

A Threat In Grassfel



A Labyrinth Lord adventure for two to four players of
levels one through two.



Labyrinth Lord
Compatible Product

A Threat In Grassfel

Credits

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A Threat in Grassfel

Adventure Background

Grassfel is a small town of a few thousand folk located in the pleasant southern grasslands of Karak. It is normally a quiet town, with very few “exciting” things ever occurring, except of course the holiday festivals. Occasionally merchants from Nareth, Riverton, and (most commonly) Aeostburg will come to sell their wares. There’s always a parade when troops from Eastpoint Keep pass through. And of course, there’s always some excitement and entertainment when groups of adventurers come to town on their way to seek fame and fortune in a place known as Dyson’s Delve¹ that is nearby.

Unfortunately for the denizens of Grassfel, their nice quiet existence is about to be rattled. Some fifty years ago, a young mage named Luxstrahl and his brave band of friends from Teller’s Cove had attempted to thwart the revival of an evil man named Boroneth Aelness. During their quests, Luxstrahl took leave from his group to study at Die Zauberschule to improve his magical prowess. His companions were all slaughtered while he was gone and after hearing this news he went mad, delving further and further into the darker aspects of magic. First, it was to try and save and avenge his friends, but he soon gave way to the power of Chaos.

Luxstrahl, having now taken the name Morkar, has begun a quest for great power, in hopes of not only gaining reign over Mithgarthr, but enslaving all souls in the name of his foul god Orcus.

A small magic item that Morkar has in his sights is thought to be in possession of a loner ratten² whose burrow is rumored to be in the northwestern edges of the Sanfteheugel. This item, known as “*Gustav’s Luck*,” is a golden set of thief’s tools said to help even the most unskilled person make easy work of locks. The PCs will be tasked with obtaining this item.

Getting The Party Involved

For the Labyrinth Lord™ (LL) it will be easiest to have all PCs be from either Grassfel itself, or one of the small villages in its surrounding area. This module will work well as an introductory adventure for a new campaign, and if the LL doesn’t plan on running the full “Heroes of Grassfel” campaign, having all the PCs from the area will give them an innate reason to adventure: saving their home.

As stated, this short module will be the beginning of the “Heroes of Grassfel” campaign series, which will follow the PCs from their beginning here all the way to their final showdown with the evil mage

¹ Dyson’s Delve (Copyright 2012, Dyson Logos) is available on RPGNow, and also on Dyson’s blog: rpgcharacters.wordpress.com/maps/dysons-delve

² Ratten are described in detail in ME001 – The Land Of Mithgarthr, available on RPGNow.

Morkar. However, the LL can easily ignore the hook presented by the town sage Rattgevr at the end of the adventure and send the PCs off on whatever direction he desires.

Regardless of which direction will be taken after the fact, the adventure begins in a stereotypical (and most convenient) manor: with the band of adventurers sitting at the bar in Grassfel's sole public house, The Fiery Poleaxe.



The 'Axe is ran by an old man named Hermann Ziehlberg, a survivor from when Logerton was destroyed fifty years ago. He was able to free his family from their burning home using a poleaxe, and named his pub in honor of that. He's a boisterous man, especially for this age, and is almost always in a great mood.

The pub itself is moderately busy, as it usually is on any given night of the week. The typical low rumble of conversation fills the room, along with the clinking of silverware and beer mugs. However, a hush falls over the crowd when an old man, dressed in embroidered robes that are fine quality but showing their obvious age, enters the pub. Hermann quietly tells the party that this man is named Rattgevr,

and says that they may want to listen to what he has to say.

The old man makes his way to the center of the main hall, clears his throat, and says in a voice that seems meek with undertones of great power.

"My friends... It seems I am in need of some, er, 'adventuring' types. Join me for a pint if you're interested."

Rattgevr then takes a seat at the table nearest him. If approached by the PCs, he'll beckon them to sit, introduces himself as the "town sage," and tells them that there is an item known as *Gustav's Luck* that he needs retrieved before someone with bad intentions is able to get their hands on it.

If asked about *Gustav's Luck*, Rattgevr explains that they are magical thieves' tools that make picking locks much easier.

If asked about the person with "bad intentions," Rattgevr asks the party if they have heard of a man named Luxstrahl (they have not). He then asks them with a lowered voice if they've heard the name "Morkar." Any PC making a successful WIS check will have heard the name, mostly in scary stories they were told as children about an evil wizard. If they make jest, Rattgevr gently but sternly lets them know that Morkar is a real man, and a true threat to the good people of Karak.

As incentive, Rattgevr offers up *Gustav's Luck* to the party to keep if they can recover it. Rattgevr has no need of it; he just wants to assure that Morkar's minions are unable to retrieve it.

Finally, Rattgevr explains that he believes an old ratten named Stilink is in

possession of the tools. He has been long outcast from his tribe, and has made his solitary nest in an old halfling burial crypt in the far western parts of the Sanftehuegel, about a day's travel if the party skirts around the northwestern edges of the hills.

Rattgevr The Sage

Magic User, Level 20

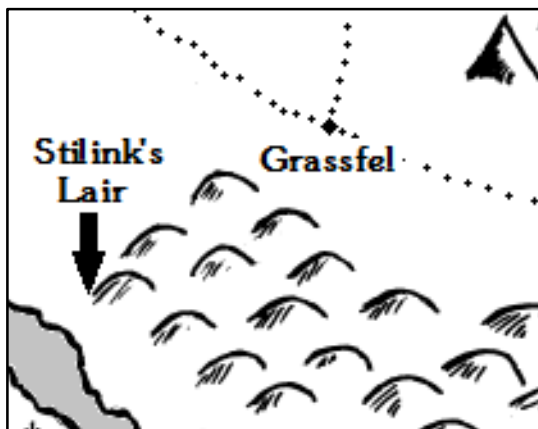
S:9 D:7 C:18 I:18 W:16 Ch:12

HP:74 AC:0 (Rattgevr's Robe Of Steel)

Spells Known: All magic-user and illusionist spells; spells currently memorized are left up to the Labyrinth Lord.

If the party needs to equip themselves while in town, they are able to find most things on the equipment list. However, armor is limited to padded, leather, studded leather, and shields. Weapons available are daggers, short swords, hand axes, short and long bows, maces, spears, quarterstaves, and slings.

The Lair of Stilink



At this point, it is fairly late into the evening, and the party would be well advised to get a good night's rest before this under taking.

The travel can be as eventful or uneventful as the LL wants. If the LL would like to randomize the experience, checks should be made for random encounters. Each check should be rolled on 1d6, with a 1 or 2 indicating that an encounter happens. The first check will be when the party stops for lunch on their travel, the second check when they stop for dinner and finally a third check if they set up camp before entering the halfling tomb, as nightfall will be creeping up on them at this point. Consult the following chart if a random encounter occurs:

1d4 Encounter

- 1 Goblins (AC: 6, HD: 1-1, hp: 5, 5, ATT: 1d6 (short swords), MV: 60' (20'), S: NM, M: 7)
- 2 Wolf (AC: 7, HD: 2+2, hp: 13, ATT: 1d6, MV: 180' (60'), S: F1, M: 9)
- 3 Travelling Halfings (A group of 1d6 halflings are on their way up to Grassfel to sell their wares: earthenware beer mugs.)
- 4 Goblins (AC: 6, HD: 1-1, hp: 7, 3, ATT: 1d6 (short swords), MV: 60' (20'), S: NM, M: 7)

If the party does setup camp, they will be attacked overnight by a group of goblins (AC: 6, HD: 1-1, hp: 7, 6, 5, 5, ATT: 1d6 (short swords), MV: 60' (20'), S: NM, M: 7) who come out from the tomb on patrol.

The entrance to the halfling tomb is easy enough to find, as its entrance is stonework in the side of a hill and unobscured. None of the interior is lit, so PCs will need their own light sources (of

course giving away their location to the infravision-wielding creatures inside).

Areas 1 and 2 are made of stonework. Dwarves can tell that it was masoned by halflings. The ceilings in these two areas are only five feet high, so human PCs will have a difficult time maneuvering, and if combat occurs in either room will suffer a -2 to hit, and will lose any DEX bonus they have for their AC.

Areas 3 through 8 have all been burrowed out of the hill by the ratten Stilink and are roughly eight feet tall.

Any goblins encountered can possibly be talked to (if any PC speaks goblinoid), but the most the party will get out of them is that they are there to get a "shiny" to please "Lord Morkar."

1.) This chamber is filthy from dirt and leaves that have blown in over the years.

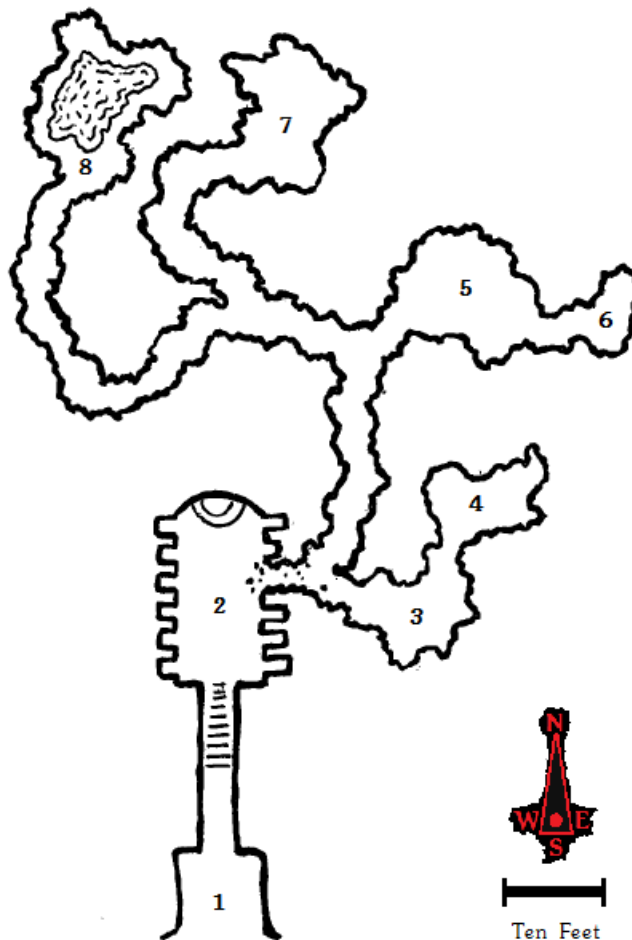
There is a group of goblins (AC: 6, HD: 1-1, hp: 7, 6, 5, 5, ATT: 1d6 (short swords), MV: 60' (20'), S: NM, M: 7) who are on guard in this room. However if the party camped outside of the tomb, and had a random encounter, they will have encountered this group already (the overnight guard patrol is a separate group of goblins and will be encountered regardless).

2.) Stairs descend about 20' into this dank, musty burial chamber. Halfling-sized burial niches can be found on the east and west walls, about four or five from floor to ceiling at each point (there are fifty total niches). Most have been long ago looted, however there is a 25% chance for each niche searched that the party finds a small earthen jar with 1d10 silver pieces, and a 10% chance of finding a jar with 1d10 gold pieces.

An altar in the north appears to be some sort of halfling god, long forgotten. One of the groups of burial niches on the eastern wall has been busted through, and a burrowed tunnel leads into the darkness.

3.) A group of goblins (AC: 6, HD: 1-1, hp: 7, 6, 5, 5, ATT: 1d4 (daggers), MV: 60' (20'), S: NM, M: 7) will have seen the party's light and will be waiting to ambush them, gaining surprise on 1-5 on 1d6. The stronger one has a pouch on his belt with 23 gold coins in it.

4.) The goblins have avoided this chamber after one of their own went to explore it and never returned. It is home to a crab spider (AC: 7, HD: 2, hp: 8, ATT: 1d8 and poison, MV: 120' (40'), S: F1, M: 7), which is currently clinging to the ceiling. The party will see the desiccated corpse of a goblin lying in the middle of the room. If they examine it without



stating they're watching the ceiling, the spider drops and gains automatic surprise. If the party is watching the ceiling, the spider can still drop to surprise on a 1-4 on 1d6, because of its natural camouflage. PCs who are bit get a +2 bonus to their save because of the weak nature of the spider's venom.

5.) This is the lair of the old ratten, Stilink (AC: 4, HD: 3, hp: 24, ATT: 1d3/1d3/1d6, MV: 120' (40'), S: F3, M: 10). Because of his old age, he doesn't carry the danger of killing with his diseased claws and bite, but he still would be a formidable opponent for low level PCs. He can be bargained with though, especially if the PCs can prove to him that they have killed the goblins who have been invading his home. He will not give access to his treasure horde in room 6 without a fight, but he will tell the party that knows of the "glowing golden bits" if they ask about *Gustav's Luck*. He tells them he lost those years ago while fishing in the pool in area 8, but they're welcome to search for it since the party killed the goblins.

6.) This cavern contains the treasure Stilink's has collected over the years. He will not allow the PCs to search through this, unless he is dead or otherwise incapacitated. There is a haphazard pile of copper (7,000) and electrum (600) coins, buried in them is also an anklet worth 300gp, a *potion of flying*, and a *ring of regeneration*.

7.) It appears this is where Stilink throws his refuse. The whole room stinks of rotten food and death. Any PCs searching the room will have to make a successful CON check each turn, or be forced to leave the area vomiting. If more than two turns are spent searching the room, the

party will eventually move enough junk around that an ogre skeleton (AC: 5, HD: 3, hp: 15, ATT: 1d8, MV: 60' (20'), S: F2, M: 12) can animate and rise to attack, gaining surprise on a 1-3 on 1d6.

Once the skeleton is taken care of and the party is free to further search the pile, they will find a total of 67gp, 23sp, and 5cp.

8.) A large pool dominates this room, being fed constantly by water that drips from the stalactites above it, and draining through a small hole in the bottom that runs for miles to an underground river that is far off, unknown, and inaccessible. Blind cave fish happily call this pool their home, and provide plenty of food for both Stilink, and the sea snake that inhabits the pool. Any PC who dives trying to find *Gustav's Luck* has a 25% chance of successfully grabbing the item, but also has a 35% chance of being attacked by the sea snake (AC: 6, HD: 3, hp: 10, ATT: 1hp/poison, MV: 90' (30'), S: F2, M: 7). Each successive dive adds 5% to the chance of finding the item, and a 5% chance to being attacked. If the item hasn't been found before the snake is killed, it will be found on the first dive made after dispatching the beast.

Gustav's Luck: These magical thief's tools appear to be made of gold, and emit a soft golden light (good enough to illuminate a 10' diameter) when held in the hands of a thief. They will never break, regardless of circumstances. Also, they a 5% chance per character level at picking locks; a 1st level thief gains an extra 5% to his lock picking ability, whereas a 5th level thief would gain a 25% bonus.

Back To Grassfel

Once the party has possession of *Gustav's Luck*, they can keep it if they so desire. They can also completely go on their way, if they choose. However, if they bring it to Rattgevr he smiles and thanks them, but insists they keep it as payment. He also throws in a small velvet sack with 100gp as an extra payment for the party being thoughtful enough to inform him that they were successful.

If any PCs don't already have their own lodging in Grassfel, Rattgevr will offer to pay for a week's board at The Fiery Poleaxe, meals included.

After a solid week's worth of rest and merriment, the party is summoned to meet with Rattgevr in his home on the outskirts of town...

Continuing The Adventure

Keep your eye out for the next adventure in the Heroes of Grassfel campaign, "The Prince's Missing Gold." The party will be tasked with recovering royal gold stolen by a savage band of orcs; enough to seriously fund any horrible endeavor that Morkar is planning!

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