

A6

FOR THE FAR AWAY LAND
ROLE-PLAYING GAME

Far Away Land RPG Adventure Module **PAWNS and KNIGHTS**

by Dirk Stanley



Welcome to the sordid world of pawn shops, big city life, and notorious balbergulb crime boss wannabes. The Pawns and Knights Pawn Shop is owned by the dastardly balbergulb Mus Sak and he is intent on getting ahead no matter the cost. Will you work for him and carry out his plans?

This adventure module is part of an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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PAWNS and KNIGHTS

Overview

Pawns and Knights is a mini-campaign set in and around the city of Londol. The PCs are employed by the dastardly balbergulb Mus Sak and take part in a variety of adventures. This is a very open-ended series of adventures and acts as a guideline for GMs and players interested in running a city/crime/betrayal type campaign. This adventure can also be used as a transition between adventures with the PCs participating only in certain elements of what is contained within these pages. This series of adventures can also be used as a background, down-time sort of campaign when the party is not involved in large or specific adventure. GMs should feel free to modify these adventures to fit any ongoing campaign their players are currently involved in.

Hook

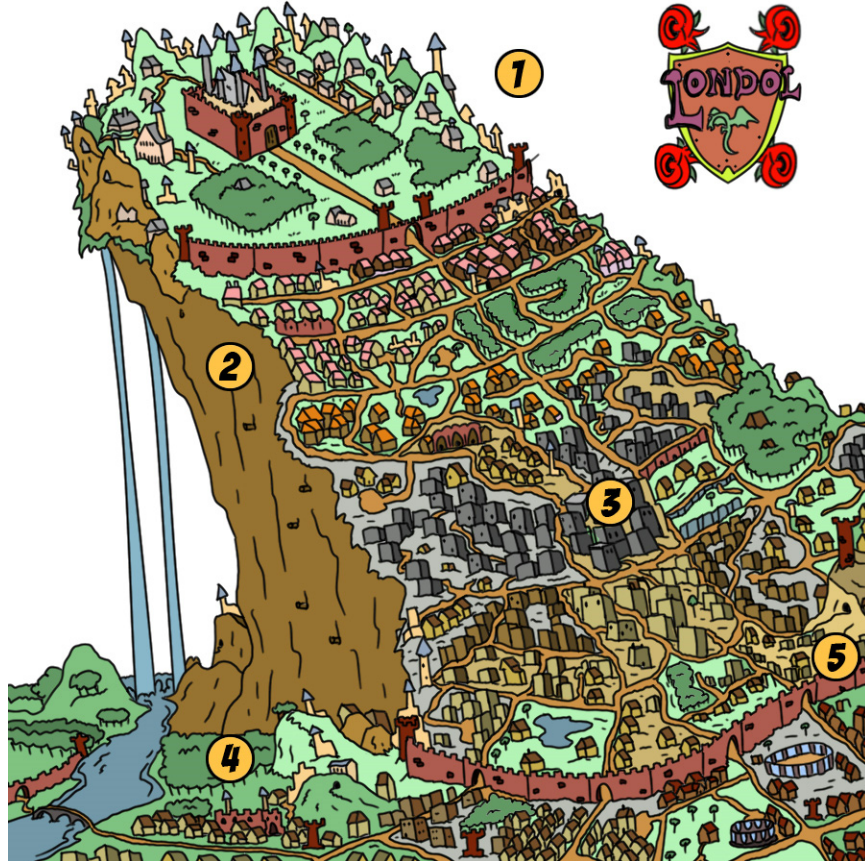
The balbergulb called Mus Sak owns a pawn shop in the human city of Londol. Mus Sak seeks hired hands to help protect his assets, take care of his light work, and retrieve items he gets word of through his web of ne'er-do-wells, spies, and informants. He has put up signs and sent out the word that he is looking for employees who are willing to risk life and limb for payment.

Londol

Londol is a grimy and dirty city filled with chimneys, mud, soot, rascallions, crime, and greed. It is the largest human city in Far Away Land and came to Far Away Land during the Boom War (from the world called Urth). The city itself sits on a slanted plateau of earth and rock which was pulled through a fissure during the Boom War. This plateau rises nearly one thousand feet above the forest below. A river pours from the edge of the plateau creating twin waterfalls.

The city of Londol is divided into five boroughs: The Upper, The Lower, Makers, Strikers, and Melton. The Upper sits at the top of the plateau and provides homes to many of the city's wealthiest inhabitants. The Upper is protected by a wall with several guarded gates. The Lower sits in the middle of the plateau and is home to most of the merchants and laborers of the city. This area is run by an assortment of organized criminal groups such as the Red Hats, the Barney Boys, the Priests, Kango's Lot, and several others. Makers is located toward the base of the plateau and features lower income housing and merchants along with some specialty shops. Crime is high in this borough and gangs are plentiful. Strikers and Melton are areas settled after Londol came to Far Away Land. Both of these areas are walled and provide direct passage to the old city and the plateau. On the outskirts of Strikers and Melton are the farmlands of Londol which are surrounded by the forest and guarded by the Londol walls and gates. These rural areas are protected by the city proper, watched over and patrolled daily by the Londol Guard.

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City Map of Londol

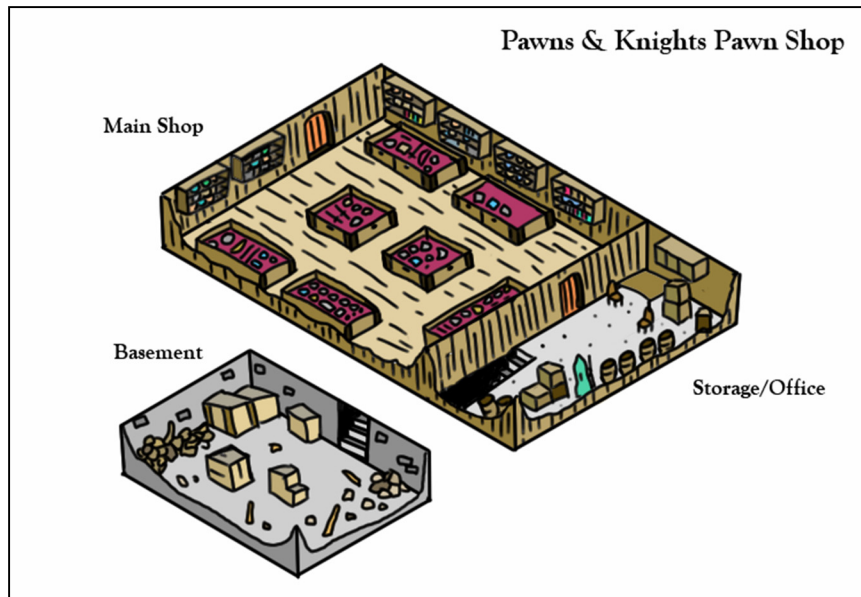
Londol is the largest of human cities. It holds a population fearful and afraid of what monsters and other horrors lurk beyond the city walls. The city itself is a rough, urban wilderness full of thieves, cutthroats, gangs and corrupt politicians. It has sprawling streets and alleys, abandoned buildings and dangerous subterranean labyrinths. This map shows the five major boroughs of the city.

1. The Upper
2. The Lower
3. Makers
4. Strikers
5. Melton

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The Pawn Shop

Mus Sak's pawn shop is called Pawns and Knights and it's well known by those who operate outside the law. Mus Sak uses the shop as a way of moving stolen goods and contraband. He also sells legal and legitimate items. The shop sees a fair amount of traffic and features both common and rare goods (many of which were gained by shady means). Mus Sak's shop is located in the Makers borough of the city. Mus Sak hires his own thugs to guard and patrol the premises at night.



Lodging

Mus Sak will provide the party with lodging (at a price of course) if they are willing to work for him. However, the PCs are free to find their own lodgings in Londol. If the party takes Mus Sak up on his offer, they will be provided a space in the basement of the Pawns and Knights. The space will need to be cleaned before being habitable as there are bunches of refuse, old boxes, crates, busted wood, and other remnants of storage that once graced the area. If the PCs take Mus Sak up on his offer and decide to clean the place, they will discover half a treasure map among the debris. Mus Sak is unaware of this piece of the map. The other half of the map hangs in the shop itself with the hefty price tag of 1,500gp.

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Law in Londol

The law in Londol is upheld by the Coppers. These are selected men and women, all of whom are human and have sworn an oath to protect the city from law breakers. The Coppers are known not only for their brutality but also for their corruption. Many take bribes and work for crime organizations and consortiums. The Coppers take their names from the copper badges they wear.

The Londol Guard is the military agency that protects the town from outside threats and from large scale inside threats (such as ongoing gang warfare). The Londol Guard is held to a much higher standard than the Coppers and therefore are unlikely to be bribed or easily corrupted. Their primary job is to protect the city from outside threats.

In-between Adventures

The party won't always be on an adventure. Sometimes they will have free time to sit around, play Scargles, explore the city, get in fights, look for other work, etc.. The adventurers may even go off on their own and use Mus Sak as an employer for their freelance work. The GM can decide how to weave this module seamlessly into an existing campaign or an already ongoing adventure.

The following is a brief list of small, in-between adventure ideas and events that can be used to flesh out the time the PCs spend working for Mus Sak.

1. The Thieves Guild: One of the PCs is robbed (pocket picked? violent robbery?) and the finger points to the thieves guild known as the Crooked Eye.

2. Violence in the Streets: Londol is filled with crime. Do the PCs witness any crimes? Do they step in or turn a blind eye? Are they themselves victims of a crime?

3. Rich Folk Lose Things Too: The PCs encounter a rich citizen of the city. This person has lost an item and the PCs recognize this item as being in Mus Sak's shop. How do they react?

4. Eew, Sewers: The sewers of the city are infested with vermin of all sorts (a lot of ratlings call it home). Maybe one of the PCs is captured or lost in the sewers? Maybe there is a reward for the rescue of a child/loved one reported lost in the sewers.

5. Bulletin Board: With the abundance of crime in Londol and lack of authority, some folks in the city have taken it upon themselves to rid the city of criminals. As such, bulletin boards and wanted postings have been created around town. These boards feature criminals and clues as to where to find these lawbreakers. Rewards are also posted. Bulletin boards also post jobs, wanted ads, and looking for ads. They are used by both criminals and non-criminals.

6. Pawn Shop Work: If the PCs gain Mus Sak's trust, he may allow them to work part-time in the pawn shop. This is especially the case if they have any knowledge of items, lore, history, etc.. Pawn shop work will consist of people buying and selling goods.

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The Adventures of Pawns and Knights

Mus Sak has taken on the adventurers as part of his growing army. He gets his information through his web of contacts and uses this information to stay one step ahead of the game. However, in recent months the balbergulb has seen shifts in power and realizes that his tiny empire is on the downturn. He has sought outside help from experienced mercenaries (the PCs in this case) to go after larger scores while helping to secure the side projects (such as gambling, racketeering, petty theft, etc.) that he already has running. Mus Sak will give the party as much information as they need and nothing more. He answers most questions indirectly and uses vague statements and clichéd speech to make his points. The PCs will find that the longer they are in his service, the more agitated he becomes. The PCs will also find that Mus Sak may ask them to perform actions that go against their principles. When the PCs seem reluctant, Mus Sak will increase the reward. If the PCs decide to run off with the loot from an adventure, they will be sought after by Mus Sak and his henchmen.

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1. Wagonload of Trouble

Word has come in through Mus Sak's contacts that a caravan carrying valuable goods from Londol to Drake was intercepted by noknil. Only a single survivor managed to escape. The survivor sent word that one of the wagons had broken free of the caravan, the cow steed running wild. He said the cow steed ran directly into a swamp and drowned and that the wagon still sits there, half under the muck, full of whatever was being delivered. Mus Sak will tell the party that other interested parties have probably already been informed and they should be wary on their way to retrieve the goods.

The PCs may encounter another interested party as they go to retrieve the goods. This party will most assuredly work for Mus Sak's rival balbergulb and pawn shop owner, Guts Guts.

The goods include several rolls of expensive fabrics, a chest of coins worth 1,200gp, a bag of gems valued at 800gp, and several pieces of jewelry which have a combined value of 500gp.

It is possible that during this adventure the party comes across several noknil still in the area.

2. Gom's Gem

A half-blind giant named Gom lives a day's walk from Londol. Mus Sak tells the PCs that the giant stole a valuable gem several months back. Mus Sak wants the gem back and is willing to pay the adventurers if they can retrieve it. He makes sure to tell the PCs that the giant is violent and that under no circumstance should they speak with the creature.

Twist: Gom didn't steal the gem. He was once an employee of Mus Sak. Mus Sak made the giant a promise of payment for a job. When the job was completed, Mus Sak refused payment. When the balbergulb refused to pay, Gom took the gem as rightful payment. As Gom was leaving, he was attacked by Mus Sak's thugs and blinded in one eye.

If the PCs enter into any dialogue with Gom notifying him who they work for or what they want, Gom will most likely tell the story of why the gem is his. If the PCs outright attack Gom, he will fight back and do his best to escape.

3. Stay Close

Mus Sak has a shipment of goods to be transferred to a buyer in the town of Drake which is several days journey from Londol. Mus Sak is afraid that his rival (Guts Guts) may stage an attack on the caravan and attempt to steal the goods. Mus Sak wants the adventurers to accompany the caravan, protect it if anything should happen, and collect payment once the goods are delivered to Drake. Mus Sak's rival balbergulb pawn shop owner Guts Guts is the buyer.

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This mini-adventure requires the PCs to prepare for a trip, camp several nights during the trip and remain vigilant while on the road. There is the chance that they are attacked by highway robbers, thug hirelings of Guts Guts, or random creatures in the wild. The party may have to deal with inclement weather, finding shelter, setting up camp, and staying on guard at night. If they make it to Drake, they will experience no incidents while in town (but perhaps on the way back?).



4. Winner Winner Cow Steed Dinner!

Mus Sak has his flippers in just about everything, including gambling on cow steed races. Lately though, a rival balbergulb merchant named Guts Guts has been muscling into Mus Sak's gambling operations, even going so far as to take Mus Sak's winnings by use of force. Mus Sak wants the PCs to follow the money and make sure that none of Guts Guts' men try and get their hands on what doesn't belong to them.

If the PCs stir up trouble in public, they may encounter the Londol Coppers. If they run into the would-be thieves away from the public, they should be prepared for a thug fight.

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5. Mus Fought the Law and the Law...

Mus Sak is in trouble with the Merchants Guild of Londol for evading guild payments, failure to abide by guild laws, and advocating non-guild centered merchant activities. He believes that Guts Guts is behind the mutiny and he wants something done about it. Mus wants the PCs to break into the Merchant's Guild and destroy the evidence that he is guilty. After they take care of that, he wants them to travel to Drake and put a blade in Guts Guts.

If the PCs decide to take on this job, they will be breaking the law for sure which means they will most likely have the Coppers and the Londol Guard after them. They will also be wanted by the Merchant's Guild of Londol which is a powerful governing body throughout the human kingdoms. The reasoning behind this is that Mus Sak's crime organization is composed of greedy, self-serving thugs who are always willing to sell a bit of information for the right price. The PCs will be ratted out for sure.

If the PCs get away with destroying the evidence and decide to take on the job of getting rid of Guts Guts, they will have to travel to the town of Drake where Guts Guts makes his home. Guts Guts will most likely offer the PCs a large sum of money to work for him and explain that Mus Sak will soon be going to prison as will all of those associated with him. The outcome here is open-ended and left up to the GM as to how events will unfold.

Mus Sak's Operation

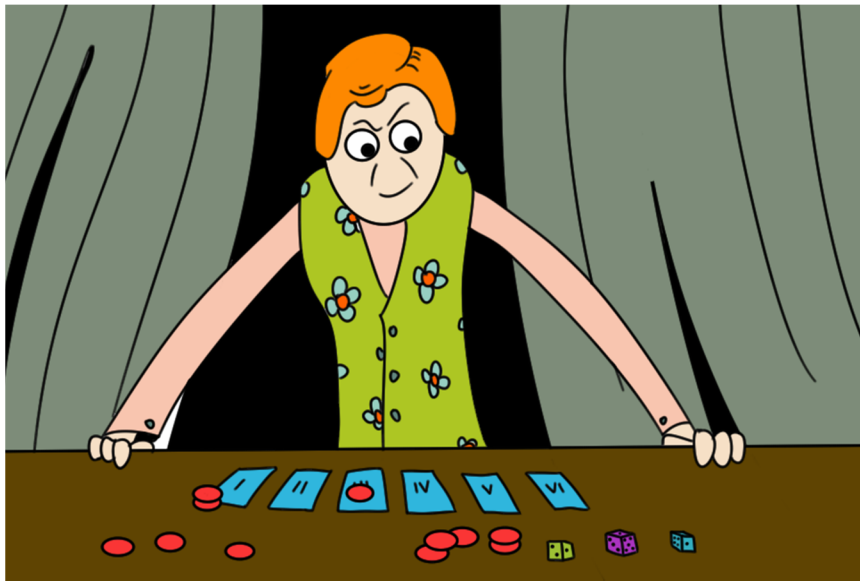
Mus Sak is a conniving, small-time, dirty cheat who loves gold and has a greedy streak the size of a dragon. He has burned many bridges in his days and is teetering on the edge of complete failure. The PCs should not know this as Mus Sak comes off as a businessman, a tough sort of fellow whose size and balbergulbness is quite intimidating. However, much of this is a front. While Mus Sak can be violent, he is a poor businessman and has made a lot of enemies including several prominent Londol folks as well as other pawn shop owners, not to mention the Merchant's Guild who has been keeping a close eye on Mus Sak for nearly a year.

Part of Mus Sak's problem is that he abuses his employees. The PCs will find that Mus Sak is reluctant to pay what he promised and will do whatever he can to not pay. He will also make promises that he can't (or won't) keep. The GM should increase Mus Sak's reluctance to pay the PCs with each job. Basically, the balbergulb should be a bad boss and become more and more difficult to work for.

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The Game of Scargles

Scargles is a simple dice game created by pirates in the Murdertime Islands which came to the mainland and is now heavily played in Londol. The game is played with three dice, each of which has six sides. (In authentic Scargles, the dice should be carved from the bones of an enemy.) There are six markers on the game board, each of which has a number from 1 to 6. One player (or the house) places the three dice in a cup and shakes them. The remaining players place bets on the game board numbers from 1 to 6. The house then rolls. If the number on which the player has bet is rolled once, the player receives 1:1 winnings. If the number comes up twice, the player receives 2:1 winnings. If the number is rolled on all three dice, the player receives 3:1 winnings. If the number does not appear, the player loses the bet. Players can place multiple bets if they wish.



Random Encounters

Because of the number of random encounters included in this adventure module, the GM will need to use the Tome of Awesome (Creatures Vol. 1) to provide the stats for the encounters listed below. These random encounters are optional.

Roll	Random Encounter
1	Earth Elemental (1)
2	Harpy (1-2)
3	Noog Noog (2-12)
4	Ratling (1-6)
5	Violet Hare (2-12)
6	Winged Hairy (1-6)

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NPCs

Gom (8)

Giant (+2), Humanoid
HP: 22, AC: 1, ACT: 5
BRT: 4, DEX: 2, WIT: 2
Club (1): 2d6 dmg. **Throw (0):** 2d6 dmg.

Gom is a hill giant who used to work for Mus Sak. When Mus Sak refused to pay him for a job, he took a gem from the balbergulb and lost an eye in the process. Gom has a strong hatred for Mus Sak. In combat, the giant will attack with his trusty club or try and crush his enemies with a large item (like a rock or log) from a distance. If the PCs manage to speak with Gom in a conversation, they will learn of Mus Sak's betrayal.

Generic Thugs (1)

Average (0), Humanoid
HP: 8, AC: 1, ACT: 5
BRT: 2, DEX: 1, WIT: 1
Light Weapon (1): 1d6 dmg.

Balbergulbs use human hirelings to carry out their schemes. These hirelings are common thugs looking to make a quick coin at the expense of others. They will follow their boss's commands unless their life is in danger. They will defend their boss. They can be bribed for the right price.

Guts Guts (7)

Giant (+2), Monster
HP: 25, AC: 1, ACT: 6
BRT: 2, DEX: 1, WIT: 3
Bite (1): 1d6 dmg. **Tongue Lash (2):** 1d6 dmg. **Poisonous Secretion:** LVL 6.
Better Hearing. Immunity to Poison. Resistance to Magic. Resistance to Mind Control.

Guts Guts is a rival balbergulb pawn shop owner who does business in human areas. He is the arch enemy of Mus Sak and a better businessgulb. Guts has a small group of hirelings who carry out his dirty work. Guts Guts tries to avoid direct combat and instead uses subterfuge, assassinations, poisoning, and other clandestine methods to get rid of his enemies. In combat, he will command these minions to protect him.

Highway Robbers (1)

Average (0), Humanoid
HP: 8, AC: 1, ACT: 5
BRT: 2, DEX: 1, WIT: 1
Light/Heavy Weapon (1): 1d6/1d6+1 dmg.

Highway robbers roam the human lands looking to ambush and rob those who travel through their territories. The highway robbers are humans who live in small camps in the wilderness. Most are interested only in obtaining goods and will refrain from killing. They rely on cunning and stealth when surprising their targets. They will often use traps to destroy wagons and injure cow steeds.

Londol Coppers (2)

Average (0), Humanoid
HP: 12, AC: 1, ACT: 5
BRT: 2, DEX: 1, WIT: 1
Light Weapon (1): 1d6 dmg.

Londol Coppers are the main authorities in the city of Londol. They are basically hired thugs who have been given a copper star badge (hence the name coppers) and ordered to keep the peace.

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They are known for their corruption and abuse of power. Coppers travel in groups of two or more. They will use unnecessary and excessive force when subduing a criminal.

Londol Guard (4)

Average (0), Humanoid
HP: 15, AC: 2, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Light/Heavy Weapon (1):
1d6/1d6+1 dmg.

The Londol Guard is the military force of Londol and is made up of trained soldiers who patrol the streets and defend the city. The Guard is known for its dislike of outsiders, especially in more affluent neighborhoods of the city.

Guards move in groups of at least three. They are armored and equipped with weapons which they will use. They are difficult to corrupt and refuse to take bribes (as doing so puts their lives on the line).

Merchant Guild Guards (2)

Average (0), Humanoid
HP: 12, AC: 2, ACT: 5
BRT: 2, DEX: 1, WIT: 1

Light Weapon (1): 1d6 dmg.

The guards of the merchant guild are hirelings charged with defending guild property and upholding guild laws. They work with the Londol Coppers and have a good deal of authority when it comes to guild matters. Merchant guards keep a keen eye out for those who trespass or cause problems with guild member properties. They also collect guild taxes from members. They can be bribed.

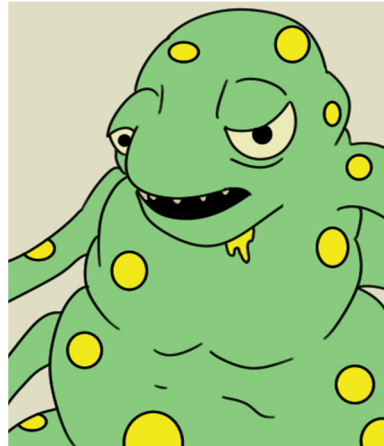
Mus Sak (7)

Giant (+2), Monster
HP: 25, AC: 1, ACT: 6
BRT: 2, DEX: 1, WIT: 3

Bite (1): 1d6 dmg. **Tongue Lash (2):** 1d6 dmg. **Poisonous Secretion:** LVL 6. **Better Hearing. Immunity to Poison. Resistance to Magic. Resistance to Mind Control.**

Mus Sak is a balbergulb and the owner of the Pawns and Knights Pawn Shop in Londol. He is highly corrupt and has many enemies inside and outside the city.

Mus Sak is the archenemy of the rival pawn shop owner, Guts Guts. Mus Sak employs numerous hirelings who carry out his dirty work, retrieve and sell items for the pawn shop, and behave in generally nefarious ways around the city.



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Noknil (1)

Size: Average (0), Archetype: Humanoid

HP: 10, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1): 1d6/1d6+1 dmg. **Hive Mind:** Noknil can communicate telepathically with other Noknil. They also feel, sense, and share experiences with nearby noknil.

These noknil have wandered into human territory as scouts looking for possible targets for a future noknil invasion. Along the way they attacked a caravan they came across. If confronted or even seen, the noknil will attack and fight to the death. They all carry various sized axes.



Ideas and Opportunities

Betrayal

Perhaps the PCs are the lawful sort, the sort who dislike crime and those who commit them. Maybe they decide they can do the city of Londol a favor by blowing the whistle on Mus Sak? Maybe they decide they can get paid while doing so? (The later option for the less scrupulous, opportunity driven PC.)

The Gang's All Here

The seedier parts of Londol are overrun with gang activities and gang-related crime. The PCs may get involved in this purposely (like seeking out gang adventures) or inadvertently (like being robbed or assaulted or even caught in the midst of a gang war).

Join Us For Revenge

So, the PCs talk to Gom and feel for him. They come to realize that Mus Sak is basically a no-good kind of guy and he needs to be brought down. Gom wants in so he can pay his old boss back and get some vengeance for his missing eye. What say the PCs? Do they make a new (big) friend?

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Take the Money and Run

Mus Sak is a tough dude to work for: poor wages, poor living conditions, constant crime, threats, and to boot it all, a raging temper. The PCs may find an opportunity to get out while they are ahead because staying with this balbergulb is likely to lead to prison, or worse. If they decide to do this, (especially if they remain in Londol) they will feel the wrath of the balbergulb as he does not take kindly to being deceived.

Treasure Awesome

Half a treasure map is like having no map at all. Getting the other half can be an adventure in itself. Once the map is complete, where does the map lead? This is the perfect opportunity for a side adventure away from the pawn shop and the city. The price is fairly hefty on the half that Mus Sak is selling, but that doesn't mean it has to have that value. Remember, Mus Sak is not to be trusted.

Workforce Pride... or Not

The PCs are working for Mus Sak, buying and selling goods in the pawn shop. This might be a great opportunity to have some weird stuff come in - things like rare items, magic items, cool weapons, etc.. This might also be an opportunity for the PCs to make their own connections, buy items behind Mus Sak's back, work their own angles, etc.. The focus on these events will be less combat based and more social in nature. Diplomacy, haggling, bribery, conning, lying, bartering, and other social tactics can all be employed.

