

The Age of Worms Player Campaign Pack

The Age of Worms adventure path originally appeared in Dungeon magazine. It is designed to take characters from 1st level to 20th level over the course of 12 adventures. The story takes place in the town of Diamond Lake, a

muddy smudge on the map of the hills east of the fabulous Free City of Greyhawk. The authors of the scenarios emphasize that this is a difficult campaign, so use this information wisely.



Required Software & Links

Campaign Website – <http://mcdoc.home.insightbb.com/mygame3>

(Links to player's guides, Greyhawk deities, maps, character sheets, session summaries, notes, etc.)

TeamSpeak – <http://www.goteamspeak.com>

(Software to voice chat for gaming sessions, see below for server details)

OpenRPG – <http://www.openrpg.com>

(Software to simulate table-top: dice, text chatting, mapping, and minis, see below for server details)

PCGen – <http://pcgen.sourceforge.net>

(Software to generate PDF character sheets which will be posted on the Campaign website)

Digital Elysium Webserver – <http://www.digitalelysium.com>

(Website of dedicated OpenRPG and TeamSpeak servers, used to run the weekly game sessions)

Game Time: 9:30 pm – 12:30 pm Eastern Time

OpenRPG Server: Digital Elysium

OpenRPG Room: VirtualFriday

OpenRPG Password: agent99

OpenRPG Admin Password: agent99

TeamSpeak Server: 75.164.172.196:8767

TeamSpeak Channel: VirtualFriday

(Note: You must first log to the TeamSpeak server and register a new user ID, then log off and log back on using the registered user ID to be granted voice access. The server admin(s) may also need to grant you channel admin access to create sub-channels. ALSO IF THE SERVER IP DOESN'T RESPOND, CHECK THE DIGITAL ELYSIUM WEBSITE FOR A NEW IP ADDRESS.)

Diamond Lake Background

The Town of Diamond Lake

The lively mountain village of Diamond Lake is a muddy smudge on the map of the hills east (3 days by horseback) of the fabulous Free City to which it is subject. Most of Diamond Lake's inhabitants are miners and laborers; serious folk who spend most of their lives toiling below ground. When not working, the miners celebrate along the Vein, a seedy road lined with alehouses and brothels. Overall, the village is a sooty, sullen place prone to unpleasant bursts of violence and passion. But Diamond Lake holds plenty of opportunities for adventure, for the uplands on the lakeside opposite the village are rife with ancient tombs that for centuries have named them the Cairn Hills.

Diamond Lake (small town)

- Population: 1000
- Alignment: N
- Limit: 1000 gp
- Assets: 40,000 gp
- Isolated (96% humans, 2% halflings, 1% gnomes, and 1% other races)
- Authority Figures: Governor-Mayor Lanod Neff, Sheriff Cubbin, Garrison Commander Tolliver Trask.
- Mine Managers: Balabar Smenk, Chaum Gansworth, Ellival Moonmeadow, Gelch Tilgast, Luzane Parrin, Ragnolin Dourstone.

Nearby Locations:

Blackwall Keep: Blackwall Keep is a small, stockade fortification with a single tower hosting some 40 militiamen. Patrols going through the Mistmarsh often assemble here. Though this keep technically is not located in the Cairn Hills, it is under the command of the Commander of the Cairn Hills. The road to Blackwall Keep is not particularly safe. Bandits and hostile humanoids are the primary threats.

The Bronzewood Lodge: The ring of crumbling menhirs on the bluff overlooking Diamond Lake is a remnant of the Old Faith, the Flannae druidic culture that once inhabited the region. They too came to the hills for the ancient cairns, seeing them as monuments to great ancestors of the invisible past. Although Suel and Oeridians displaced the native druids during great migrations over a thousand years ago, pockets of indigenous architecture and

culture remain. Foremost among these near forgotten practices is the veneration of Obad Hai, the Shalm, the brooding patron of wilderness and natural order.

The Cairn Hills: A few hundred years ago, intrepid explorers discovered a fantastic cache of priceless artifacts entombed in one of the hundreds of ancient burial complexes hewn into the crags surrounding the city of Greyhawk. The trove attracted legions of treasure-seekers to the Free City (then a mere trading post), and unbelievable wealth plundered from the tombs. The wealthiest explorers became the city's first nobility, and Greyhawk quickly became associated with easy wealth and fabulous archeological artifacts from long-dead civilizations that appeared to predate the emergence of gnomes and dwarves in the region. But the wealth didn't always come easy, as many of the forlorn tombs provided deadly surprises in the form of bound demon guardians, relentless constructs, and ingenious magical wards and traps. The hilly lands surrounding the city became known as the Cairn Hills, and the hunt for lost treasure became an important part of the region's cultural heritage. But the treasure didn't last forever. Eventually, the cairns dried out, and unplundered tombs became more and more difficult to locate.

The Twilight Monastery: About two hours north of Diamond Lake, a towering crag called the Griffon's Roost casts a dark shadow over the muddy road to Elmshire. From a perch hundreds of feet above looms the cat-infested Twilight Monastery, a three-towered monument to Baklunish monks out of the distant west. Two score monks honoring the goddess Xan Yae dwell with the monastery, dedicating themselves to a litany of exercises meant to perfect the body and spirit. The secretive monks hold dusk as the holiest of hours, and sonorous chants emit from the Twilight Monastery's central courtyard when the night sky appears in the heavens.

Character Creation

Ability Scores: Everyone simply gets the same ability numbers; you can just put them in different orders to fit your chosen class:

17, 14, 13, 12, 10, 8

If you happen to choose a race other than human, you may be able to get a single stat higher than 18, or end up with a single stat lower than 8. This essentially represents a fixed 30 point-buy deal.

Races: Standard PHB races ONLY.

- Humans may select a dominant ethnic group: Flan, Oeridian, Olman, or Suloise.

Classes: Select from the standard PHB classes ONLY. At higher levels you may select prestige classes from the DMG except assassin and blackguard. Other prestige classes must be approved by the DM prior to level-up.

Religion: The Church of **St. Cuthbert** has the largest congregation. If Diamond Lake has a standard religion, it would be this one. The second largest congregation can be found at the chapel of **Heironeous**, located within the Garrison. Many of the warriors and militia chose this chapel to worship instead. There are two temples outside of the town proper, one to **Obad-Hai** and one to **Wee-Jas**. Although other religions can certainly be found in Diamond Lake, there are no other official locations of worship.

Alignment: choose any non-evil alignment; if you are non-good or non-lawful, provide some background or rationale for your character to cooperate with the other good or lawful PCs.

Region: All characters will be young adults who grew up in the mining city of Diamond Lake. Characters will be fairly well acquainted with each other prior to the first adventure. They are on the cusp of deciding what to do with their young lives.

Character Background: Use this document, as well as the Age of Worms Players Guide to come up with an interesting background for your character. PCs need not be directly involved in the mining industry, but whether they like it or not the economy of Diamond Lake is closely tied to it. Some PCs may go ahead and already claim an entry-level job in the hospitality, service, merchant, mining or military industries. Others may still be

clinging to the hope of getting out of Diamond Lake and have held off on taking a steady job. The bottom line is: all of the PCs will begin play as residents of Diamond Lake who share one common goal – escaping to a better life once certain financial obligations have been met.

BONUS! Players who provide a written background of their characters prior to their first session, will be given consideration for bonus abilities. These abilities will be based on their given background, and will be in the form of bonus skill points, a single bonus feat, a bonus ability point, or possibly even a single special masterwork or magical item. Please use PCGen software to send your character in PDF format so it can be posted on the campaign website.

Skills: Don't overlook the benefits of skills such as "craft", "profession", "knowledge", etc. Players should strongly consider putting at least 4 or more skill points into one or more of these often disregarded skills. They may prove as useful as the commonly selected "search", "survival", "gather information", "diplomacy", and "intimidate" skills.

Psionics: No! Non! Nicht! Nej! Nullus! Нет!

Starting Level: 1st

Starting Hit Points: Take the maximum for your class plus your CON bonus.

Starting Gold: The AVERAGE for your chosen class. (See PHB p111) Spend it or lose it. You can keep no more than 5 gp in your pocket for a rainy day.

Starting Equipment: Choose whatever you can buy with your starting money from the standard PHB tables. Since nobody will be starting with more than 150 gp, this provides a built-in restriction against most magic and masterwork items.

House Rules

The following house rules will be used:

Experience – All players present for an encounter will receive a full share of the experience. In mixed-level parties, the lower level characters will end up with a bit more than the higher-level characters for any given encounter. When a player is absent, if they have provided an up-to-date character sheet (PCGen PDF) for their character to participate at a minimum level as an NPC, the character will receive a half share. Otherwise, the character will receive NO experience award. If there ends up being a TPK when your character is absent, then your character will have to be assumed to have been killed as well. Parties will get XP for monsters, traps and puzzles, based on challenge ratings. Additional story awards may be awarded for accomplishing tasks or exceptional role-playing.

Gaining Levels – When advancing a level, characters can gain their new level benefits after a good night's rest. Characters cannot learn new abilities, feats or skills that they have not been exposed to or cannot easily acquire in the nearest town.

Gaining Fixed Hit Points – When advancing in level, if your character rolls less than the minimum amount given below, you receive that amount instead.

Hit Die Size	Minimum HP
d4	2
d6	2
d8	3
d10	4
d12	4

Variant: Fumbles (DMG p28) – If you roll a natural 1 when attacking, or fail a spell-casting attempt, make a DC 10 Dexterity check. If that fails, you fumble. The exact effect is left up to the DM's imagination. If you fail the DEX check by five or more, the effect will be more serious.

Variant: Clobbered (DMG p28) – If you take half your current hit points in damage from a single blow, then you are clobbered! On the next round you can only take a standard action, and on the round after that you are no longer clobbered and can act normally.

Variant: Instant Kill (DMG p28) – If you score a hit with a natural 20, and then confirm the critical with a second natural 20, you can roll a third attempt. If that too is a hit, then the creature is instantly killed (HP reduced to -1) unless the critical damage alone would reduce it below even that, then just apply the normal damage. Remember monsters will use this rule too!

Variant: Disabling Devices (DMG p70):

Check Result = DC + 0-3: The trap is disabled, the next time the trigger would spring the trap, it doesn't. After that, however, the trigger operates normally, and another check is required to disarm it again.

Check Result = DC + 4-6: The character messed up the trap workings and it won't function again until it is reset. If it auto-resets, use the next results below.

Check Result = DC + 7-9: The character really broke the trap and it won't go off again until someone repairs it using a trap-making craft skill.

Check Result = DC + 10 or more: The character either broke the trap (as above) or succeeded in adding or discovering a bypass element. This latter option enables the character to get past the trap and reset it behind him if he so chooses.

Death and Dying – You are still conscious and can only take standard actions if your hit points are exactly 0. If you have -1 to -CON you are unconscious and lose 1 hp per round until stabilized. Each round, you have a 10% chance to stabilize on your own without help. Once you go below -CON, you are dead.

New Characters – New characters will be brought in at same level as the lowest level PC in the party.

Mulligans – each game session, every player can re-roll a SINGLE botched roll. You can choose a saving throw, an attack, damage dice, whatever you like, but remember you only get to do it once per session, so be sure not to waste it! Once again, everyone gets a single mulligan! Use it wisely.