



Adventures in Filbar™



By Frank Schmidt

SQ2 – Cesspool of Redrook



CESSPOOL OF REDROOK

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR A GROUP OF LOW LEVEL PCS. PART OF THE FILBAR PANGIA SERIES, IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

EXCLUSIVELY AT WWW.RPGNOW.COM

US TRADEMARK – SERIAL #87251157



Cesspool of Redrook

Player's Background:

You have reached a point in your life where the mundane has become intolerable. You and your friends have decided to change your lives by becoming adventurers and carve out your name in the stones of history. The only problem you have is that you are a little light on coins to pick up travelling equipment and need to discover a quick pile of coins. Fortunately for you and your associates you find a wanted poster featuring a reward of 200 gold coins for the capture of "Briny Pete" a notorious outlaw and pirate. The missive doesn't give any details and as you ask the people in the area they only laugh at you citing that the outlaw is far too tough for you and your cohorts. With your resolve steeling, you decide that Briny Pete will be your first mission as adventurers!

DM Background:

Fledgling heroes always need a start somewhere and the city of Redrook is the focus for this adventure. An urban setting, the PCs will have to find out more information on Briny Pete before they can capture him and retrieve the reward to finance their trip out of the city. This scenario allows for peaceful interactions before the group faces off with dank unknown of the dirty sewers of the city.

The PCs should be equipped for combat as well as a few torches or a lantern to see in the darkness. Other basic equipment should be scarce as this is the purpose of the adventure. The PCs can either have grown up in Redrook or be recent arrivals to the bustling city. As they are just starting out most people will be doubtful as to their abilities and this can be used to "push" the players into greatness. The party will have/or discover knowledge that several sewer systems lie beneath the city of Redrook. The different systems vary in age, size, and functionality. The area in question for this adventure will smell and is moderately old but in relatively good condition. Those with old boots may find the going somewhat "squishy".

The adventure will open with the PC(s) finding the freshly posted wanted poster with an image of Briny Pete. While the city has been fleshed out in other products the party should focus on the block where the poster was discovered. A seedy tavern is nearby and will be the most likely location to find out information on the outlaw.

A. Interviewing of the Citizens

After pulling down, borrowing for an indeterminate time, the wanted poster you reach out to your cohorts and explain that this is the opportunity for some serious coinage. After a brief discussion the group votes on trying to find this "Briny Pete" and pool the reward so the party can obtain the supplies needed to head out on the adventuring trail.

DM: The busy street will have a variety of citizens wandering around and the party may opt to speak with some of them. Upon deciding on a person to talk to they can each roll from the listing below to determine what type of reaction they will receive. Each of the PCs can attempt to flag down two encounters with repeats possible.

It should be noted that none of these people will have useful information on the whereabouts except for the last person dealt with. This individual will, drunkenly, tell the PCs that they don't know where this hoodlum is but one of his men might. When asked about the whereabouts of the "men", the drunk will waver but point towards the Black Raven tavern before falling over and urinating themselves. As the party spots the dubious locale in question they will notice a rather large group of guards dealing with a small crowd of irritated people.

Encounters:

1. Chamber pot emptied near/on DC10 vs. Dexterity or "splashed"
2. Urchin approaches for minor scam
3. Beggar asks for alms
4. Local teen wants to join party when dismissed could become a powerful NPC later in life...

5. Adult woman looking for her missing cat
6. Crazy man yelling about the end of the world
7. Captured criminal spits at the PC as guards move them through the street
8. Prostitute solicits the PC
9. An annoying citizen repeats everything the PC says until they get bored or are threatened
10. Polite merchant engages the PC until they spot someone attempting to steal from their cart

B. The Black Raven Tavern

This tilted building is in serious disrepair but seems to be a rather popular establishment. A group of guards has several people detained outside and it appears that the party just missed a rather large altercation. The individuals outside are all rather bloodied and it seems that they were on the losing side. As you enter the dim establishment the remaining patrons are congratulating someone at the bar. As you enter a young barmaid missing teeth asks if you need something.

DM: The barmaid in question has a strange odor about her and her hygiene is quite suspect. She will take an interest in one (random) of the PCs and if attention is given to her she will tell that PC just about anything they want to know. "Agga" is well aware that the man at the bar who was just in the large fight is Briny Pete's second in command and a dangerous fighter. The wench will point out that he just took on five guys and bloodied them all. The barkeep will yell at the young woman sending her back to work the tables and stop talking to the group.

The PCs will have two potential options to uncover the whereabouts of the wanted man in this scenario. The first option is to attempt to make friends with the brute known as Dalma. Due to his current state of intoxication the man will be prone to flattery and will expect to be given more ale to speak with the party. If this is done there will be a DC12 vs. Charisma that Dalma will accept the PCs potential recruits and send them around the corner into the sewers.

The other option will be to 'extract' the information by beating the very large man who apparently has a penchant for fighting. If the party has already attempted to be friends with Dalma and failed or if they come on to strongly a fight will ensue. Dalma will tell everyone to stand back while he teaches the "young pups" a lesson. Melee will ensue and any natural '20' hit by Dalma will require a DC14 vs. Constitution or the PC will be knocked out from the blow. If the party attempts to draw weapons the patrons will all pull weapons on them and order them to fight like a man (fists).

If the PCs can defeat Dalma he will state they are his kind of people and will point them towards the sewer entrance closest to area #1. If the brute defeats the PCs (zero=knocked out) he will laugh and spit ale on them. A few moments later the town guard will come in and wrestle the bandit to the ground and he will look at one PC and tell them not to go wandering the sewers or he'll come find them. If the party is able to determine the sewers are the likely place they may ask directions from Agga. She will point them to the entrance closest to area #3/#4 and warn them that all sorts of nasty creatures live in the cesspool under the city. She will attempt to kiss her favorite PC before they go.

Dalma: Armor Class 17 (½ plate) Hit Points 54 (6d8 + 12)

D +4 1d4 +4 (punch) or 1d6 (mug/pitcher attack)

STR DEX CON INT WIS CHA /18(+4) 12(+1) 12(+1) 10(+0) 10(+0) 9(-1)

Challenge 3 (700 XP) ½ xp if everyone is knocked out

C. Cesspool of Redrook

You have passed several wrought iron drains in the street but none have been big enough to enter. As you arrive at a section of old buildings you find a grate that appears large enough for each of you to enter. You pull back the obstruction and walk down some old but slick steps.

This section of the city smells awful and puddles of water, urine, and debris are everywhere. A yellowish plant is growing out of the brick walls and can be found everywhere. The stonework is older in this location but appears to have been well crafted. Liquid drips out of the small openings in the ceiling above but because of debris the light is dim and it is difficult to see.

DM: The party should be reminded frequently at how poorly the aroma is of the sewers. Those possessing low to average constitution will feel exceptionally queasy and may (discretion) fight at disadvantage the first encounter. Filth is present everywhere and the floors seem to slope gently towards the main drain area at #9. The water will pool in low spots and debris and other "gunk" will hang at various intervals that coincide with the street level grates the party has passed previously. Light will be an issue and if PCs attempt to go without they will suffer disadvantage on attack rolls but not on saves.

Most of the stonework in the sewers is solid albeit old. The eastern edge of the system (#14 & #15) are rough-hewn tunnels as a cave complex was located below the city and there was no need to further enhance that line of the sewers. Doors in the cesspool are mostly rotted and ill-fitting with gaps at the top and the bottom. Rusty iron gates can be quite sticky and a DC14 vs. Strength will be required to lift them. They are rusty and will squeak loudly.

1. Snake Pit

The door grudgingly gives way to a loud creak and the small room seems to be covered in the pale vegetation. A small pile of clothes are along the far wall and feet can be seen coming out of the corner but they are pointed down.

DM: The occupant of this chamber, a hobo, is currently dead and face down in the corner. Upon closer inspection rats will scatter from their meal and go into small holes around the room. If the body is disturbed a small ceramic flask will tumble to the floor and rattle around. This will cause a snake near the head of the corpse to investigate and attack the party.

Once the snake is dealt with the party can check the slimy body but will not locate anything aside from the flask. This item contains a fermented alcohol that is best described as "rotgut". There is enough fluid in the vessel to start

a small fire but drinking the libation will cause a PC to spit it out rather quickly. There is nothing else of value in this room. The body is that of a homeless vagrant.

Snake: Armor Class 14 Hit Points 22 (5D8)

D +3 to hit 1d4 +1 & DC10 vs. Constitution or 1d6 poison damage for a day (disadvantage for attacks/saves)

STR DEX CON INT WIS CHA /12(+1) 14(+2) 11(+0) 7(-2) 10(+0) 8(-1)

Challenge 1 (100 XP)

2. Water Traps

This area of the passageway is home to a small pile of debris. Mice scurry away as you approach and a dripping noise is heard nearby but you cannot close in on it.

DM: These areas used to be covered in iron grates and act as a funnel to get rid of water build up in the complex. The debris has collected here and actually covers the exposed drain. Those not leaping over the obstruction will fall into the offshoot and suffer 1d4+1 in damage. To keep PCs on their toes these piles of debris can be randomly put in throughout the area but only those marked will be "traps".

3. Hobo Sacrifice

As you enter this room you are greeted by a grisly sight. A dismembered man lays on the floor surrounded by burned out candles. Strange sigils form a mostly intact circle around the body. A silver dagger rests in the chest of the deceased and has a worn handle.

DM: This unfortunate was the victim of the Dolo Cult (#4) and was an experiment to the old and forgotten deity of death. The cultists sacrificed this homeless man a day ago and are praying in a nearby room for guidance. With the dismemberment of the body the smell has attracted a Ghoul from a

nearby tunnel. This creature is hiding in the corner and will not be seen unless the PCs state they are checking the room first.

Once the Ghoul has been dispatched the body can be examined but is unidentifiable in its current state. The silver dagger is worth 12gp from a silver of mother of pearl in the handle. Anyone possessing this item and dealing with a Dolo Cultist will be attacked with advantage from rage. There is nothing else of value in this chamber.

Ghoul: Armor Class 12 Hit Points 28 (5d8)

D +4 2D4 +2 paralyze if a struck PC fails the DC10 vs. Constitution

STR/DEX/CON/INT/WIS/CHA 13 (+1) 15 (+2) 10 (+0) 7 (-2) 10 (+0) 6 (-2)

Challenge 1 (200 XP)

4. Dolo Cultists

The winding trail seems to be declining lower and when you reach the end of the tunnel you find a rough chamber with a natural stone pillar holding up the ceiling. Candles flicker in the room and you notice a collection of people in the room. Turning towards the party you notice the men in blue cloaks all have beards and appear to have been praying at the pillar which is inscribed. As you meet the occupants do not appear happy at your arrival and unsheathe scimitars.

DM: These are six members of the obscure Dolo Cult, a small sect in Redrook. These men are responsible for the body in area #3 and are well aware that their religious order is not one of the tolerated religions of the land. The pillar is decorated with various signs and symbols of their religion but will not be recognizable by any other than followers of Dolo.

Unlike other denizens of the tunnels below the city, these men are businessmen, city laborers, and minor political figures that are attempting to resurrect the cult. The sacrifice in area #3 was meant to bring Dolo to the land again but their high priestess (not present) failed to perform the

ceremony correctly and the deity was NOT summoned. To preserve their secret the cultists will attempt to kill the PCs to hide their identities.

This encounter also allows for further dealings with the Dolo Cult if a sect-driven campaign is desired. As a reminder, if the silver dagger used in the ceremony has been obtained the cultists will obtain advantage on attacks against the new “owner” as it is considered a religious relic.

If these men are defeated the PCs may notice missing person postings occur in town. If the party draws attention to themselves in the matter then other members of the cult, including the high priestess, will come looking for revenge.

Cultist (6): Armor Class 12 (leather) Hit Points 9 (2d8)

D +3 1D6 +1 Scimitar – Advantage on Charm or Fear rolls

STR DEX CON INT WIS CHA /13(+1) 11(+0) 12(+1) 2(-4) 9(-1) 5(-3)

Challenge 1/8 (25 XP) 1d6 x10gp of wealth per person

5. Hippity Hop

A hollow “thud” noise will be heard as you enter this irregularly shaped chamber. Ankle deep standing water is present in this area and debris will be floating through the area. Looking down ripples in the water can be seen heading towards you.

DM: This strange passage is a collection point for debris from above. It is also a common pathway for a Giant Toad looking for food. This creature will come from the opposite way that the PCs entered from and will make long leaps closing any distance quickly.

This creature also has a poisonous bite that requires a DC12 vs. Constitution or suffer additional damage per bite. This poison will only affect a PC one time but can affect several PCs at a time. This creature will not have any treasure associated with it.

Giant Toad: Armor Class 11

Hit Points 40 each (6d10 + 6) D +4 Bite 1D10 +2 & 1D10 poison

STR DEX CON INT WIS CHA /15 (+2) 13 (+1) 13 (+1) 2 (-4) 10 (+0) 3 (-4)

Challenge 1 (200 XP)

6. Dank Recess

Standing water dominates one corner of this building. A crumbling pillar holds the ceiling up. A pile of debris sits in the far corner of the room and appears to be moving slightly.

DM: The pile of sticks and trash in the corner is home to a small ferret that is attempting to hide from the other occupant of the chamber. When the PCs investigate the pile they will scare the small, nonaggressive creature out and it will attempt to get out of the room.

Once the area is investigated and nothing other than 8gp are found they may leave. The problem will be that if no one was guarding the exit they will not notice that a Gray Ooze has climbed out of the small pool and positioned itself across the egress to the chamber. The jelly is wide enough that it quite difficult to be jumped over and any attempt to do so will result in a DC18 vs. Dexterity. A failure on this roll will indicate a free attack by the Ooze with advantage and loss of initiative by the jumper the next round.

Gray Ooze: Armor Class 8 (natural) Hit Points 22 (3d8 +9)

D +3 1d6 +1 bludgeoning damage and 2d6 acid damage

Non-magical metal weapons suffer -1 (cumulative damage) per successful strike on the creature and at -5 is completely destroyed

STR DEX CON INT WIS CHA /12(+1) 6(-2) 16(+3) 1(-5) 6(-2) 2(-4)

Challenge ½ (100 XP)

7. Empty Chamber

Squeaking can be heard at the end of the tunnel and the path is quite dark. There does not appear to be any gutter entrance in the ceiling above at this location.

DM: This chamber is an empty room and it is a safe area if the PCs opt to rest in the cesspool to regain lost hit points, spells, etc.

8. Death from Below

A long hallway empties into a rectangular chamber with a large crack in the floor. Debris and small animal bones are present on the far side and a small object shines in the torchlight under the debris.

DM: Once the PCs enter the chamber they can examine the pile but will only find a small strip of steel facing like that found on a shield edge. This shine is a ruse to get the party into the chamber whereupon a pair of Dark Mantles will come up through the crack in the floor.

This pair of sting ray-esque creatures will emerge from the gap and attempt to wrap the closest PCs. Those successfully hit by these creatures will have to roll against a grapple attempt. Those failing to break the grapple will automatically be hit the following round. In this case the Dark Mantle will only be allowed to hit the grappled PC. Piercing attacks against this creature while they have someone grappled may inflict damage to the contained party member as well.

The crevice is not large enough for any PC to go into but easy for these flexible creatures. There may be treasure below but the PCs would not be able to see at this time.

Dark Mantle (2): Armor Class 11 Hit Points 25 (5d6 +5)

D +5 1d6 +3 crush DC13 vs. Strength to get away & Cause darkness

STR/DEX/CON/INT/WIS/CHA 16(+3) 12(+1) 13(+1) 2(-4) 10(+0) 5(-3)

Challenge 1/2 (100 XP)

9. Weird Waters

This is the largest chamber encountered so far and has a running stream of water cutting the room in half. A drain on the northwest corner is the source of the water. White bubbles have formed in the water and move across the floor emptying into another drain in the southeast corner. A large pillar supports the center of a decorative ceiling and a pair of matching narrower walls helps hold up the roof. Multiple coins can be seen strewn along the floor and have become stuck in the rough flooring.

DM: The waters that run through this chamber are fed by several sources including a large decorative statue near the center of town. This fountain pool is the home of coins tossed in from people making wishes. As time goes by some of the coins filter through the drain and find themselves on the floor here.

There are almost 75gp worth of copper, gold, and silver coins on the floor but they must be collected. During the collection of these coins a Water Weird will come up through the southern drain and attack the party. This minor Elemental will lash out at a random PC and attempt to drag them into the shallow water. Those successfully hit will have to break the grip or face potential drowning from being held under by the creature.

Water Weird: Armor Class 13 Hit Points 58 (9d10 +9)

D +5 3d6 +3 & DC13 vs. Strength or restrained

STR/DEX/CON/INT/WIS/CHA 17(+3) 16(+3) 13(+1) 11(+0) 10(+0) 10(+0)

Challenge 3 (700 XP)

10. Gated Problem

A rusted iron portcullis blocks off a small chamber that appears to be half flooded. After a strong pull you finally break the deposits on the metal and it grinds upward exposing a small room beyond. As you look around you notice a large hole in the west wall. A clicking noise can be heard coming from the hole.

DM: This chamber is the favored watering hole for a wandering Carrion Crawler. This beast inhabits a different level of the cesspool but does come to this chamber as it is a safe spot to drink. The creature will have heard the noise of the party and come to investigate. This creature will not be pleased that its watering hole has been invaded and will attack until it loses 50% of its hit points at which time it will attempt to flee back into the hole it emerged from.

If this creature can be defeated or turned back the water can be examined in the corner of the room. A careful search will reveal an agate ring worth 30gp that was lost many years ago. This item can be sold without fear of reprisal from the previous owner.

Carrion Crawler: Armor Class 13 (natural) Hit Points 51 (6d10 +18)

D +4 2d4 +2 Bite & Tentacles +8 1d4 +2 & DC13 vs. Constitution

Failed save indicates PC paralyzed rerolling every round to end Paralyzation

STR DEX CON INT WIS CHA /14(+2) 13(+1) 16(+3) 1(-5) 12(+1) 5(-3)

Challenge 2 (450 XP)

11. Uneven Floor

The floor here tilts towards the back of the chamber where a large pile of debris has settled. Pieces of old cloth, spent rum bottles, and other valueless trinkets can be seen scattered among the area. A polished stick protrudes from the cache of trash and sticks upright at the back. A foul smelling muck covers the slight incline.

DM: The collection drain at the back of this chamber is very crowded but liquid can still escape from this area. Normally the sewers are cleaned out once every few years but it has been longer than that for this area.

The polished stick is actually the shaft of a +1 Spear that was lost nearly eight months ago during a street fight. The item was swept away in a rainstorm and deposited here. Unfortunately this is also the location of an Ochre Jelly which is the foul smelling muck. This creature will remain

motionless until a PC enters the chamber stepping on the creature. If a careless PC enters the area without checking and intentionally steps into the muck they will suffer 1d6 acid damage and lose initiative the next round of combat. There is nothing else of value in the area.

Ochre Jelly: Armor Class 8 Hit Points 45 (6d10 +12)

D +4 2d6 +2 bludgeoning and 1d6 acid damage from Pseudopod

Creature will split into separate forms if slashing/lightning damage

STR/DEX/CON/INT/WIS/CHA 15(+2) 6(-2) 14(+2) 2(-4) 6(-2) 1(-5)

Challenge 2 (450 XP)

12. Lookout Chamber

Black smoke filters through the tunnel and the walls are covered in soot. Flickering light can be seen from lit torches and a murmuring can be heard coming from the alcove. As you advance a twig snaps beneath your feet and the murmuring stops.

DM: The occupants of this chamber have carefully laid down a series of dry sticks in the tunnel to alert them of any intruders. While crude, this system is quite effective and the only way around it is magical silence.

A pair of Bandits will spring forth from the chamber and block the narrow tunnel. Because of the tight confines only two people can be on the front line at a time although missile weapons or pole arms would allow melee from the second row.

The pair are part of Briny Pete's crew and will be happy to attack the party. They have several coins on their person totaling 15gp each but a silver candlestick holder worth 60gp is inside the alcove along with a variety of mundane items. This area is used as a lookout chamber for the bandit group. The pair are well aware that holding the narrow portion of the tunnel is the key to their success and will defend it vigorously.

Bandits (2): Armor Class 16 (chain armor) Hit Points 15 (2D8 +2)

D +3 to hit 1D6 +1 Scimitar +3 1d8 +1 Light Crossbow

STR DEX CON INT WIS CH/11(+0) 12(+1) 12(+1) 10(-0) 10(+0) 10(+0)

Challenge 1/2 (100 XP)

13. Bandits

Light can be seen flickering under the warped, wooden door at this location. Raucous laughter can be heard from several different voices. Once the door is open you spot four men sitting around a table apparently playing a card game. The men leap up from the game grabbing their blades from the table.

DM: This room is used by members of the bandit group as a bed chamber most of the time but is currently being used to gamble. The four men present here don't have anything else to do after recently pulling off a large theft of a merchant. The quartet has divided the money equally and given Briny Pete his cut and are now attempting to get each other's coins via gambling.

The "pot" has 50gp in it currently and each Bandit has 10-12gp each on their person. The room is illuminated from several torches hanging in sconces on the wall. One of the bandits has an ivory pipe in the form of a dragon head at the spout. This item is worth an additional 8gp but the previous owner may take exception to this. The previous owner could be another urban encounter and range from an enchanter to a ranking military person.

Bandits (4): Armor Class 16 (chain armor) Hit Points 15 (2D8 +2)

D +3 to hit 1D6 +1 Scimitar +3 1d8 +1 Light Crossbow

STR DEX CON INT WIS CH/11(+0) 12(+1) 12(+1) 10(-0) 10(+0) 10(+0)

Challenge 1/2 (100 XP)

14. Lookout #2

DM: This area is the same as #12 in all respects except there are two copper candelabra worth 30gp each are present instead of a single silver candlestick holder.

Bandits (2): Armor Class 16 (chain armor) Hit Points 15 (2D8 +2)

D +3 to hit 1D6 +1 Scimitar +3 1d8 +1 Light Crossbow

STR DEX CON INT WIS CH/11(+0) 12(+1) 12(+1) 10(-0) 10(+0) 10(+0)

Challenge 1/2 (100 XP)

15. Briny Pete

This chamber is well lit with a total of five torches hanging in the sconces. Three men are present in the chamber sitting around a table. The largest man is quickly recognized as Briny Pete from the wanted poster! Pete looks at the other two men and says "Show me what you got boys!" The men take a defensive posture between you and the bandit leader.

DM: This rough-hewn chamber appears to be an old burial crypt with a stone coffin present in the middle of the chamber. Standing water slowly filters through openings in the southern wall and the smell is quite putrid. A rough bed sits in a dry corner and a large wooden chest sits in the water on the floor.

Pete is dealing with two new members of his group but they have not been trained well and their fighting skills are poor but they will provide a distraction for the PCs to deal with. The pair will form up in front of the leader blocking melee with the large man unless PCs travel around the statue which will take one round of combat. The first round Pete will hurl a javelin at one member of the party before readying for melee.

If the trio can be defeated/captured/incapacitated they will still have to be taken out of the cesspool to obtain the reward. The large chest is heavy and bulky but does contain 500cp, 300sp, 100gp, and twelve gems worth 80gp. Pete wears his "lucky amulet" which is actually a +1 medallion of protection.

This item adds +1 to AC and causes any missile weapons to roll at disadvantage to hit. The stone coffin has already been raided and was the source of the medallion.

Briny Pete: Armor Class 18 ($\frac{1}{2}$ plate & amulet) Hit Points 44 (6d8 + 12)

D +4 Great Sword 2D6 +2 (x2) or +3 Javelin 1D6 +2

STR DEX CON INT WIS CHA /13(+1) 12(+1) 12(+1) 10(+0) 10(+0) 9(-1)

Challenge 3 (700 XP)

Initiates (2): Armor Class 12 (leather) Hit Points 11 (2d8 +2)

D +3 1D6 +1 Scimitar

STR DEX CON INT WIS CHA /11(+0) 12(+1) 12(+1) 10(+0) 10(+0) 10(+0)

Challenge 1/8 (25 XP)

16. Bandit Entrance

As you attempt to raise the portcullis three bandits inside the lit chamber ready their crossbows and fire bolts at you!

DM: This chamber is the entrance to the cesspool under the city in a different location. This entrance is difficult to find from above as it has been camouflaged with boxes and debris. The bandits are well aware of the hidden spot but the guards have not yet found it.

The chamber is lit by two torches hanging in sconces and stairs lead up to the exit. Each of these bandits has 20gp worth of coins and small gems and stationed here as lookouts.

Bandits (3): Armor Class 16 (chain armor) Hit Points 15 (2D8 +2)

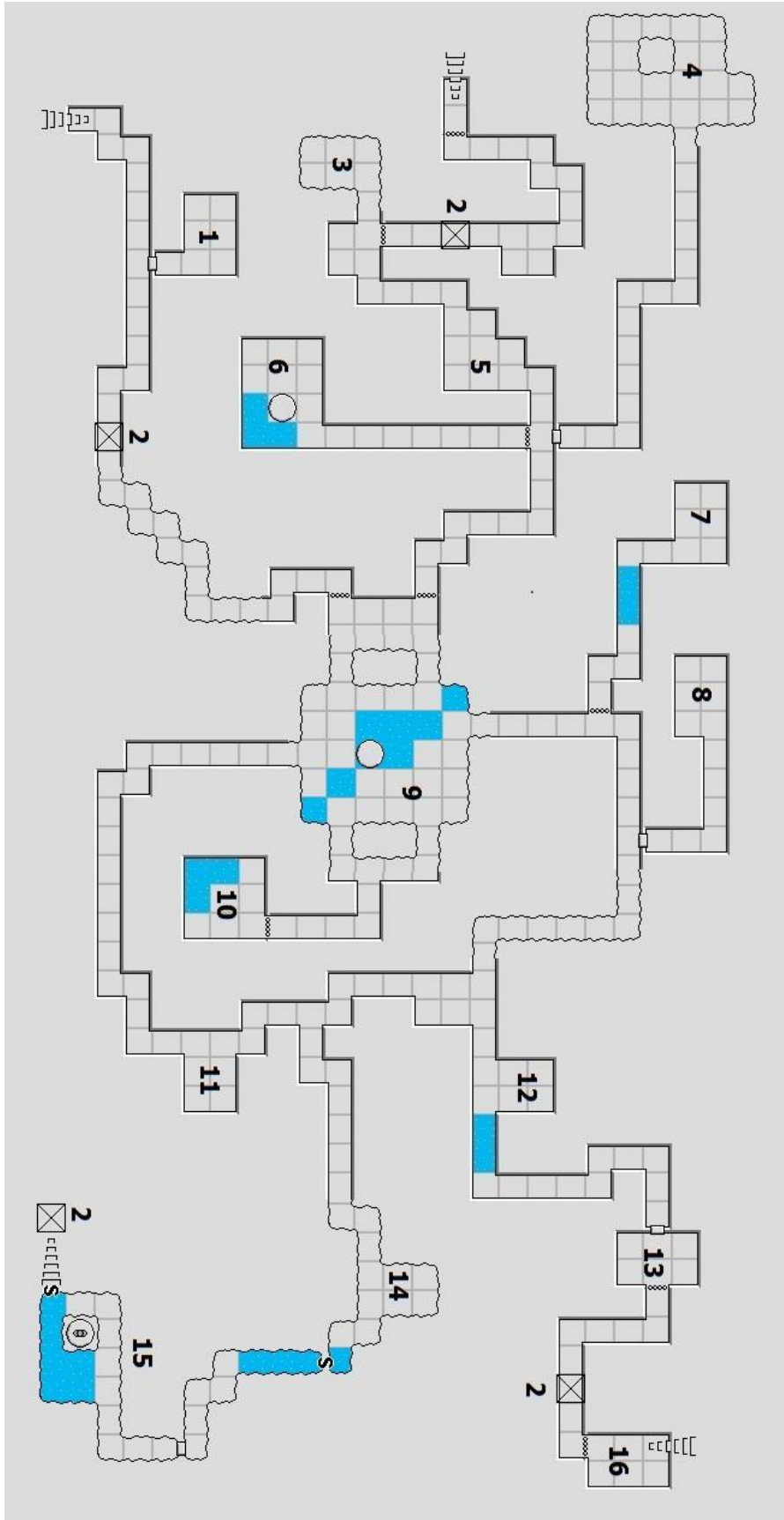
D +3 to hit 1D6 +1 Scimitar +3 1d8 +1 Light Crossbow

STR DEX CON INT WIS CH/11(+0) 12(+1) 12(+1) 10(-0) 10(+0) 10(+0)

Completing the Adventure

Once the party successfully catches Briny Pete they will still have to get him back to the surface. If still alive he will be kicking, spitting, and making a general nuisance out of himself. If he has not been gagged he will yell out and potentially catch the attention of foes not yet encountered making the party deal with additional adversaries. If given the chance, the bandit leader will attempt to run for it during combat engagements. Once back above ground the PCs can flag down any guard unit for assistance. The guards will immediately recognize Briny Pete and escort the party and Pete to the nearest magistrate where the party will be paid. As they leave Briny Pete will tell them "You haven't seen the last of me!"







Magic Medallion & the cesspool

WANTED
DEAD OR ALIVE



500P OR 2000P
BRINY PETE