

GOLD AND GLORY

A SEVEN CITIES MERCENARY ADVENTURE
FOR 4 PCS OF 1ST LEVEL BY BRYAN ARMOR

GOLD AND GLORY

Adventure Background

It is summer in the Seven Cities, and the war season is well under way. Despite the looming threat of the draconic Mharoti Empire, the Septime states carry on their formalized warring and raiding with varying degrees of enthusiasm. But not every army mustered and sent forth gains victory on the battlefield. The mercenaries and levies deployed by Capleon are mired in a disastrous series of setbacks and reverses in Kammae-occupied territory. Heavy attrition in the initial raids has prompted the commanding generals to engage in an unusual mid-season recruiting drive in an attempt to make good their losses and salvage some modicum of glory in the year's fighting.

Tavv's Pioneers are one of Capleon's mercenary hires for the season. Combat losses have reduced the Pioneers to a fraction of their strength, and the prospects for any kind of significant payout by the end of the season are dim. The only hope they have to salvage their reputation and finances is to rebuild the company on the fly and strike a blow against Capleon's enemies that will get the company noticed by leadership.

Capleon itself is under tremendous strain. The Baron of Capleon's recent outreach to the Mharoti Empire has sparked furious opposition at home and abroad, and yet the Baron believes he has made too much progress in negotiations to sever ties completely. But the Baron's domestic opposition has not been dormant. La Pregunta, a Capleoni opposition group, suspects the Dragon Empire is actively meddling in the war season to keep the Baron weak and in need of the Empire's support. They know that Mharoti agents have successfully infiltrated the Seven Cities and kept the Septime states mostly isolated and uncoordinated. A scion of La Pregunta, Afenso Ayeshi, joined with Tavv's Pioneers during the spring muster as the unit's lieutenant. Unknown to the Pioneers, his true mission is to expose what designs the dragons may have on Capleon in order to bring about the Baron's final downfall.

Adventure Summary

The PCs are recruited into Tavv's Pioneers in the midst of the Seven Cities' war season. Despite the company's desperate situation, the PCs need to prove themselves to the dwarven captain, Zavrin Tavv, who is initially skeptical of

Design: Bryan Armor

Editing: Meagan Maricle

Art Director & Graphic Design: Marc Radle

Layout: Anne Gregersen

Art: Phil Stone

Cartography: Dyson Logos

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Open Game Content: The Open Content in this adventure includes the kobold spellclerk and edjet initiate stat blocks and the *broken fang talisman* magic item.

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the recruits' ability to handle a new assignment. By showing their mettle around camp (or with a helpful nudge from the company's lieutenant), the new recruits are assigned to a mission in a gamble to re-establish the company's good name and fortune. The mission did not fall into the company's hands by chance, however. The company's new lieutenant has information on Mharoti agents in the area and decides to send the unfortunate PCs against these agents in a bid to expose Mharoti plans. The PCs unearth the Mharoti agents, complete the mission against the odds, and gain the esteem of Zavrin Tavv and the Pioneers, while being drawn deeper into the political machinations in Capleon.

Adventure Hooks

There are any number of reasons PCs might answer a mercenary recruiting call in the midst of the war season. Perhaps they are followers of Mavros who were late to the initial recruitment campaign, rejected for flawed (or sound) reasons by the major companies, or have deliberately sought out a down-on-its-luck company. The PCs may have been directly or indirectly harmed by the fighting along the Capleon border and are seeking to take up arms out of a desire for revenge or sense of justice.

Alternatively, a PC or group of PCs may be following their own hidden agenda, gathering information on the state of Capleon's forces for themselves or another organization. They might secretly serve another belligerent, such as Valera or Kammae, by investigating ways to further sabotage the Capleon war effort from within or by seeking out agents of the Dragon Empire in the Seven Cities. Any PC links to the internal politics of Capleon in particular or the Septime states in general provide a number of avenues to integrate the adventure into a larger storyline. Character options and backgrounds provided in *Warlock 13: War and Battle* mix particularly well with this adventure.

Tavv's Pioneers

Tavv's Pioneers were founded a dozen years ago in the Dwarven free canton of Tijino as a light scout company. Originally a purely dwarven company, the Pioneers are presently composed of a mix of dwarves, humans, minotaurs, elfmarked, and even a kobold. Prior to the current campaign, Zavrin Tavv and his Pioneers had a respectable reputation among the mercenary ranks, and they currently serve as part of the seasonal levy of Capleon. The badge of Tavv's Pioneers is simple, consisting of a looking glass in gold slanted across an azure field.

The usual campaign strength of the company is around 50, but losses in the current war season have reduced its strength to 26. The company's charter establishes Tavv as commander and sole owner with a twenty share, and it provides for an officers' rate of five shares. Company

veterans with five or more years of service earn two shares, while rank and file soldiers earn one share each season. Recruits who sign after mid-season are promised half-shares. Over the course of the war season, successful mercenary companies can expect to earn the equivalent of a comfortable lifestyle with a single share. Officers and company owners can earn many times more than that over a three- or four-month campaign, assuming they aren't captured or killed in the course of fighting. These earnings are often enhanced by plunder or ransom, but some portion of any gains accrued on assignment are expected to be shared with the entire company.

Sign the Dotted Line

When the PCs decide to join, they are led by Vaila, the company's elfmarked paymaster and recruiter, on a long day's march to a small village overlooking a pleasant valley in northeastern Capleon, territory currently occupied by Kammae forces. The Pioneers' tents are scattered haphazardly along the edges of the village, with two larger tents for the mess and infirmary. Several wagons of the company's supply train rest next to the quartermaster's tent. Those soldiers not currently on sentry duty stroll around camp, drill in a marked-out training circle, sort supplies at the wagons, or fill an archery target with arrows. A sturdy, older male dwarf with a great black beard running to gray at the fringes stands outside one tent. A huge, scowling minotaur and a human with a bemused look on his face stand beside the dwarf. The dwarf greets the PCs. Read or paraphrase the following:

"Ah, the new blood. Welcome to Tavv's Pioneers! I'm Zavrin Tavv, founder and owner of the Pioneers. My right hand here is Afenso, new lieutenant to the company and a Capleoni to boot. And this big ugly bastard is Targis, company sergeant. Vaila will swear you in and have you sign the season's contract. I'll need to see what you're made of before I go trusting new recruits with anything more important than latrine duty. The lieutenant will keep an eye on you. Make sure you help out around camp, show Targis here how you fight, and do your time on sentry duty. All goes well, it might be you I call on when we next go into action."

Tavv refers any further questions to Vaila or the lieutenant. Vaila then leads the PCs to a small desk inside her tent, and she asks each PC to sign a contract outlining their terms of service with the Pioneers. The contract promises at least a half-share of the season's earnings and specifies that service runs until the war season's conclusion on the first day of Harvest Tide, at which point the recruits may sign on again in anticipation of next year's season or go their own way. After signing, Afenso takes charge of the recruits and guides them around camp.

Part 1: Basic Training

The lieutenant, Afenso Ayeshi (LN male human **spy**), can answer any questions about basic mercenary activities, the Pioneers' current status, and the potential tasks available at the various camp locations outlined below. At this point, Afenso deflects any specific questions about what the next mission for the Pioneers might be. He is eager to reinforce the notion that the PCs might be selected for a lucrative assignment should they prove themselves worthy. Regardless of their performance, Afenso intends to put forward the PCs for the next mission in a gamble to advance his own goals.

TASKS

Most of the camp's areas involve a challenge or task that can be completed to earn the trust and respect of the mercenary unit and its leadership. As they explore the Pioneers' camp, the PCs come across different skill, social, or combat challenges. The tasks at each site can be attempted only once by each PC, but the PCs are free to try the tasks in any order. The tasks can be completed in as many days as the PCs want, but the leadership doesn't take kindly to lazy PCs who spend several days refusing to participate in any camp tasks.

If the PCs achieve a total of 6 successes before 3 failures, they earn the trust of the company and are considered members in good standing. Tavv allows the PCs to undertake the infiltration of the Kammae outpost with the support of the company.

If the PCs accumulate 3 failures before 6 successes, Tavv insists they require further training before conducting any missions. In this case, Afenso intercedes on their behalf and ensures that Tavv sends them on the infiltration assignment.

The PCs don't need to involve themselves in every task, but they can take on additional challenges after they've reached 6 successes or 3 failures in order to obtain the tasks' individual benefits.

QUARTERMASTER'S SUPPLY TENT

The quartermaster of Tavv's Pioneers, Fezzk (N male **kobold**), is in desperate need of strong backs or smart heads. The company's recent severe combat losses have left him with a mess of disorganized surplus material. Two PCs with a Strength of at least 12 can contribute a full day's hard labor to help Fezzk organize the supplies. Upon completion, each PC that participated must succeed on a DC 12 Strength (Athletics) check or gain 1 level of exhaustion. If two PCs completed the work, the group earns one success on the camp tasks.

Alternatively, one PC with a Strength of at least 14 can perform the labor if another PC helps Fezzk direct the work crew. The directing PC must make a DC 13 Intelligence (Investigation) check. On a successful check, the laboring PC gains 2 levels of exhaustion, but the group gains two

successes on the camp tasks. On a failed check, the PCs have hopelessly botched the supply organization effort, infuriating Fezzk and earning the PCs one failure on the camp tasks.

COMPANY MESS

Grun (LN male dwarf **commoner**) is the company's cook and oversees the feeding of the mercenaries with the help of two orderlies. He sees that the PCs are properly fed in order to perform their duties. Should the PCs offer their help, Grun gladly puts any volunteers to work for several hours in the kitchen, peeling potatoes and stirring the stew, which earns the PCs one success on the camp tasks.

A PC proficient with cooking utensils can improve upon the standard fare offered by Grun with a successful DC 8 Intelligence or Charisma check using cooking utensils.

Succeeding on the check provides a meal to the mercenaries tastier than any fare they've yet had on campaign, earning the PCs one additional success on the camp tasks. Failing the check results in a gruel so vile that Grun bans the guilty PC from his kitchen, earning the PCs one failure on the camp tasks.

TRAINING CIRCLE

The minotaur sergeant, Targis, has been charged by Tavv to assess the combat abilities of the new crop of recruits. Each PC with a focus on melee combat must fight a one-on-one duel against a company soldier (use the statistics of a **guard**, except the soldier isn't carrying a shield). Conduct the combats normally, but the combats end when one participant is reduced to half its hit point maximum. A company **acolyte** is on hand nearby to restore lost hit points after the duel ends. Targis insists that magic has no place in the duel and disqualifies any combatant that uses magic.

If at least half the participating PCs win their duels, the PCs earn one success on the camp tasks. If more than half the participating PCs lose their duels, the PCs earn one failure on the camp tasks. If all the participating PCs win their duels, Targis also awards the recruits one suit of armor of their preferred type (worth no more than 200 gp) from company stocks.

ARCHERY RANGE

One of the company's **scouts** at the archery range challenges one willing PC to an archery competition. If the PC accepts, the PC can use either a provided shortbow or their own ranged weapon. The competition consists of ranged attacks against an AC 13 target. Each round, both the PC and the scout make a ranged attack. The first to hit three times wins the competition. An attack roll of 20 or higher is such an impressive shot that it counts as two hits.

If the PC beats or ties the scout, the PC earns the group one success on the camp's tasks. If the PC has two attack rolls with a result of 20 or higher, the PC's display of archery prowess counts as two successes on the camp's tasks. If the scout wins, the PCs earn one failure.

PAYMASTER'S TENT

Vaila (LN female elfmarked **commoner**) prevails upon any literate PC possessing some faculty with numbers to assist for an evening in balancing the company's books. The recent influx of new recruits and the company's combat losses have taken up much of Vaila's time and prevented her from keeping the books as up-to-date as she would like. A successful DC 10 Intelligence (Investigation) check earns the PCs one success on the camp's tasks. If the check succeeds by 5 or more, the PC discovers a consistent pattern of overcharging by one of the company's provisioning agents. If brought to Vaila's attention, this earns the PCs one additional success, and she awards the PC 50 gp for the help. If the check fails, the PCs earn one failure on the camp's tasks.

SENTRY DUTY

Sentry duty should be one of the first tasks assigned to the PCs. At least two PCs must take a shift the first night, conducting walking patrols of the camp's perimeter to alert the Pioneers of any enemy reconnaissance and safeguard the camp from raids.

Kammae units are currently reconnoitering Capleoni positions. A successful DC 14 Wisdom (Perception) check while patrolling reveals a Kammae **scout** moving through the woods along the edges of the Pioneers' camp. If confronted, the scout flees without learning much about the Pioneers' camp. Alternatively, a successful DC 14 Wisdom (Survival) check reveals evidence of the scout's passage after the fact. Success in either earns the PCs one success on the camp's tasks. If the PCs capture the scout, they earn two successes instead.

MAGE'S TENT

The company's mage, Erran Joss (CG male human **battlemage** [*Creature Codex*, p. 397]) is attempting an uncommon summoning ritual that is outside his area of magical expertise and gladly welcomes the help of any magically skilled PC. A PC that agrees to assist in the ritual must make a DC 14 Intelligence (Arcana) check. On a successful check, the ritual proceeds normally, summoning and binding a dust mephit to Joss' will.

On a failed check, two angry **dust mephits** appear and attack. A successful DC 13 Intelligence (Arcana) check reveals the flaw in Joss's summoning runes. A PC can take an action to correct the runes, which instantly banishes the mephits.

If the ritual proceeds smoothly, the PCs earn one success on the camp's tasks, a *spell scroll of magic missile* from Joss, and the promise that his new elemental servant may help in a future task. If the ritual goes awry, the PCs earn one failure on the camp's tasks. If the PCs successfully banish the aggrieved mephits after the failed ritual, Joss rewards them with a *spell scroll of magic missile*.

SURGEON'S STATION

The company's surgeon, Olin (NG male human **priest** of Khors), is currently treating several wounded soldiers. Olin appreciates any help the PCs can provide. There are currently four patients with potentially fatal wounds. A successful DC 12 Wisdom (Medicine) check on a patient stabilizes them and prevents them from dying. Alternatively, any healing magic applied to a patient automatically stabilizes the patient. Stabilizing at least two of the four dying patients earns the PCs one success on the camp's tasks and Olin's goodwill. Olin gifts the PCs with two *potions of healing*.

THE MISSION

If the PCs earn 6 successes before 3 failures, word spreads to Zavrin Tavv that the PCs are pulling their weight around camp and look ready to be deployed in combat. Tavv assigns them to execute Afenso's mission and provides them resources of the company, depending on which tasks the PCs successfully completed (outlined in the Pioneers' Support sections).

If the PCs garner 3 failures before 6 successes, Tavv is skeptical that they will be of any use to him without several more weeks of training. Afenso, however, prevails upon Tavv to place the PCs under his charge for the upcoming mission, and he promises to take responsibility for any failures in the field. Tavv refuses to waste any resources to support a task he thinks is likely to fail; the PCs don't receive the Pioneers' Support benefits, regardless of their success on any individual tasks.

Afenso describes the assignment to the PCs. He has identified a village in a nearby valley taken over by Kammae mercenaries. The village surrounds a strange tower in which Afenso suspects the Kammae troops are hiding something of value. Tavv's Pioneers can start to rebuild their reputation if they can take possession of whatever is hidden in the tower. The PCs are to scout the village, penetrate any defenses, and acquire whatever it is the Kammae forces are keeping in the tower.

Afenso knows that it is not a Kammae camp, but rather an outpost of the Mharoti Empire. He suspects what is hidden in the tower is something of value to the dragons and their agents. By throwing the new recruits into this mission, Afenso hopes to disrupt the Mharoti operation. Ideally, the PCs return with evidence of Mharoti intervention in the war on behalf of Capleoni that La Pregunta can use to further damage the Baron of Capleoni.

Approach. The village in question is four hours' travel by foot. There is a 50 percent chance the PCs encounter at least one roving band of scouts (one **scout**, two **bandits**) en route. These scouts do not wear any identifying uniforms or badges, an odd occurrence in an area filled with mercenary companies and Seven Cities soldiers.

Part 2: Suspicious Village

Steep, forested hills descend down to a collection of sturdy stone houses nested in a narrow valley. The village spreads across a rapidly flowing stream, which powers a single mill. A white stone tower sits on a small hill on the banks of the stream, its apex adorned with several odd spires reaching up like the fingers of a hand.

The Mharoti presence in the village consists of mercenaries that are tasked with protecting the Dragon Empire agents within the tower. The tower holds several masked human guards, a **kobold spellclerk** (see page 11) running the Mharoti operation, and his two **edjet initiate** (see page 12) bodyguards.

The thirty mercenaries in the village have taken over or cleared out all of the buildings. The mercenaries wear no badge indicating a company affiliation and, upon capture or in conversation, are unwilling to provide any details regarding their employment. A successful DC 15 Charisma (Intimidation) check against a captured mercenary reveals that the mercenaries don't know their employer. All interactions with their employers are conducted via a handful of masked intermediaries, and they have been instructed to stay away from the hilltop tower.

During daylight hours, the sightlines between the various sentry pairs and other mercenaries wandering around the camp provide comprehensive coverage of the entire village. Any infiltration into the core areas during the day requires either numerous successful DC 15 Dexterity (Stealth) checks or careful maneuvering between buildings, other obstructions, and the camp sentries.

Pioneers' Support. Afenso and Tavv leave it up to the PCs to decide how to approach the village and its tower. Though Afenso favors a stealthy approach, he doesn't stop PCs who want to charge into the village down the main road, confident the Mharoti's efforts in the area will be disrupted no matter what route the PCs take. If the PCs received Tavv's support for their mission, they can call upon different forms of aid during their infiltration, depending on their individual task successes:

- If the PCs successfully helped Erran Joss summon and bind a dust mephit, they can call upon the mephit twice during their infiltration of the village to blind up to three mercenaries the PCs can see who aren't engaged in combat. Unless the PCs purposefully make themselves known, blinded mercenaries believe the dust was brought about by a sudden gust of wind and aren't alerted to intruders.
- If the PCs succeeded at the Archery Range, two scouts follow behind the PCs. The PCs can call on the scouts once during a single exterior combat to provide

supporting ranged attacks from a hidden location around the perimeter, after which the scouts withdraw to a rendezvous point.

- If the PCs were successful in the Training Circle, Targis assigns a small squad (four **guards**) to assist the PCs with their task. Once during their mission, the PCs can break a small, wooden charm, sending a brief message to signal the squad to provide a feint or distraction of some kind: a mock attack, setting fire to one of the buildings, or some other ruse. The squad succeeds in their task, but their task leaves the enemy mercenaries in a heightened state of alert.

1. MAGICAL ALARMS

Along the few open approaches to the village, the kobold spellclerk has established a network of silent magical alarms. Crossing these boundaries alerts the spellclerk to intruders and allows him to warn his mercenary guards. If the PCs unwittingly cross an alarmed area and trigger the spell, add one **mastiff** to each group of camp sentries, and the patrols are on high alert.

Finding the Alarms. A successful DC 14 Wisdom (Perception) check while observing the boundaries of the village reveal that some areas of the perimeter seem strangely unguarded. A successful DC 12 Intelligence (Arcana) check alerts the PCs to the presence of a magical alarm before setting it off. Discovering any one alarmed area ensures easy detection of the other alarmed boundaries.

2. CAMP SENTRIES

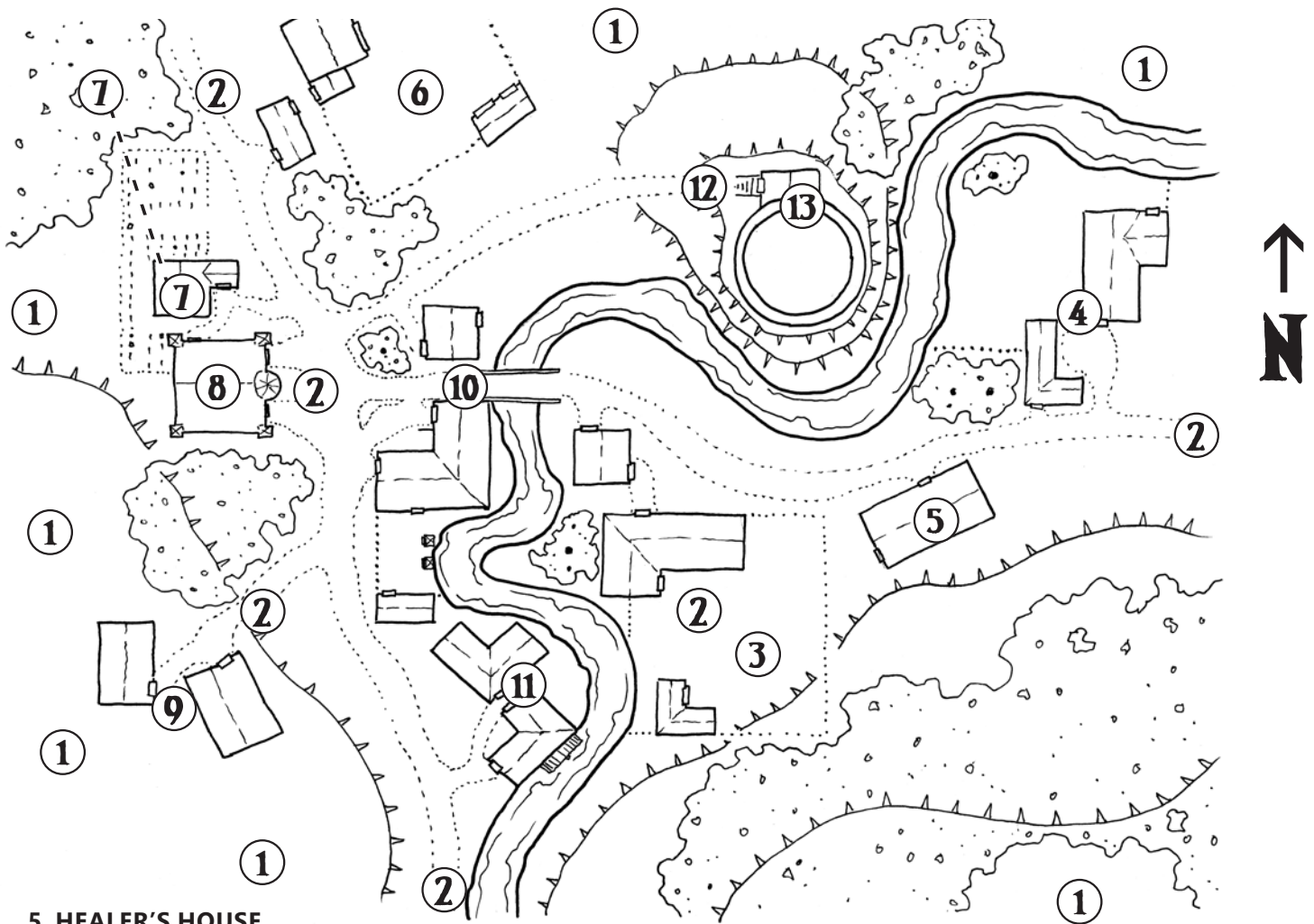
There are six sentry groups, each consisting of one **scout** and one **bandit**, guarding key locations around the village. Individual mercenaries rotate in and out of these posts, but they are continually manned day and night.

3. HORSE CORRAL

The fenced-in area and adjacent buildings here house the mercenaries' mounts. Several dozen horses graze within the corral, currently attended by one **bandit**. A random assortment of bags of feed, barding, and other tackle for the horses fills the attached buildings. Three supply wagons sit alongside the yard.

4. TROOP QUARTERS

The bulk of the mercenaries' supplies rest alongside the houses here, stored under numerous canvas tarps. The buildings have been cleared out and filled with a number of sleeping mats. Ten **bandits** occupy this group of buildings, sleeping or gambling.



5. HEALER'S HOUSE

The mercenaries' acolyte rests with a **homunculus** servant in a small cottage along the main road. Two wounded bandits (AC 10, 6 hit points) convalesce in a bedroom separated from the main chamber.

Treasure. Two *potions of healing* can be found amongst the acolyte's belongings.

6. DOG PENS

The mercenaries' complement of hounds are penned in this enclosure. Unless the village is on alert for intruders, two **commoners** attend to ten **mastiffs** here. If the village is on alert for intruders, six mastiffs patrol with the village's sentries.

Restless Hounds. Kept in one place for too long without much food, the dogs have grown hungry and anxious. A successful DC 10 Wisdom (Insight) check made by anyone observing the dogs interacting with their minders reveals the dogs are barely held under control. A successful DC 12 Wisdom (Animal Handling) check can calm the hounds or counter any orders given by their handlers. A PC that offers a dog food has advantage on this check.

Treasure. One of the handlers has a *potion of animal friendship* hanging on his belt.

7. FARMHOUSE WITH HIDDEN PASSAGE

A lone farmhouse stands among rows of overgrown crops. Inside, detritus from the mercenaries' looting litters the wooden floor. A successful DC 13 Wisdom (Perception) check reveals some irregular patterns in the wooden floorboards. A successful DC 10 Intelligence (Investigation) check finds a trapdoor with access to a hidden cellar beneath the farmhouse. The trapdoor is barred from below and can be forced open with a successful DC 14 Strength check.

In the Cellar. A family of four have been hiding within the cellar for over a month. A successful DC 14 Charisma (Persuasion) check convinces them to open the trapdoor. They explain they hid when the mercenaries expelled the other townsfolk from the village. They have survived the past month because of a partially collapsed tunnel that runs from the cellar to the nearby woods. The family's youngest daughter is small enough to squeeze through what remains of the tunnel, and she has been gathering nuts, berries, and water for the family each day from the forest. The family can provide the PCs general information about the village, its buildings, and the number and nature of the occupying mercenaries. The family has seen captured Kammae and

MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

Capleon scouts led into the small shacks nearest the inn. They can also explain the tower had been left as a ruin by the villagers for as long as anyone can remember, but they know nothing about who or what might occupy it now. If the PCs befriend the family, the cellar is a safe place for the PCs to rest while in the village.

Hidden Passage. A small, partially collapsed tunnel runs from a clearing in the neighboring woods to the cellar of the farmhouse. Anyone passing through the woods detects the entrance to the tunnel with a successful DC 13 Wisdom (Perception or Survival) check. A successful DC 14 Strength check from one PC with an hour of work clears out the collapse, reopening the tunnel. The time to clear the rubble is reduced by half for each PC that helps. If the PCs clear the collapsed tunnel, allowing the family to escape, the family awards them with two bottles of wine worth 10 gp each. The youngest daughter offers a small brooch in thanks to any PC that was particularly friendly to the family.

8. LARGE BARN

A large barn on the northwestern edge of the village has been commandeered by the mercenaries to store the company payroll. An unarmed **ogre** sits alone, guarding the locked company chest day and night. He uses his fist, which deals 2d4 bludgeoning damage, to defend himself and the company's treasure. When not otherwise alerted, he lounges against the chest, resting his head against it whenever he naps—which is often. The ogre wears a key to the chest on a leather thong around his neck. Every few hours, the mercenaries place food and ale at the barn's entrance to keep the ogre placated. The sentries posted outside the door at all times ensure that no one disturbs the creature while he sleeps.

Treasure. A successful DC 12 Dexterity check using thieves' tools picks the chest's lock. The chest contains 10 pp, 350 gp, 157 sp, and 77 cp.

9. TROOP QUARTERS

These two cottages have been cleared to make room for additional sleeping mats. Five to ten **bandits** can be found within these buildings most hours of the day.

10. INN AT THE BRIDGE

The inn just to the south of the bridge serves as the lodging for the mercenaries' chosen leader (**spy**) and the three appointed officers (**bandits**). The smaller shacks to the north and south of the inn are both unguarded. Inside the shacks, Capleon and Kammae uniforms and other identifying sigils have been tossed into piles in the corners, many of which are covered in dried blood.

Treasure. The captain has a personal coin stash in his room of 95 gp, 210 sp, and 47 cp.

11. MILL BUILDINGS

The mill complex alongside the stream has been looted of anything useful. A number of long lumber pieces have been shoved into the mill mechanism to stop the wheel and quiet the mill. A successful DC 8 Strength (Athletics) check removes the lumber pieces and restarts the mill. When running, the mill is loud enough to attract the attention of most of the village.

12. TOWER GUARDS

At all hours, two human **guards** stand duty before the entrance to the tower. Unlike anything worn by the mercenaries, their faces are covered with featureless, white masks. Every four hours a new set of guards exits the tower and relieves the duty pair, who then enter the tower themselves. If attacked, one guard attempts to blow a hunting horn hanging from its belt. When blown, the horn's deep tone can be heard up to 100 feet away, rousing all guards in the tower.

Treasure. One of the tower guards is always carrying an ornate hunting horn made of ivory carved to look like it is covered in dragon scales worth 100 gp. At each shift change, it is handed to the new pair of guards.

13. TOWER ENTRANCE

The strange white stone tower stands alone upon the hilltop overlooking the village. A sturdy, wooden door on the north side of the tower is the single ground-level entrance.

Part 3: The Tower

The only visible windows on the tower are five small slits on its second floor (marked 'W' on the map). The tower's sides are uniformly smooth all the way up to the tower's fourth floor summit. Any unassisted climb requires a successful DC 20 Strength (Athletics) check to reach the summit without falling. With ropes or other assistance, the tower can be scaled with a successful DC 15 Strength (Athletics) check. The PCs can access the three north-facing windows that enter into Areas 8 or 9 by scaling the small entryway structure via a successful DC 10 Strength (Athletics) check. A Medium or larger creature must succeed on a DC 10 Dexterity (Acrobatics) check to squeeze through the windows.

1. GUARD ROOM

The tower door opens into a small, spartan entry chamber. One off-duty **guard** is posted here at all times.

Development. If attacked, the guard attempts to flee to alert the guard in Area 3 or those in Area 7.

2. ENTRY STAIRWAY

A narrow stairway leads up into Area 4, with a side door into Area 3.

Locked Door. The door marked ‘M’ is kept locked at all times. A successful DC 10 Dexterity check using thieves’ tools picks the lock, while a successful DC 14 Strength check forces the door open but alerts the guard in Area 3.

3. STORAGE ROOMS

Space has been cleared here for two beds, one of which always holds a sleeping **guard**. A door leads into a small storage chamber stuffed with crumbled stone, broken furniture, and other detritus cleared from elsewhere in the tower, evidence of its recent reclamation.

4. ENTRY HALL

The stairway is topped by an entry hall with two small wings to the east and west. Both have been swept clean of most debris and are empty. Small sconces hold candles that fill the area with dim light. The doorway to Area 5 is open.

Secret Door. A secret door (marked ‘S’ on the map) leads to Area 6 and bypasses Area 5. A successful DC 14 Intelligence (Investigation) or Wisdom (Perception) check reveals the door.

5. TRAP ROOM

Magic Missile Traps. Arcane traps fill Area 5 to punish intruders unaware of the secret bypass. When a creature steps on one of three ensorcelled stone slabs (marked ‘T’ on the map), a magical blast hits the creature. The creature takes 1d4 force damage, and the enchantment on that stone slab disappears.

Prevention. A successful DC 12 Wisdom (Perception) check notices the arcane glyphs carved on the stones, and a successful DC 12 Intelligence (Arcana) check reveals that the glyphs contain a magical trap. A successful DC 13 Dexterity check using thieves’ tools pries out a slab without triggering the trap. Alternatively, a creature can step carefully around the traps without triggering them with a successful DC 10 Dexterity (Acrobatics) check. A failure on either check triggers a trap.

6. LOWER STAIRWELL

The stairs here follow the curve of the tower, leading to Area 7.

7. UPPER LANDING

The upper landing has similarly been cleared of debris. The stone walls and floor are bare of any furniture or ornament aside from a small wooden table and pair of chairs. Two **guards** lounge here while not on duty. A closed wooden door leads north into Area 8, while another set of stairs lead higher up into the tower.

8. SLEEPING QUARTERS

This chamber contains sleeping pallets for the kobold spellclerk and his edjet initiates. The room contains only some food rubbish and a small leather bag to the side of

one of the pallets. Anyone examining the bag disturbs two **clockwork beetles** (*Tome of Beasts*, p. 60) that attack the PCs.

Secret Door. The door to Area 9 (marked ‘S’ on the map) is hidden and locked. A successful DC 12 Wisdom (Perception) check reveals the door and the lock mechanism within a wall recess. A successful DC 10 Dexterity check using thieves’ tools picks the lock, while a successful DC 12 Strength check forces the door open.

9. RECORDS ROOM

The kobold spellclerk keeps his most important documents within this small chamber. The cramped shelves contain message scrolls, cyphers, codebooks, and a handful of other tomes. Three of the codebooks contain **bookkeepers** (*Creature Codex*, p. 55). If the books are touched before reciting the correct phrase in Draconic, the bookkeepers attack.

Word of Power. A phrase in Draconic has been scrawled in chalk across the stone wall above the shelves: “Who Sees All But Is Not Seen?” A successful DC 14 Intelligence (History) check recalls Parsis the Hidden, one of the dragon leaders in Mharoti, as the correct answer. Reciting “Parsis” in Draconic disables the bookkeepers, who bleed out of the books and onto the floor in pools of black ink. If the bookkeepers are disabled in any other way, the codebooks are destroyed with them.

Development. Attacking or disabling the bookkeepers alerts the kobold spellclerk in Area 11.

Treasure. A spellbook containing the spells *disguise self* and *arcane lock*, a *spell scroll of suggestion*, several Mharoti codebooks, and a number of coded message scrolls, containing details of troop and supply movements in the current war season, sit on the shelves.

10. PILLAR GALLERY

The space on this floor opens to fill the entire tower. Several pillars stretch from floor to ceiling, surrounding a spiral stone staircase leading to Area 11. On the back side of the pillars, two small pedestals are topped with transparent orbs. A small desk contains some blank scrolls, empty pages of parchment, and various writing implements.

Treasure. The orbs on the pedestals are nonmagical crystal orbs worth 20 gp each.

11. SUMMIT

Four spires of dark granite extend upward from the roof’s edge at the cardinal directions. Four taller spires extend upward from the roof’s center, crowding tight around the exit from the spiral staircase. A **kobold spellclerk** (see page 11) and two **edjet initiates** (see page 12) stand around the staircase, observing and making notes on the surroundings.

Development. If the Mharoti agents have been alerted to the PCs’ presence, such as the by horn or the bookkeepers, they are prepared for the PCs. The edjet initiates flank the

stairwell, ready to fire their shortbows, then advance into melee combat. The spellclerk attempts to avoid any melee combat, using *fire bolt*, *grease*, and *sleep* to support his guards. For the initiates' Show Mettle trait, the spellclerk is the initiates' superior officer.

Treasure. The kobold spellclerk carries a *Mharoti discipline stick* (see page 12), a *broken fang talisman* (see page 12), and a small leather purse containing several cut gems worth 250 gp.

Conclusion

Depending on how the infiltration of the village and the tower plays out, the PCs might simply walk out of the tower and into the woods, or they may have to fight their way out of the village against alerted mercenaries. Regardless, if they return to Tavv's Pioneers with any information about the Mharoti presence, they successfully complete their mission. Defeating the kobold spellclerk temporarily disrupts Mharoti operations in the Seven Cities, and capturing any of the codebooks, messages, or other documents from the records room in the tower gains important information about the Mharoti spy network.

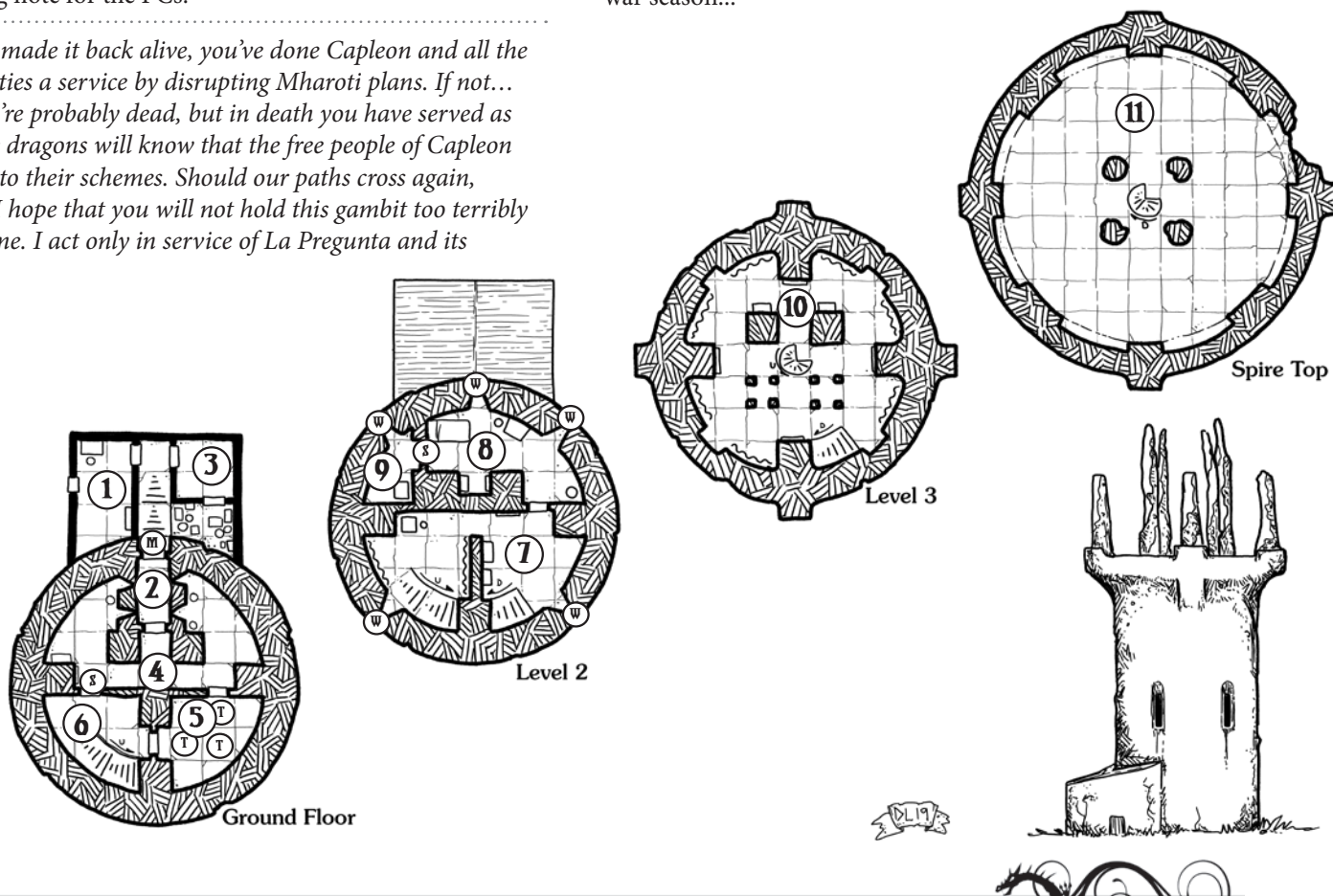
Afenso's Note. Hearing of their success, Afenso abandons his ruse and returns to La Pregunta in Capleon, leaving the following note for the PCs:

If you've made it back alive, you've done Capleon and all the Seven Cities a service by disrupting Mharoti plans. If not... well, you're probably dead, but in death you have served as well. The dragons will know that the free people of Capleon are wise to their schemes. Should our paths cross again, friends, I hope that you will not hold this gambit too terribly against me. I act only in service of La Pregunta and its

righteous aims. As for Tavv, he is a good fighter and better man. I hope this will open his eyes about whom he serves, and that he will take service with another city until such time Capleon truly deserves the devotion of freedom-loving souls. Farewell!!

You're in the Army Now? Depending on their adventure hooks, the PCs may continue on to further adventures as part of the Pioneers, or they may choose to pursue Afenso to Capleon, either to pay him back for his duplicity or to help La Pregunta further combat Mharoti influence in Capleon. Any Mharoti documents would be particularly valued by La Pregunta. Not taking kindly to Afenso's deception, Tavv allows the PCs to break their contract if they choose to pursue the La Pregunta agent.

Given Capleon's conflicted position regarding the Mharoti Empire, Tavv finds that the mission's success is viewed with some ambivalence by Capleon's senior commanders, who aren't quite certain which way the political winds are blowing. Despite that, if the PCs stay, Tavv lauds them for a job well done and considers them full members of Tavv's Pioneers—provided, of course, they furnish half of the mission's looted gold to the company coffers. And, with an open lieutenant's position, there are definite promotion opportunities and many battles left to fight in the war season...



MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

Kobold Spellclerk

The reptilian snout peeking out from a deep hood is the only hint that this cloaked figure is a kobold. A fang charm dangling from its neck, the kobold goes about its business of secrets and whispers.

Agents of the Empire. Kobold spellclerks work primarily as messengers and agents of the Dragon Empire's spy network. They are skilled in code writing and breaking, overseeing the operations of other field agents, and providing their overlords a valued glimpse into the internal affairs of their enemies.

Trusted Messengers. Kobold spellclerks are often granted the use of magic items that aid in encryption and message-sending to supplement their natural skills and magical studies. The messages they carry or compose are often of great import to clandestine activities.



KOBOLD SPELLCLERKS IN MIDGARD

The spellclerks operate as the lowest rank of spy in the Mharoti Empire's spy network, which is jointly administered by Parsis the Hidden and Kah Vizier Zeki Hasan Al Eski. In spite of their lower status, they are no less important to the spy network and make up the majority of Mharoti's spies abroad. At home, spellclerks are treated with a mixture of respect and wariness, as the spies are used just as often within the empire to root out those who chafe under dragon rule.

Kobold spellclerks in Midgard typically prepare *dragon roar* (*Midgard Heroes Handbook*, p. 164) in place of *fire bolt* and *converse with dragon* (*Midgard Heroes Handbook*, p. 159) in place of *feather fall*.

KOBOLD SPELLCLERK

Small humanoid (kobold), lawful neutral

Armor Class 12

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	12 (+1)

Saving Throws Int +5

Skills Acrobatics +4, Arcana +5, Deception +5, Investigation +5, Perception +3, Persuasion +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 1/2 (100 XP)

Cunning Action. On each of its turns, the spellclerk can use a bonus action to take the Dash, Disengage, or Hide action.

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

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The kobold spellclerk is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *message*, *minor illusion*

1st level (3 slots): *comprehend languages*, *feather fall*, *grease*, *illusory script*, *sleep*

ACTIONS

Multiattack. The kobold spellclerk makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Dragonborn, Edjet Initiate

Glaring about in brazen challenge to any that would meet its eyes, this elite dragonborn warrior searches for its next target. Adorned in padded armor, its clawed hand never ventures far from the hilt of its sword.

True Believers. Edjet initiates display all of the fanaticism of the elite edjet (*Creature Codex*, p. 121), but they have yet to develop their precision and poise on the battlefield. Rarely will edjet initiates be turned aside by fear of death—failure is a much more fearsome prospect.

Ready to Impress. Before edjet initiates can join the ranks of the edjet corps, they must first prove themselves in battle. This desire often leads them to take great risks on the battlefield, but edjet officers view this process as the natural means to separate those with the will and skill to become true edjet from those that merely aspire to such. Those initiates that are not killed in the course of their training, but that otherwise fail to meet edjet standards, often settle into a lesser role in the military machine as scouts, archers, or other auxiliaries.

EDJET INITIATE

Medium humanoid (dragonborn), lawful neutral

Armor Class 12 (padded armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4

Damage Resistances fire

Senses passive Perception 10

Languages Common, Draconic

Challenge 1/4 (50 XP)

Show Mettle. While it can see a superior officer, the edjet initiate has advantage on saving throws against being frightened.

Overeager Trainee. If the edjet initiate starts its turn within 5 feet of another dragonborn, it has advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/230 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

MHAROTI DISCIPLINE STICK

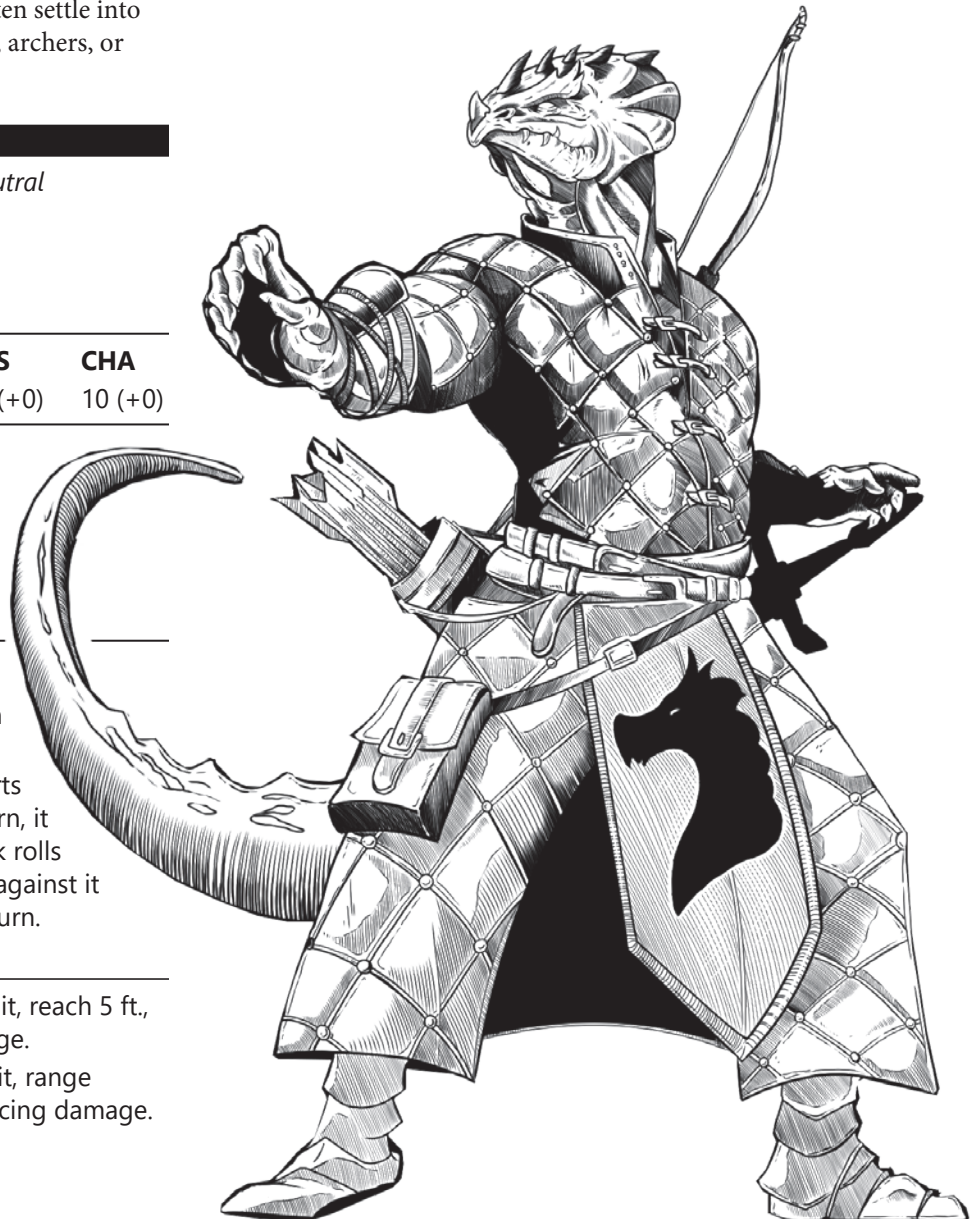
Weapon (club), uncommon (requires attunement)

The dragon mages of the Mharoti Empire use various means to keep their slaves and servants under control. The discipline stick is one such innovation. When you hit a humanoid with this magic weapon, that humanoid takes an extra 1d6 lightning damage. If damage from this weapon reduces a humanoid to 0 hit points, the humanoid is knocked unconscious instead of killed.

BROKEN FANG TALISMAN

Wondrous item, common

This talisman is a piece of burnished copper, shaped into a curved fang with a large crack through the middle. While wearing the talisman, you can use an action to cast the *encrypt/decrypt* (*Midgard Heroes Handbook*, p. 165) spell. The talisman can't be used this way again until 1 hour has passed.



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