

D1

DUNGEONS & DRAGONS

A COPPER KILLING

A SOLO ADVENTURE FOR ANY CHARACTER OF 1ST LEVEL

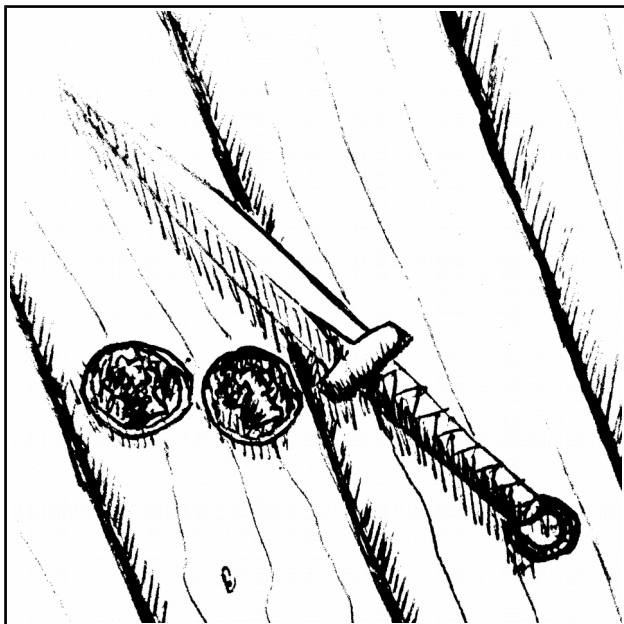


BY SEAN ROBERT MEANEY

VAULTS OF PANDIUS

A COPPER KILLING

A SOLO adventure for a first level character.



Module Artwork by Sean Robert Meaney

CONTENTS

Introduction
The Setting
Background
Map of Tenobar
It begins in the Rusty Nail Tavern
Everyone gets Arrested
Pre-generated PCs

INTRODUCTION

This is an Introductory Adventure. Character Sheets are included. You might want to save a character to your character sheet as you go. So print off your character sheet or simply get a note pad to jot down certain details as you go.

You are going to need a set of Dungeons and Dragons dice. These include a four sided dice, a six sided dice, an eight sided dice, a ten sided dice, a twelve sided dice, and a twenty sided dice. The Adventure will provide Maps and images that help explain the Adventure as you go. Consider the cover art and the image to the left with the dagger and two coins on the wooden surface of a table. This is an image to help you understand the story of the adventure.

Good luck in your Adventure!



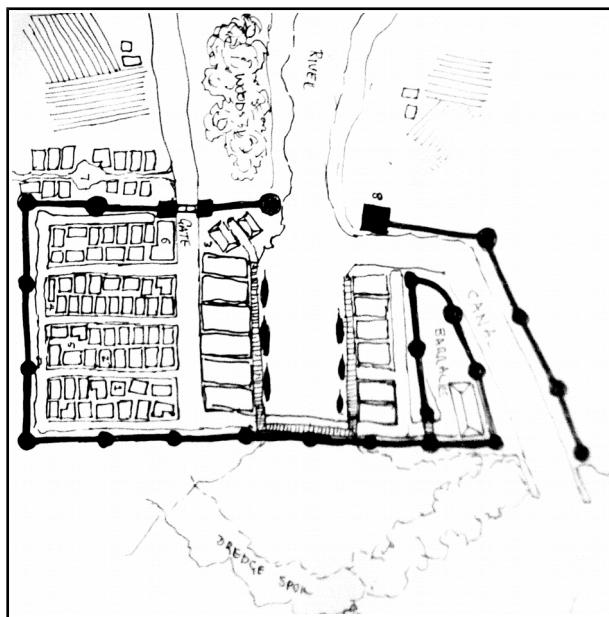
THE SETTING

The Adventure is set in the Republic of Darokin in the Port of Tenobar. The Republic of Darokin is a nation in the Dungeons and Dragons Setting of Mystara. Specifically the Setting is the Port of Tenobar. There is a Map of Tenobar available for the use of the Dungeon Master and a second map for Players.

BACKGROUND

It is the year AC1000. Iron Ring has expanded beyond the Grand Duchy of Karameikos into nearby lands. Tenobar is such a Port in the Republic of Darokin that the Iron Ring frequents. In this case members of the Iron Ring have set up shop in Tenobar. For the Player Character Tenobar is a home town or simply that first port of call in the quest to be an adventurer. Unfortunately the Iron Ring is about to collide with the Player character.

MAP OF TENOBAR



MAP KEY

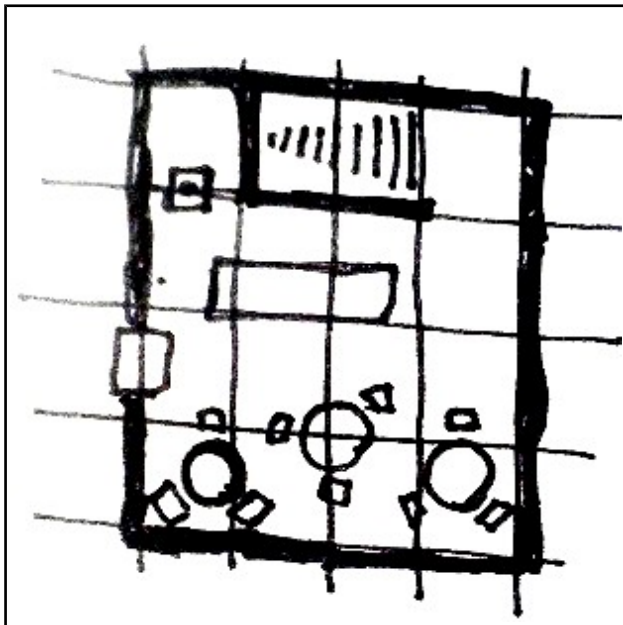
- 1 The Rusty Nail
- 2 Fight Club
- 3 Black Dog Inn
- 4 Stables
- 5 Back Alley Market

- 6 Government House
- 7 Copper-town Market Square
- 8 Old Keep

IT BEGINS IN THE RUSTY NAIL TAVERN

The Player Character is loitering in a tavern known as the Rusty Nail (The Nail for short). The Nail has a bit of a reputation but is not as crowded or rowdy as the Black Dog Tavern down on the Harbour.

You have been watching pretty shady individuals come and go for a while now in and out of the Nail as you sip your Ale. They seem to go to the Barkeep and then he lets them slip down the stairs to the cellar.



The PC should make a Perception check against their Wisdom, by rolling lower than their wisdom score. If they get equal to or greater than their Wisdom Score they should continue checking at the rate of once per turn keeping track of the number of turns. once they get less than their Wisdom read the Following:

They seem to place their dagger on the bar and hand him two copper coins before they take their dagger and head down stairs. Since the cheapest Ale costs five copper pieces you have no idea what they could be buying other than passage through a door.

It is a simple matter for the PC to pay the Barkeep two copper pieces and he will escort the PC through the Door at the bottom of the Stairs.

Read the following:

As you finish the dreg in your Ale, you realise you are going to have to decide whether to pay two copper pieces to the Barkeep in order to investigate what is at the bottom of the Stairs.

Leave the Tavern

If the player decides that the Player Character is going to leave the tavern read the following:

Cartha pulls a wooden club from beneath the bar and stepping to the exit closes the Tavern door baring your escape. "Stinking spy. I'll see you through." Cartha moves slowly toward you, his weapon ready. The few people in the Tavern are looking at both of you with their hands on weapons but they don't get up.

Cartha will attempt to kill the PC. Have the player roll for Initiative (1d6) to see who gets the first attack (Highest roll).



Cartha: 3rd level Neutral Thief; 10hp; AC7; Str (13), Int (13), Wis (12), Dex (18), Con (12), Cha (11); Dagger (1d4), Poor Clothes, Club+1 (under the counter), Boots, Belt, Pouch, (20 Copper Pieces. Cartha is a member of the Iron Ring – Semi retired. He is owner of the Rusty

Nail Tavern as well as its Barkeep.

Investigate

If the player decides that their PC is going to investigate this secret in the cellars they then need to drop a dagger and two copper coins on the Bar.

Only then does Cartha lead the PC down the stairs to the locked door.

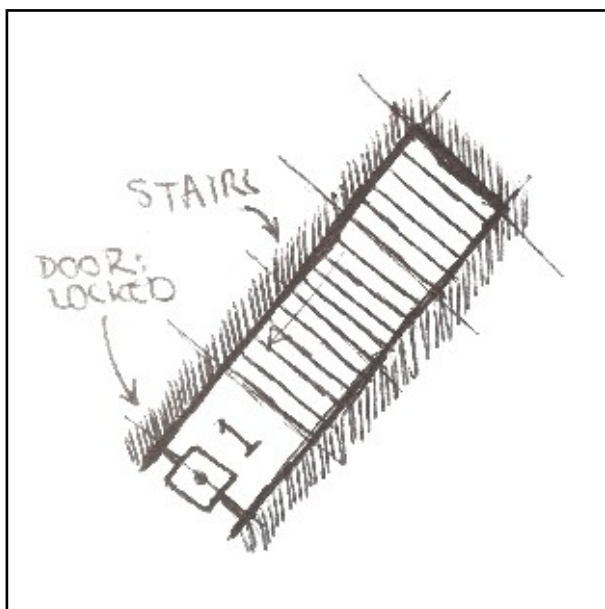
Read the Following:

The stairs are stone compared to the wooden timber boards of the Tavern. They lead down to a Door. The Barkeep ahead of you stops at the door and pulls a key to unlock the door. He seems annoyed as he jiggles the key unable to open the lock.

“Stupid lock...wait here. I will just go and get my tools to open the damn thing.”

There is nothing wrong with the Lock or the Key. The Dagger the PC showed to Cartha was the wrong kind of dagger – a sign that the PC is not a member of the Iron Ring. Cartha is headed up to get his club to kill the PC.

If the PC decides that Cartha is lying and attacks Cartha as he climbs the stairs the PC gets a free attack (or backstab if the PC is a thief).



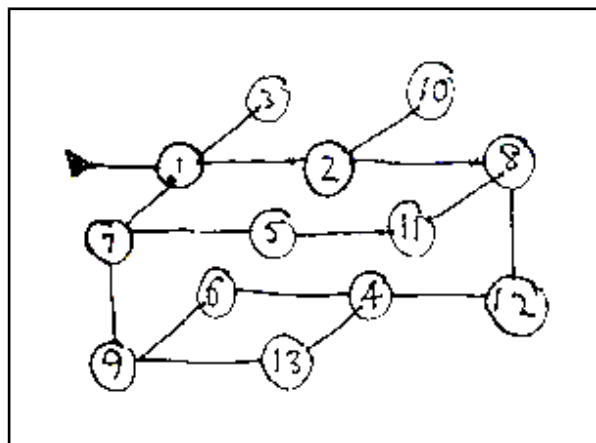
Getting through the Door

The PC has a number of choices for getting through the locked door,

- If the PC kills Cartha and gets the key the lock may be opened.
- If the PC is a thief with lock picks then the player may open the locks on a successful open locks roll (1d100 for a percentage check).
- Using a Crowbar opens a door on a strength check (roll lower than strength).

For the Dungeon Master

The Dungeon is a Three dimensional complex of two levels linking up various encounter areas as indicated in this map.

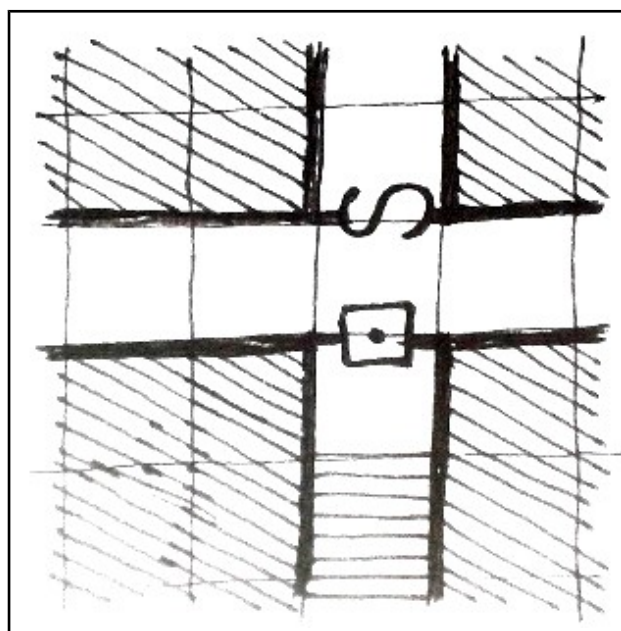


Area 1: Into the Tunnels

Cartha will follow the PC through the door after a turn if he is not already dead. Otherwise the PC is now in the tunnels below Tenobar.

Read the following to the player:

The Tunnel beyond the Tavern's cellar door leads off left and right into the darkness.



There is a Secret Door in the Wall opposite. If the PC thinks to search for a secret door it is 1 in 6 for everyone else to discover a secret door, and 2 in 6 for elves to discover a secret door.

A Dwarf might spot the difference in the stonework on a check similar to the elf detecting secret

doors (2 in 6). If he PC spots the secret door they can simply find a hidden mechanism and push secret door to open.

If the PCs spot the Secret Door, read the following:

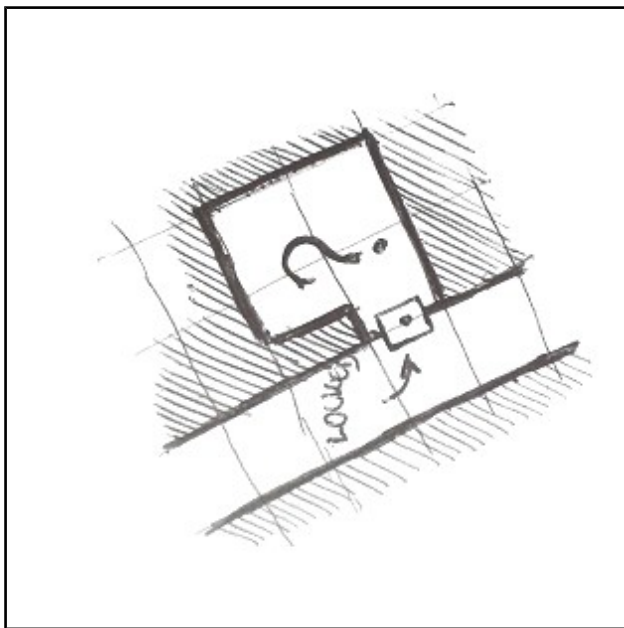
It definitely looks like there is some sort of secret door directly opposite the stairs down from the tavern. As you inspect the stone work you trigger the mechanism and it opens slightly.

Directions of Travel from location 1:

- Through the Secret Door leads to area 2.
- Left goes to area 3.
- Right goes to area 7.

Area 2: The Secret Tunnel

The Secret tunnel goes straight for sixty feet before it passes another locked door continuing on into the darkness before exiting out in area 8.



Read the Following:

You work your way along the secret tunnel. It is filled with dust though there is signs that someone walked in the tunnel recently. After about sixty feet you discover a locked door in the wall. The tunnel continues on into the darkness.

As with the other locked door leading from the tavern to the dungeon, the PC may use a crowbar on a successful strength roll, a thief might also

open locks. If they think to use the key belonging to Cartha, it fails to fit the lock. Beyond the door is area 10.

The Guardian of the Secret Tunnel

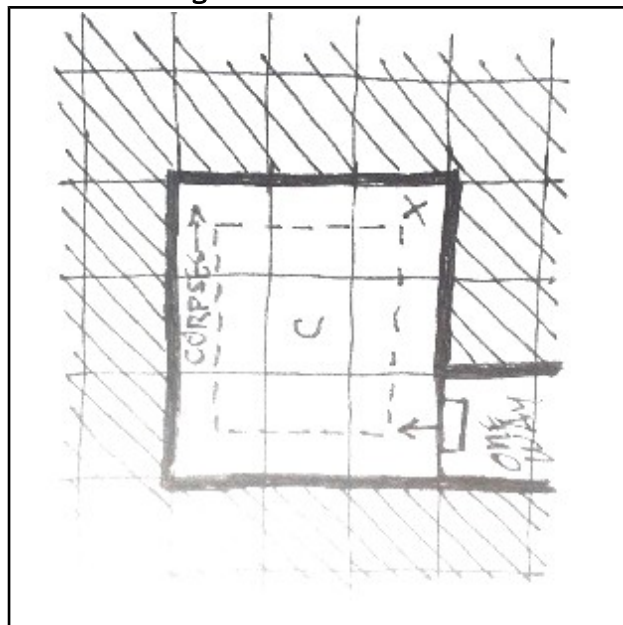
At the far end of the secret tunnel is a Skeleton with a sword once the PC reaches the midway point, it begins moving forward to attack as it sees the torchlight in the distance- the PC does not see the Skeleton until it is in range of torchlight (1 turn).

If the PC has opened the lock to area 10, continued down the tunnel, or entered from area 8- if the Skeleton is yet to be fought the PC should roll for initiative as the Skeleton comes out of the Darkness. Read the following:

A walking skeleton armed with a sword emerges from the darkness and attacks.

Skeleton Warrior: Chaotic 3rd level Fighter; AC7; 1HD(m); MV 60' (20'); AT 1 Sword; DA 1d8; NA (1); SA F1: ML12; TT nil; INT 1; AL chaotic; XP 10; THAC0 (19); Short-sword (1d6); The Skeleton was enchanted by a wizard along time ago who moved on to bigger and better things leaving this undead guardian to dispose of any unexpected intruders in the tunnel.

Area 3: The Fight Pit



This tunnel leads straight into the fight cage area beneath a building across the street from the tavern.

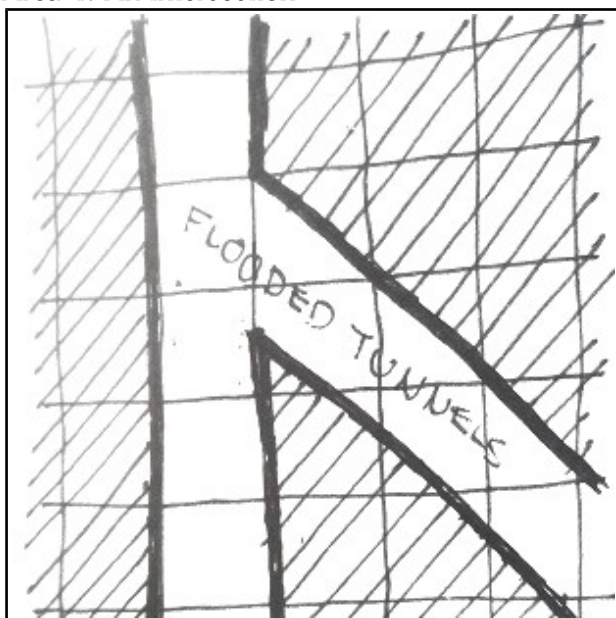
There is an iron grate above the fight pit meaning the tunnel door that just closed behind you is the only way in or out. Within the Fight Pit are a pair of corpses on the floor in one corner and a naked fighter with a short-sword waiting for his next fight. Above the iron grate a crowd suddenly gather at your unexpected entry.

“We have another fighter.” The crowd roars at the words from above. A few coins of gold are tossed down. They must go to the victor.

Savin Rho: Chaotic 3rd level Fighter; AC9, 7hp (usually 14hp); S(16), I(9), W(10), D(11), C(8), Ch(6); THAC0 (19); Short-sword (1d6), Rho has been a pit fighter here for several months. He gets to his feet and attacks with the intention of killing the PC. The Crowd throw down ten gold pieces. Savin Rho has a small sack of twenty gold in a corner behind the corses.

The Pit-fighter, Savin Rho is injured and tired and the PC checks Initiative with a +2 bonus. If the PC kills Savin Rho, the people above refuse to open the door and let the PC leave. It takes a strength check with a crowbar to pry the gate off its hinges.

Area 4: An Intersection



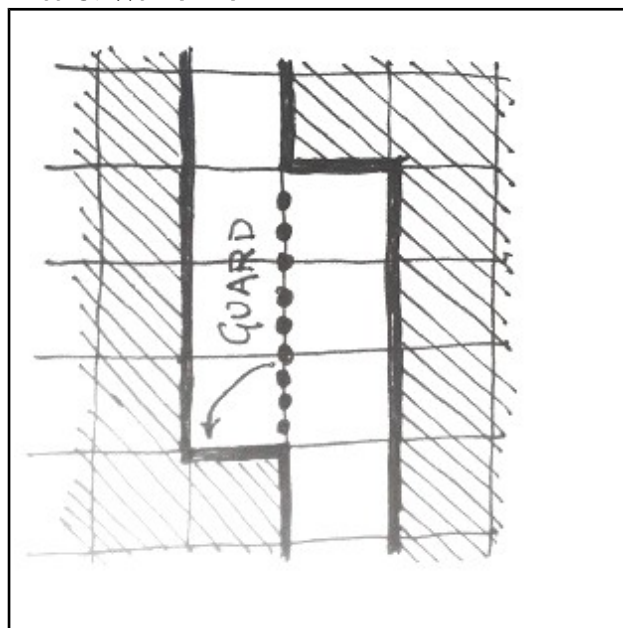
The tunnel here is an intersection. The main corridor connects this location to areas 6 to area 12 in a straight line corridor. Area 13 is down the tunnel off the ‘T’.

This area is flooded knee deep with nasty smelling water just as everything else on this lower dungeon level.

Waiting here for longer than a turn will result in a wandering monster encounter from either area 6, 12, or 13 depending on areas already searched on this lower level. Down here in the nasty water is an undead Skeleton Anaconda.

Skeleton Anaconda: AC5; HD7+2*; MV 45’(15’); AT Bite + Constrict; DA 2d4/3d4; NA 1; SA F5; ML12; TT Nil; INT 1; AL C; XP 850; The 32 ft long bone Anaconda bites and then constricts inflicting crush damage per round. If the PC has the Bone mask from Area 6 the Skeleton Anaconda will not attack.

Area 5: Wall of Iron



This corridor ends at an Iron Barricade with a Guard.

- The guard has the Key that opens the gate allowing passage.
- He can be bribed for a hundred gold pieces, Charmed with a spell, or convinced on a charisma check (player must roll less than the PCs charisma on a d20).
- Unless the PC is employing move silently skill the guard will hear the approaching PC.

Read the following:

As you work your way along the tunnel you spot a shadow moving in torch light.
A Voice speaks out: "Come out where I can see you." It would appear you have been heard.

If the PC approaches read the following:

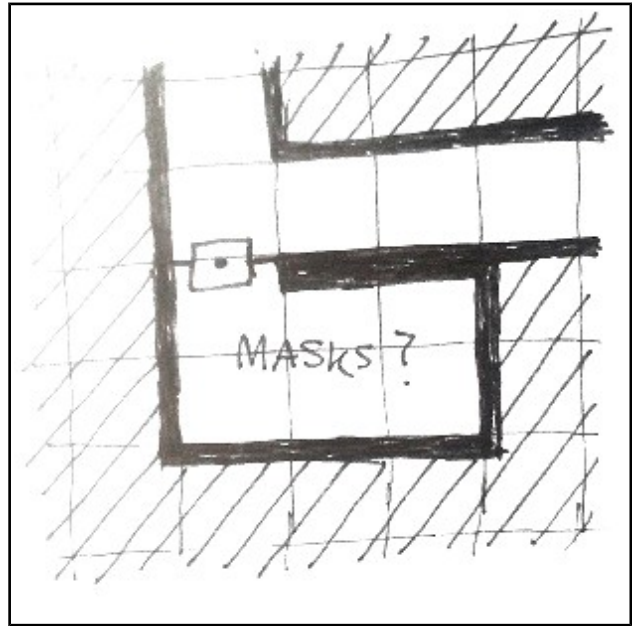
The tunnel widens into a room separated down the middle by iron bars denying any further access. A guard wearing leather is on the other side.

If the PC thinks up a plan of attack beforehand, discuss it with the player. The guard is well out of reach and will not let the PC through the gate unless convinced by charisma check, bribed, or charmed by a spell. The bars are wide enough that a halfling could slip through the gaps. A strength check will allow the PC to lift two of the iron bars out of their holes creating a way through. Each of the iron bars weighs 100lb, is ten feet long and worth ten gold pieces to a blacksmith.

Jero: 1st level chaotic Thief; AC6, 3hp, S(12), I(13), W(10), D(15), C(8), Ch(11); 5xp; Short-sword (1d6), Leather Armour; Jero is a member of the Iron ring.

If the PC enters from area 8 then he or she is able to get the drop on Jero with a move silently.

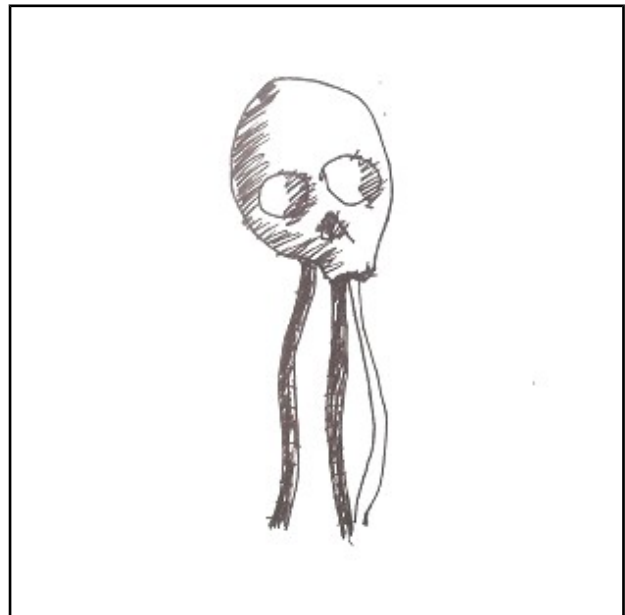
Area 6: Mask of the Necromancer



If the PC opens the Door read the following:

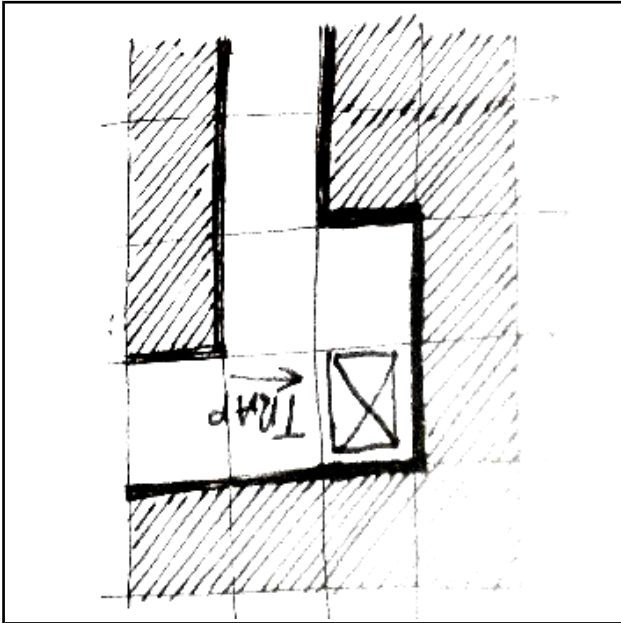
Through the locked door is a very old room. It has a mask made from bone floating in the Air.

The mask is linked to the Altar that is bricked up in area 13. The mask is a religious ceremonial mask for chaotic clerics looking to make use of the altar to pray to the dark immortal Thanatos for spells. This and the altar are useful to any chaotic cleric.



For a cleric of Thanatos the mask and altar allow the PC to command undead with a successful turn undead check.

Area 7: The Empty Chamber



The hallway turns into a twenty feet by twenty feet chamber with a tunnel continuing on. The floor has a concealed trapdoor that drops down to Area 9.

The trapdoor is used as a body dump by Iron Ring members to dispose of people killed in the fight pit in area 3.

Read the following:

You arrive at a twenty by twenty chamber. As you look about you see a short sword on an iron hook on the wall and the tunnel continues.

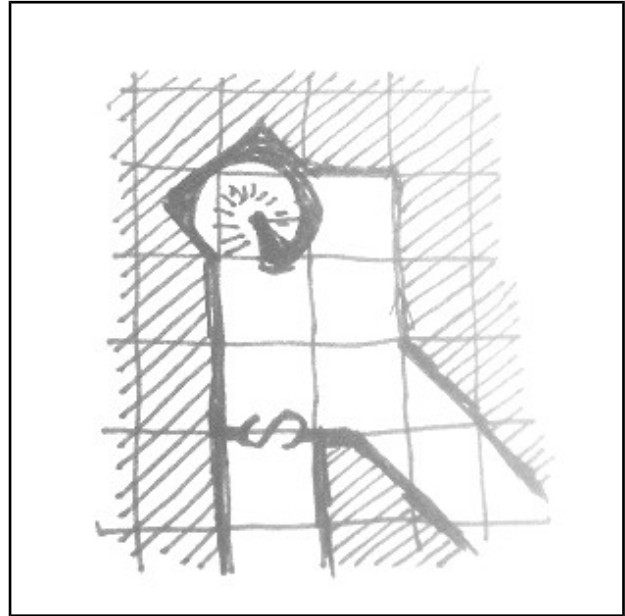
If the PC goes for the short sword they fall through the trapdoor. Fortunately the pile of bodies is significant that they do not take damage from the fall as they drop into area 9. A halfling can work along a narrow ledge with ease to retrieve the sword. The Sword is a normal non magical sword.

If the PC fails to detect the trap or use a ten foot pole to trigger the trap-door, read the following:

Oh No!...the floor has given away and you plummet into the darkness with no clue other than the stench of death.

If the PC falls through the trap door or climbs down into the dark with a rope or climb sheer surfaces thief ability you should go to area 9.

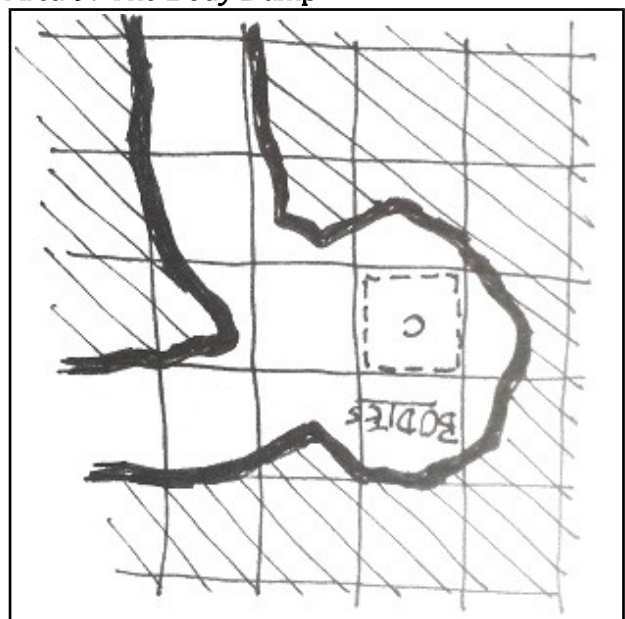
Area 8: Nest of the Iron Ring



The hallway from area 11 ends in a room with stairs going down. Behind a secret door is area 2.

Check for secret doors only if the PC says they are searching for secret doors. If the PC came through the secret door into this room they already know where it is. If they do not yet know of the secret door it is guarded by an undead skeleton in Area 2 (unless the skeleton has been defeated). The Guard normally in this area is currently in the cells down the stairs feeding the hostages.

Area 9: The Body Dump



The room is little more than a cave with two exits. A pile of corpses of various decay are piled in the centre of the room.

If the PC fell through the trap door from area 7 then read the following:

You came down on a pile of bodies so substantial it prevented a fall injury, but the damn smell of dead...is terrible.

If the PCs enter from some other way or climbed down from above having detected the trap read the following:

There is a pile of bodies so substantial it occupies the room but that damn smell of dead...is terrible.

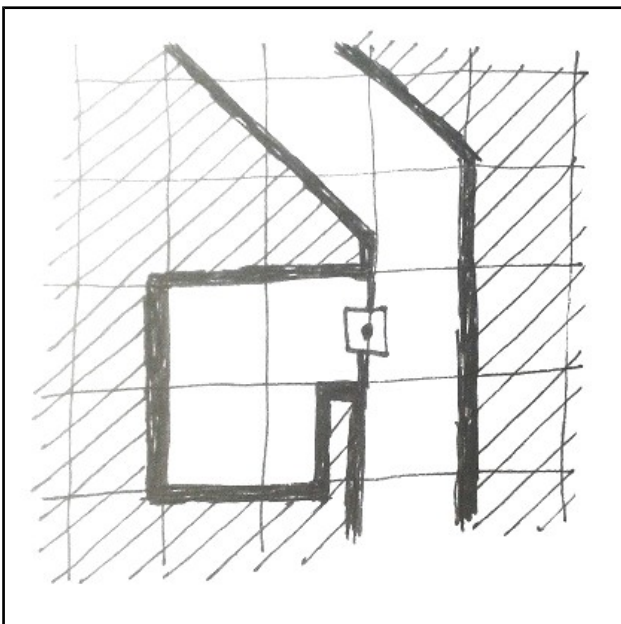
Area 10: The Forgotten Treasure Vault

Through the locked door is a very old room. Covered in dust is a long rotten sack with one hundred silver pieces and sixty silver pieces. There is nothing else in the room.

Read the following:

You open the locked door to find a small room filled with dust. There is an old sack in one corner. It looks like there are coins spilling out through its rotten remains.

Area 11: The Armoury



Read the following:

The tunnel turns slightly and there is a sturdy looking door in the wall to the inside of the turn. It looks like it is locked.

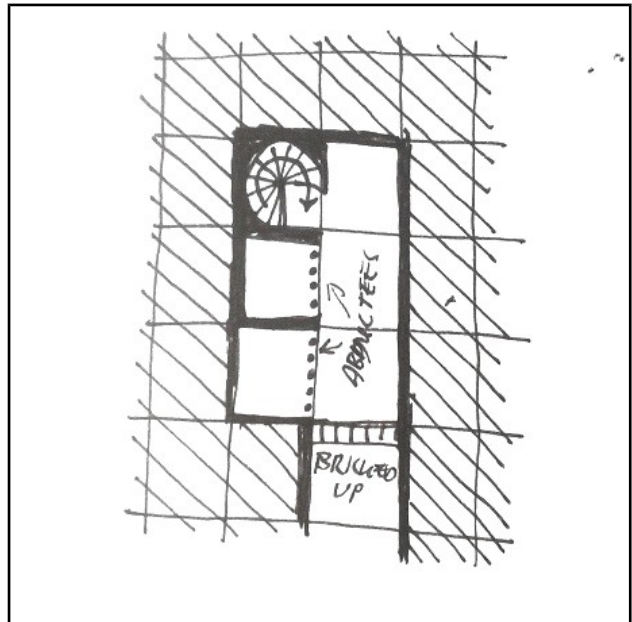
The locked room is an Armoury where the Iron Ring are stockpiling weapons for an upcoming attack. There are fifty short swords and a crate of fifty chain-mail. The PC can find chain-mail (AC5) in their size if they are not a thief and do not have armour better than leather.

If the PC forces the locked door with a crowbar or picks the lock, or gets the Key to this door from the Iron Ring member currently in area 12, read the following:

You open the door of this room to discover a couple of opened crates. One has short swords and the other has chain-mail armour.

These are worth 2500xp if the PC alerts the City Guard to their existence otherwise if the PC gets these to the surface and sells them then he or she can collect 500gp for the short-swords and 10gp for each suit of chain-mail.

Area 12: The Iron Cells



Down the Stairs from area 8 are the Iron Cells where the Iron ring is keeping two hostages. There is a Member of the Iron ring here feeding the hostages.



Kleg: 2nd level Chaotic Fighter; 10hp; AC5; S (16), I (9), W (12), D (10), C (13), Ch (11); 20xp; Shortsword+1, Chainmail. Kleg is a nasty bastard who likes to kill his hostages if their families don't pay

a ransom.



Ginny Meadwater: 1st level lawful Halfling (Halfling-Gnome); 6hp; AC7; S (13), I (10), W (10), D (18), C (13), Ch (13); 5xp; Ginny is a Half-gnome born to wealthy Halfling and Gnomish Parents from

Athenos. She was abducted a few days ago. The other Hostage is Warrick (an Actor).



Warrick: 2nd level Neutral Fighter; 14hp; AC9; S (15), I (11), W (10), D (9), C (10), Ch (114); 10xp; Warrick was playing Duke Stephan in a street play when he was snatched by thugs of the Iron

Ring (The Irony was not lost on Warrick).

The Conspiracy of the Iron Ring

Because of his passing similarity to the Real Duke Stephan Karameikos they plan to employ him in a conspiracy to penetrate the Karameikian Embassy in the city of Darokin and kill the Ambassador.

Rescuing the hostages earns the PC 200xp.

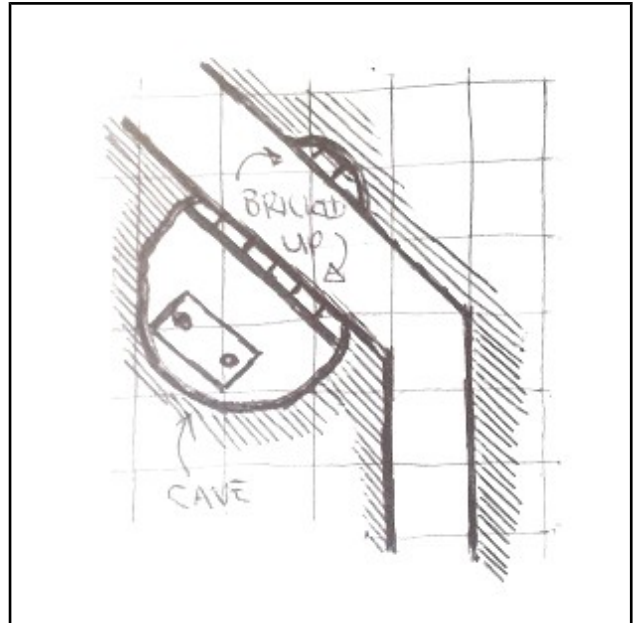
There is a bricked up Section that is easily noticed by the PC. It walls off access to the rest of the lower dungeon level.

Area 13: The Hidden Altar

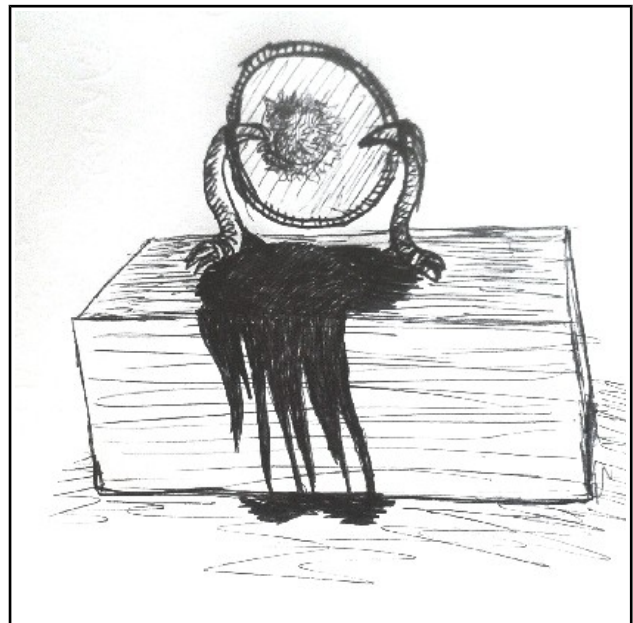
The room is little more than a cave that was bricked up when the tunnel was excavated through it.

A Dwarf can notice the bricked up section as new construction. If they do, read the following:

There is definitely new brickwork here. It looks like they hit a cave and had to make a few adjustments to wall it off from the tunnel.



Behind the bricked up wall of the cave is an old wooden altar. It is currently desecrated by the Mirror of Scrying which is tuned to a real time view of the Sun that illuminates Mystara.



If the PC knocks out a few bricks read the following:

The tunnel is suddenly lit by sunlight pouring through the gap in the brickwork. There must be some sort of shaft to the surface behind this brick wall.

Once the bricks are cleared read the following:

As you clear away the bricks you find it is not a shaft to the surface. Rather it is a small silver Mirror sitting on a wooden block. The sunlight is coming from the Mirror. The Wood appears to be stained.

The Block of Wood is a prayer altar dedicated to Thanatos and can be used by a chaotic Cleric to pray for spells in combination with the Skull Mask in area 6 which should be treated as an unholy symbol of Thanatos.

EVERYONE GETS ARRESTED

The PC gets arrested if they go and report this matter. They are detained until the Civil authorities are done investigating. There are a number of factors that will determine how they are regarded by the local authorities in regards to this matter. If the PC rescued the hostages held by the Iron Ring this will go a long way towards getting their release. Unfortunately every life taken detracts from the PCs chances of freedom.

Factors determining chances of release:

Ginny Meadwater Rescued:	+2pt
Warrick Rescued:	+3pt
Each NPC life taken by the PC:	-1pt
Discovered plan of Iron Ring:	+3pt
Caught in Possession of Bone Mask:	-2pt
Charisma Bonus/Penalty:	+/-1-3pt

Assumption of Guilt or Innocence

Score	Verdict	Outcome
1	Mass-murderer	Executed
2-6	Criminal	Deported*
7-10	Hero	Released

*Deported to the Isle of Dread

PRE-GENERATED PCS

Here are a Selection of Characters you can use as your starting PC if you don't Roll your own PC.



Delistra: Chaotic Female Fighter (level 1); Str 18, Int 12, Wis 13, Dex 10, Con 14, Cha 10; 9hp; Bastard Sword (1d8/1d8+1), Leather Armour; Skills: Read/Write (Darokinian),

Leatherworking+1, Tracking; Personality: Dominant yet aloof toward her fellow Adventurer Kail, she is adventurous and interested; Description: 5'9" tall, 89lb, beautiful apart from the scar on her cheek, Delistra is never seen out of her father's Bastard Sword and Leather armour which she crafted herself with fine silver-work; History: Delistra, working in her father's workshop, her talents lay in the manufacture of leather armour, could only watch as her father was murdered. The killers did not however escape punishment, Delistra eviscerating them with her father's Bastard Sword. Unfortunately that was regarded as a monstrous crime under Darokin law.



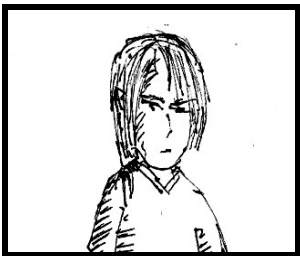
Anna: Chaotic Female Magic-user; (level 1); Str 12, Int 18, Wis 16, Dex 9, Con 9, Cha 13; 4hp; Briar Switch (1d4), Plain Clothes, shoes, Belt, Spell-book; Skills: Read/Write (Thyatian), Read/Write

(Darokinian), Read/Write (Aphatian), Read/Write (Traladaran), History of Magic, Shoe Making, Leather Working; Personality: Quiet and meditative, Anna is looking for something better than people who will turn on her at a moment's notice; Description: 5'6" tall, 120lb, Anna carries a switch of thorn-briar; History: Anna fled her village after she was persecuted for being a Magic-user.



Sarin: Female Elf; Clan-marked; (level 1); Str 13, Int 13, Wis 14, Dex 10, Con 13, Cha 12; 6hp; Rapier (1d6+1), Plain Clothes; Skills: Read/Write (Elf), Read/Write (Dwarf), Leather-working+1,

Tracking; Personality: Sarin is alert to the goings on around her; Description: 5'4" tall, 90lb, History: Clan-marked with with clan facial scars after her husband-to-be died in a duel. Tradition dictates she not take another as mate. She left her clan to explore the world.



Irina: Neutral Halfling (level 1); Str 13, Int 13, Wis 13, Dex 16, Con 13, Cha 15; 6hp; mallet, (3) wooden stakes, cream smock, shoes; Skills: Read/Write (Elf), Read/Write (Darokinian),

History (five shires), Cooking; Personality: Quiet and brooding, Irina can barely contain her irritation at being treated like a child, her favoured whispered phrase is 'Idiot!' and she uses it when anyone around her needs to be deflated. Likes Kail's Ochalean Silk Robes; Description: 3' tall, 30lb, always dressed in a dirty white smock and shoes, ill cut hair, armed with a wooden stake and mallet; History: At twenty years of age Irina decided to depart the safety of the five shires.



Kail: Neutral Transgender Male Elf (level 1); Str 13, Int 13, Wis 13, Dex 16, Con 9, Cha 11; 6hp; (2) Silver Daggers (1d4), Ochalean Silk Robes, Torch (1d6); Skills: Read/Write (Elf), Read/Write (Darokinian),

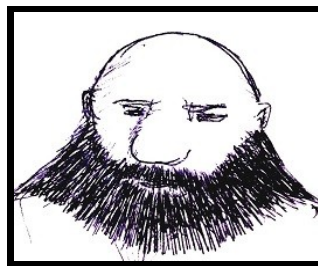
Tailor, Knowledge (Ochalean Silk), Knowledge (Customs of Alfhiem Elves); Personality: Quiet and unimposing, Kail is submissive exclusively toward his fellow adventurer Delistra; Description: 5'3" tall, 50lb, always dressed in

feminine, non elven clothing preferring a white Ochalean silk robe with gold thread brocaded shoulders, short cropped hair, green jade earrings, and a white pompom in his hair; History: Kail was to be soul-bound to one of his clan - the elf who would one day be his mate, but he was rejected by the tree keeper because he lacked the predatory qualities expected of a male elf. Expelled, he has embraced other cultures with a more appealing outlook on life. He met Delistra in Athenos.



Auric: Male Human Neutral Cleric (level 1); Str 12, Int 13, Wis 16, Dex 9, Con 10, Cha 12; 12hp; Mace (1d6), Holy Symbol; Skills: Read/Write (Thyatian), Read/Write (Darokinian),

Ceremony (Church of Thyatis), History of Thyatian Empire; Personality: Quiet and meditative, Auric feels spiritually isolated from his rather crowded, and urban faith; Description: 5'11" tall, 150lb, Auric is middle aged, balding and clean shaven. He wears black dyed wool clothing beneath his White Coat beneath which he also conceals his holy symbol; History: Auric was an acolyte at a temple in the city of Thyatis for twenty years until he realised he didn't like Thyatis.



Urga: Neutral Male Dwarf; (level 1); Str 18, Int 9, Wis 14, Dex 11, Con 18, Cha 9; 10hp; Hand-axe (1d6), Clothes, boots, belt, belt pouch, dagger;

Skills: Read/Write (Dwarf), Craft (Fire-Hardening), History (Mi family), Fire-Making; Personality: Socially Isolated, Urga feels more in common with woodsmen than Dwarves even though he only speaks dwarf; Description: 4'5" tall, 120lb, History: Urga is a member of the Mi family, a dwarf clan expelled from Rockhome long ago for its violent rivalry with the Dwarven Ma family.