Advanced Dungeons & Dragons®

FORGOTTEN REALMS™

OFFICIAL GAME ADVENTURE

for 4-6 Characters, Levels 0-3



UNDER ILLEFARN

by Steve Perrin

Sample file

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Under Illefarn is an AD&D® campaign book for a Dungeon Master and four to eight 1st level characters. It is also possible to start as a 0 level character. More about that later.

You start as a character in the trading city of Daggerford. By the law of Daggerford, you serve in the militia. As a member of the militia, you have the opportunity to participate in several adventures which should enable you to advance in level. When the campaign is over, your character should be at 3rd or 4th level. A split class character may still be at 2nd level for some or all of his or her classes.

If you have a character who reached 1st level in N4, *Treasure Hunt,* your adventure took place in the sea to the west of Daggerford. After that adventure, your character decided to see the world and ended up in Waterdeep, the main trade city to the north. You soon found the big city was a bit much for a simple islander, so you gravitated to the smaller town of Daggerford, finding out only after you settled into a squalid room at the Lady Luck Tavern (or a sumptuous suite at the River Shining Tavern if you've kept most of your loot from the treasure hunt) that residence in Daggerford means enlistment in . . . but we'll get to that in a bit.

To the Beginning Player

If you have never played the ADVANCED DUNGEONS & DRAGONS® game before, don't worry. *Under Illefarn* is meant to bring you to full speed as an AD&D game player in as short a time as possible.

All you need is the *Players Handbook,* although you might find the options presented in *Unearthed Arcana* are also helpful. Most of the decisions as to spell choice, deities worshipped, weapons proficiencies, and so forth are in the hands of the Dungeon Master. He will present you with your choices.

Creating Your Character

Various characters and races are more likely to come from certain areas than from others. If you'd like a preview of the area where your character grew up, skip to the "People of the Forgotten Realms" section on page 3.

Abilities

Since everyone is starting out with a 1st level character (or lower), it is suggested that the Dungeon Master choose one of the four methods under "Creating the Player Character" in the *Dungeon Masters Guide.* Method I works best, but any of them will do.

Ability Checks

On several occasions throughout these adventures, you will be called on to roll *Ability checks* against one of your character's six attributes: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. The check will be termed a Dexterity check, a Constitution check, or whatever is appropriate to the situation at hand.

An Ability check is rolled on 1d20. The check is successful if the roll is equal to or less than the ability in question. For example, a character with a Dexterity of 13 is trying to cross a log transversing two sides of a ravine. The Dungeon Master calls for a Dexterity check, and the player rolls a 14 on 1d20, a failure. The character falls to the bottom of the ravine.

Ability Checks are sometimes modified by the difficulty or ease of the attempted action. The Dungeon Master will tell you what number needs to be rolled and what dice to use.

Character Classes and Races

All classes and races can be found in the Daggerford area, though more urbanized types such as thieves, assassins, and monks are in short supply. Daggerford is a frontier, and the subtler specialties of civilization have yet to take root. This does not mean that a thief, assassin, or monk cannot come to Daggerford from another, larger population center, but they are unlikely to be homegrown.

Alignment

For a beginning character, it is best to choose a lawful or neutral character. Daggerford is not a place that encourages either the chaotic or evil, though a lawful evil person could probably hide his base nature without too much trouble.

Generally, chaotic and evil characters tend to disrupt a party of adventurers if played properly. That alone is a good reason to discourage their use as PCs, since 1st level characters need all the cooperation they can get.

Languages

All characters know the usual languages of their alignment, class, and race. Literacy is not common. Player characters with Intelligence greater than 5 and NPCs with Intelligence greater than 7 can be expected to write Thorass, the local trade tongue. The ability to read the various runic languages is much more common.

Secondary Skills

Secondary skills in the Daggerford area are not quite the same as given in the *Dungeon Masters Guide.* Every character probably has had some training in some other skill besides his character class skills. Either pick a background skill from the table that follows or roll for it, whichever you and the Dungeon Master decide.

Daggerford Secondary Skill Table

Dice Score	Result
01-02	Blacksmith
03-04	Bowyer/fletcher
05	Armorer
06-15	Farmer
16-20	Forester
21-25	Innkeeper
26-30	Hunter
31-35	Fisher (hook and line)
36-40	Herder (cattle or sheep)
41	Jeweler
42-45	Leather worker/tanner
46	Limner/painter
47-50	Mason/carpenter
51-52	Boatwright
53-55	Tailor/weaver

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56-60	Teamster/Freighter
61-65	Trader/barterer
66-70	Trapper
71-75	Woodworker/cabinetmaker
76-95	No skill of measurable worth
96-00	Roll twice, ignoring rolls of 76-00 hereafter

Possession of a secondary skill may not necessarily help in the course of an adventure, but it can't hurt. It also provides some insight into your character's current occupation as well as his past ones.

You can use a secondary skill by reminding the Dungeon Master you have it when a situation occurs when it might come in handy. If the DM allows the use of the skill, he may decide the skill works automatically ("Yes, because of your innkeeper skill, you know the proprietor of the Happy Cow personally and can ask for a favor from him."), or he may have you make an Ability Check. ("Since you are a hunter, make an Intelligence Check on 1d20 to see if you recognize this trail.") Remember, this means that if your character's Intelligence is 12, and you roll a 12 or less, you succeed.)

Pre-Generated Characters

If all this seems like too much work, which it certainly could be for a beginning player, there are six pre-generated characters on the last page of this book. If you want to save yourself some trouble, ask the Dungeon Master if you can see these characters and can use one as your own.

Characters of 0 Level

An interesting way of starting a new adventure is to begin with a 0 level character. This style of play was pioneered in N4, *Treasure Hunt* by Aaron Allston.

At 0 level, your character starts as a normal person with only one weapons proficiency, no magic, no special skills, and 1d6 hit points. It's a good idea to allow a 0 level character a full 6 hit points without rolling dice.

The character also starts with -500 experience points. That's right, 500 points less than zero. As the character gains experience, the Dungeon Master makes note of the character's inclinations. Does the character continually pick up new weapons and experiment with them? Does he express a desire to learn magic? Does he try to sneak around and attempt to pick open locks? When the character finally reaches zero experience points, the player and the Dungeon Master get together and decide the character's class, his alignment, and so forth, based on the character's actions and inclinations in his adventuring career so far.

For more details about 0 level characters, see *Treasure Hunt* (N4).

People of the Forgotten Realms

The Forgotten Realms are described in some detail in *The FORGOTTEN REALMS™ Campaign Set.* PCs in *Under Illefarn* are usually from the north and west lands of the continent, though travelers might wander up the Trade Way from Cormyr or the mysterious Amn.

Beginning characters are most likely residents of the area within the 100 mile radius around Daggerford. The following information suggests just where within that radius a particular class or race might come from.

Humans

Most humans in the area come from one of four regions: Waterdeep, Daggerford, Secomber, and The Way Inn. Humans who don't actually live in these regions tend to depend on one of them as a marketplace.

Cavaliers. These worthies mostly come from Waterdeep and Daggerford, though a few come from Secomber. Most PC cavaliers in Daggerford are the scions of the petty nobility that rule various holdings around the town. The duke of Daggerford is a cavalier, as is his master of arms. It is possible for a character to be a cousin of the duke of Daggerford, if the DM wants to deal with that kind of family complications.

Fighters. True to tradition, fighters may come from just about anywhere in the Forgotten Realms. Daggerford, Waterdeep, Secomber, and The Way Inn all provide their quota of stalwart fighters.

Rangers. The ranger population is mostly found in Daggerford, Secomber, and The Way Inn. The relatively cosmopolitan Waterdeep is not conducive to a ranger's way of life.

Barbarians. The barbarian population resides on the High Moor and are reluctant to stray far from this area. They are nomadic herders in constant warfare with the goblinkind on the moor.

Magic Users /Illusionists. Magic users of all stripes can be found everywhere, though they tend to prefer residence in more densely populated areas. Waterdeep is the center of magical activity in these parts, with a recognized guild of low-level mages. The ruins of Dragonspear Castle are reputed to contain high level evil magic users.

Clerics. Like magic users, clerics are also common throughout the Forgotten Realms, though farming villages such as Secomber have little to do with the main religions of the region, aside from their resident druids and priests of Chauntea. Most adventuring clerics come from Waterdeep, Daggerford, and Dragonspear Castle.

Druids. The primary center for druid activity in the Daggerford area is the Misty Forest. Around Waterdeep, the Elf Wood supports a large number of druids.

Thieves. Daggerford is too small to support a real Thieves Guild. Everyone knows almost everyone, and serious thievery is virtually unknown. At the same time, there is a fondness for the heroic thief who uses his talents to plunder ruins and fortresses of evil. Therefore, Daggerford does have a few adventuring thieves.

Thieves from a more traditional background come from far or are self-taught. There is no Thieves Guild in Waterdeep; it's bad for business.

Assassins. Assassins tend to frequent big cities and aren't much in demand in these regions. Any assassins in Daggerford have come from further away than Waterdeep, which has also rid itself of organized assassins. These days, most

Sample file

assassins come from Amn or Westgate on the Inland Sea.

Monks. There are no local training areas or monasteries for monks in Daggerford. Some may come to Daggerford from the Waterdeep area or from larger cities to the east and south.

Elves

Since the demise of the Fallen Kingdom, elves have been in short supply around Daggerford. However, a few chose not to leave with their former associates, and they and their descendants still live in some of the more isolated areas. Because of their love of nature, they are particularly at home in the forests and plains. Although they are seldom encountered in the cities, their fascination with fine jewelry and magic may draw them to populated areas on occasion.

Gold (High) Elves. One noble family of Gold Elves held on when the others left. Sir Elorfindar and his family maintain a High Elf presence in the Daggerford area to this day.

Moon Elves. Normally, this type of elf is in much shorter supply than the Gold Elves. This is not the case in the Daggerford area, mostly because of the great number of Gold Elves left with the Fallen Kingdom. Some Moon Elves stayed with Sir Elorfindar after the Fallen Kingdom broke up. Others stayed in the area for reasons of their own. If not with Sir Elorfindar, the Moon Elves can be found in the Misty Forest or the High Forest. They can also be found in the Waterdeep Woods, and some may be found in Daggerford. Most PC elves are either grandchildren or great grandchildren of Sir Elorfindar or of some of the Moon Elves who followed him.

Wild Elves. These elves never considered leaving their ancestral home. They are found these days in the Laughing Hollow and the Misty Forest. Because of their nature, they do not make good choices for PCs. However, since the Misty Forest elves do interact with humans and other races on occasion, a Wild Elf PC should be from the Misty Forest. The Wild Elves from Laughing Hollow keep to themselves.

Dark Elves. Dark Elves are said to reside in the bowels of the mysterious Dragonspear Castle. Whether actually there or not, it certainly is their sort of place. Dark Elves are not recommended as PCs.

Dwarves

What's left of the dwarven population is mostly represented by Derval Ironeater's extended family in Daggerford. A few live in Secomber, a few more live in Waterdeep. There are not many left, but among the ones that remain, many long to regain some of the lost glory of the vanishing dwarven race. Owing to their love of drink, a tavern is a likely place to encounter dwarves. Talk of gold or other precious metals is also sure to attract the attention of any eavesdropping dwarves.

Gnomes

There are a few gnome merchants in Daggerford, Secomber, and Waterdeep. Like the dwarves, gnomes are fond of drink and wealth, but they also enjoy the pleasures of nature. Lock for them in a local tavern or near a beautiful meadow.

Halflings

Halflings are not very common in Daggerford, though the ones who live there are quite prominent. Secomber, however, is very much a halfling town. Almost 50% of the population of Secomber is under four feet tall. A few halflings can be found in Waterdeep and in some of the farming hamlets around The Way Inn. They are more open and outgoing than either dwarves or elves and get along well with most other races.

Can You Get It in Daggerford?

Daggerford is trying to be a busy metropolis, but is still basically a frontier area that lacks many of the advantages found in a big city. It is just not large enough, for instance, to support very many craftsmen. What's more, some of the Daggerford craftsmen aren't quite as proficient in their chosen trade as their counterparts in larger communities.

Prices for simple items in Daggerford are the same as those given in the *Players Handbook*. More complex items, such as crossbows or chain mail armor, are not manufactured locally. These items may be purchased from passing merchants, but the markup is considerable: typically 100%. A suit of chain mail, for instance, which normally costs 75 gp will cost 150 in Daggerford, if it is available at all. As a rule of thumb, any item costing more than 50 gp in the *Players Handbook* costs double in Daggerford.

There is no alchemist available in Daggerford. All potions are double price when available, which is not often. Potions offered for sale must be brought in from Waterdeep or from the other end of the Trade Way, which gives Daggerford another excuse to kick up the price. Rare components for spells are even rarer in Daggerford and again cost more than usual. The only apothecary in town is a priest of the Chauntea temple, and his sales are part of the temple's income.

What goods are available in Daggerford? All types of clothing are for sale, although garments made of cotton or silk are high in price. Most clothing is made of wool, provided by local sheep, and leather. Forget about exotic furs, unless the purchaser is willing to pay through the nose for them.

There are several blacksmiths in Daggerford who can provide simple weapons, such as swords and axes, and household equipment. Should either weapons or armor be damaged, the local craftsmen can mend them. There is much mended finery and weaponry on the streets of Daggerford, mostly dependable and mostly at a reasonable price.

Since Daggerford residents largely live off the land, many farming and fishing products are available. Produce, vegetables, and meats are not hard to come by at affordable prices. Animals are common in Daggerford; animal care services and facilities abound.

Daggerford jewelers are always on the lookout for the occasional odd jewel that might find its way into town. Because these come to Daggerford so infrequent-

Sample file

ly, jewelers lucky enough to snag one can ask and easily get twice their normal selling price. Magical items are quite rare, also selling for twice the price. There are a lot of Daggerford merchants who are unfamiliar with magical items and may inadvertently underprice them if they can't figure out what they're supposed to be. A fortunate buyer may walk away with a treasure at a ridiculously low price if he happens to visit the marketplace at the right time.

What Else?

This, of course, is only an overview of life in Daggerford. If you have questions, just ask the Dungeon Master. Better yet, take some time to explore the city before embarking on an adventure. Check out the local businesses, listen in on the gossip at one of the taverns, walk the streets, introduce yourself to friendly passers-by. You'll be right at home in no time at all.

Player — Stop Reading

If you are playing a character in the *Under Illefarn* campaign, please stop reading here. Knowing the details of the campaign will make it less fun to play for all concerned.

If you intend to be the Dungeon Master for the campaign, continue.

Dungeon Master's Introduction

The following is primarily intended for the first-time Dungeon Master. Experienced DMs will be familiar with much of this material. Bear with us and read along. You still may pick up a thing or two.

The Daggerford Campaign

Under Illefarn is focused on the town of Daggerford and, most importantly, on the institution of the Daggerford militia. The militia brings together characters who might never associate otherwise. Membership in the militia gives novice characters a common origin and encourages them to consider themselves part of a team.

Once the characters are ready for action, you are provided with three militia missions in which the adventurer can hunt down raiding lizard men *(Lizard Raid)*, protect a caravan *(Caravan Duty)*, and rescue the duke's sister and make a powerful friend *(Rescue Mission)*. The adventures may be undertaken in any order. Besides providing experience and the prospect of advancement, these adventures offer valuable clues and magical aid for the main adventure to come.

After the completion of the first three adventures, natural disaster strikes in the form of an earthquake. The characters are given ample opportunity to make important contacts during the rescue operations following the earthquake. Then the town discovers that a curse has arisen as a result of the quake, and the stalwart militiamen who have done so well in previous missions are sent to find the source of this curse.

Dungeon Mastering Tips

Under Illefarn is an episodic campaign. That is, the campaign features adventures set in the same general area with no unifying theme other than all of them involve members of the Daggerford militia. There are numerous plot threads to provide opportunities for future adventures once the campaign adventures have been completed. The PCs may also wish to pursue one or more of these plot threads between the presented adventures.

For example, one item of loot picked up by the characters in the *Lizard Raid* adventure is a ceratosaur tooth which has been enchanted to summon ceratosaurs. The character has no immediate use for this item, since it only works in the vicinity of the Lizard Marsh. The obvious person to sell this to is Redeye, the lizard man chief. But how can the character make contact with Redeye? This would seem to call for another expedition into the swamp to face hostile lizard men and dinosaurs and perhaps to discover the ruins of old forgotten villas from the Fallen Kingdom period. And how receptive will Redeye be? He might decide to just take the tooth over the character's dead body.

Elsewhere, the PCs may encounter Lady Bronwyn, who is older than her brother, the duke, and far more interested in rulership. Are the PCs interested in helping her prove her worthiness to rule? Can the map to Illefarn and the good will of the king of Laughing Hollow be combined into a successful expedition? Is Baron Agwain going to attempt vengeance against the people who thwarted his courtship of Bronwyn?

Controlling Storylines It can be frustrating when the PCs wander off in a direction the DM doesn't want them to take. Here are some methods to help keep the PCs following the storyline you want them to explore.

For starters, make the characters an integral part of the campaign background. Is someone playing a cavalier? Then have him attending the duke at the castle. Perhaps Lady Bronwyn is interested in him. This provides a powerful motivation to chase after the abductor.

Delfen is an excellent prod for a magic user. If a character wants to learn more spells, he will have to do Delfen a favor, which just so happens to coincide with the needs of the storyline.

The militia of Daggerford provides the most compelling reasons to keep the PCs on track. The characters initially have to go out on adventures because it's their job, and they're under orders. The militia also functions as a family unit for the PCs and encourages ties of allegiance. A group that stays together is a lot easier to control; if one member of the group goes someplace, the rest are likely to follow if they share this common bond.

It's a good idea to maintain some control over the types of characters played. Evil characters, if played correctly, can create a lot of problems for a group of novice characters. Not only do they instill distrust, they can destroy the more fragile characters. Later, when everyone has had more role playing experience, these characters can be fun, but beginners should maintain the same attitudes as the heroes of sword and sorcery stories and stand united against the forces of evil.

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Goals for the Dungeon Master In short, the Dungeon Master should keep two goals in mind.

The primary goal is to make the adventure fun for everyone. Players should have a good time running their characters and experiencing the adventures you present to them. You should have a good time astonishing them with your intriguing plots and interesting encounters.

The secondary goal is to keep the players guessing. In each of the adventures presented in this package, the PCs begin with one problem and end up dealing with a different one. For instance, they start out defending a neighboring castle and end up negotiating with Redeye. They start out scouting a caravan route and end up protecting a caravan. They start out to rescue Bronwyn and end up befriending the King of Laughing Hollow. They start out investigating a curse and end up finding the crown of Devin. These storyline changes are fairly simple, but they keep the players guessing, and that keeps up their interest.

Tricks of the Trade

Here are a few techniques that can keep players coming back for more. Some may also be used as springboards for further adventures.

The Hidden Enemy. Who is really behind all the problems that have beset Daggerford? Who showed the lizard men how to enter a keep unnoticed, encouraged the orcs to attack the Trade Way, encouraged Agwain to kidnap Bronwyn, encouraged the orcs to attack the Laughing Hollow, and promoted the orc invasion of Illefarn?

Is it Kelthas the Dread, the necromancer who has also invaded Illefarn? Is it all an elaborate plot by Sir Llewellyn to claim his rights to the duchy? Is it some other character who hasn't yet made himself known?

Of course, there's nothing to say that any single person is behind all of the disasters, but it doesn't hurt for the players to think there is one mastermind.

The Hidden Agenda. Is there an overall purpose to these adventures that is not immediately apparent? Are the characters being groomed for greater things? Why is Delfen in Daggerford? Is he recruiting for some secret project of his own? Or is the mysterious Sir Elorfindar trying to bring back the glories of the Fallen Kingdom by recovering some of it's lost treasures?

Someone may have his own purposes in mind for these adventures, but why he or she is doing it remains a mystery for the characters to solve.

The Constant Irritation. Using a reoccurring annoyance can keep the characters occupied and too busy to notice all the clues. It can be almost anything, from an imperious council which makes too many demands, to an irritating nonplayer character (NPC) who tags along with the group and gets them into trouble. One such NPC might be Lady Bronwyn. She isn't particularly irritating, but she definitely would get the party in trouble if her brother found out they were encouraging her to adventure.

The None-Too-Subtle Clue. Whenever any of the above techniques seems to be wearing thin and the players are getting restless, it is time to give them some satisfaction by allowing them to solve the problem or mystery at hand. Usually this can be done by dropping a hint or a clue to the solution that can't be missed.

One way to make the presentation of the clue more interesting is to select one player and take him aside from the others. Give him the clue in the guise of an audience with a superior officer or a secret note from a friend. It is then up to the player whether or not his character shares this information with his companions. Don't overdo this technique, however, as you risk creating division in the group. You don't want that.

You also can orchestrate a situation which allows an important clue to fall right into a PC's hands. For example, an orc band attacks and is defeated. Examining the orc bodies, the PC finds an item that was known to belong to old Duke Pryden which was thought to be lost with him in the siege of Dragonspear Castle. Even if their lack of experience compels them to pass this information on to the duke or another authority, at least they have found the answer to the mystery. This can give them incentive to gain further experience until they are ready to deal with the dangers of Dragonspear themselves.

Modifying Ability Checks

Ability checks are sometimes modified by the difficulty or ease of the task to be accomplished. The Dungeon Master may modify the chance of success in one of two ways.

The simplest way is to add a difficulty modifier to a roll. For example, a climb up a steep slope could call for a Strength check. If the slope is particularly steep, add 1-5 to the number rolled before comparing it to the character's Strength. If the modified roll is too high, the Ability check fails.

Another way to modify an Ability check is to use different dice. For example, rolling 3d6 instead of 1d20 means that characters with high abilities will almost always succeed, while those with low abilities will usually fail. This is because the usual roll on 3d6 is between 9 and 12. More difficult Ability checks can be resolved by calling for the use of 4d6 or even 5d6, making success almost impossible for all but characters with the highest abilities.

Training and Experience in Daggerford

Normally, as described in the *Dungeon Masters Guide,* training for a higher level costs 1,500 gp times the current level of the character per week. The training takes a number of weeks appropriate to the previous activities of the character, as determined by the DM.

In Daggerford and the surrounding regions, gps are not as common as in richer areas such as Waterdeep, Cormyr, or Amn. Instead, payment is made in service or as a form of reward.

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