

BDKA6–04

A General Errand

A One–Round Dungeons & Dragons® Living Greyhawk™ Bandit Kingdoms Adventure

Version 1.0

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Playtesters:

A chance encounter in the Freehold leads to a job offer. A fellow who claims to be a supporter of freedom and independence has associates curious about the recent happenings in the nearby Barony of Wormhall. Running a general errand is all he asks. A Bandit Kingdoms Introductory Adventure set in the Barony of Wormhall for 1st level heroes only.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Bandit Kingdoms. Characters native to

the Bandit Kingdoms pay one Time Unit per round; all other characters pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The adventure begins in the provincial territory known as Freehold. The mighty Freehold, as it was once known, is a realm located in the inner crook of the Fellreev Forest, just south of the Artonsamay River. This region got its name for its sole fortified site, a huge walled keep. In 583 CY, Freehold allied itself with Old Wicked when he invaded the territory; however, any semblance of a military force possessed by the region was treacherously decimated the following year at Steelbone Meadows.

The Freehold keep was significantly altered by Iuz in the early months of his dominance over the region and transformed into a nightmarish visage known only as Fleischshriver. Though passers-by no longer need fear attacks from marauding demons, terrifying screams of anguish seem to resonate from the seemingly abandoned keep; needless to say, locals steer well clear of the castle proper. Iuz's archmage Null, a Greater Boneheart,

was known to frequent the castle in the past and may still do so to this day.

The Barony of Wormhall resides to the south of Freehold, sandwiched between it and the Warfields. Wormhall fell to a Horned Society invasion in 579 CY, though it only remained occupied for three months. Wormhall was invaded by the forces of Iuz in 583 CY. Afterwards, Wormhall's leader, Baron Oltagg, was hauled out in front of the general public and very brutally and very publicly executed. His still-beating heart remains magically preserved in the central village of Obresthorp. The troops of Wormhall joined Iuz's forces, but they were later slaughtered at Steelbone Meadows. Today, Wormhall is ruled by a madman named Horace, a former priest of Iuz who seems to have embraced the dogma of Kyuss.

Lord Mayer Marwald of Hallorn is very concerned about the present state of affairs in Wormhall as he recently learned that the cultists who reside in Hallorn's old mausoleum may have ties to a keep in the barony to the north. This gives him cause for concern about the security of Hallorn and the Warfields. Thus, in the interest of investigating these leads, Marwald has set Gaius Shadowmane, a trusted servant and spy, to the Freehold (to divert attention from Hallorn) to gather a party of adventurers to travel to Wormhall and discover what lies in the keep.

Marwald's agents have informed him that the alleged ties between the cultists and this keep lie with a book housed somewhere within. This book is the private journal of a mystic theurge named Solomon Brune who works for Horace. Getting the book from him will be no easy task.

ADVENTURE SUMMARY

Introduction: Any adventure worth its weight in gold begins in a tavern and this one is no different. The adventure begins with the PCs enjoying a meal in a tavern on the border of Freehold and the Barony of Wormhall; the name of the tavern/inn is the Dirty coin Inn. A mysterious stranger enters the tavern and offers the PCs an opportunity to turn a quick coin and maybe earn a favor in the process.

Encounter 1 – Unspoken Loyalties: The PCs have some time to kill if they wish prior to leaving on their journey into Wormhall and as they are traveling around town, or perhaps at the earliest

opportunity during their journey, certain PCs may be approached by agents interested in obtaining whatever it is the PCs are traveling into Wormhall to retrieve and are willing to pay or provide future favors for. During the journey, the party may become aware that they are being followed. A spy for Lady Xavendra and the Northern Alliance has become aware of the parties' activities in town and has been trying to discover more about the party and their mysterious benefactor's machinations.

Encounter Two – En Route: The adventurers embark on their journey into Wormhall to retrieve a book for their mysterious benefactor and return it to him for suitable compensation. Along the way they hear rumors of Wormhall's horrid reputation.

Encounter Three – A Tight Spot: Following the directions given by the man who hired them, the adventurers reach their destination and find the cave entrance which leads through an underground passage and emerges in a small courtyard where they are ambushed by a small band of kobolds.

Encounter Four – Out Of The Frying Pan...: The adventurers discover a ruined keep and make their way into the compound where they will have to negotiate a couple of cleverly devised traps in order to reach the old library where they were told the book resides.

Encounter Five – ...And Into The Fire!: As the party nears the library, the guardian attacks and the party must defeat the guardian to win the book or so they think.

Encounter Six – Truth Or Consequences!: The party enters the library and encounters the owner of the book they seek; they quickly discover he is not very eager to part with it. The mage-priest offers to sell them the book for a princely sum or the party can tell him who they are working for and why and receive compensation for the information. Of course, the other alternative is to fight him – an option that has very little chance of success.

Conclusion A: The adventurers decide to pay the mage-priest his asking price for the book and he gives them the book no questions asked.

Conclusion B: The adventurers decide to double-cross their employer and reveal who they are working for and why they were sent after the book.

Conclusion C: The adventurers decide to try and forcibly obtain the book by attacking the mage-priest.

REGIONAL WARNING

If your players are unfamiliar with the Bandit Kingdoms region, read the following aloud before running this event:

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

INTRODUCTION

The life of an adventurer is fraught with many perils and it is a restless soul indeed that decides to leave the relative safety of home to make their lot in life as an adventurer; needless to say, the career of the average adventurer is often-times cut short, either by talon or by blade.

You have gathered at an inn located south of the dreaded hold known as Fleischshriver on the border between the former Freehold and the Barony of Wormhall. A sign hanging above the door reads "The Dirty Coin Inn." The rain and wind howl outside as you try to keep your mind from wandering. Some friends you have met along the way have joined you for a quiet meal and a chance to seek shelter from the raging storm that has been brewing the whole day long.

The lighting in the small room is sparse, shadows dance across the walls, created by the small fire pit raging near the back wall, lending an eerie ambiance to the room, and the occasional flash of lightning at the windows gives little improvement. The sound of a door slamming awakens your mind to a lone stranger appearing in front of you; had it not been for the slamming of the door as a slight warning, you might have run the man through with the nearest blade at hand.

The man speaks, "Excuse me. I know this is a bit out of sorts, but think you might be able to help me. Might I have a word or two with you?"

At this time, allow the party to introduce themselves to each other, and to their guest; when the players have finished responding to him, continue with the following.

The man sits down at your table, "Allow me to introduce myself; my name is Gaius Shadowmane. I am in need of some discreet individuals to travel across the border into the Barony of Wormhall; really, a general errand is all I am asking, can I count on your discretion?"

Allow the players to respond to his proposition but each must give their consent to be discreet before he will continue with his offer. Once, each player has confirmed their assent, continue with the following. If any of the players refuse his offer or his request for discretion, Gaius understands and politely asks them to leave the table. Pass out the adventure record to players who refuse the mission. Once each of the PCs has given their assent to be discreet with this matter, continue with the following.

"Splendid! I am in need of a specific tome which resides in an old library located in the Barony of Wormhall, just west of Steelbone Meadows; from Steelbone Meadows, you will travel southwest along the edge of the Fellreev Forest until you reach a small, forested area. Near the center, the forest gets pretty thick, but there is a cavern or a cave entrance which I have reason to believe leads to a cellar of an abandoned keep which is home to a library containing a book that I require for research I am conducting; the details, of course are not important to you. Rather, I will compensate you very well for performing this simple errand for me! Are you interested?"

Gaius Shadowmane: Though the players do not know this, Gaius is an agent for Lord Mayor Marwald. If the PCs ask questions about the keep, he knows very little, but he conjectures that the keep has been abandoned for many years and he would like to retrieve the tome before it is discovered. Of course, he really does not know a thing about the keep and actually suspects it is occupied by forces loyal to Baron Horace. But the

less the PCs know about this, he figures, the better. The PCs realize he is lying if they beat a DC 19 Sense Motive check. In this case, he admits his true feelings, but says that this does not change the mission one bit and he still needs their help. Gaius does not admit his allegiance unless magically compelled to do so.

APL 1 (EL 4)

Gaius Shadowmane: male human rogue 6; AL N; Bluff +11, Hide +17, Move Silently +17, Sense Motive +10, Sleight of Hand +15.

When the players are ready, proceed to *Encounter 1*.

ENCOUNTER 1: UNSPOKEN LOYALTIES

The following sections only apply to particular kinds of PCs. See the sections for details on the PC types who apply. Read the following to respective PCs if the opportunity presents itself. These agents will only speak with the appropriate PC in private.

Hellstone Tower

An agent for Hellstone Tower named Mortavius will privately approach any PC who appears to be a scholarly type who dabbles in the arcane arts (ie, wizard, sorcerer, or bard, etc.)

Mortavius does not identify himself but informs the PC that he knows some people who are of like mind and intelligence, and may be able to offer the PC a favor in the future along with membership to an organization that the PC would be interested in joining, provided they relay any information discovered, or provide a copy of any information retrieved as a part of the mission they are being hired to do by Gaius.

APL 1 (EL 4)

Mortavius: Male human bard 5.

Read or paraphrase the following to the appropriate player:

You are approached by a short, thin human man of Oeridian descent. He smiles warmly and says, "Hello there! You look like a man/woman with an interest in the finer arts and one possessing a

scholarly intellect. You seem to be engaged in an endeavor that interests me. I would be interested to know of any information with regards to your present mission and would be willing to provide a suitable favor in the future, as well as ample compensation, if you would pass the information along to me in the form of copies of any documents found as well as any other information discovered. Do you agree?"

If Mortavius does not have the opportunity to meet with the character one on one, he will follow them and at some point will cast *message* targeting the respective PC, give that PC *Player Handout 1*. Any PC selected and those that agree to his proposition will be compensated in the form of a future favor as well as a fee of 50 gp. They will get an *Influence Point with Hellstone Tower* for doing so.

Moskol's Legion

An agent for the holy warriors of Trithereon in Moskol's Legion named Markus approaches any PCs of good moral character (good alignment) after using *detect good* to discern such things. The agent offers his organization's favor and support in the future if the PC reports any information discovered for the man they are working for and/or make copies of any relevant documents obtained prior to turning them over to Gaius.

APL 1 (EL 6)

Markus: Male human cleric 2 of Trithereon/ranger 4.

You are approached by a tall, human male of Oeridian descent; he smiles warmly and says, "Greetings and well met. My name is Markus and I serve Lord Tarren Moskol. Divinatory blessings from the Summoner have led me to you. You and I appear to have similar interests and you seem to possess a good moral character. I am interested in discovering any information with regards to your present mission and would be willing to provide a suitable favor in the future as well as compensation for your troubles, if you would pass the information along to me in the form of copies of any documents found as well as any other information discovered. What say you?"

If the PCs turn Markus down, he appears disappointed and apologizes for bothering them. PCs who do as Markus asks will be extended an

invitation to join Moskol's Legion when they meet the minimum qualifications for the meta-organization. Those who accept his proposal and succeed in handing the information over to him will earn an *Influence Point with Moskol's Legion* as well as a fee of 50 gp.

The Northern Alliance

When the PCs are ready to set out, have them make a three DC 19 Spot and Listen check to see if they notice someone following them. Apply a -3 penalty to these checks during their journey, as their follower stays 30 feet away at all times. The first check should be made prior to leaving Freehold. The second and third should be made during the journey.

At some point during their journey, the PCs may notice that they are being followed. An agent working for High Lady Xavendra has caught wind of the PCs' mission and is curious to find out what they are up to and what they are trying to find.

If discovered, he will offer to deal with the PCs for a future favor of the High Lady plus 100 gp each if they are willing to divulge any and all information obtained during their mission and also provide copies of any documents obtained. If the party refuses, he will select one PC (a greedy one) and slip a note in their pack (using Sleight of Hand) offering them an even better deal if they are able to bring him the information he desires.

The party may, of course, decide not to deal with a servant of evil and decide to kill him. Those who refuse to deal with Mortimus and do not take the necessary precautions will earn the *Enmity of the Northern Alliance*.

APL 1 (EL 2)

Mortimus: Male human rouge 2; hp 11; see *Appendix 1*.

There is no time constraints set for this mission so the players have some time before leaving. When the players are ready to leave town, proceed to *Encounter 2*.

ENCOUNTER 2: EN ROUTE

Read the following as the PCs leave the former Freehold.

Though Old Wicked dominates the hearts and minds as well as the night-time terrors of all the children, not to mention their mothers and fathers in this dreadful realm, the ghoulish edifice known as Wormhall, and the twisted land governed by those who dwell within it provide more centralized chills.

From word of the locals and by virtue of your own eyes, you learn that Wormhall is a desolate and largely uninhabited wilderness. The Barony of Wormhall comprises most of the land north of the Warfields, along the upper Ritensa River within seventy-five to ninety miles of the east bank.

The Wormhall itself still stands, and its strange masters are still rumored to dwell there, about forty miles west of Steelbone Meadows. The structure and province are named for the tenebrous worms that literally crawl on the walls of the Wormhall, a revolting feature that has lead many to suggest that magic created by the infamous arch-cleric Kyuss is somehow involved in the affairs of the land.

The journey into Wormhall was, for the most part, without incident. A few minor run-ins with local patrols or random inhabitants of this desolate land, but nothing that a smooth tongue or a quick blade, or if that failed, a well-placed bribe was sufficient to carry you on your way.

Your journey south out of Freehold has taken you down towards the southern portion of the Fellreev Forest. At about mid-day on your third day of travel, you seem to have arrived at your destination, or at least as best you can tell from the rather nondescript directions you were given.

Proceed to *Encounter 3*.

ENCOUNTER 3: A TIGHT SPOT

Consult *DM Map 1* and *DM Map 2* for a layout of the keep areas the PCs will be in.

It is midday when you reach your destination, a rocky, forested area descending into a small depression where a small opening in the side of a forested hill resides; the opening is approximately 5 feet high and 5 feet wide and descends across many small rocks and boulders down into a small, rocky passage. It is dark and it is damp.

Allow the PCs to take any precautions they wish. Once they are ready to proceed into the cave, continue with the following.

The darkness envelops you as you descend into the hillside; the cave is more a passage than a chamber, descending down about 10 feet beneath the earth. You travel for what seems like an eternity beneath the ground, the passage is 5 feet wide and 5 feet high, narrowing to about 3 feet in some places, before finally it begins to ascend once again.

The passage leads into what looks to be a garden or a courtyard of some kind; large and thick vegetation runs wild all over the place as you pass along a narrow rocky corridor extending some 30 feet before a set of stairs ascend up to a clearing. The rocky walls are 10 feet high with a stony ledge running the length of the corridor; sitting atop the ledge spread apart evenly on each side rest a set of six monstrous statues, each resembling a grotesque, winged humanoid with a horned head and vicious, razor-sharp talons.

The ledge is big enough to support up to a medium-sized creature and can be easily reached with a successful DC 5 Climb check. The ledge is a challenge to negotiate, requiring a DC 5 Balance check to move along the ledge by-passing the statues (remember balancing characters move at half speed). Any Large-sized creatures passing through the narrow passage are considered squeezing (-4 attacks and -4 AC). Huge or larger creatures cannot fit.

Kobolds: Hiding among the statues is a band of kobolds who work for the mystic theurge named Solomon Brune; they have been tasked with guarding the courtyard. If any of the kobolds are taken captive, they may be persuaded to reveal to the party the presence of Solomon Brune in the abandoned library as well as its location. The kobold druid is also aware of the guardian and if caught may also be persuaded to reveal this to the party.

APL 1 (EL 3)

Rokboar: Male kobold druid 2; hp 12; see Appendix 1.

Kobold Rogues (2): Male kobold rogue 1; hp 6 each; see Appendix 1.

Tactics: The kobolds will attempt to remain hidden (DC 15 to spot the druid, DC 13 to spot the rogues; modify for distance) until the first PC reaches the half-way mark and then they will try to gain a surprise ambush.

The druid will cast *entangle* first attempting to trap as many of the PCs in the rocky passage as possible so they can pick them off with their ranged attacks. Following this, the druid will begin casting summoning spells and he will set his animal companion to attack any of the PCs that manage to make it out of the *entangle*.

The kobold rogues will attempt to stay within 30 feet of the PCs, using their crossbows to attack PCs caught in the *entangle*. If engaged in melee, they will attempt to fight in unison, providing flanks to each other or to the druid's animal companion.

Treasure: Once the kobolds are defeated the party may loot them.

APL 1: Loot (Rokboar) 79 gp; (rogues) 68 gp x 2; Total 215 gp.

Proceed to *Encounter 4* when the PCs move further into the keep.

ENCOUNTER 4: OUT OF THE FRYING PAN...

Once the heroes have defeated the kobolds, they are free to enter the keep. When they are ready to proceed, continue with the following.

The courtyard is overrun with vines and weeds and other assorted plant life. There is only one central building that is still standing; several gatehouses, stables, and barracks appear to have once been but are now only crumbling ruins. The central keep appears to be intact and the doors to the keep have been rebuilt and appear to be your only obstacle to obtaining entry into the confines beyond.

Wooden Doors: 1½ in. thick; hardness 5; hp 15; AC 5; Break DC 16; Open Lock DC 18.

Trap: This trap is set to discharge when the door is opened without the proper key or otherwise forced open.

Fusillade of Darts Trap: CR 1; mechanical; location trigger; manual reset; +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft squares); Search DC 14; Disable Device DC 20.

When the party has opened the door, continue with the following.

The corridor beyond is 10 feet wide and 10 feet high, dimly-lit with torches spread evenly down the passageway some 30 feet before a set of stairs ascends 10 feet up to a smaller corridor, 10 feet high and 5 feet wide.

Trap: The first person to ascend the stairs to the top will spring the trap when they hit the pressure stone at the top of the stairs.

Swinging Block Trap: CR 1; mechanical; touch trigger; automatic reset; +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20.

When the party has recovered and is ready to continue down the corridor, proceed to *Encounter 5*.

ENCOUNTER 5: ...AND INTO THE FIRE!

At the top of the stairs, the corridor continues onward around a couple twists and turns before opening up into a chamber, 45 feet wide and 20 feet long with a 40-foot ceiling and a red-carpeted staircase to the left and right ascending 10 feet before they come together at a set of double doors.

There are a set of statues to the right, left and straight ahead, centered on the staircase, each resembling a grotesque, winged humanoid with a horned head and vicious, razor-sharp talons.

Gargoyle: The one in the center (straight ahead) is actually a living creature; it is the guardian of this wing of the keep and will attack anyone who sets one foot on any of the staircases or approaches within 5 feet of it.

APL 1 (EL 2)

Young Gargoyle: hp 16; see *Appendix 1*.

Tactics: The young gargoyle is not too intelligent. It uses straightforward tactics and fights to the death.

Once the party has dealt with the guardian and they are ready to proceed, continue on to *Encounter 6*.

ENCOUNTER 6: TRUTH OR CONSEQUENCES!

The stairs ascend to a set of double oak doors; the doors are not locked. From the other side of the door, you hear, "Welcome! The door is open, please do come in, it would appear we have business with each other this day."

Allow the party to make any preparations they wish, however, if there are any hostile actions, such as breaking down the door or casting spells, go immediately to initiative before the action is resolved.

When the party decides to enter the library, continue with the following.

You open the door to a lavishly furnished chamber 45 feet wide and 40 feet long, with a 20-foot ceiling. The room is well-lit and several candelabra line the walls; near the back of the room are sets of bookshelves running the length of the back wall and standing behind an expensive-looking mahogany desk is an older man with long white hair complete with long white beard and mustache wearing expensive-looking clothes, a solid, phostwood walking cane lies across the desk and the man behind the desk greets you with a warm, welcoming smile. He gestures for you to enter, "Please, do come in and sit down! Would you care for some herbal tea?"

Solomon Brune: The man is named Solomon Brune and he is a mage-priest of Kyuss; currently, he is the owner and possessor, not to mention the author, of the book the party has come for. Although he exhibits a pleasant and diplomatic demeanor at all times, there is a fire burning behind those eyes that suggest he is not one to be trifled with. You might wish to use the rules in *Complete Adventurer* to allow the PCs to assess their opponent (page 102) as Solomon poses a deadly threat to the PCs and fighting him would be a poor decision.

He is willing to talk about giving the book up to the party, however, he seeks to be compensated; after all, he is corrupt and would gladly accept any excessive bribe that would be offered, as in 1,000 gp. There is an alternative option however; the party will be compensated for their trouble if they merely reveal to him who their employer is and any information they know about him. In this event, Solomon gives them his journal, as he actually does not care if Marwald knows what he is up to. Although the PCs are unlikely to know it, he figures Gaius works for Marwald, and if he does not, he can easily have Gaius dispatched.

All other roads lead to fisticuffs, although Solomon Brune is excruciatingly verbose and takes a long time to actually get to the point.

All APLs (EL 8)

Solomon Brune: Male human cleric 3 of Kyuss/necromancer 3/mystic theurge 2: hp 41; see *Appendix 1*.

Tactics: Luckily for the PCs, Solomon Brune is a haughty villain with a penchant for savoring the moment. He will toy with them for several rounds before tiring of their impudence and wasting them with a powerful spell such as *lightning bolt*. He prefers to work up to his high level spells, first neutralizing dangerous threats like barbarians with high critical hit range weapons using spells like *hold person* or *cause fear*. He also enjoys using *glitterdust* and *bestow curse* to sow confusion amongst the PCs. If the PCs flee, he cackles at their ineptitude and chides that one day they might be man enough to face him. If they insist on remaining, he tires of their impudence and begins killing them off systematically with blasting spells like *lightning bolt* and *vampiric touch*. If that does not get them running, nothing will; kill them all and take no prisoners.

Treasure: If the PCs defeat Solomon Brune in combat they may loot him. His spellbook is hidden in a chest buried underground. The PCs will not be able to find it.

APL 1: Loot 29 gp; Magic 592 gp – *bracers of armor* +1 (83 gp), *potion of cure light wounds* (5 @ 4 gp each), *ring of protection* +1 (166 gp), *scroll of commune* (93 gp), *scroll of divine power* (58 gp), *scroll of fear* (58 gp), *scroll of true seeing* (114 gp); Total 621 gp.

Development: If the party chooses to pay the price for the book, proceed to *Conclusion A*. If the party decides to double-cross their employer and reveal to Solomon all that they know, then proceed to *Conclusion B*. If the party decides to forcibly remove the book from his possession, proceed to *Conclusion C*. Depending on the choice the party makes, proceed to the appropriate conclusion.

CONCLUSION A

The party returns to Freehold to meet with Gaius. The party has opted to pay the price in order to complete their mission. They have done the honorable thing and not double-crossed Gaius and he is most pleased; he offers to pay half of the parties' losses and compensate them as well for completion of their mission, and they receive the *Favor of Lord Mayor Marwald*. If the party mentions that they have shared the information with anyone else, Gaius refuses to pay them and they get the *Enmity of Lord Mayor Marwald* because he becomes aware that he is not able to trust these individuals.

Treasure: Gaius pays the PCs 100 gp for completing the mission. The other NPCs pay respective PCs if they accomplished their tasks.

APL 1: Coin (Gaius) 100 gp; (Mortavius) 50 gp; (Markus) 50 gp; (Mortimus) 100 gp.

CONCLUSION B

The party decides to double-cross Gaius and reveal all information they know about who hired them and why. Gaius makes a Sense Motive check against the PCs when they return (+10 modifier; allow the PCs to roll Bluff checks individually or aid each other as they wish). If he detects their treachery, he makes sure he has possession of the book and then he refuses to pay them, chiding them for their foolishness. If he does not detect any lies, he pays them, but eventually finds out about the party's treachery and they earn the *Enmity of Lord Mayor Marwald*. If the party refuses to give Gaius the journal before being paid, he berates them for being the fools they are and stomps off. He later stalks them (Hide +17, Move Silently +17) and attempts to swipe the journal from them (Sleight of Hand +15).

Solomon compensates the party for the information received and gives them a copy of his journal.

Treasure: Gaius pays the PCs 100 gp for completing the mission ONLY if he did not detect their ruse. The other NPCs pay respective PCs if they accomplished their tasks.

APL 1: Coin (Gaius) 100 gp; (Mortavius) 50 gp; (Markus) 50 gp; (Mortimus) 100 gp.

CONCLUSION C

If the PCs failed to defeat Solomon (which is likely), but get away, Gaius commends them for their heroic effort and compensates them a small bit, but does not give them the entire reward. The PCs also do not receive any favors from him, but he says that he and his allies will likely need help in the future if the PCs are willing to help.

If Solomon defeats the party, any survivors are taken to the dungeons of Wormhall where they rot for 8 TUs before being released (with filth fever to boot; the PCs must succeed on a DC 11 Fortitude save or contract filth fever at the beginning of their next adventure). Any who died are animated as zombies to serve Solomon in his dark experiments.

Treasure: Gaius pays the PCs 50 gp for trying the mission. The other NPCs pay nothing since the PCs have nothing to show them.

APL 1: Coin 50 gp.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Introduction

See through Gaius' lie

APL 1 60 XP

3: A Tight Spot

Defeat the kobolds

APL 1 90 XP

4: Out of the Frying Pan...

Survive or overcome the fusillade of darts trap

APL 1 30 XP

Survive or overcome the swinging block trap

APL 1 30 XP

5: ...And Into the Fire!

Defeat the young gargoyle

APL 1 60 XP

6: Truth or Consequences!

Defeat Solomon Brune in combat

APL 1 240 XP

Story Award

Obtain Solomon's journal

APL 1 90 XP

Discretionary roleplaying award

APL 1 90 XP

Total Possible Experience

APL 1 450 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot,

coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

3: A Tight Spot

APL 1: Loot (Rokboar) 79 gp; (rogues) 68 gp x 2; Total 215 gp.

6: Truth or Consequences!

APL 1: Loot 29 gp; Magic 592 gp - *bracers of armor* +1 (83 gp), *potion of cure light wounds* (5 @ 4 gp each), *ring of protection* +1 (166 gp), *scroll of*

commune (93 gp), *scroll of divine power* (58 gp), *scroll of fear* (58 gp), *scroll of true seeing* (114 gp); Total 621 gp.

Conclusion A & B

APL 1: Coin (Gaius) 100 gp; (Mortavius) 50 gp; (Markus) 50 gp; (Mortimus) 100 gp.

Conclusion C

APL 1: Coin 50 gp.

Treasure Cap

APL 2:

APL 4:

APL 6:

APL 8:

Total Possible Treasure

APL 2:

APL 4:

APL 6:

APL 8:

ADVENTURE RECORD ITEMS

Favor of Lord Mayor Marwald: For the successful completion of the mission to retrieve the book, you have earned favor with Lord Mayor Marwald. This serves as one Influence Point (IP) with the Army of the Warfields.

Enmity of Lord Mayor Marwald: For double-crossing Gaius, Lord Mayor Marwald is most displeased with your treachery. This can be removed by expending two IPs with the Army of the Warfields.

Influence Point with Hellstone Tower: For going against the grain and revealing sensitive information to an agent of Hellstone Tower, you have demonstrated your devotion to learning is of chief importance. For your loyalty to the organization you are presented with an invitation to join the Hellstone Tower meta-organization as you fulfill the prerequisites for membership.

Influence Point with Moskol's Legion: For going the extra mile to obtain the information requested by a servant of Trithereon, you have been presented an offer to join the Moskol's Legion

meta-organization as soon as you fulfill the prerequisites for membership.

Influence Point with The Northern Alliance: For performing a loyal service to the Northern Alliance, you have been rewarded with a favor.

Enmity of The Northern Alliance: For your hostility towards an agent of High Lady Xavendra, you must be a little more careful from now on about where you stay and who you talk to. This serves as a +1 to your Wanted by the Church of Iuz (WCI) score with a value of Dissenter. The WCI meta-organization is mandatory for all Bandit Kingdoms characters.

Information on meta-organizations can be found at <http://www.bandit-kingdoms.net/meta.htm>.

APPENDIX 1: MONSTERS AND NPCS

3: A TIGHT SPOT

ROKBOAR **CR 2**
 Male kobold druid 2
 NE small humanoid (reptilian)
Init +3; **Senses** darkvision 60 ft.; Listen +7, Spot +7
Languages Common, Draconic

AC 20, touch 14, flat-footed 17
 (+1 size, +3 Dex, +3 armor, +2 shield, +1 natural)
hp 12 (2 HD)
Fort +3, **Ref** +3, **Will** +5
Weakness light sensitivity

Speed 20 ft. in hide armor (4 squares), base movement 30 ft.
Melee mwk scimitar +2 (1d4-1/18-20)
Ranged shortspear +5 (1d4-1/x3)
Base Atk +1; **Grp** -4
Special Actions wild empathy
Combat Gear tanglefoot bag, 3 flasks of alchemist's fire,
Druid Spells Prepared (CL 2nd):
 1st—*cure light wounds*, *entangle* (DC 14), *produce flame*
 0—*cure minor wounds*, *flare* (DC 12), *guidance*, *resistance*
 † Already cast

Abilities Str 9, Dex 16, Con 10, Int 10, Wis 15, Cha 8
SQ animal companion, link, share spells, spontaneous casting (*summon nature's ally*), woodland stride
Feats Spell Focus (conjuration)
Skills Craft (trapmaking) +2, Handle Animal +4, Knowledge (nature) +7, Profession (miner) +4, Survival +9
Possessions combat gear plus masterwork scimitar, hide armor, heavy wooden shield, 2 shortspears, jeweled necklace worth 500 gp

KOBOLD ROGUE **CR 1**
 Male kobold rogue 1
 NE Small humanoid (reptilian)
Init +3; **Senses** Listen +6, Spot +6
Languages Common, Draconic, Goblin

AC 18, touch 15, flat-footed 15
 (+1 size, +3 Dex, +3 armor, +1 natural)
hp 6 (1 HD)
Fort +0, **Ref** +5, **Will** +0
Weakness light sensitivity

Speed 30 ft.
Melee mwk short sword +2 (1d4/19-20)
Ranged mwk light crossbow +5 (1d6/19-20)
Base Atk +0; **Grp** -4
Atk Options sneak attack +1d6

Abilities Str 10, Dex 17, Con 10, Int 13, Wis 10, Cha 8
SQ trapfinding
Feats Alertness

Skills Balance +5, Bluff +3, Climb +2, Craft (trapmaking) +3, Escape Artist +7, Hide +11, Listen +6, Move Silently +7, Profession (miner) +2, Search +9, Spot +6, Tumble +7
Possessions masterwork short sword, masterwork studded leather armor, masterwork light crossbow, 10 bolts.

5: ...AND INTO THE FIRE!

YOUNG GARGOYLE **CR 2**
 CE Medium monstrous humanoid (earth)
Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Terran

AC 13, touch 11, flat-footed 12
 (+1 Dex, +2 natural)
hp 16 (2 HD); DR 5/magic
Fort +2, **Ref** +4, **Will** +3

Speed 40 ft. (8 squares), fly 60 ft. (average)
Melee 2 claws +3/+3 (1d4+1)
Base Atk +2; **Grp** +3
Special Actions freeze

Abilities Str 13, Dex 12, Con 14, Int 6, Wis 11, Cha 7
Feats Toughness
Skills Hide +3, Listen +1, Spot +1

6: TRUTH OR CONSEQUENCES!

SOLOMON BRUNE **CR 8**
 Male human (Oeridian) cleric 3 of
 Kyuss/necromancer 3/mystic theurge 2
 CE Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Abyssal, Draconic

AC 16, touch 12, flat-footed 15
 (+1 Dex, +4 armor, +1 deflection)
hp 47 (8 HD)
Fort +8, **Ref** +3, **Will** +12

Speed 30 ft.
Melee club +4 (1d6)
Ranged mwk light crossbow +6 (1d8/19-20)
Base Atk +4; **Grp** +4
Atk Options
Special Actions rebuke undead 2/day (3rd level cleric)
Combat Gear 5 potions of *cure light wounds*, scroll of *divine power*, scroll of *fear*, scroll of *true seeing*
Cleric Spells Prepared (CL 5th; +5 ranged touch):
 3rd—*bestow curse* (DC 18), *magic circle against good*^D, *searing light*
 2nd—*death knell*^D (DC 17), *hold person* (DC 15), *silence*, *spiritual weapon*
 1st—*cure light wounds*, *divine favor*, *protection from good*^D, *sanctuary* (DC 14), *shield of faith*
 0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*

D: Domain spell. Deity: Kyuss. Domains: Death, Evil
Necromancer Spells Prepared (CL 5th; Enchantment and Illusion prohibited; +4 melee touch, +5 ranged touch):
3rd—*lightning bolt* (DC 15), *slow* (DC 15), *vampiric touch*
2nd—*glitterdust* (DC 14), *false life*, *scorching ray*, *web* (DC 14)
1st—*cause fear* (DC 15), *mage armor* †, *magic missile*, *ray of enfeeblement*, *shield*
0—*detect magic*, *mage hand*, *message*, *open/close*, *touch of fatigue* (DC 14)
† Already cast

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 16, Cha 8
SQ summon familiar (rat)
Feats Alertness (when familiar is within 5 ft.), Combat Casting, Greater Spell Focus (Necromancy), Skill Focus (Spellcraft), Spell Focus (Necromancy)
Skills Concentration +13 (+17 casting defensively), Knowledge (arcana) +13, Knowledge (architecture & engineering) +7, Knowledge (the planes) +8, Knowledge (religion) +13, Spellcraft +18
Possessions combat gear plus *bracers of armor* +1, *ring of protection* +1, club, masterwork light crossbow, 10 bolts, spell component pouch, holy symbol of Kyuss, *scroll of commune*

PLAYER HANDOUT 1

Greetings and well met, my name is Mortavius and I represent a highly secretive organization of like-minded arcanists, such as yourself; and I would like to extend to you an offer to join us, however, before I do, I must test your resolve and ask you to make a choice to ally yourself with us by gathering what information you are able as is pertaining to the mission at hand; in addition, we will need copies of any materials garnered from your excursion into the Barony of Wormhall. You are free to keep or to acquire what further wealth you are able, but know that in addition to having our favor, you will have earned yourself an invitation to join us in the future, if you so desire and you will be compensated for the information you provide. Tell no one of my contact with you, and you must never reveal your association with our organization either now or, especially, once you are a member, doing so will have sever consequences. In closure, join us and reap the rewards that you, as a fellow arcanist, deserve.

Signed,

Mortavius

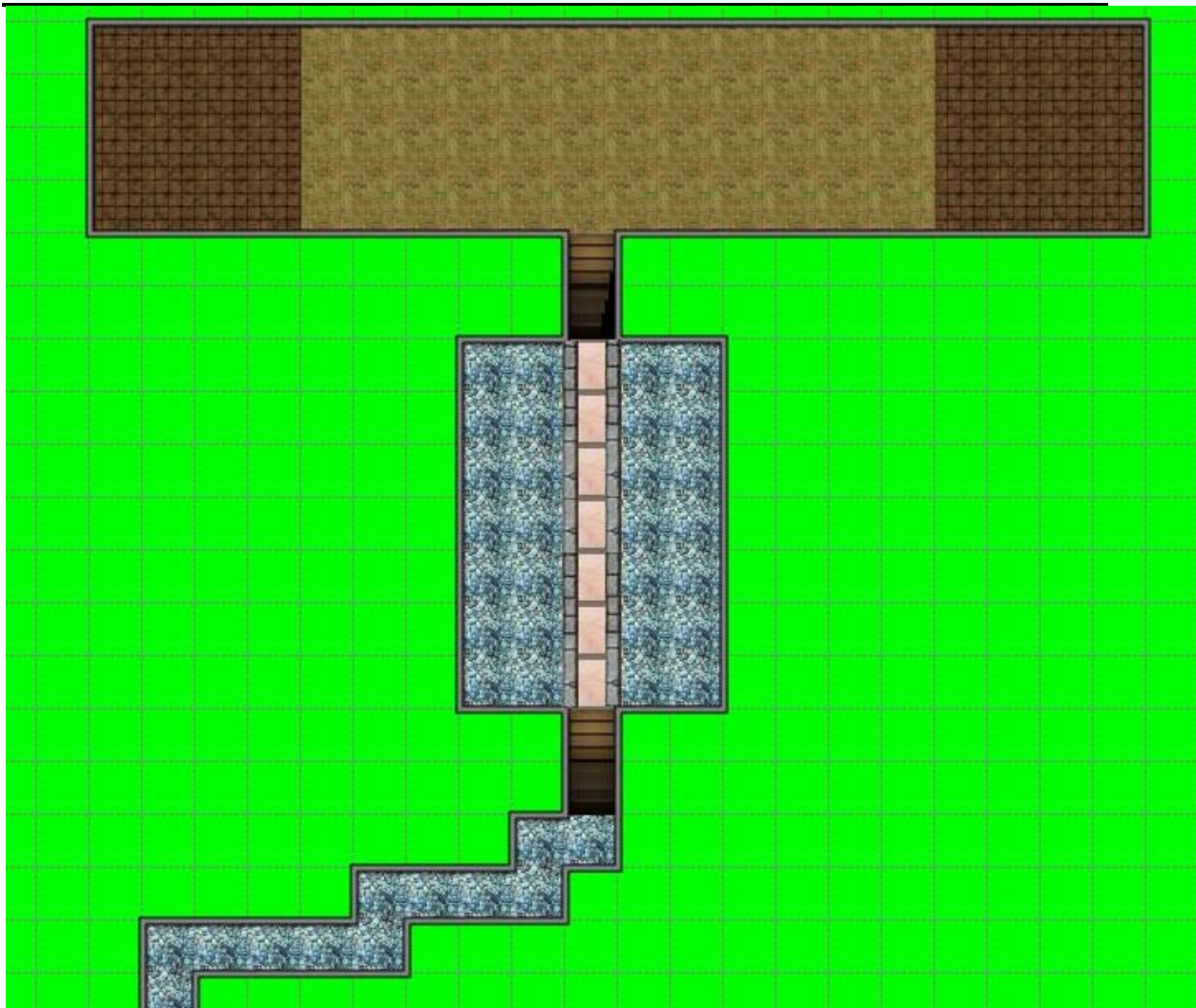
PLAYER HANDOUT 2

Your friends apparently do not realize what a mistake they are making, but surely you are wise enough to see that I am offering you the Lady's favor as opposed to her disfavor; believe me, you do not want to get on her bad side! Bring me the information I have requested and I shall see you are rewarded for your service and you shall have the High Lady's gratitude in return!

Signed,

Mortimus

DM MAP 1



DM MAP 2

