

ADP7-05

Barrow of the Forgotten King

A Multi-Round D&D® LIVING GREYHAWK™ Adapted Adventure

Adapted by Tim Sech

Reviewers and Contributors: the Circle

In a rich and sleepy town set against the Good Hills lays Kingsholm. This little town is just like every other except for one thing – its graveyard. Relatives have gone missing since beginning to make preparations for a funeral and the two local guardsmen that were sent to investigate have not returned. What could have befallen them? Kingsholm no longer seems to be so sleepy. A multi-round Core Adaptable adventure set in the Good Hills for characters level 2 (APLs 4 and 5; two ARs). This adventure costs 11 time units (TUs) to play.

Resources for this adventure [and the authors of those works] include *Barrow of the Forgotten King* [Ed Stark] and *Magic Item Compendium* [Andy Collins]

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, Player's Handbook, Dungeon Master's Guide, and Monster Manual are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

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

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even 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.

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 table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table 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, 2008.

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

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*. You also need a copy of *Field of Ruins*, the adventure to use with this supplement.

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 Table 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) 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.

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

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 Good Hills. All characters pay a total of 11 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 *Barrow of the Forgotten King* with the following changes:

- The adventure starts in Kingsholm as the PCs are passing through.
- Merthuvial, the weapon of legacy, is just a *+1 adamantine longsword*. It is not a legacy weapon at this time.
- Use any of the adventure hooks presented in the adventure.

ADVENTURE SUMMARY

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 *Barrow of the Forgotten King*. The APL of this adventure is 4/5, and the adventure is recommended for characters of levels 2-5. Characters of 6th level and higher may not find the adventure challenging enough, while 1st level characters will be overwhelmed.

The experience and gold of is presented per area in the Experience Point Summary and Treasure Summary below. There is a chance that the PCs could earn more gold than the maximum; however, they can only earn the maximum gold that is listed at the end of this document and on each of the Adventure Records (AR).

At the end of encounter 15 this is where the first AR is to be given out. Begin the next round with encounter 16 and finish the adventure from there. It is noted that players must play both rounds right after each other and cannot play other adventures in between this one because of story purposes.

Note: This adventure requires approximately 8-12 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.

PREPARATION FOR PLAY

This is an adaptation of the adventure *Barrow of the Forgotten King* by Ed Stark published by Wizards of the Coast. As such you cannot run this adventure without a copy of said adventure.

INTRODUCTION

The adventure starts in Kingsholm at the Coronet and Cabbage Inn run by Ian Turbrand. The PCs are seeking a place to rest for the evening as they continue on. If the PCs have some other ideas of why they would be in this region then allow them to use them.

Whether the PCs are traveling as a group or do not know each other have them decide why they are in Kingsholm.

Have this Introduction go along with the “Adventure Starts” portion of the adventure on page 6.

Have the PCs make a DC 10 Listen check to hear a loud argument arising from the back room. If they succeed they can make out a man and woman arguing about whether they should ask the PCs (or if the PCs are not together they describe a few of them around the inn).

Continue with the boxed text in the adventure as normal for the rest of the Introduction.

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.

1: WOLVES AT THE DOOR

Defeat the wolves:

APL 4: 90 XP

2: LOWER MAUSOLEUM

Defeat the undead

APL 4: 60 XP

Treasure:

APL 4: Loot: 5 gp; Coin: 0 gp; Magic: *+1 flaming arrows* x6 (35 gp each); Total 215 gp.

3: SIDE TOMB

Defeat the clockwork menders:

APL 4: 60 XP

Treasure:

APL 4: Loot: 4 gp; Coin: 8 gp; Magic: 0 gp; Total 12 gp

4: BEHOLDER ROOM

Defeating the beholder trap

APL 4: 120 XP

5: STAIRCASE

Defeat the undead:

APL 4: 120 XP

6: SABOTAGED BRIDGE

Defeat the flotsam ooze and getting past the bridge:

APL 4: 90 XP

7: BROKEN CHAMBER

Defeat or using diplomacy with the choker

APL 4: 60 XP

8: FORGOTTEN KING STATUE

Defeat the runehound

APL 4: 90 XP

Treasure:

APL 4: Loot: 138 gp; Coin: 0 gp; Magic: 0 gp; Total 138 gp

9: CENTRAL HUB

Defeat the undead and varag:

APL 4: 120 XP

Treasure:

APL 4: Loot: 200 gp; Coin: 10 gp; Magic: *+1 studded leather armor* (97 gp), *potion of cure light wounds* x2 (4 gp each), *potion of cure moderate wounds* (25 gp); Total 340 gp

10: CANAL

Defeat the lesser weird elemental or peacefully resolve the encounter:

APL 4: 120 XP

Treasure:

APL 4: Loot: 87 gp; Coin: 33 gp; Magic: *potion of cure light wounds* x2 (4 gp each); Total 128 gp

11: HALL OF THE HONORED

Defeating or using diplomacy on Garjuk:

APL 4: 120 XP

Treasure:

APL 4: Loot: 64 gp; Coin: 0 gp; Magic: *cloak of resistance* +1 (83 gp), *ephod of authority* (67 gp), *bracers of armor* +1 (83 gp), *quiver of Ehlonna* (150 gp), *+1 rapier* (193 gp), *elixir of vision* (21 gp); Total 661 gp

Note: if the PCs use peaceful means they do not get his loot.

12: INNER VAULT

Defeating the undead and hobgoblin:

APL 4: 180 XP

Treasure:

APL 4: Loot: 64 gp; Coin: 167 gp; Magic: *+1 flail* (193 gp), *potion of levitate* (25 gp); Total 449 gp

Note: The PCs find 1,000 gp worth of gems in a chest the cleric has been collecting since they began looting the tomb.

13: DARK ISLANDS

Defeating the lurking strangler:

APL 4: 90 XP

14: LABYRINTH SUMMONING

Defeating the summoned creature (s) (Can only be granted experience once):

APL 4: 120/90 xp

15: LABYRINTH POOL

Defeating the leeches and get by the pool:

APL 4: 220 XP

BEGIN ROUND TWO

16: MAZE'S END

Defeating the constructs and traps:

APL 5: 120 XP

Treasure:

APL 5: Loot: 67 gp; Coin: 0 gp; Magic: *amulet of natural armor* +1 (167 gp), *wand of magic missiles* 3rd (6 charges) (23 gp); Total 257 gp

17: ROBBER ENCAMPMENT

Defeat the varags and magruug:

APL 5: 150 XP

Treasure:

APL 5: Loot: 129 gp; Coin: 30 gp; Magic: *potion of bull's strength* (25 gp), *potion of cure moderate wounds* x3 (25 gp each), *+1 composite shortbow* (+3) (198 gp), *Heward's handy haversack* (167 gp); Total 624 gp

18: CLIFFSIDE WATERFALL

They do not kill the sigur and deal with her peacefully:

APL 5: 180 XP

19: FALSE TOMB ENTRY

Defeat the tomb spider broodswarm and web mummy:

APL 5: 150 XP

20: BALCONY

Defeat the tomb spider:

APL 5: 180 XP

Treasure:

APL 5: Loot: 27 gp; Coin: 98 gp; Magic: *phylactery of faithfulness* (83 gp), *potion of cure moderate wounds* (25 gp); Total 233 gp

21: TREACHERY'S PRICE

Defeat the plague walker and huecuva:

APL 5: 180 XP

Treasure:

APL 5: Loot: 1 gp; Coin: 67 gp; Magic: *armor of rage* (133 gp); Total 201 gp

22: BETRAYER'S THRONE

Defeat the betrayer and mounted skeletons:

APL 5: 210 XP

Treasure:

APL 5: Loot: 10 gp; Coin: 0 gp; Magic: *+1 bastard sword* (195 gp), *+1 short sword* (193 gp); Total 398 gp

23: THE KING'S TOMB

Defeat Xeron and the Jeroog:

APL 5: 210 XP

Treasure:

APL 5: Loot: 52 gp; Coin: 75 gp; Magic: *potion of cure moderate wounds* x2 (25 gp each), *+1 spear* (198 gp), *ring of protection +1* (167 gp), *wand of magic missiles* (3rd) 13 charges (27 gp), *+1 adamantite longsword* (33 gp); Total 569 gp

Note: Merthuvial is not a weapon of legacy in Living Greyhawk. The king will still give Merthuvial out to one PC at the table but anyone at the table can purchase the item on the AR. It is a *+1 adamantite longsword*. To determine who receives the sword for free, use the following criteria in the order presented if two or more characters want the sword:

- Character is of a good alignment
- Character is lawful good
- Character is a warrior-type or cleric
- Character is a paladin

CONCLUSION

If the PCs have failed in stopping Xeron then read the following:

The townsfolk are saddened by the loss of so many of their own. They are at least grateful that you all tried to track down the menace that caused the chaos.

Ian and Mia both ask about what is down in the tomb and are shocked at your discoveries. They immediately send word to the leaders of Sterich to bring forth further investigation.

The PCs still earn there reward for trying from Ian.

If the PCs were successful in defeating Xeron then read the following:

The townsfolk are saddened by the loss of so many of their own. However they are mystified by the ceremonial longsword and word quickly spreads through the town that this once housed in ancient king.

Ian and Mia have no idea who this king is but encourage you to find out as soon as possible for it may mean the coming of some great good instead of evil for once.

You are treated to a royal dinner in the inn that night as all celebrate your triumph.

The PCs earn there reward for trying from Ian.

Treasure:

Loot: 0 gp; Coin 300 gp; Magic 0 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.

Discretionary roleplaying award (Round One)

APL 4 405 XP

Total Possible Experience (Round One)

APL 4 2,065 XP

Discretionary roleplaying award (Round Two)

APL 5 338 XP

Total Possible Experience (Round Two)

APL 5 1,720 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.

Treasure Cap (round one)

APL 4: 1,943 GP

Total Possible Treasure (round one)

APL 4 1,943 GP

Treasure Cap (round two)

APL 5 1,625 GP

Total Possible Treasure (round two)

APL 5 2,365 GP

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 4/5:

- ❖ *Wand of magic missile* 3rd level (Adventure; 270 gp; DMG; 6 charges)
- ❖ *Heward's handy haversack* (Adventure; DMG)
- ❖ *Phylactery of faithfulness* (Adventure; DMG)
- ❖ *Armor of rage* (Adventure; DMG)
- ❖ *Ephod of Authority* (*Magic Item Compendium*, Adventure; 800 gp; see above)
- ❖ *Quiver of Ehlonna* (DMG; Adventure)