

RAPPAN AT'HEUK

Adventures in Zelkor's Ferry



Swords
& Wizardry

By Alex Kammer



FROG GOD
GAMES

Adventures in Zelkor's Ferry

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Adventures in Zelkor's Ferry

The infamous reputation of Rappan Athuk, the Dungeon of Graves, is well earned. Legions of audacious adventurers have tested their mettle against the foul and most dangerous denizens of the grand dungeon, lured by the promise of riches, fame, or some other more visceral need, with scant few of them surviving to tell their tales.

The wilderness surrounding the dungeon of legend is no picnic either. The rolling hills and forests around the dungeon teem with bandits and marauding bands of monsters. They too are drawn by the soundless call of the terrible dungeon, but not with the aim of plundering its depths. No. They are drawn by the bands of foolhardy adventurers who seek to penetrate the harrowing tomb in search of loot or fame, as they are easy pickings. The bucolic nature of the surrounding environs lulls would-be heroes into a false sense of security as they either investigate the entrance to the dungeon or as they escape the catacombs falsely believing that they have reached a place of safety.

The only oasis of civilization in this harsh and unforgiving region is the tiny hamlet of Zelkor's Ferry. The Ferry is nothing more than a small collection of buildings surrounded by an old stone curtain wall that in days long gone served as a border fort. Zelkor's Ferry now offers an island of succor in this otherwise hostile region by providing an inn and a small trading post for travelers, merchants, and adventuring bands. Trade comes in the form of occasional river traffic and infrequent overland travelers following the river trail to and from the Coast Road.

The Ferry is the last reasonable stop for downriver traffic to make a safe landing, so although the settlement is small, and the river traffic is infrequent, barges and keelboats do arrive here from time to time, offloading cargoes bound for the Coast Road. The last leg of the journey overland to the Coast Road is quite dangerous, requiring guards.

The settlement itself is little more than the inn, a smithy, a merchant trader, and a ferryboat for those who desire to cross the river. Nevertheless, Zelkor's Ferry is a place of comfort and safety compared to the ravenous wilderness that surrounds it.

Notes on Zelkor's Ferry

The problem with — and the beauty of — Rappan Athuk is that it is extremely difficult to survive. This already daunting challenge is more unlikely if a run at the dungeon is attempted with a low-level party. The purpose of this supplement is to give a 1st-level party a reasonable place to start and to offer a series of slightly more survivable adventures with the aim of giving the characters a chance to cut their teeth and attain a few levels before trying the dungeon proper.

Zelkor's Ferry

What follows is a description of the tiny hamlet of Zelkor's Ferry, the few NPCs who are permanent residents of the Ferry, as well as a series of adventures that a newly minted adventuring party arriving in Zelkor's Ferry could experience.

NPCs in Zelkor's Ferry

Odo and Amelia Bristleback (Area A): Odo owns the Bristleback Inn and all of Zelkor's Ferry. He is a **wereboar**, a poorly held secret in Zelkor's Ferry. Amelia is

Odo's wife and helps run the inn.

Igor and Vort (stablehands), **Ysbel** (server), **Tallie** (server), and **Gumble** (cook) (**Area B**): Stablehands and staff at the Bristleback Inn.

Igor and Vort live with a **mastiff** in the stable.

Big Morgan and Deslena (Area C): Big Morgan is a blacksmith, while his wife, Deslena, is a potter.

Skorma Brillstaff (Area D): Skorma is the captain of the town guard. He oversees eight men who make up the garrison. **Rasmus, Meregán, and Verestin Pye (Area E):** Rasmus owns the trading post that bears his name. He is a magic-user. Meregán is his wife, and is a seamstress and leatherworker. Their son is 12-year-old Verestin.

Ulman and Kannra Dark (Area F): Ulman is known as “the necromancer” in town, and he is the only source of healing and healing potions in Zelkor's Ferry.

Ulman's wife Kannra is usually absent from the Ferry; she is a bounty hunter. **Gutmark the Ferryman and Adebrin (Area G):** Gutmark charges 2gp per person and 1gp per animal to cross the river. Adebrin is Gutman's wife.

Kalgor the Gemcutter (Area H): Kalgor is a dwarf gemologist.

Entering Zelkor's Ferry

Two ways into Zelkor's Ferry exist: one path from the river and one overland route via the Old Path from the Coast Road that leads to the town's gates. As the party approaches the Ferry, read or paraphrase one of the following that works best for the characters' approach:

The journey from the Coast Road to Zelkor's Ferry was tensely anticipated, but fortunately was uneventful. You have followed the north shore of the Canyon River along an old and well-worn path when the hamlet first comes into view. The path leads directly to a pair of battered but solid-looking gates flanked with a crumbling curtain wall that extends to the north and south to wall off the small peninsula that is Zelkor's Ferry. As you draw closer, you see two crossbow platforms, each occupied by a human in chainmail. They each hold a crossbow at the ready. While they seem alert, they do not seem alarmed by your approach. As you get closer yet, within 25 yards or so, the fellow on the left calls out: “Halt! State your business in the Ferry.”

Any reasonable response triggers the hailing guard to signal someone unseen on the far side of the gates, which results in the right-hand gate swinging outward to reveal the few buildings that make up the town. Give the players **Handout A**, the map of Zelkor's Ferry.

It seems that your placid and uneventful trip on the Canyon River to Zelkor's Ferry is coming to an end. A shout from the boat's pilot draws your eyes forward, and you see for the first time the small hamlet of Zelkor's Ferry. Ahead, the river forks, and at that spot is a small peninsula that boasts an unimpressive collection of rundown and squat buildings huddling behind a decrepit curtain wall apparently designed to protect against an overland attack on the town. A guard stands on the only pier eyeing your boat's approach. The crossbow-carrying guard nods to your boat's pilot, obviously recognizing him. As your boat glides in and is quickly tied off to the pier, the same guard steps back and wordlessly beckons to you to disembark with a disinterested sweep of his arm. As you step off the pier onto firm ground, you see a small stone building immediately to your right. Beyond that, the rest of the few buildings that make up Zelkor's Ferry are arrayed before you in a roughly circular pattern.

ZELKOR'S FERRY

One square - 10 feet



- A Bristleback's Inn
- B Stable
- C Big Morgan's Smithy
- D Barracks
- E Rasmus Pye's Trading Post
- F Necromancer
- G Ferry
- H Kalgor the Gemcutter

Environs of Zelkor's Ferry

1 square - 1 mile



RAPPAN ATHUK



RAPPAN ATHUK

The party is free to disembark and go anywhere in town, the most likely first stop being the Bristleback Inn. Give the players **Handout A**, the map of Zelkor's Ferry.

Regardless of how the party arrives, it should not take them long to get the measure of the town. There are eight buildings total in the Ferry as indicated on the Zelkor's Ferry map. Because of its proximity to the river, a sense of damp pervades the entire town. Simple descriptions of the various buildings follow, which of course can be used or ignored as the Referee sees fit.

Areas A & B: Bristleback Inn and Stable

Located close to the gates, the largest building in town (which is not saying much) stands before you. It is a hunched two-story stone building with a thatched roof that has certainly seen better days. An old wooden sign above the door creaks gently in the breeze. The cracked sign with peeling paint depicts a charging wild boar above the title, "The Bristleback Inn." Small and dingy windows flank either side of the stout iron-banded and wooden door. Immediately to the east of the inn is a long rectangular building of roughly the same vintage and state of repair. The soft whinny of horses combined with the telltale smell reveals that this must be the inn's stable.

As you enter the inn, you take in a dimly-lit common room with five or so round tables, only one of which is occupied at the moment by a trio of guards of some sort. They glance up at you with mild interest as you enter but immediately return to their conversation. To the right, you see a short five stool bar. Behind it you cannot help but notice a burly, black-haired man of middle years with outrageous lambchop sideburns who is nearly half as wide as he is tall. You see that he had apparently been in conversation with a younger sandy-haired woman wearing an apron. As your party assembles inside the common room, he calls out in a friendly and rich voice, "Welcome to Zelkor's Ferry and the Bristleback Inn. I am Odo Bristleback, proprietor of this fine establishment. What can we do for you today?"

Roleplaying Odo Bristleback

Odo is not only the owner of the inn, but he also owns the entire town. His not-so-well-kept family secret is that he is a **wereboar**. As such, he rightly feels that he is more than a match for most threats to the Ferry. Odo is a no-nonsense businessman but pursues his dealings with good cheer and fairness. He is welcoming to the party, as he is well used to adventuring parties stopping at the Ferry before foraying into the nearby Mouth of Doom or the dungeon proper.

He takes the news that the characters are adventurers planning on entering the dungeon with mild amusement but not with derision. Odo knows everyone in town and can answer just about any question concerning Zelkor's Ferry or about any of its residents. If asked, he offers a job to the party; if they remain in town for more than a day, he doesn't wait for them to ask, he simply offers the opportunity when convenient (see **Encounter Two: Trouble in the Logging Camp**).

Six total rooms are upstairs at the Inn. Two of them are currently occupied. Rooms are 1gp per night, with an additional 1sp charge to stable a horse or mule. The fare is simple but good. Meals cost 5sp. Ale costs 3sp for a gallon and 5cp for a flagon.

The young woman behind the bar is **Tallie**, one of the inn's servers (the other is **Ysbel**). The **3 guards** are part of the garrison paid for by Odo (**Area D**). Any of these NPCs can provide basic information about Zelkor's Ferry, but they direct more involved queries to Odo Bristleback.

The cook **Gumble** is rarely seen, but works in the back.

The stablehands **Igor** and **Vort** work and sleep in the stable. Their **mastiff** is usually found running free in the stables or in the yard outside.

Odo Bristleback, Male Wereboar: HD 5+2; HP 28; AC 4[15]; **Atk** bite (2d6) or battle axe (1d8); **Move** 12; **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (**Monstrosities** 306)
Equipment: battle axe.

Amelia, Bristleback, Female Human: HP 3; AC 9[10]; **Atk** rolling pin (club) (1d4); **Move** 12; **Save** 18; **AL** N; B B/10; **Special:** none.

Igor and Vort, Male Human (Stablehands): HP 2; AC 9[10]; **Atk** club (1d4); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none.

Tallie and Ysbel, Female Human (Servers): HP 2; AC 9[10]; **Atk** fist (1hp); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none.

Gumble, Male Human (Cook): HP 2; AC 9[10]; **Atk** knife (1d4); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** none.

Odo's Guards (3): HD 1; HP 6, 5x2; AC 7[12]; **Atk** spear (1d6) or long knife (1d4) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.
Equipment: leather armor, spear, long knife, shortbow, 20 arrows.

Guard Dog: HD 2; HP 13; AC 7[12]; **Atk** bite (1d6); **Move** 14; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none. (**Monstrosities** 127)

Area C: Big Morgan's Smithy

To the north of the Bristleback Inn and adjacent to the town's gates rests a ramshackle building with an open front stoop. A large man with blond, unkempt hair is busily banging away at a piece of metal with a hammer with a rounded head. He is so intent on his peening that he does not notice your approach. Beyond him deeper into the building, you see a large anvil located next to a forge and bellows. You have obviously found the town's smithy.

Big Morgan rents his building from Odo. He and his wife, **Deslena**, live in the rear portion of the structure. The far eastern side of the building contains a small and very informal pottery shop where Deslena works. She makes most of the pottery/crockery that the characters see in the Ferry.

Big Morgan is a smith of mediocre skill. He does not forge fine weapons, directing his meager skills to tasks such as fixing horseshoes and building simple tools. He can put an edge on a blade well enough, but he overcharges to do so.

Deslena's pottery is of reasonable quality and consists mostly of common household items.

Big Morgan, Male Human (Smith): HP 3; AC 9[10]; **Atk** hammer (1d4); **Move** 12; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** none.

Equipment: hammer.

Deslena, Female Human (Potter): HP 3; AC 9[10]; **Atk** fist (1hp); **Move** 12; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** none.



Roleplaying Big Morgan

Big Morgan is a self-serving and none-too-generous person. If approached, he is brusque and borderline rude. He also is not particularly bright, and can be duped fairly easily. His wife is the brains of the family. Big Morgan is loyal to Odo and curtly directs all questions about the dungeon or the Mouth of Doom to Odo.

Area D: Barracks

Immediately to the east of the smithy lies a squat, one-story structure. No sign adorns this moldering wooden building proclaiming its occupants. As you look at the building trying to divine its purpose, two grizzled guards bearing crossbows emerge from the front door and head immediately toward the town gates. They are kitted out in similar fashion to the other town guards you have seen. Based on this, you believe you have found the town barracks.

Skorma Brillstaff is the captain of the Zekkor's Ferry Guard. Odo hired him years ago. He is a former mercenary who decided he liked the Ferry and the permanent employ that it offered. The barracks afford enough room for the **8 guards**, a private room for Skorma, and some storage space. Skorma and the guards are all loyal to Odo and the Ferry, and fight fiercely to defend it.

Captain Skorma Brillstaff: HD 4; HP 14; AC 7[12]; Atk spear (1d6) or short sword (1d6); Move 12; Save 13; AL N; CL/XP 4/120; **Special:** none.

Equipment: leather armor, spear, short sword.

Guards (8): HD 1; HP 8, 7, 6x3, 5x2, 4; AC 7[12]; Atk spear (1d6) or long knife (1d4) or shortbow x2 (1d6); Move 12; Save

17; AL N; CL/XP 1/15; **Special:** none.

Equipment: leather armor, spear, long knife, shortbow, 20 arrows.

Area E: Rasmus Pye's Trading Post

The building before you, located in the southern part of town, is one of the smallest in the hamlet. It bears the signs of some attempts at upkeep, as there are sections of reasonably well-maintained paint that stand in defiance to the rot and decay of the rest of the structures in town. A cheery wooden signboard proclaims this to be "Rasmus Pye's Trading Post" in bright clear letters. Two steps up take you to the short front porch and another few through the glass-paned front door.

Once inside the small shop, the first thing you notice are the smells of oiled leather, cedar chips, and some unidentifiable floral scent. You are next confronted with store aisles crammed with a wide variety of goods hanging and stacked everywhere. You see everything from foodstuffs, basic household goods, clothing, adventuring supplies, and even a couple suits of armor. As you are taking all this in, a tabby house cat strolls down an aisle toward you, acting in a proprietary manner as if it owned the store, before turning off in a side aisle and heading who knows where. At the very back of the shop, behind several stacked crates, you see a counter. Peering around the stacked goods is a smiling fellow in well-worn but serviceable robes who smiles at you and engagingly proclaims, "Welcome to Rasmus Pye's Trading Post. I'm Rasmus and I can assure you that we have just about everything you could possibly be looking for. How can I help you today?"

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Rasmus and his wife **Meregan** run the trading post. He appears older than his mid-30s due to an impressively receding hairline. Just about any basic supply is attainable at Rasmus' shop for standard prices. This includes basic weapons, armor, and adventuring supplies. His wife is a capable seamstress and leatherworker, and is willing to take on commissions for custom work. Rasmus does not carry any potions or any stock of a magical nature. Any requests for such are referred to **Ulman Dark (Area F)**. The family's residence is in the back of the shop. Like all the tenants in **Zelkor's Ferry**, Rasmus rents the store from **Odo Bristleback**.

Rasmus Pye, Male Human (MU2): HP 4; AC 9[10]; Atk dagger (1d4); **Move** 12, **Save** 14; **AL** N; **CL/XP** 2/30; **Special:** +2 save vs. spells, wands, and staves, spells (2).

Spells: 1st—*charm person, sleep*.

Equipment: dagger, spellbook.

Meregan, Female Human (Seamstress): HP 3; AC 9[10]; Atk fist (1hp); **Move** 12; **Save** 18; **AL** C; **CL/XP** B/10; **Special:** none.

Roleplaying Rasmus Pye

Rasmus is a magic-user of meager ability. He is unrelentingly positive and cheerful and is quite proud of his modest magical abilities. He enjoys life in the Ferry and is quick to come to the aid of others if there is an attack of any sort, casting *magic missile* at any would-be invaders. He is an honest trader who makes his living buying, selling, or bartering just about anything that comes his way. His primary customers are river merchants and adventurers.

Area F: The Necromancer

Set apart from the rest of the buildings is a modest cottage at the far northeastern corner of town very close to the banks of the river. This is the cottage of **Ulman Dark**, otherwise known in town as "the necromancer." The building is in the seemingly standard state of poor repair, but there does not appear anything particularly sinister about the cottage that you can see at least. A simple wooden door facing south is currently closed.

This is the residence of **Ulman Dark** and the part-time residence of his wife, **Kandra**. **Kandra** is a bounty hunter and is often away from home pursuing some quarry or another. **Ulman** has some magical abilities derived from the dark arts and is a capable healer, after a fashion. **Ulman** is able to remove the effects of poison, and even has a certain chance to bring the dead back to life if the stars are right and the expensive materials are available. He can brew weak healing draughts, and has a chance to cure diseases. These skills are based upon combinations of alchemy and dark knowledge that have no connection to the rules applicable to player characters; he should simply be treated as an NPC with unusual abilities. His ability to succeed at one of these tasks is not guaranteed, and he expects payment up front whether his attempt is successful or not.

Removing Poison: A character that has been poisoned within the last 24 hours may be purged of the poison. The procedure involves replacing the patient's blood, using a quantity of goat's blood as well as drawing 10 hit points worth of blood from humans to include in the transfusion. **Ulman** requires payment of 800gp to make the attempt, and there is a 20% chance of failure.

Curing Diseases: **Ulman** uses a combination of purging, leeching, and medicinal concoctions to cure diseases, charging 500gp for the attempt. His physic has a 20% chance to fail, and a 1% chance to kill the patient outright.

Brewing Potions: **Ulman** can brew healing concoctions that restore 1d4 hit points. The potion must not be taken more than once in a 24-hour period, for the second draught is a deadly overdose (saving throw negates). He charges 250gp for one of these draughts.

Raising the Dead: **Ulman** charges 3000gp to attempt this difficult task,

and has a 20% chance to fail in some way (see below). If he fails, he weakens and is unable to do anything but lie abed for a period of one month thereafter. If three gems worth 250gp or more each are used in the procedure, the chance of failure drops to 10%. Failure results are listed on the table below:

1d6	Result
1	Character remains dead.
2	Character returns from the dead but with 1d2 lost constitution points and must rest for 2 weeks.
3	Character's body turns into a grey ooze (not the monster, just disgusting putrescence).
4	Character returns from the dead, but grows to ogre size, gaining 4 extra hit points but losing 1d4 points of intelligence.
5	Character's body remains dead, character's soul returns as a wraith and attacks.
6	Character remains dead.

Wraith: HD 4; AC 3[16]; Atk touch (1d6 + level drain); **Move** 9 (fly 24); **Save** 13; **AL** C; **CL/XP** 8/800; **Special:** +1 or better magic or silver weapons to hit, drain 1 level with hit. (**Monstrosities** 518)

Roleplaying Ulman Dark

Ulman is a thin human magic-user with lank black hair, simple clothing, and a slightly furtive demeanor. He is friendly enough, but does not volunteer anything about his past or his abilities. If pressed, he divulges that he can craft healing draughts, can cure certain diseases, can neutralize most poisons, and can even raise the dead. It is clear that **Ulman** is the least confident concerning the last (raising the dead), as he is not always successful.

Ulman Dark: HD 2; HP 6; AC 9[10]; Atk staff; **Move** 12, **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** +2 save vs. spells, wands and staves, dark arts healing, spells (2).

Spells: 1st—*magic missile* (x2).

Equipment: staff

Kandra Dark, Female Human: HD 3; HP 11; AC 7[12]; Atk short sword (1d6); **Move** 12; **Save** 13; **AL** C; **CL/XP** 3/60; **Special:** none.

Equipment: leather armor, 2 short swords, manacles.

Area G: Ferry

The small stone structure adjacent to the pier is the **Ferry House**. It is the residence and place of business of **Gutmark the Ferryman**. The small building is one story and has a thatched roof. Despite this being the ferryman's residence, you do not see a boat moored to the pier. A simple wooden and banded door facing west stands closed before you.

Gutmark is presently out in the river fishing. If any of the party actively check the river for traffic, they see a boat at anchor in the middle of the river with a lone fisherman trying his best to catch some fish. This is **Gutman**, of course. If any of the characters knock on the door, they are greeted by **Adebrin**, **Gutmark's** wife. She tells the party that her husband is out fishing but is happy to answer any questions they may have. Any questions about the surrounding region or the Mouth of Doom are met with the suggestion that they talk to **Odo**. **Adebrin** is often busy smoking the fish that her husband catches.

Gutmark, Male Human (Ferryman): HP 2; AC 9[10]; Atk club (1d6); Move 12; Save 18; AL C; CL/XP B/10; **Special:** none.

Adebrin, Female Human: HP 2; AC 9[10]; Atk fist (1hp); Move 12; Save 18; AL C; CL/XP B/10; **Special:** none.

Area H: Kalgor the Gemcutter

Directly behind the trading post is a small and well-maintained stone cottage. A wooden sign mounted on dark iron brackets bears the image of a multifaceted gemstone. You have found the residence and shop of Kalgor the Gemcutter.

Kalgor is a dwarf who has chosen to ply his craft and live among humans. If asked why, he simply states with a grin that he has gotten used to living aboveground and that he does not mind tall folk much. He quickly relates his skills as a gemologist and gemcutter. He makes it very clear that his services for identifying and cutting gems are for hire.

Kalgor, Dwarf Male: HD 1; HP 4; AC 9[10]; Atk hammer (1d4); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** darkvision (60ft), detect stonework.

Equipment: hammer, polishing cloth.

Kalgor appraises a gem for payment of 10% of its value (he is honest and accurate with his appraisals). He buys gems for 90% of value (the appraisal still costs 10%, though), and sells a gem for 110% of its value. At any given time, Kalgor has 1d4+6 gems available for sale. Roll 1d10 for each gem to determine their value:

1d10 Gem Value

1–5 20gp gem (sells for 22gp)

6–7 50gp gem (sells for 55gp)

8–9 100gp gem (sells for 110gp)

10 250gp gem (sells for 275gp)

If Kalgor is hired to re-cut a gem to increase its value, he charges 10% of the gem's initial value to make the attempt, and tells the characters up front that they run the risk of the gem being ruined. If they still want him to re-cut the gem, roll 1d10 on the table below to determine the result:

1d10 Result

1 Gem is ruined and is now worthless.

2–4 The gem is not ruined, but its value declines by 20%.

5 The gem is not ruined, but its value declines by 10%.

6–7 The gem's value increases by 10%.

8 The gem's value increases by 20%.

9 The gem's value increases by 50%.

10 The gem's value increases by 100%.

Locations Outside Zelkor's Ferry

Rappan Athuk details many locations in regions surrounding Zelkor's Ferry, including sought-after locations such as the Mouth of Doom. What follows are a few smaller locations that are located immediately outside the town's walls that might be of interest.

Zelkor's Boneyard

Roughly 1000ft away from the city walls lies the town's graveyard. While Zelkor's Ferry does not have that many permanent residents, the itinerant population of wounded adventurers over the years has necessitated a graveyard that is larger than would normally be needed for a town this size. Should the characters venture near the boneyard, read or paraphrase the following:

A short stroll away from the town gates, but still within view of the river, brings you to a small plot of land that stands out from the surrounding wilderness because it seems to be partially maintained. The roughly square spot is contained by a split rail fence defining the approximately 50-foot-by-50-foot piece of ground. Looking closer, you see an opening in the fence that faces Zelkor's Ferry and a path leading directly into the space. Markers of some sort are located at regular intervals therein. You realize that you have found the town's graveyard. Finally, you see what appear to be four recently dug graves based on the freshness of the dirt covering them. Each seems to be marked by a shield partially buried at the head of each of the four graves, standing as mute reminders of how perilous this region can be.

These four graves mark the remains of a band of adventurers who perished in the Mouth of Doom several weeks ago. The shields are unremarkable, and the graves bear no further markers or indicators of who exactly is buried there.

Otherwise, nothing of value is in the boneyard beyond the names of past residents of the town who perished. If the characters examine all the markers, they see the name "Bristleback" repeated a number of times.

Mad Remy's Farm

South and west of the boneyard and Zelkor's Ferry lies Mad Remy's farm. At least, that is what the locals call him. If the party ventures this way, they find a small farmhouse with an impressive and well-maintained vegetable garden arrayed before it. A sty is adjacent to the house. If the characters investigate the sty, they find three large pigs contentedly wallowing in the mud. One of them is a large boar and the two smaller ones appear to be female. The swine notice the party but ignore them.

If the characters check the house, no one answers if anyone knocks on the door. Both doors (front and back) as well as all the windows are locked.

The owner of the home, **Remington Bristleback**, is not inside. He does not like most people, especially strangers. Remy is a **wereboar**. When he sensed the approaching party, he assumed his boar shape and joined his two pigs in the sty to observe.

Remy will not attack or disturb the party unless they damage his property or try to break into his house. Picking a few vegetables won't bother Remy.

If any of the characters ask anyone in town about the farm, they inform the party that this is Mad Remy's farm and that he does not like to socialize. He grows vegetables that he trades to his distant cousin Odo for sundries he needs to maintain his household.

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Remington Bristleback, Male Wereboar: HD 5+2; AC 4[15]; Atk bite (2d6); Move 12; Save 12; AL N; CL/XP 6/400; **Special:** +1 or better magic or silver weapons to hit, lycanthropy. (*Monstrosities* 306)

Calypsa's Glade

Yet farther south and west of Zelkor's Ferry is a small glade of trees. In the middle of it is a small pond roughly 20ft across. It is a very pretty and peaceful spot, and anyone visiting it is struck by its tranquility and the number and quality of the flowers blossoming there.

Unless the characters make a successful saving throw, the idyllic scene is all that the glade will be to them, a quiet and pretty spot. However, anyone making the save realizes that this seems to be the home of a **pixie**. Despite this knowledge, the party will not be able to find the pixie, Calypsa, unless she wants to be seen.

And the only way to make the elusive fey creature appear is to leave a small token or gift for her and then return the next day. If a gift is left and the character returns, Calypsa shyly appears and cautiously approaches the character. She demurely kisses that character on the cheek. The character feels a slight tingle. Thus, she endows that character with her favor, granting the character a +1 bonus on his or her next saving throw.

After imparting this gift, Calypsa vanishes and the characters never see her ever again.

Calypsa, Pixie: HD 1d6 hit points; HP 4; AC 5[14]; Atk dagger (1d4) or arrow; Move 9 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** invisibility. (*Monstrosities* 374)

Encounters

What follows are a series of adventures that can be run in any order. It is assumed that the characters arrive in Zelkor's Ferry as newly minted 1st-level characters.

Encounter One: Gnolls Attack!

A band of **12 gnolls** led by a **gnoll pack leader** was making its way from the southwest heading toward the Forest of Hope. They ran into Canyon River and have been following it east. The group smelled Zelkor's Ferry before they saw it, and after seeing only two guards at the gate of the small hamlet, they decided it was just too tasty of a target to pass up.

The attack likely comes at night as the gnolls rely on their darkvision when attacking a human settlement, but the attack could come at any time of day. When the gnolls attack, read or paraphrase the following:

You are in the midst of an enjoyable evening in the common room of the Bristleback Inn. The food is certainly adequate and the ale refreshingly crisp and cold. As you are enjoying your present company, the quiet of the evening is pierced by some sudden yelling followed by the trilling sound of some sort of horn blowing. Two of your fellow patrons you recognize as part of the town guard immediately rush out the front door. Odo Bristleback is right behind them, bearing a wicked-looking double-bladed axe. The rest of the common room, including yourselves, hustle outside to see what is happening.

Odo is about 20 paces or so ahead of you. Your eyes are drawn to him as he rushes toward the town gates. His flesh writhes and expands right before your eyes! Even in the dim light, you can make out his transformation into something more squat, muscular, and feral. As you try to make sense of what you are seeing, a shout from the gate cleaves the night: "Gnolls! We're being attacked by gnolls!" Every capable fighter in the Ferry seems to rush to the gates.

Referee Notes

The gnolls fiercely attack the gates, hoping to quickly overwhelm the town's defenders. The gnolls easily scale the gates and walls to get into the town proper. At this point, it is a free-for-all. The scene should include several different pockets of fighting as the Ferry defends itself. This makes the encounter very scalable; you can of course make this as challenging as you like for the party. What should be clear though is that Odo Bristleback plays a critical role in destroying the marauding gnolls.

Gnoll Pack Leader: HD 3; HP 21; AC 5[14]; Atk bite (2d4) or longsword (1d10); Move 9; Save 14; AL C; CL/XP 3/60; **Special:** none. (*Monstrosities* 209)
Equipment: longsword.

Gnolls (12): HD 2; HP 15, 14x2, 13x3, 12x2, 10, 9x3; AC 5[14]; Atk bite (2d4) or longsword (1d10); Move 9; Save 16; AL C; CL/XP 2/30; **Special:** none. (*Monstrosities* 209)
Equipment: longsword.

After spending three rounds unsuccessfully trying to batter down the gates, the repeated crossbow fire convinces the gnolls that they are better off climbing the walls instead. The gates and walls are easily scaled.

The scene then should be one of chaotic fighting in patches. Five rounds following the initial alarm, the full force of the town's guard and Odo are engaged in melee. Eight rounds after the initial alarm, Rasmus Pye and Ulman Dark appear to help repel the invaders.

After the battle, Odo directs Ulman to heal anyone injured. If the characters search the gnolls, they find a pouch on the body of the leader. It contains five uncut moss agates (10gp each if cut) and one uncut star stone quartz (50gp if cut).

Quickly coming to the unflinching aid of the Ferry earns the heartfelt thanks of all the town's residents and certainly earns the characters a couple of free rounds at the inn.

Encounter Two: Trouble in the Logging Camp

Across the Canyon River to the north lies the ancient and primary Forest of Hope. Six months ago, a logging camp run by Zachary Snel was founded in the forest. He calls his business and his logging camp the Boreal Logging Company. His business model is simple: trees felled in the ancient Forest of Hope are then dragged to the river. There, they are rolled into the river in lots so the current can take the valuable timber to the coast to be transported south to Eastgate or north to Freegate.

Odo Bristleback is aware of all this and is in favor of it. Any attempt to tame the wilds around Zelkor's Ferry is a positive in Odo's mind. Because Snel and his men come to town occasionally for supplies and a meal, Odo is aware of some of the problems the loggers have been facing.

This is where the characters come in. Should they inquire with Odo about possible work, he tells them that Snel and his logging company are looking for help. Alternatively, if the party has been in town for more than 24 hours without finding other work, Odo approaches them with this opportunity.

Odo tells them that the logging company is made up of 25 or so well-armed loggers and that they have built a reasonably secure camp. This alone should be more than enough to scare off the usual roving predators. However, Odo received news that the camp has been attacked several times over the past couple of weeks by different woodland animals in what appears to be a concerted action. Snel is interested in hiring adventurers to get to the bottom of what is going on and to find out who or what is responsible for these attacks.

Should the characters decide to take this on, the trip across the river (after paying Gutmark his fee) is uneventful. The party finds a series of logs laid out on the bank on the far side of the river, apparently ready

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to be sent downriver. They are huge logs ranging between 3ft and 6ft in diameter and 20ft to 30ft in length. These logs are from old growth/primary trees including oaks and duskwoods.

An obvious and wide trail leads away from the river, and a 30-minute walk takes the party to the logging camp. When they arrive, read or paraphrase the following:

The trail from the river is easy to follow. You see the obvious signs of draft animals dragging logs from the forest to the riverbank. Ahead of you, the Forest of Hope looks like a wall of solid green. As you step into the looming forest itself, you get an immediate feel for its age from the sheer size of the surrounding trees alone. Because of the density of the canopy above you, the light is dappled, and the underbrush is light. The air is humid but smells clean with the rich and verdant scent of a healthy forest. Your track continues straight, moving deeper into the forest. After about 10 minutes of mostly silence punctuated only by the sounds of your own steps, you hear the logging camp before you actually see it.

As you step into a large clearing, you see the camp arrayed before you. Several men with broad-bladed axes work on removing smaller limbs for a handful of broad logs in the middle of the camp. A team of four draft horses led by four loggers heads deeper into the forest away from you. Finally, you see two stout wooden one-story structures in the clearing. You see a curl of smoke escaping from the chimney of the larger one. As you stand there taking this all in, a door opens on the larger building and a youngish man dressed in typical woodsmen garb walks out and purposefully strides toward you. He smiles as he approaches. "Welcome to the Boreal Logging Company. I am Zachary Sneel. Based on the look of you, Odo sent you to help me with a problem I've been having. Do I have the right of it?"

Sneel is a straightforward and hands-on businessman. He explains that they have been working in the Forest of Hope for 6 months or so. And while there have been a few brief encounters with some brigands and even a couple of trolls, their work here has been largely uninterrupted. Until recently, that is. Over the past two weeks, a variety of woodland animals including black bears, elks, and boars attacked Sneel's logging crews. Normally, woodland creatures run off when the loggers approach, so this sudden aggression was very unexpected. And while an incident or two could be chalked up to bad luck, the attacks have been constant and occur on a nearly daily basis.

Sneel pays the characters 50gp each to investigate and stop the source of these attacks. Sneel also offers room and board to the party in the camp bunkhouse.

Zachary Sneel, Male Human (Logger): HP 6; AC 9[10]; Atk hand axe (1d6); Move 12; Save 18; AL C; CL/XP B/10; Special: none.

Equipment: hand axe

Referee Notes

A druid named Drusilla is directing the attacks by the woodland creatures. She is the self-appointed protector of the forest and deeply resents the incursions by the logging company. Drusilla fights to defend the forest, but a violent confrontation is a poor answer to this impasse as Drusilla is far too powerful for the characters to defeat in combat. So even though she will be high-handed and contemptuous of the characters — "I can smell the stink of civilization on all of you" — the effort should be to convince her to honor a truce should the logging company agree to avoid the center of the forest. In similar fashion, should the characters drive off the assailing creatures instead of slaying them, they should be awarded experience points as if they had killed them.

Should the party agree to take this on for Sneel and head out into the forest, it won't take long for them to find trouble. Those same four loggers and four draft horses the characters saw leaving the camp as they arrived got only about 1000 yards away before **2 black bears** attacked.

At about 500 yards from the confrontation, the party hears the sound of the clash. The logging crew's tracks are easy to follow to the scene of the fight.

The party arrives upon a scene of chaos: The horses are in a panic as the three remaining loggers (one is already down) try to defend them from the bears.

Black Bears (2): HD 4+1; HP 29, 27; AC 7[12]; Atk 2 claws (1d3), bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; Special: hug (if both claws hit, 1d8 additional damage). (**Monstrosities** 36)

The bears fight until one of them goes down or until both are reduced to fewer than half their hit points.

Should the party drive off the bears, the loggers explain that the bears "came out of nowhere" and "suddenly attacked."

Whether the bears are slain or driven off, the characters can spot the bears' tracks leading out of or returning to the deep woods. The loggers continue forward (not following the tracks) toward the current worksite where trees are being felled.

If the party accompanies the loggers instead of following the tracks, they get to where the rest of the loggers are working after about a 10-minute walk. There, six other loggers are busy felling trees and dressing logs to drag back to camp. Nothing untoward is happening at this site now, but characters can find a well-worn game trail leading deeper into the forest. The loggers indicate that the attacks generally come from deep in the forest.

If the party decides to investigate further and moves deeper into the forest, they are attacked two separate times.

The first attack comes as **6 wild boars** charge out of the underbrush. The boars fight until half their numbers has been slain and then they scatter.

Wild Boars (6): HD 3+3; HP 23, 20, 19x2, 15, 13; AC 7[12]; Atk gore (3d4); Move 15; Save 14; AL N; CL/XP 4/120; Special: continue attacks 2 rounds after death. (**Monstrosities** 48)

The second attack is by **6 giant badgers**. The giant badgers also attack until half their numbers are slain and then they scatter.

Giant Badgers (6): HD 3; HP 19, 17, 16x2, 15, 10; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; Special: none. (**Monstrosities** 28)

After surviving this series of attacks, the characters encounter Drusilla, the druid responsible for the attacks on the party and on the loggers. They find her in a glade farther down the game trail following the attacks.

Drusilla cannot be surprised while in her forest. No matter what efforts the party takes as they approach this glade, read or paraphrase the following:

The winding game trail you are following leads to an opening. As you creep forward, an imperious and female voice calls out, "Come forward you fools. There is no hiding from me. Invaders of my forest, present yourselves before me!"

Drusilla and **Sheiju**, her wolf companion, stand in the middle of the 30ft-diameter clearing waiting for the party to come forward. Again, if any of the party tries to use stealth to get behind her, she knows of it. She won't attack unless provoked. She really is interested in seeing who has come to her forest.

Drusilla, Female Human (Drd6): HP 29; AC 9[10]; Atk +1 spear (1d6+1) or sling (1d4); Move 12; Save 10; AL N; CL/XP 6/400; Special: +2 save vs. fire, immune to fey charms, shape



change, spells (3/2/2).

Spells: 1st—*detect snares & pits*, *faerie fire*, *purify water*; 2nd—*cure light wounds*, *heat metal*; 3rd—*plant growth*, *pyrotechnics*.

Equipment: leather armor, +1 spear, sling, 10 sling stones.

Sheiju, Wolf: HD 2+2; AC 7[12]; Atk bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none. (*Monstrosities* 513)

Should the party seek to broker peace, Drusilla listens. Any reasonable offer involving containing the loggers' efforts to certain parts of the forest succeeds. The deal absolutely must include a solemn promise by the loggers not to harm any animals.

However, should the party attack, she and Sheiju fight to the death. If melee breaks out, 2 wild boars rush in to fight alongside Drusilla and Sheiju in the round after fighting starts. It should be obvious in short order to the party that they cannot prevail based on strength of arms alone. In fact, once half of the party is unconscious, Drusilla calls off the attack and orders the characters to be gone. She can still be convinced to consider a truce, but it takes a lot more convincing on the characters' part.

Wild Boars (2): HD 3+3; HP 23, 20, 19x2, 15, 13; AC 7[12]; Atk gore (3d4); Move 15; Save 14; AL N; CL/XP 4/120; **Special:** continue attacks 2 rounds after death. (*Monstrosities* 48)

Sneel quickly agrees to whatever terms the party reaches because he cannot afford any more losses in terms of injured loggers and because the forest is vast. Even if the logging company confines their efforts to the

edge of the forest, they will be busy for many years harvesting the mature trees found there.

Should the party avoid combat with Drusilla and resolve the situation peacefully, the characters should be awarded experience points as a story reward in the amount as if they had slain Drusilla's wolf and the boars.

Finally, Sneel pays the previously agreed upon 50gp to each party member.

Encounter Three: Sole Survivor

On one afternoon (or evening), the gates suddenly open and the guards usher in a severely injured and bedraggled looking adventurer. Like many who tried the Dungeon of Graves, things apparently did not work out for her. However, if the characters speak to her, she tells a story that is not quite that simple.

As the party is out and about somewhere in town, read or paraphrase the following:

As you are going about your business in Zelkor's Ferry, a shout from the gates draws your attention. The guards gesture and shout to the men below to open the gates. As soon as the gate opens, a figure lurches through the gap and collapses on the ground. Even from this distance, you can see that the figure is badly wounded, but cannot discern more than that.

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If the characters rush forward to help, they find an unconscious female elf wearing torn leather armor and an obviously empty scabbard on her hip. Some sort of purple bird is emblazoned onto her armor.

The unconscious figure's name is **Talilia Greysky**. She is a member of a little-known adventuring band out of Bard's Gate called the Company of the Purple Cockatrice.

If the characters don't attempt to heal her, the guards take her to Ulman Dark (**Area F**) for healing and then relocate her to the inn to recover.

Once revived, she reveals the following in conversation with the characters:

- Her name is Talilia Greysky.
- She is part of an adventuring band out of Bard's Gate called the Company of the Purple Cockatrice.
- The name came from a spell attempt that went humorously awry some years ago.
- If asked about her skills, she says "import/exporter" (thief).
- She and her five companions — Tion (fighter), Mei (magic-user), Cato (cleric), Tsia (ranger), and Lem (magic-user) — set out for Rappan Athuk several weeks ago.
- They did not come through Zelkor's Ferry, but knew where it was and planned to return this way.
- They entered the dungeons and fought legions of fell creatures and survived many harrowing traps.
- They lost Tsia to a pressure plate that triggered some sort of disintegrating ray.
- They lost Lem when he was dragged away during an overwhelming fight with some trolls.
- The four survivors escaped the dungeon with some amazing loot.
- However, they were ambushed a few hours north of the dungeon just as the sun was setting.
- They were pretty beaten up and had let their guard down.
- They were taken by surprise.
- A bunch of bandits attacked them.
- They killed many of their assailants.
- She was captured and taken to what seemed like a semi-permanent camp.
- Tion and Mei died in the ambush.
- Cato was captured as well.
- Cato was unconscious when Talilia escaped.
- She does not know if Cato is still alive.
- In the middle of the night, Talilia freed herself from her bonds and snuck away.
- That was yesterday/last night.
- She estimates 6–8 bandits are still alive.
- They took all her weapons and gear, as well as all the possessions of her fellow adventurers.
- The bandits also took all their amazing loot, which included gold, gems, magic weapons, and some potions.
- She can either lead the characters back to the camp or she can mark the location on a map.
- She is willing to do so if given 50% of what is taken off the bandits.

Talilia Greysky, Female Elf (Thf3): HP 9 (currently 2); AC 7[12]; Atk +1 *short sword* (1d6+1) or *dagger* (1d4); Move 12; Save 13; AL N; CL/XP 3/60; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), darkvision (60ft), detect secret doors (1-in-6 chance), immune to paralysis, read languages, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6,

Referee Notes

Sheriff Ostland and Felrara, the leaders of the Dishonest Patrol, are absent when the characters encounter the bandits. The bandits encountered are a **sergeant (Erlyn)** and **8 footmen**. If this is too easy of a challenge, add in the second **sergeant (Gortizin)** or add more footmen.

Erlyn and Gortizin, Male Half-Elves (Ftr3): HP 18; AC 4[15]; Atk +1 *longsword* (1d8+1) or *light crossbow* (1d4+1); Move 12; Save 9; AL C; CL/XP 3/60; **Special:** darkvision (60ft), detect secret doors, multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: chainmail, shield, +1 *longsword*, *light crossbow*, 40 bolts, *potion of healing*, 63gp.

Footman, Male or Female Humans (8): HD 1; AC 5[14]; Atk *spear* (1d6) or *light crossbow* (1d4+1); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** none.

Equipment: ring armor, shield, *spear*, *light crossbow*, 20 bolts, 2d12gp.ç

Hide 35%, Silent 40%, Locks 20%.

Equipment: leather armor, +1 *short sword*, *dagger*.

Note: Talilia's +1 *short sword* is in a trapped chest in the bandits' camp.

The bandits that waylaid the Company of the Purple Cockatrice was a group called The Dishonest Patrol (see **Wilderness Areas: Dying Outside the Dungeon in Rappan Athuk**). Their camp is located in the Forest of Hope at **Wilderness Area 6**. Talilia can either lead the party there or she can indicate the location on a map.

The location of The Dishonest Patrol's camp is approximately 30 miles from Zelkor's Ferry to the east. If the party approaches the camp during the day, each character must make a saving throw with a +1 bonus to sneak up on the camp. At night, the characters get a -1 penalty to the save to approach without being seen (the bandits are more alert at night because of the dangerous wildlife). If at least half of the characters make their saves, they can approach without being spotted. If more than half fail the saving throw, then the bandits spot them. Should the characters succeed at approaching the camp without raising the alarm, read or paraphrase the following:

As you creep forward in the underbrush in this particularly dense part of the forest, you begin to pick up the sounds of what obviously is a camp: the stamp of hooves from hobbled mounts, bursts of laughter, and a metal on metal sound of a cookpot being cleaned. As you move closer yet, you see the bandits' camp in a clearing ahead. Between six and ten bandits are in the camp. Some are sitting near a fire in conversation. A couple seem to be tending to mounts. You hear the sounds of others that must be in or near the tents on the far side of the camp. Finally, you notice a slumped body with its hands tied behind its back lying on its side facing away from you. The figure does not stir and from where you are hiding, you cannot tell if that person lives. Most likely, this is Talilia's companion Cato.

If the party got this far without raising an alarm, they have a surprise round. If not, the bandits are ready for them.

The camp is roughly 30ft in diameter. It is semi-permanent, so there is a well-used fire pit and a cluster of eight canvas tents that seem as if they have not been moved for some time. Finally, **6 warhorses** are tethered on the edge of camp.

Warhorses (6): HD 3; AC 7 [12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 15; CL/XP 3/60; **Special:** none.

Trap Details

Felrara is no fool; she knows that the men and women she leads are thieves and liars. So when it came to safekeeping the spoils of banditry, she took no chances. The locking mechanism of the footlocker is inset and built into the lid. It operates so that when the key is turned, the tongue of the lock rotates and clears the latch below, and thereby allows the lid to be opened. Two separate traps are in the footlocker. The first is a **poison needle trap** (save or die) located in the lock itself. The second **explosive runes trap** is quite devious. At considerable expense, Felrara paid to have a very specific set of *explosive runes* etched on the inside lid of the locker. Should anyone but herself attempt to raise the lid, the runes activate. The footlocker then explodes in a 20ft-radius fiery sphere centered on the locker. Each creature in the area must make a saving throw or take 4d6 points of fire damage (save for half). *Dispel magic* cast on the footlocker safely deactivates the rune.

The bandits stand and fight until Sergeant Erlin falls or if more than five of their total number are removed from the fight.

The cache of treasure taken from the Company of the Purple Cockatrice and others is in a locked footlocker in the most centrally-located tent. It contains one cot and is the tent of Felrara, the leader of these bandits.

The foot-tall footlocker is locked and **trapped**. Using thieves' tools, the 2ft-deep-by-3ft-long footlocker can be unlocked. The trap is another matter. All the bandits in camp are aware of the trap. If any survive an attack by the characters, they willingly share what they know about the trap in exchange for their lives. Unfortunately for the party, they don't know the details of the trap except that triggering it causes an explosion. If pressed for how they know this, they relate that their leader Felrara told them, although they never saw the trap itself or how it operates. The characters must decide for themselves if they believe this information.

If the trap is triggered, all the potions in the footlocker are destroyed. Everything else survives the conflagration, however.

Felrara's footlocker contains a

- +1 *short sword* (Talilia's),
- +1 *longsword*,
- +1 *dagger*,
- +1 *hand axe*,
- 12 +1 *arrows*, an
- *amulet against scrying*,
- a *potion of frozen concoction*, a
- *potion of fire resistance*, 3
- *potions of healing*, a
- *potion of extra healing*,
- a *potion of flying*, a
- *ring of poison resistance*, a
- *ring of protection +1*, 3
- citrines (50gp each),
- 2 zircons (50gp each),
- 2 pearls (100gp each),
- a blue spinel (500gp),
- 249sp, and
- 323gp.

Note on Treasure

Naturally, the Referee should swap out whatever magic items better suit the specific party and campaign. The list of treasure in Felrara's footlocker is merely a suggestion.

Encounter Four: Trolls

Two scraggs recently swam upriver in search of easy prey. Verestin Pye spotted the bizarre creatures while he was playing on the riverbank. He saw them as they were feeding on some carp and runs into town looking for help. Read or paraphrase the following:

As you move around town silently contemplating the many possible gruesome ways to die that await you in the Dungeon of Graves, your reverie is broken by a child shouting. Running toward your group is Verestin Pye, the son of the family that owns the trading post. Breathless, he stammers, "Monsters! Strange creatures in the river! Come quick!" He rushes back the way he came, looking over his shoulder to make sure you follow.

Verestin rushes to the north toward the main channel of the river. If the characters follow, they catch up to him as he is standing back from the shore intently scanning the river. The party sees nothing unusual in the water or on the shore. Verestin then sputters, "But they were there, (pointing to the middle of the river). Two of them. Horrible creatures. Big and tearing apart some fish with their claws."

As the poor lad finishes this statement, the 2 **scraggs** burst from underneath the water and attack those closest to the shore. This should be a tough fight for the characters. As this is taking place within Zelkor's Ferry, the town guard or even Odo can rush to their aid if need be. Otherwise, the scraggs fight until one of them is slain (meaning the body of the creature is immolated).

Scrag (Aquatic Trolls) (2): HD 6+3; HP 39, 33; AC 4[15]; Atk 2 claws (1d4), bite (1d8); **Move** 12 (swim 12); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate (3hp/round). (**Monstrosities** 489)

Continuing Adventures

What follows are a few adventure seeds for those who desire more fun around Zelkor's Ferry!

Remy's Pests

Remy's garden contains 2 **ankhegs**. To get them to appear, the characters have to bait them with livestock or something similar to get them to come to the surface.

Ankheg (4HD): HD 4; AC 2[17] underside 4[15]; Atk bite (3d6); **Move** 12 (burrow 6); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** spits acid (1/day, 5d6 damage, save for half). (**Monstrosities** 14)

Bar fight!

A new adventuring band comes to town looking for trouble. They call themselves the Hands of Doom. They really are a bunch of brash and inexperienced would-be fortune hunters. They deliberately pick a fight with the characters. Odo Bristleback is quite upset if blood is spilled in his inn.

Something is Stirring in the Boneyard

It seems that one of Ulman Dark's "experiments" has gone awry. Long-buried bodies are now burrowing their way to the surface as zombies. Ulman approaches the party with hat in hand to apologize and says he

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stopped the experiment, but needs help dispatching the **6 zombies** currently in and around the graveyard.

Zombies (6): HD 2; AC 8[11]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to sleep and charm. (**Monstrosities** 529)

Old Shrine

While poking around in the nearby woods, the characters discover an ancient and overgrown obelisk. It is about 4ft tall and bears runes that are illegible to the party. Should a character make a concerted effort to read the runes, it triggers a *geas* spell. Should the character not make the save, he is compelled to clean the shrine and clear the surrounding area. Working alone, it takes about 10 hours to finish. Once the area is clear, the compulsion suddenly ends.

Messenger of Orcus

For quite unknown reasons, Orcus dispatched one of his **quasit** minions to bear a message for him. However, as is their wont, the quasit became distracted by the scent of domesticated animals as it passed Zekkor's Ferry. The townspeople are now noticing that their cats are disappearing. Big Morgan finds the characters and tells them that he has "something trapped in his back shed." It is the quasit, and it is happily munching on yet another house cat. If the characters manage to trap and interrogate the creature, it says that its name is "Alf" and that it was supposed to be delivering a message for Orcus. It doesn't remember to whom it is supposed to deliver the message, but it remembers the message: "The bread goes into the oven at midnight."

Quasit: HD 3; AC 2[17]; Atk 2 claws (1d2 + non-lethal poison), bite (1d3); Move 14; Save 14; AL C; CL/XP 7/600; **Special:** magic resistance (25%), non-lethal poison, regenerate (1hp/round), magical abilities.

Magical abilities: at will—*invisibility*; 1/day—*fear*.

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Adventures in Zelkor's Ferry

The infamous reputation of Rappan Athuk, the Dungeon of Graves, is well earned. Legions of audacious adventurers have tested their mettle against the foul and most dangerous denizens of the grand dungeon, lured by the promise of riches, fame, or some other more visceral need, with scant few of them surviving to tell their tales.

Zelkor's Ferry is the last reasonable stop for downriver traffic to make a safe landing, so although the settlement is small, and the river traffic is infrequent, barges and keelboats do arrive here from time to time, offloading cargoes bound for the Coast Road. The last leg of the journey overland to the Coast Road is quite dangerous, requiring guards.

The settlement itself is little more than the inn, a smithy, a merchant trader, and a ferryboat for those who desire to cross the river. Nevertheless, Zelkor's Ferry is a place of comfort and safety compared to the ravenous wilderness that surrounds it.



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