMENT: Chaotic Neutral

The sprat is half rat and half spider. It is about two feet long from the tip of its nose to the tip of its stinger. The front part of this hideous creature is a rat with a long snout-like nose and a full set of razor sharp teeth. It has beady red eyes. Its long front legs end in claws. The back part of the creature is like a spider with only 6 legs. Its spidery body can have red or yellow markings. It can cause equal damage with its teeth or claws. Beware of the sprat's stinger. The sprat is lightning quick, stinging suddenly and injecting a weak poison that causes drowsiness. A character stung by the sprat must make a saving throw versus poison or fall asleep for 2d6 rounds.

Usually only 1d8 sprats will be encountered. However, in some cases an entire colony of sprats can develop in deep

underground caves and dungeons. These colonies can contain hundreds of sprats.

TREASURE: Lair: 50% - 1d6x1000 copper coins, 25% - 1d4x1000 silver coins, 15% - 1d4x500 electrum coins, 5% - 1d4x100 gold coins, 10% - 1d4 gem stones, 5% - 1d4 jewelry items, 10% - Magic sword, armor or other magical item, and 75% - 1 non-weapon/non-armor magic item and 1-2 magic potions.



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