



FANTASTIC LOCATIONS: FIELDS OF RUIN™

ADAPTED ADVENTURE PACK FOR LIVING GREYHAWK™

Requires the *Fantastic Location: Fields of Ruin* product to play
A DUNGEONS & DRAGONS® adventure for characters level 7 to 9 (APL 8)

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***Fields of Ruin* Design:** Richard Pitt

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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Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

You must also have a copy of the *Fantastic Locations: Fields of Ruin* adventure, which you can find at your better game stores.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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.

PREPARATION FOR PLAY

First and foremost, before you run this adventure you need to get a copy of *Fantastic Location: Fields of Ruin*. This packet gives you information to convert that published adventure for LIVING GREYHAWK play, but does not give you enough information to actually run the game.

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Throughout this adventure supplement, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate.

Along with this adventure supplement 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).

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)

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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 up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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.

TIME UNITS AND UPKEEP

This is a multi-round Core adventure, set in the Northern Kingdom. All characters pay 7 time units.

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

As per the adventure with the following changes:

5. Rinshern, prince of the House of Naelix, and his court wizard Zebbenen inhabited the Keep of Fallen Kings.
6. Replace any reference to King with Prince, such as the Prince's Road and Keep of the Fallen Prince.
7. The ruins of the Keep lay one-day travel from the town of Stringen in the Northern Kingdom.

The Keep and its inhabitants were destroyed 586 CY by armed forces from neighboring Adri Forest under the leadership of Ernjulf Ebbero (a former member of Ossoon's famous raid into the Great Kingdom and a resistance fighter against the Great Kingdom in Adri Forest) in retaliation for the many raids conducted into Adri Forest from the Keep. They also feared the quickly growing power of the wizard Zebbenen and his alliance with powerful fiends (the night hags in the adventure were not concubines, but allies).

Adri's forces used the sudden weakness in the Keep's defenses due to the Flight of Fiends to their advantage. Due to the internal chaos in the Great Kingdom at the time the attack was never retaliated. There are rumors the liege of Rinshern, prince Hastern of Edge Field, actually approved of the assault since he despised the weakling Rinshern and feared he has lost control over Zebbenen.

Nobody knows who created the *Earthcrown*, but it is considered sacred by many faiths associated with the Earth. It ended up in Zebbenen's hands when he retrieved it from some unknown location in Adri Forest. He was destroyed before he could use it. Most of the people that accompanied him on these forays never remember anything about what transpired on them. A few surviving witnesses in Adri Forest were not so affected by Zebbenen's spells. Raseris and Torith used these accounts to learn the location of the *Earthcrown*.

Raseris was not an independent agent, but he worked for Delglath the Undying, the insane ruler of Rinloru. Delglath wants to turn everybody in the world into undeads. He is under constant siege of forces of the Northern Kingdom, but due to his powerful allies and keen tactical mind he has kept them at bay up until now. He is always looking for more powerful artifacts to help him fulfill his quest.

The adventure starts in The New Temple of the Sister in Adri Forest where Consecrated Sister Yelenda

hires the PCs to hunt down Raseris for the murder of the sage Torith and to retrieve the *Earthcrown*.

ADVENTURE SUMMARY

While the New Temple of the Sister, the PCs are approached by Consecrated Sister Yelenda. They are asked to hunt down the vile murderer Raseris and to retrieve the *Earthcrown*, a relic holy to the faith of Beory.

Running the Adventure

The adventure should be run as written, with the exceptions noted below. It is assumed that the adventure will be played in the order presented in *Field of Ruins*. The APL of this adventure is 8, and the adventure is recommended for characters of levels 7-9. Characters of 10th level and higher may not find the adventure challenging enough, while 6th-level characters may be overwhelmed.

The experience and treasure, when relevant, is presented in each encounter below. There is a chance that the PCs could accumulate more experience and gold than the LIVING GREYHAWK maximum, but only award the maximum experience and gold that's listed in the Experience and Treasure Summary at the end of the Encounter Adjustments and on the adventure record (AR).

Note: This adventure requires approximately 6-8 hours of gameplay. You should ensure that players are aware of this before beginning, and that multiple sessions are set up to cover the entirety of the adventure.

Home Game or Retail Event Only!

Fantastic Locations: *Fields of Ruin* can only be sanctioned for home games and retail events.

If you are running it as part of a retail event you may also want to think about running some D&D MINIATURES skirmishes to show off the duel nature of the product. You can find information on how to run and sanction official D&D MINIATURES skirmish games on the Wizards of the Coast website:

www.wizards.com/default.asp?x=dnd/mini/tournamants.

INTRODUCTION

The adventure starts in the New Temple of the Sister, a monastery southeast of Sharpwall in Adri Forrest. The Temple of the Sister is dedicated to Beory and it is aiming to become a center of knowledge and learning.

It is only two years old, and as such people are still working on the structure and its inhabitants are actively gathering lore.

There are many reasons for the PCs to have traveled to the monastery, such as escorting sages, delivering tomes of lore, searching for hidden knowledge or even as simple as just passing through. For whatever reason the PCs are here, at some point they are approached by Consecrated Sister Yelenda, a human female priestess of Beory and leader of the New Temple.

You had staid at the New Temple of the Sister, a monastery dedicated to Beory, when Consecrated Sister Yelenda, high priestess of Beory and ruler of the monastery approached you. Apparently one of the sages in the monastery, a man named Torith, was brutally murdered fairly recently. The murderer, Raseris, an arcane magic-user of some sort, did little to hide his act. Such callousness is in itself somewhat unsettling, but he had murdered Torith to prevent others learning the knowledge Torith possessed using foul necromancy to prevent anybody from talking with or resurrecting Torith.

Luckily for the temple, Torith had put his findings to paper before his death. Apparently Torith and Raseris had discovered the location of a powerful relic known as the Earthcrown. The Earthcrown was an old Flan relic associated with the earth and holy to the faith of Beory. According to legends it was hidden in Adri Forest, and Yelenda was surprised it was found shortly after the Greyhawk Wars. She was even more worried that the wizard Zebbenen, a wizard known for his dealings with fiends and his close association with the House of Nealix, had found it in 586 CY.

Luckily for Oerth this vile wizard and his pet prince had been destroyed shortly after having found the crown by armed forces from Adri Forest. There are no records of the crown having been recovered from the ruined keep, and there is no doubt Raseris is looking for it. Considering his methods it is unlikely that his intentions are good and Yelenda asked you to travel to the ruined keep of Zebbenen just south of Stringen in the Northern Kingdom. Once there you are expected to kill Raseris and if possible retrieve the Earthcrown from the Keep's dungeons before it fell in the wrong hands promising great rewards for its return.

Before you went on your way, Yelenda warned you to be careful. There were clues that Raseris is an agent of Delglath the Undying. Delglath is a powerful animus cleric of Nerull whose ultimate goal is to turn every living thing in an undead.

Delglath and his forces are cooped up in the ruins of Rinloru, but he is desperately looking for powerful artifacts to break the siege.

So here you are, on the road to the Keep of the Fallen Prince, having just left the town of Stringen...

Before proceeding with the adventure allow the PCs to introduce one another and to prepare themselves. They can have bought any necessary supplies in Stringen as long as they fall within the gold limits of the town. More information can be found below. It is also the time to answer some of the questions the players might have. Use the information provided in Background section and the adventure to answer their questions, but keep in mind that little is known about the Keep itself. The presence of the orcs is unknown, but the inhabitants of Stringen do know of the mercenaries Raseris hired in the town, but obviously they are unaware of their demise at the orcs' hands, let alone about Raseris death at the hands of the night hag. The exact powers of the *Earthcrown* are unknown, except for its influence over the earth, allowing it to create earthquakes of devastating effects.

The temple offered their favor as well as 100 gp per person for proof of Raseris' demise and 500 gp per person for the *Earthcrown*.

Troubleshooting: It is certainly possible some characters have problems with serving a temple of Beory – most likely because of religious reasons. Point out to these players that despite their character's misgivings for the faith of Beory, a brutal murder was committed and the murderer deserves punishment. What is more, a powerful artifact like the *Earthcrown* is incredibly dangerous in the wrong hands. They are not forced to actually deliver the crown to the temple of Beory – no promises were made. Hence the PCs are free to deliver the crown at their local temple although these obviously did not promise any monetary compensation. In case they do find the crown, it is unwise to keep it though. Powerful people want it, and the PCs are not the right people to keep it safely in their possession.

Stringen's Services

The large town of Stringen is a good base of operations for the PCs, as they can purchase any normal goods and services up to 3000 gp in value. The characters can also purchase any magic items that they have access to (treat this adventure as core) up to 3000 gp in value. They can restock their provisions at any point that they return to Stringen. The town lies roughly 1 day on foot from the Keep.

In addition to supplies, characters can obtain spellcasting services. There are 7th-level casters available, and characters can purchase spellcasting services as outlined in Chapter Six of the *Living Greyhawk Campaign Sourcebook* (under the heading NPC Performed Spellcasting). The temple of Zilchus, the only freely accessible temple to the PCs, also has a 9th-level cleric available for *raise dead*.

Resting: While it might appear to be a good idea to rest (or even return to Stringen) between any of the three different areas, it can only be done safely between Part 2 (The Keep of the Fallen Kings) and Part 3 (The Dungeon of Blood). If the PCs rest between Part 1 (The Kings Road) and Part 2 (The Keep of the Fallen Kings) the orcs of the Howling Moon tribe check upon their members on the Road. With this second defeat within two weeks, they flee the area, taking everything of value with them (except the *ioun stone* in area 8). Kazmir remains at the Keep, patiently searching for safe access into the dungeons below.

ENCOUNTER ADJUSTMENTS

These brief encounter sections give you two things. First and foremost it gives you the experience points and treasure that LIVING GREYHAWK characters can earn while playing this adventure. Second, it gives you any changes needed to run this adventure for the LIVING GREYHAWK campaign. Sometimes this includes minor but helpful errata for the adventure itself.

Encounters on the Road

2. Death Moon Orcs

XP: 300 (APL 8)

Treasure:

Looting Drax:

APL 8: *Loot:* 112 gp; *Coin:* 0 gp; *Magic:* 0 gp

Looting howling orcs (all 8):

APL 8: *Loot:* 82 gp; *Coin:* 16 gp; *Magic:* 8 *oils of magic weapon* (4 gp each).

3. The Angry Woodcutter

XP: 180 (APL 8)

Treasure:

Looting Sliprursh:

APL 8: *Loot:* 57 gp; *Coin:* 83 gp; *Magic:* *Potion of cure moderate wounds* (25 gp).

4. Homthorg the Ogre Mage

XP: 240 (APL 8)

Treasure:

Looting Homthorg (spyglass is included in the coin section):

APL 8: *Loot:* 84 gp; *Coin:* 200 gp; *Magic:* 10 +1 arrows (41 gp each).

5. Thogbad the Unhinged

XP: 240 (APL 8)

Treasure:

Looting Thogbad (the platinum earrings are included in the coin section):

APL 8: *Loot:* 38 gp; *Coin:* 67 gp; *Magic:* *Amulet of natural armor* +1 (167 gp).

The Keep of Fallen Kings

8. Sundered Doors

Treasure:

Looting the corpse of the dwarf fighter:

APL 8: *Loot:* 28 gp; *Coin:* 0 gp; *Magic:* *ioun stone*, *pale blue rhomboid* (667 gp).

10. Hall of Kings

XP: 240 (APL 8)

Treasure:

Looting the half-fiend ogres:

APL 8: *Loot:* 83 gp; *Coin:* 100 gp; *Magic:* 0 gp.

11. Malafex

XP: 210 (APL 8)

12. Throne Room

XP: 210 (APL 8)

Treasure:

Looting the howling orcs (all 4):

APL 8: *Loot:* 41 gp; *Coin:* 8 gp; *Magic:* *figurine of wondrous power*, *bronze griffon* (833 gp), 4 *oils of magic weapon* (4 gp each).

Fake Earthcrown:

APL 8: *Loot:* 0 gp; *Coin:* 17 gp; *Magic:* 0 gp.

13. Stairway to Nowhere

Dealing with Kazmir (half this amount if the PCs do end up fighting with him, but he escapes with the *Earthcrown*):

XP: 240 (APL 8)

Treasure:

Looting Kazmir:

APL 8: *Loot:* 29 gp; *Coin:* 60 gp; *Magic:* +1 *rapier* (193 gp), +1 *studded leather* (98 gp), *boots of elvenkind* (208 gp), *cloak of elvenkind* (208 gp), *potion of blur* (25 gp), *potion of fly* (63 gp), *Quaal's feather token, bird* (25 gp), *Quaal's feather token, tree* (33 gp).

14. Dire Bear

XP: 210 (APL 8)

16. Trapdoor Trap

XP: 240 (APL 8)

Dungeon of Blood

18. Start Area

Defeating the blue slaad:

XP: 240 (APL 8)

21. Temple of Blood

XP:

Fiendish girallons 270 (APL 8)

Crystal Pillars: 300 (APL 8)

Treasure:

Looting Raseri's corpse:

APL 8: *Loot:* 0 gp; *Coin:* 0 gp; *Magic:* *Ring of wizardry I* (1667 gp).

Looting the fiendish ettin skirmisher:

APL 8: *Loot:* 3 gp; *Coin:* 0 gp; *Magic:* 0 gp.

24. The Crimson Vault

XP: 270 (APL 8)

Treasure:

Repairing Earthcrown replica:

APL 8: *Loot:* 0 gp; *Coin:* 17 gp; *Magic:* 0 gp.

CONCLUSION

To gain any of the special rewards, both monetary and favors, the PCs have to enter the dungeon of the Keep. At the very least they need to find Raseri's head and deliver it at the New Temple. If the PCs express concern about the fact that they did not personally kill the wizard, Yelenda compliments them on their honesty and still provides them with the promised rewards. They did after all take the risks. Besides the promised reward of 100 gp per PC, they also earn the minor boon from the Temple of Beory.

Whether or not the PCs earn the Major Boon with the temple of Beory depends on what they do with the *Earthcrown* – assuming the found it in the first place.

If they deliver it at the New Temple of the Sister, or any other temple of Beory, they earn the Major Boon as well as the promised 500 gp per PC.

If they deliver the *Earthcrown* at a temple of a different faith they earn the generic favor with said faith. The exact temple and region must be specified on the AR and the faith must have a strong presence in the mentioned region. Whether or not the favor has any effect is up to the triad of the region, and they do not provide the PCs with any monetary compensation for their unexpected service.

PCs foolish enough to keep the *Earthcrown* for their own use end up with nothing. Soon after the adventure, powerful agents of Delglath track them down and steal the crown. Adventurers of the PCs' power are not meant to own powerful artifacts such as the *Earthcrown*. Although balance reasons certainly influence it as well.

Treasure:

Returning the head of Resaris to the New Temple of the Sister

APL 8: *Loot*: 0 gp; *Coin*: 100 gp; *Magic*: 0 gp.

Returning the *Earthcrown* to the New Temple of the Sister

APL 8: *Loot*: 0 gp; *Coin*: 500 gp; *Magic*: 0 gp.

Special:

Minor Boon with the temple of Beory: The temple of Beory promises to keep your magical loot safely in their vaults until you need them. You gain access "Core" to the items marked with a * below – assuming the PCs recovered these items.

Major Boon with the temple of Berory: You have gained the blessing of Beory. The starting attitude of followers of Beory towards you is one step better than indicated. You get a 10% reduction on any fee for spellcasting, except for costly material components.

In addition you gain access to one of the following items (chosen when you gain this boon) – normal gold price still has to be paid:

- One-time upgrade of an *amulet of health* or a *periapt of wisdom* by one step.
- One-time upgrade of a *cloak* or a *vest of resistance* by one step.
- One-time access to the armor *wild* enhancement.
- Core access to a *sylvan scimitar* and any darkwood armor and weapon that can be made of darkwood and is in the *PHB*.

Favor with the faith of _____ in _____ (region): By delivering the *Earthcrown* at your local temple you earned their favor. This favor counts as a generic favor with said temple, but it does not provide direct access to magic items or limited items (though it might do so through other adventure ARs). Refer to your local triad for more information about regional favors.

Story Award

Retrieving the *earthcrown* and returning it to a temple:

XP: 250 (APL 8)

EXPERIENCE AND TREASURE SUMMARY

Roleplaying Experience	300 XP
Encounter Experience	3640 XP
Total Experience	3,940 XP
Maximum Experience	3,940 XP

Total Treasure	6,395 gp
Maximum Treasure	4,550 gp