



## exercise book-cahier d'exercices

name-nom PC TRACK - CARSUTYL CAMPAIGN

subject-sujet PETER HART

**Hilroy**  
LTD • LTÉE Toronto M8E 2R9

80 Pages  
10<sup>7</sup>/<sub>8</sub> x 8<sup>1</sup>/<sub>4</sub> = 27.6 x 20.9 cm.  
ruled = ligné  
no. 12-107

Arrow track		
Jondore	Madrigalian	Iawain
<del>24</del> 24	18	<del>18</del> 20

$$\begin{array}{r} 51. \\ 20 \overline{) 1025} \\ \underline{100} \phantom{0} \\ 25 \\ \underline{20} \\ 50 \end{array}$$

$$\begin{array}{r} 7 \phantom{00} 19 \\ \phantom{00} 8 \\ \hline 152 \end{array}$$

$$\begin{array}{r} 500 \\ 509 \end{array}$$

$$\begin{array}{r} 500 \phantom{00} 100 \\ 50 \phantom{00} 10 \\ \hline 500 \end{array}$$

$$\begin{array}{r} 500 \\ 20 \\ \hline 1000 \end{array}$$



Begins: July 31, 83

Year 3150

April 1<sup>st</sup> - get job from Asmod

- ADVENT 1: THE RAT-MASTER  
OF CARSTYL.

2<sup>nd</sup> - at 9:00 enter dungeon

- 12:30 Jondore sets house on fire

- 1:00 - 15 bottles of wine

- 1:30 - Ronald unconscious,  
4 rats killed

- 2:15 - across river.

- 3:00 - back in warehouse

April 3<sup>rd</sup> - Fucking around

5<sup>th</sup> - go back

- 12:00 kill rats

12:30 - get 50 rats heads

2:00 get all treasure.

2:30 - Troglydyte attacked, killed

#### Characters:

Dave Burton - Dennis Satchel

Chris Burton - Jarwain

David Trickett - Jondore the Jolly

Ronald <sup>knowing</sup> Marse Goodfellow

Steve Barnard - Madrigalian

Killed: 1 Troglydyte

5 Assassins

Warrick - <sup>5</sup> Mul'Cher

1 Ghoul

1 Zombie

8 skeletons <sup>fake</sup> crown - 1gp

bulky 161 rats <sup>500 lb</sup> (50 burned)

rug - 30 gp 50 silver bars - 500 gp.

gold eagle pendent - 50 gp

50 gp <sup>5</sup> fake pearls

10 gp - in purse

40 gp - copper headband

5 gp in pouch

#### treasure

+1 ring of protection

ring of rat control

♦ 'Eyes of Set' - 500 gp diamond

50 rats heads

15 g.p. gem

50 g.p.

100 gp furs

10 x 10 gp ivory statuettes

120 gp - silk

30 gp - vellum

25 gp boxes

25 mats & dye

550 gp, 1025 s.p., 10 EP



1286

1786

2286

Total money

cash: 685 gp 681 gp

gems: 8 (inc 5 fake pearls) = 600 gp

- 50 ea. 50 silver bars = 500 gp 500 gp

stuff:

jewellery: 100 gp

stuff: 400 gp

+ 100 s.p. = 5 g.p.

60 rats heads - worth 60 gp - maybe left behind

+ 10 books history, geography 10-50 yrs. old

Experience:

ring protection - 2000 xp

mammal control - 1000 xp

money - 2286 xp

monsters - 623 xp

Trog: 46 xp

Skel: 152 xp

Zombie: 40 xp

Ghoul: 85 xp

Rats: 400 xp

623 xp

10-50 g.p. ea.

5286

623

5909

1181  
5505  
09  
40

total: 5909

1181 ea. -

10%:

Marse Goodfellow (RK) - + 118

Madrigalian - fighter + 118  $\frac{1}{2}$ 

not thief + 118

Dennis Scratch - Thief + 118

~~Scratch the Thief~~ not illusionist

1299 x.p.

1299 x.p. ~ 10%

otherwise

1181 x.p.

1181  
11



### The Asmod Connection

Asmod - fat, balding, 50, an ex-thief at 6<sup>th</sup> level with 30 hp.

Fritz - a messenger, high-paid, very ambitious, has 10 hp., (29-age) fights as a 1<sup>st</sup> level fighter - carries a dagger. Is trying to corner all the influence for Asmod for himself but as yet is only neutral to the players.

history: 3 other warehouses broken into. Stuff (except money) sold already - supplied a lot of money. Other warehouses also sold near waterfront. - connected by sewers, now blocked up.

Now: Once players clear out w/ all treasure, under astonished eyes of guardsmen - sworn to secrecy. (some may later blab)

Urok and Fritz and guards will go in, check it out and block it up by bricking up ~~sewers~~ and jamming several doorways. (as far as waterfall), destroying bridges, wrecking the ladder in the well and re-bricking up the wall openings.

After that, it will be forgotten about. (more or less) - will buy Warrick's property.

Asmod may keep an indirect eye on the PCs for awhile.

#### Asmod's organization.

His HQ is his house - in elite district near Spring river. His offices upstairs & downstairs are full of files etc. Fritz is his right-hand man.

Asmod has good connections w/ thieves guild.

He owns 9 warehouses - mostly older & cheaper for generally heavier goods. near waterfront on N side + 1 on Malaver island. His organization also owns 3 bars (respectable in normal bits of town), and ~~several~~ <sup>2</sup> brothels in Carnavelles. Not big, but profitable.

He's basically living off his riches now & hoping for a chance at cancel (not much of one) as he knows a few merchants thereon.

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Wait for 1-6 days, Manse of Virilungs starts.



April 5<sup>th</sup>

2:30

4:30 = leave again for warehouse

4:30 -

5:15 - back to warehouse finally

April 6<sup>th</sup>

- sell stuff - all of it

- give lots

- 400 gp to Cathorin

- 100 gp

- April 7<sup>th</sup>

- April 9<sup>th</sup> = Rhond finds familiar

- April 10<sup>th</sup> = order horses & plate armour

- April 11<sup>th</sup> = Manse of Virilongs introduced

- April 12<sup>th</sup> = Dennis and Madrigalian buy apt. for 2 on Street of Clever Flea.

- April 14<sup>th</sup> = Jondore and Jarwain get warnings

- April 17<sup>th</sup> = leave Mickett gets armour

18<sup>th</sup> - leave (joined by Matt Mason)

- April 28<sup>th</sup> = Attack bandits - 11.0 level 500 gp

- May 3<sup>rd</sup> = 2<sup>nd</sup> in Rhondel 2 3<sup>rd</sup> level

- May 4<sup>th</sup> = go up to Manse

leave at 5:30, arrive 6:00 (roughly)

- crawl around for 1/2 hour

6:30

Today - May 4<sup>th</sup> -

causeway ~~closed~~ covered from 6:30 A.M. to 6:30 P.M.

6:30 - enter courtyard

6:45 - finish p.d. at well

High tide in middle

10  
- 5  
- 5

- 7:00 - Dave & Steve get to cave.  
7:30 - " " get back  
T 7:40 - Go to stairs  
7:45 - check office  
8:00 - check bedrooms  
8:15 - rooms finished  
8:20 - kick in door to over room  
- Virilung in lab - level III  
8:30 - battle over (Session over)  
8:40 - rested up  
8:50 - find nothing  
9:00 - " "  
T 9:15 - search.  
9:30 - records room  
9:45 - kill centipedes  
10:10 - smashes chandelier - Virilung went to sleep



Matt Mason 21 years

human fighter

D 14  
S 16  
C 15  
W 13  
I 14  
Ch 12

13 W  
15 ~~S~~ (+1)  
14 ~~C~~ (+1)  
12 ~~C~~  
14 ~~D~~  
14 ~~I~~

+1 str  
+1 con

H.P. 9

weapons  
Proficients

30 20  
2 handed sword 40  
dagger 10  
long sword 15  
1. ~~Grass~~ bow 12 40  
66 10

carsutyl

A 3150

helmet 15 120g.p.  
band 90  
horse 300 520  
405  
4

2 handed sword 30  
dagger 2 32  
Long sword 15 47  
1. ~~cross~~ ~~short~~ Bow 12 59  
2 silver arrows 2 61  
60 quarrels 6 67  
banded Armour 90 157  
Great helm 15 172  
Large shield 15 187  
Heavy warhorse 300 487  
Saddle; saddlebag 5 14 501  
bit, bridle, saddle blanket 18 sp. 4  
Leather Armour 5 506

1 iron pike  
1 mirror 10  
4 waterskins 2  
rope 1 sp  
10 torches 1 sp  
wax candle 1 sp  
tinder box 1  
1 40 quarquid 15 sp  
1 20 " "  
10 Large sack 5 16 sp.  
24 small sacks 2 sp  
large pouch  
small pouch  
5 flasks of oil  
Backpack 2 g.p.

1 sp, 70 p.



7

Jondore,

You have a dream in the night at the hotel  
- "the Emperor's legs" - You're floating down a river  
towards a waterfall with a rock in the middle.

You reach it and are able to hold on but your  
strength fades and you fall and go over and  
seen to fall forever. You realize that 2 people  
could have got to shore, but on your own you  
fall forever

... you wake up with a cold sweat.

