

The Guildmaster

A campaign/story arc

Taking 4 first level adventurers from level one to eleven.

Introduction: this world is set in the standard 4E setting, “points of light” as some call it. This means there is a world filled with darkness, with a few “points of light” interspersed within it. The world is called Kerrik, for lack of a better name. The points of Kerrik are small and far between.

Much of the world lies unmapped, and the Thornguilds wish to keep it that way. The Thornguilds are the antagonists of this adventure, wishing to keep the wild not only unmapped, but unhindered as it slowly eats away at civilization and ends what little world remains.

The Kerrik burning guilds, known as the KGB, are also antagonists. They seek to ruin nature and all of its splendor, usually through fire. However, they are not above other methods.

Now here comes a new guild to the land of Kerrik, the Guild of the Few. This guild, run by the Guildmaster (the Guildmaster is a changeling, but no one knows that. He shows up a lot as minor characters, and can be identified by a star near a characters name.), for none know his true name, seeks to end the qualms of the other guilds through whatever means necessary. They are not above assassination, but do not want a war, as they would be crushed.

Notable locations:

Æther space- (AY-th-ar) what the grand unknown places are called. Usually unmapped.

Alms- the tree-towns that proliferate the land.

Crossing- where the border between the parallel planes is weak, and passage is sometimes possible unassisted.

Major towns:

Awesomeington: the basic town all adventurers start in, as the saying goes, “what are you, an Awesomeington RESIDENT?!” followed by laughter

Cotswald: where adventurers leave training and enter into their own.

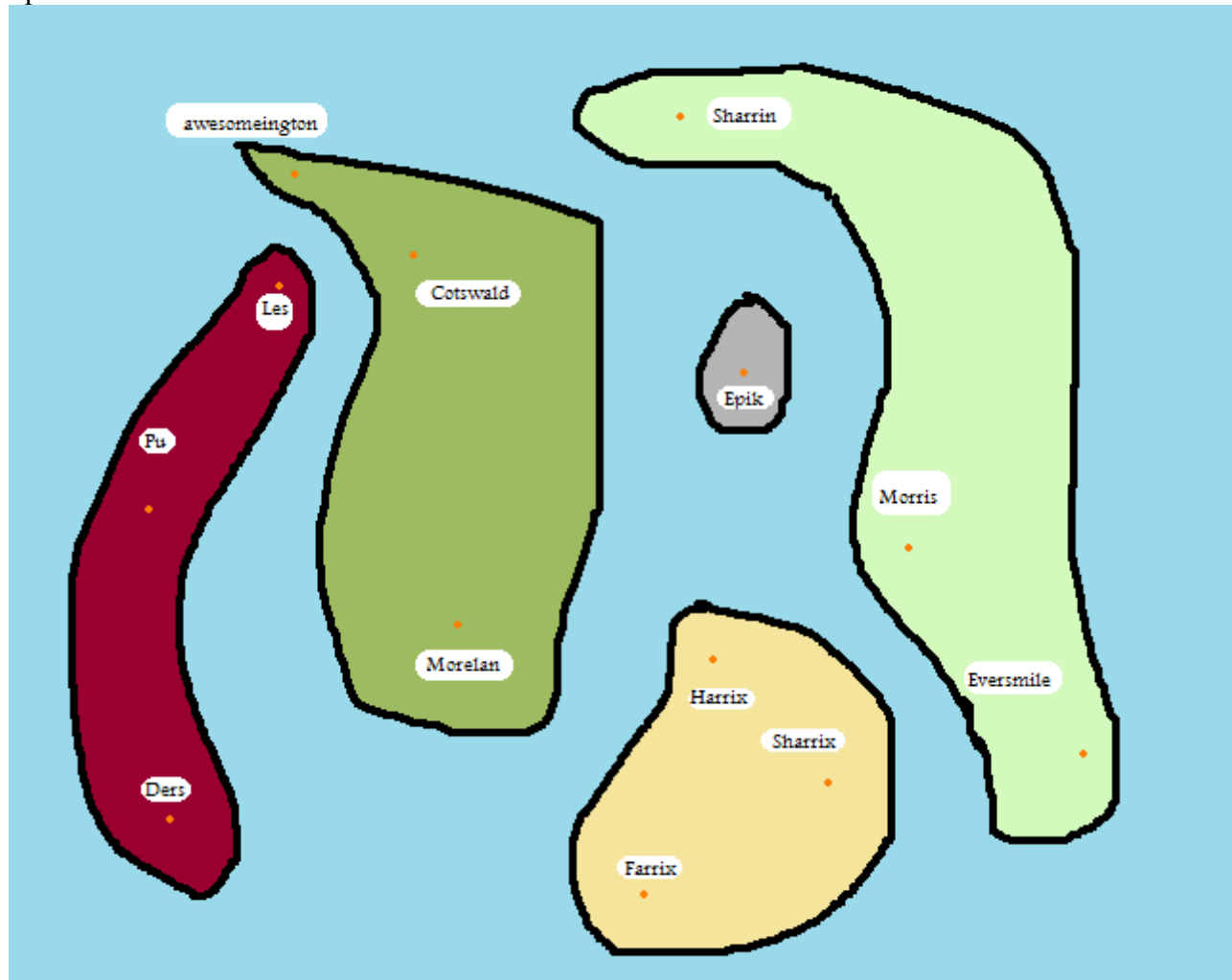
Sigil, city of doors: while not on this plane, is still vitally important to everyday commerce. Adventurers must obtain a license for passage.

There are other places, just none so important.

The world.

The world is at war. The guilds are constantly battling and the adventurers are sometimes caught up in it. The guilds all wish to take the adventurers in, and none but the Guildmaster is able to do so.

Map:



Also note these adventures are designed for 4 people. The gear can be modified (just keep it reasonable) and the monsters can to, but I will not give you advise on how to do this. Its not so much I don't want to, just that I doubt that anyone but me will ever read this...

Level one to two adventure- A new start.

This adventure takes place in and between Awesomeington and Cotswald.

Part one

Read- “you see before you the academy of adventurers, a building about 60 feet tall, adorned with large crystals and pillars, and a 50 foot tall dwarf statue holding open the entrance hall way. You and your motly band of cohorts walk on to the open doors of this prestigious building. A man walks out to you with a smile on his face.”

This man is Rom*, leader of the school. He states how lovely it is to have new adventurers, asks for your tuition of 1000 gp each, is disappointed when they cant make it, but says they will soon work it off anyway.

The adventurers follow him into the school, and to the arena. This is a great place to teach new players how to play, as Rom will be assisting the adventurers, calling out what to do next etc.

Quest op: Survive

Survive the three challenges, and attempt the fourth.

Reward: 200 gp, 400XP

If the fourth challenge is completed: 2 potions of healing, +1 magic short sword, +1 magic Chain mail

encounters. These encounters should give them 1200 XP (400 after devision), and compleates the quest “survive”

1: Scorpions

2X Kobold Skirmisher Level 1 Skirmisher

Small natural humanoid XP 100

Initiative +5 **Senses** Perception +0; darkvision

HP 27; **Bloodied** 13

AC 15; **Fortitude** 11, **Reflex** 14, **Will** 13; see also *trap sense*

Speed 6

m **Spear** (standard; at-will) ♦ **Weapon**

+6 vs. AC; 1d8 damage; see also *mob attack*.

Combat Advantage

The kobold skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Mob Attack

The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor; at-will)

The kobold shifts 1 square.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Common, Draconic

Skills Acrobatics +7, Stealth +9, Thievery +9

Str 8 (−1) **Dex** 16 (+3) **Wis** 10 (+0)

Con 11 (+0) **Int** 6 (−2) **Cha** 15 (+2)

Equipment hide armor, spear

2X Stormclaw Scorpion Level 1 Soldier

Medium natural beast XP 100

Initiative +3 **Senses** Perception +0; tremorsense 5

HP 32; **Bloodied** 16

AC 16; **Fortitude** 14, **Reflex** 12, **Will** 11

Resist 10 lightning

Speed 6

m **Claws** (standard; at-will) ♦ **Lightning**

+8 vs. AC; 1d6 + 3 damage, and a Medium or smaller target is grabbed (until escape). A grabbed target takes 5 lightning damage at the start of the stormclaw scorpion's turn.

M **Sting** (standard; at-will) ♦ **Poison**

+6 vs. Fortitude; 1d4 + 3 damage, and the target takes ongoing 5 poison damage and is immobilized (save ends both). The stormclaw scorpion can use this attack against a target it has grabbed.

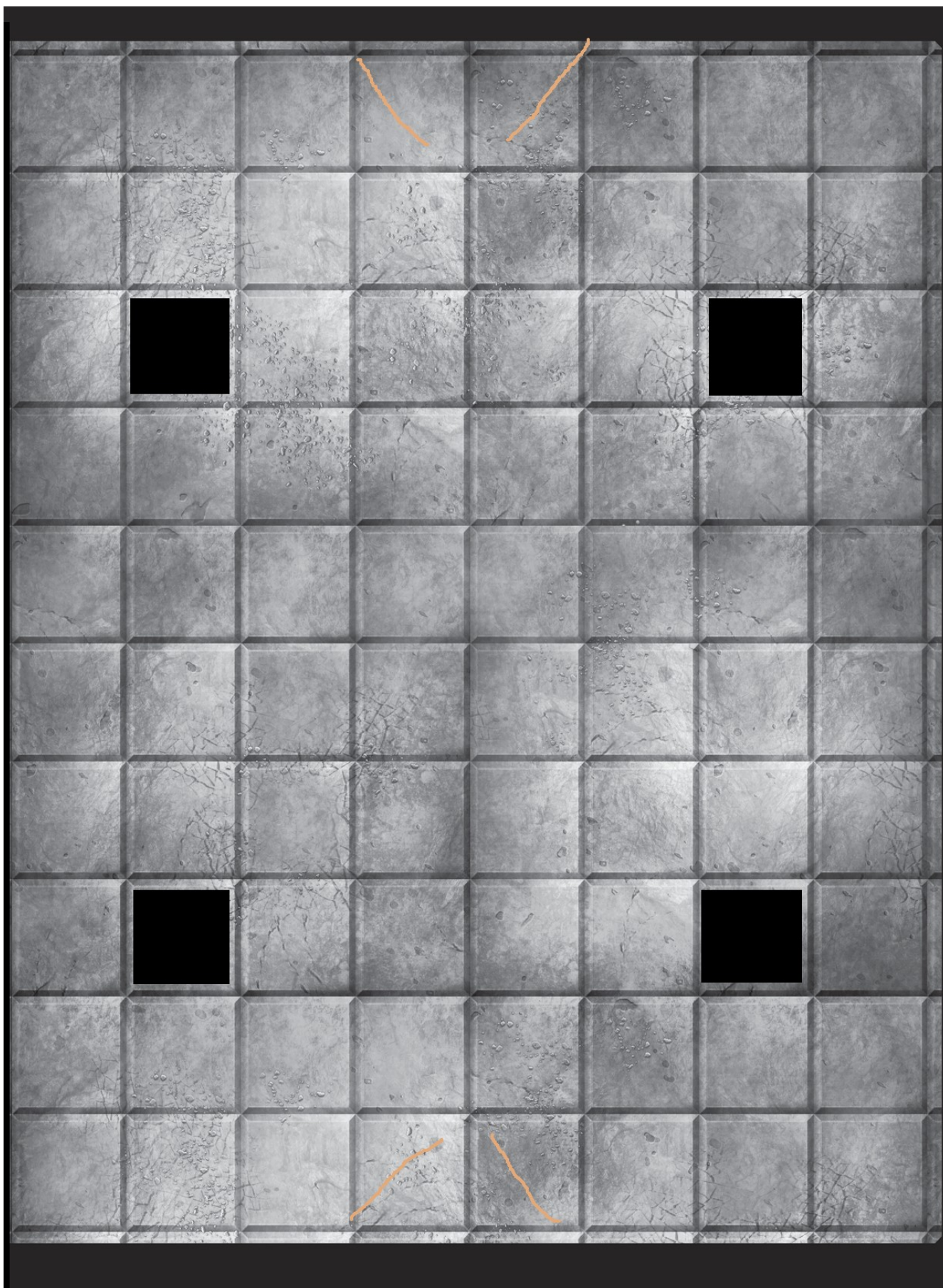
M **Reactive Sting** (immediate reaction, when an enemy grabbed by the scorpion escapes; at-will)

The stormclaw scorpion makes a sting attack against the enemy.

Alignment Unaligned **Languages** —

Str 16 (+3) **Dex** 12 (+1) **Wis** 11 (+0)

Con 12 (+1) **Int** 1 (−5) **Cha** 10 (+0)



2: Beatles

2X Fire Beetle Level 1 Brute

Small natural beast XP 100

Initiative +1 **Senses** Perception +0

HP 32; **Bloodied** 16

AC 13; **Fortitude** 13, **Reflex** 12, **Will** 11

Resist 10 fire

Speed 6

m **Bite** (standard; at-will)

+5 vs. AC; 2d4 + 2 damage.

C **Fire Spray** (standard; recharge ☒ ☒) ♦ **Fire**

Close blast 3; +4 vs. Reflex; 3d6 fire damage.

Alignment Unaligned **Languages** —

Str 14 (+2) **Dex** 12 (+1) **Wis** 10 (+0)

Con 12 (+1) **Int** 1 (−5) **Cha** 8 (−1)

2X Kobold Skirmisher Level 1 Skirmisher

Small natural humanoid XP 100

Initiative +5 **Senses** Perception +0; darkvision

HP 27; **Bloodied** 13

AC 15; **Fortitude** 11, **Reflex** 14, **Will** 13; see also *trap sense*

Speed 6

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+6 vs. AC; 1d8 damage; see also *mob attack*.

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Alignment Evil **Languages** Common, Draconic

Skills Acrobatics +7, Stealth +9, Thievery +9

Str 8 (−1) **Dex** 16 (+3) **Wis** 10 (+0)

Con 11 (+0) **Int** 6 (−2) **Cha** 15 (+2)

Equipment hide armor, spear

3: Skeleton army

16X Decrepit Skeleton Level 1 Minion

Medium natural animate (undead) XP 25

Initiative +3 **Senses** Perception +2; darkvision

HP 1; a missed attack never damages a minion.

AC 16; **Fortitude** 13, **Reflex** 14, **Will** 13

Immune disease, poison

Speed 6

m **Longsword** (standard; at-will) ♦ **Weapon**

+6 vs. AC; 4 damage.

r **Shortbow** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +6 vs. AC; 3 damage.

Alignment Unaligned **Languages** —

Str 15 (+2) **Dex** 17 (+3) **Wis** 14 (+2)

Con 13 (+1) **Int** 3 (−4) **Cha** 3 (−4)

Equipment heavy shield, longsword, shortbow, quiver of 10 arrows

challenge encounter:4: wyrmlings

The adventurers hear Rom yell and tell them no one this new has lived through this. He then offers you the ability to quit.

If they go on, they face two white wyrmlings.

White Dragon Wyrmling Level 1 Elite Brute

Medium natural magical beast (dragon) XP 200

Initiative +0 **Senses** Perception +6; darkvision

HP 76; **Bloodied** 38; see also *breath weapon*

AC 13; **Fortitude** 14, **Reflex** 12, **Will** 13

Resist 5 cold

Saving Throws +2

Speed 6 (ice walk), fly 6 (hover), overland flight 10

Action Points 1

m**Bite** (standard; at-will) ♦ **Cold**

+4 vs. AC; 1d8 + 4 cold damage.

m**Claw** (standard; at-will)

+4 vs. AC; 1d8 + 4 damage.

M **Dragon's Fury** (standard; at-will)

The wyrmling makes two claw attacks. If it hits a single target with both claws, it makes a bite attack against the same target.

C **Breath Weapon** (standard; recharges when first bloodied; encounter) ♦ **Cold**

Close blast 4; +2 vs. Reflex; 3d6 + 4 cold damage, and the target is slowed and weakened (save ends both).

Alignment Evil **Languages** Draconic

Skills Athletics +9

Str 18 (+4) **Dex** 10 (+0) **Wis** 12 (+1)

Con 18 (+4) **Int** 10 (+0) **Cha** 8 (–1)

Afterwards, the party heads out for cotsweald, and there are no roads.

quest op: Surviving the path

make it to the settlement of cotswald and meet the local authority figure.

Reward: 400XP, 100 gp

Setup: You must use your knowledge of the wilderness to survive long enough to find your way back to a familiar area or to a settlement of some sort.

Level: Equal to the level of the party.

Complexity: 2 (requires 6 successes before 3 failures).

Primary Skills: Endurance, Nature, Perception.

Endurance (moderate DCs): At least two characters in the party must make Endurance checks each turn to resist the debilitating effects of wandering in the wilderness and dealing with exposure to the elements. A failed check indicates that all members of the party lose one healing surge, in addition to counting as a failure for the challenge.

Nature (moderate DCs): At least one character in the party must make a Nature check each turn to help the group find its way through the wilderness, avoid natural hazards, and forage sufficient food and water for the period in question. A failed check indicates that all members of the party lose one healing surge, in addition to counting as a failure for the challenge. If the party is traveling through the Underdark, replace Nature checks with Dungeoneering checks.

Perception (easy DCs): You notice something that helps you better survive the trek. Using this skill doesn't count as a success or failure for the challenge, but instead provides a +2 bonus or -2 penalty to the next character's Endurance or Nature check.

Success: The PCs emerge from the wilderness near a friendly settlement, onto a familiar road, or are otherwise back on track and out of imminent danger.

Failure: The PCs stumble into a monster's lair. This leads to a combat encounter at their level + 2. After dealing with the monster lair, they must complete another "Lost in the Wilderness" skill challenge to find their way back to familiar environments or otherwise get back on track for the adventure.

Lair: orc slaughter

read-"you come across a small village, the ground is littered with corpses. A small fire is burning in town, and a single orc stands on the bloodsoaked ground in front of it. The orc yells in orcish(or giant) "RUN PUNY WATERSACKS! RECKANING HAS COME!!!!" and you feel like certain doom is upon you."

an insight 15 (passive or active) will tell them that this orc will end them.

Orc Bloodrager Level 7 Elite Brute

Medium natural humanoid XP 600

Initiative +5 **Senses** Perception +3; low-light vision

HP 194; **Bloodied** 97; see also *warrior's surge*

AC 21; **Fortitude** 22, **Reflex** 19, **Will** 17

Saving Throws +2

Speed 6 (8 while charging)

Action Points 1

m **Greataxe** (standard; at-will) ♦ **Weapon**

+11 vs. AC; 1d12 + 5 damage (crit 1d12 + 17); see also *blood for blood*.

M **Warrior's Surge** (standard, usable only while bloodied; encounter)

♦ **Healing, Weapon**

The orc bloodrager makes a melee basic attack and regains 48 hit points.

M **Wounded Retaliation** (immediate reaction, when hit by an adjacent enemy; at-will)

The orc bloodrager makes a melee basic attack against the enemy.

Blood for Blood ♦ **Healing, Weapon**

When it hits a bloodied enemy, the orc bloodrager deals an extra 5 damage and regains 10 hit points.

Alignment Chaotic evil **Languages** Common, Giant

Skills Endurance +11, Intimidate +8

Str 20 (+8) **Dex** 15 (+5) **Wis** 11 (+3)

Con 17 (+6) **Int** 9 (+2) **Cha** 10 (+3)

Equipment leather armor, greataxe

if they run, they immediately try again at the skill challenge. If they don't, they wake up at the school after dieing, with the excuse Rom saved them, and must try again.

The Pc's should now be at 500 XP each.

About the town: Cotswald is a small farming community. Basic supplies can be found here, and a traveling merchant is there every other day with 3 magic items of first level. (roll a D4, on an even number, the merchant is there)

In Cotswald, the mayor Drakulous* tells them to take care of a small infestation problem to the south of town. He states that there is a small deer trail to the area of the infestation, and points you in the right direction. After 3 days of walking, you arrive at a small cave in bedded in the rocks.

When the cave is reached, read “you see a small cave in the rocks. This cave appears to be only just large enough to squeeze into, and you can see a few rats skittering in and out of it. Suddenly, two rats carrying a large purple crystal rush into the cave.”

Rats lair
this place should take the adventurers to mid level 2
dispense the following quests
LOOT!!! (major)
rats? (minor)
ick...(minor)
why?(minor)
the crystal(minor)

LOOT!!!

attain the purple crystal and show it to the mayor of Cotswald.

Reward: 200 gp, 2000XP

Rats?

Kill 3 warerats and bring there tails to Cotswald.

Reward: +1 magic hand crossbow, 50 bolts, 500 XP

Ick...

discover the cause of the rat infestation.

Reward: ??? (100 gp, and a +1 magic weapon), 500 XP

the crystal

find out what the crystal does before Drackulous sees it.

Reward 500 XP, scroll of tensors floating disk

rats proliferate this area, so The following monsters will be used a lot

Giant Rat Level 1 Minion

Small natural beast XP 25

Initiative +3 **Senses** Perception +5; low-light vision

HP 1; a missed attack never damages a minion.

AC 15; **Fortitude** 13, **Reflex** 15, **Will** 12

Speed 6, climb 3

mBite (standard; at-will)

+6 vs. AC; 3 damage.

Alignment Unaligned **Languages** —

Str 12 (+1) **Dex** 17 (+3) **Wis** 10 (+0)

Con 12 (+1) **Int** 2 (–4) **Cha** 6 (–2)

Dire Rat Level 1 Brute

Medium natural beast XP 100

Initiative +2 **Senses** Perception +5; low-light vision

HP 38; **Bloodied** 19

AC 15; **Fortitude** 15, **Reflex** 13, **Will** 11

Immune filth fever (see below)

Speed 6, climb 3

mBite (standard; at-will) ♦ **Disease**

+4 vs. AC; 1d6 + 2 damage, and the target contracts filth fever (see below).

Alignment Unaligned **Languages** —

Skills Stealth +7

Str 14 (+2) **Dex** 15 (+2) **Wis** 10 (+0)

Con 18 (+4) **Int** 3 (–4) **Cha** 6 (–2)

Rat Swarm Level 2 Skirmisher

Medium natural beast (swarm) XP 125

Initiative +6 **Senses** Perception +6; low-light vision

Swarm Attack aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 36; **Bloodied** 18

AC 15; **Fortitude** 12; **Reflex** 14; **Will** 11

Resist half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks

Speed 4, climb 2

mSwarm of Teeth (standard; at-will)

+6 vs. AC; 1d6 + 3 damage, and ongoing 3 damage (save ends).

Alignment Unaligned **Languages** —

Str 12 (+2) **Dex** 17 (+4) **Wis** 10 (+1)

Con 12 (+2) **Int** 2 (–3) **Cha** 9 (+0)

1 2giant rats and 2 dire rats

2: 4 rat swarms and 4 giant rats

3: 1 swarm, 3 giant rats, 2 dire rats

also, a DC 20 (active only) will let the PCs see various money on the ground, totaling 6 copper, 4 silver, 2 gold, and one platinum.

