

# The Beggar King

By Kayne Ruse  
KR Game Studios

Designed for **Cast World**  
(short for “**C**an’t **A**nyone **S**ave **T**he **W**orld?”)

## Credits

**Lead Designer:** Kayne Ruse (kayneruse@gmail.com)

**Special Thanks:** Ken Carcas, Jordan Ruse

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## Sequence Of Acts

**Act 1:** An old man begs for the party's help, thus luring them into a trap.

**Act 2:** The party is defeated, but coerced into helping the man – now revealed as a thief.

**Act 3:** The party breaches the king's castle, and sees something horrific.

## Background

The term Beggar's Guild started off as an insult for those poor souls who were often victimised by the city around them. In response, they began to gather in the night, and formed a real life Beggar's Guild to extract what valuables they could from the city. Now, as a large and well functioning criminal organisation, whispers of their existence are finally reaching the ears of authorities. But is it too late?

## Scenario Outline

The following is a list of how the adventure should play out at your table but be prepared to adjust 'on-the-fly' based on what your players choose to do:

- **Roleplay.** The party is approached by a mysterious man, who begs for their help recovering an heirloom.
- **Combat.** The party, following the old man's directions, are jumped by a dozen Guild Bandits.
- **Roleplay.** The old man is revealed as Modius, leader of the Beggar's Guild, and asks the party for help with a much more difficult challenge.
- **Combat.** The party forces their way through some palace guards, and find the king's chambers.
- **Roleplay/Combat.** The party finds Modius murdering the queen. After revealing his grab for power, the party can follow him, or exact revenge for his deceit and betrayal.

**Note:** This adventure has a more open ending than most others, so some level of improvisation should be expected; especially with Act 3-C.

# Act 1

Read or paraphrase the following to the players:

**There are many guilds in Phell City: the Guard's Guild, the Baker's Guild, the Artisans Guild, and so on. A derogatory term for the homeless and other undesirables is the "Beggar's Guild".**

**Long thought to be a joke, postings for information concerning a real life Beggar's Guild have appeared in the city's taverns and inns.**

**As you settle in for an evening of drinking at the local tavern, you are approached by a stooped, elderly looking man, begging for your help.**

The man's name is **Modius**, and is the leader of the Beggar's Guild. He intends to test the player's gullibility by disguising himself as an old man seeking aid.

**"Oh, it's the adventurers that I've heard so much about!" croaks the old man. "Please, you must help me! An irreplaceable family heirloom has been stolen from me. It was that dastardly Beggar's Guild that everyone is talking about. My father's bronze pin! Oh please, won't you help me?" The old man just about collapses into tears at this point.**

The tavern is medium sized, holding 10 tables, each with a various number of guests, some of which are watching the spectacle of the old man with some bemusement. There are eight **Bandits** in the tavern, but they are only there to protect Modius if something goes wrong.

Once the party accepts the old man's request, he will direct them to a sewer entrance that is believed to be the Beggar Guild's hiding place.

**"Travel north of here until you smell a stench. Then, travel down into the sewers there, and follow the main tunnel until you reach a large grate. Then finally, turn left. At least that's what I heard."**

If the party inquires as to how the old man knew the path so well, he will reply: "I was stolen along with the heirloom! I just escaped!" He then continues to sob.

He does have a whiff of the sewers following him.

## Act 2

Assuming the party accepts the quest, they should follow the old man's instructions. They should travel north until they smell the sewers and enter.

Read or paraphrase the following to the players:

**The city's main sewer system is disgusting. Refuse, garbage and god-knows-what flows from many small holes in the walls. You instinctively cover your mouths and noses to block the stench. You can hear loud talking echoing up from deep in the tunnels.**

After the party begins exploring, read or paraphrase the following to the party:

**After about 100 meters of exploration, you come to a large immovable grate. In the light of your flickering torch, you see two tunnels leading away, left and right. The talking appears to be coming from the left tunnel. The right tunnel is bordered and barricaded from this side, and appears impossible to open.**

The rightward tunnel is impossible to open at this time. Once the party enters the leftward tunnel, read or paraphrase the following:

**The leftward tunnel leads to a small room, which is somewhat cleaner than the rest of the sewers. Here, from the darkness, the party can see several, then many people staring at them, some of them smirking. Suddenly, the boom of a heavy door slamming shut echoes through the room.**

Create 12 Guild Bandits in this room. The party is not supposed to win this battle, so ensure that they lose or surrender. Once they come to, the room will be empty, and their belongings will have been stolen. As they go to leave through the now-open door, they find the old man – now standing tall and looking quite fierce – blocking their path.

Read or paraphrase the following to the players:

**In a booming voice, the previously old-looking man introduces himself.**

**"I am Modius, leader of the Beggar's Guild! It's not fun having everything taken from you, is it? This—" he gestures toward the dark room "—is how my father was killed. This is how everything was taken from me. Twelve men against one, he was slaughtered in cold blood by the man currently sitting on the throne, for some imagined slight.**

**Here I am, offering your belongings back to you, in exchange for your assistance. I lost everything as a child, and that inspired me to dedicated my life to helping those who were oppressed – stealing from the rich to feed the poor – now, I need your help to steal the greatest of all treasures – the king's crown jewels!**

If the party refuses, Modius will not allow them to leave, and will summon the 12 Guild Bandits to eliminate the party.

## Act 3

Several days have passed, so the party is fully healed and rested. Allow them to purchase any equipment that they feel they will need.

Read or paraphrase the following to the players:

**It has been several days since your first encounter with Modius. He has been nothing if not genial towards your party. Now, a celebration approaches – the elderly king and queen are with child! This is the perfect opportunity to infiltrate the castle, and snatch the crown jewels.**

**Modius has informed you that there are three possible ways to get in – through the sewers, over the castle walls, and through the front gate. Other ways may be possible, but dangerous.**

**Modius wants your party to cause a distraction by fighting groups of guards. Another team of four Guild Bandits will be assisting you. While this occurs, Modius will grab the crown jewels from the royal chambers.**

The players may come up with many different ways to infiltrate the celebrations, such as disguising themselves as guests or workers, bribing a guard, etc. The following is only a guide for the few paths that I've predicted.

### Act 3-A: The Sewers

**Your party, Modius, and four Guild Bandits are moving through the sewers in single file, until you emerge from a crack in the castle's kitchen walls. Modius turns to you, and gestures for your party to move first. The bandits will follow after, and Modius will strike out on his own.**

**Your party moves through the kitchens relatively unopposed. It's not until you reach the main corridor that you encounter a group of guards.**

### Act 3-B: The Walls

**Your party, Modius and the four Guild Bandits reach the shadow of the castle. You assemble a fragile ladder from concealed parts, and begin your climb upwards. When the last of your party reaches the top – but before the bandits follow you – you are attacked by a group of guards patrolling the wall.**

## Act 3-C: The Front Gate

**You approach the castle gates, and are stopped by a pair of Palace guards.**

The party may try to get through the gates via diplomacy, force or some other way. If they use diplomacy, perform an ability challenge (**CHA -2**) to test the guards' reactions. If the roll is **16** or above, then they should arrest the party outright, and take them to the dungeons. Technically, this does count as "inside the castle".

If the players succeed in entering the castle via the front gate, read or paraphrase the following to the players:

**You make your way through the palace, and find yourselves in the main corridor. You are confronted by a group of guards.**

## Act 3: Continued

Create a number of **Palace Guards** equal to the number of characters in the party. Once all but one are defeated, the last will run in fear, and raise the alarm as they go. The Guild Bandits are making a ruckus elsewhere in the castle, and the guards are in a panic everywhere. You may add more combat encounters here, just be sure to vary them with other types of enemies.

**After an hour of fighting through the castle, your party found their way to the royal chambers, where you hear a bloodcurdling scream that sends shivers down your spine.**

As the party enters the room, read or paraphrase the following:

**As you enter, you see a scene of horror. The queen – who else could it be? – has a large sword buried in her swollen belly. Standing over her is none other than Modius, bearing the psychotic grin of someone who just got what they wanted.**

Unless the party attacks immediately, read or paraphrase the following:

**Finally, my place on the throne is guaranteed! That bastard who killed my father – that so called king – is next!**

He will try to force his way past the party. What the party does at this point is entirely up to them.

## Possible Conclusions

The party now have several options, including but not limited to the following:

### *Attack Modius*

Protecting the king and avenging his family seems like the best course of action here. In this case, the party can slip back out of the castle unnoticed.

### *Follow and Support Modius*

Given his deception, this is unlikely, but possible. If this is the case, then read or paraphrase the following:

**Following Modius, you fight your way through several more bands of guards, finding the king on his throne. Finally, Modius removes his head with little fanfare. Taking the crown for himself, he grins at your party.**

**Now then, you will all be rewarded for your support. For now, send word to the guards that the king is dead. Long live the king!**

### *Run*

The third option is to run from Modius and his scheming. The party can slip out of the castle and the kingdom unnoticed in the confusion, but Modius won't forget the party, for good or ill.

### *Other*

As written above, there's no predicting what the party will do in this situation. Wing it as best you can.

## Appendix A: New Monsters

### Bandit

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
12	12	12	10	10	10	8	7
HP	AP		MP		WS		
7	9		0		30		

#### Attributes

A common adult, either human, oxkin, woodfolk or hollow.

#### Attacks

Gladius (Reach: 5ft, DMG: 1d6)

#### Description

A thief that skulks the back alleys and sewers of cities.

### City Guard

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
11	10	11	10	12	12	10	10
HP	AP		MP		WS		
8	9		0		30		

#### Attributes

A common adult, usually human.

#### Attacks

Gladius (Reach: 5ft, DMG: 1d6)

Dagger (Reach: 5ft, DMG: 1d6-2, Throwable: 30/90)

#### Description

A commoner trained to act as a peacekeeper for a town or city.

### Guild Bandit

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
14	13	12	10	10	10	8	4
HP	AP		MP		WS		
8	10		0		30		

#### Attributes

A common adult, either human, oxkin, woodfolk or hollow.

#### Attacks

Longsword (Reach: 5ft, DMG: 1d6+2)

#### Description

A thief of high renown, who doesn't deal with petty pick-pocketing.

### Palace Guard

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
14	10	13	11	12	10	12	10
HP	AP		MP		WS		
10	10		0		30		

#### Attributes

A trained adult, always human.

#### Attacks

Hasta (Reach: 10ft, DMG: 1d6+2)

Dagger (Reach: 5ft, DMG: 1d6-2, Throwable: 30/90)

#### Description

A guard of high renown, who will defend the king and queen with their life.



## Palace Archer

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
10	14	13	11	12	10	12	10
HP	AP		MP		WS		
10	10		0		30		

### Attributes

A trained adult, always human.

### Attacks

Longbow (DMG: 2d6, Projectile 30/90)

Dagger (Reach: 5ft, DMG: 1d6-2, Throwable: 30/90)

### Description

An archer of high renown, who will defend the king and queen with their life.

## Appendix B: Non-Player Characters

### Modius, The Beggar King

STR	DEX	CON	INT	WIS	CHA	PIT	BIR
14	13	12	11	11	14	12	16
HP	AP		MP		WS		
12	12		0		30		

#### Attributes

An adult human male.

Holding a shield when fighting.

Considered of the Guild Bandit class.

#### Attacks

Longsword (Reach: 5ft, DMG: 1d6+2)

Dagger (Reach: 5ft, DMG: 1d6-2, Throwable: 30/90)

#### Description

The son of the former heir to the throne and – at the start of the adventure – the first in line. He is extremely deceptive.