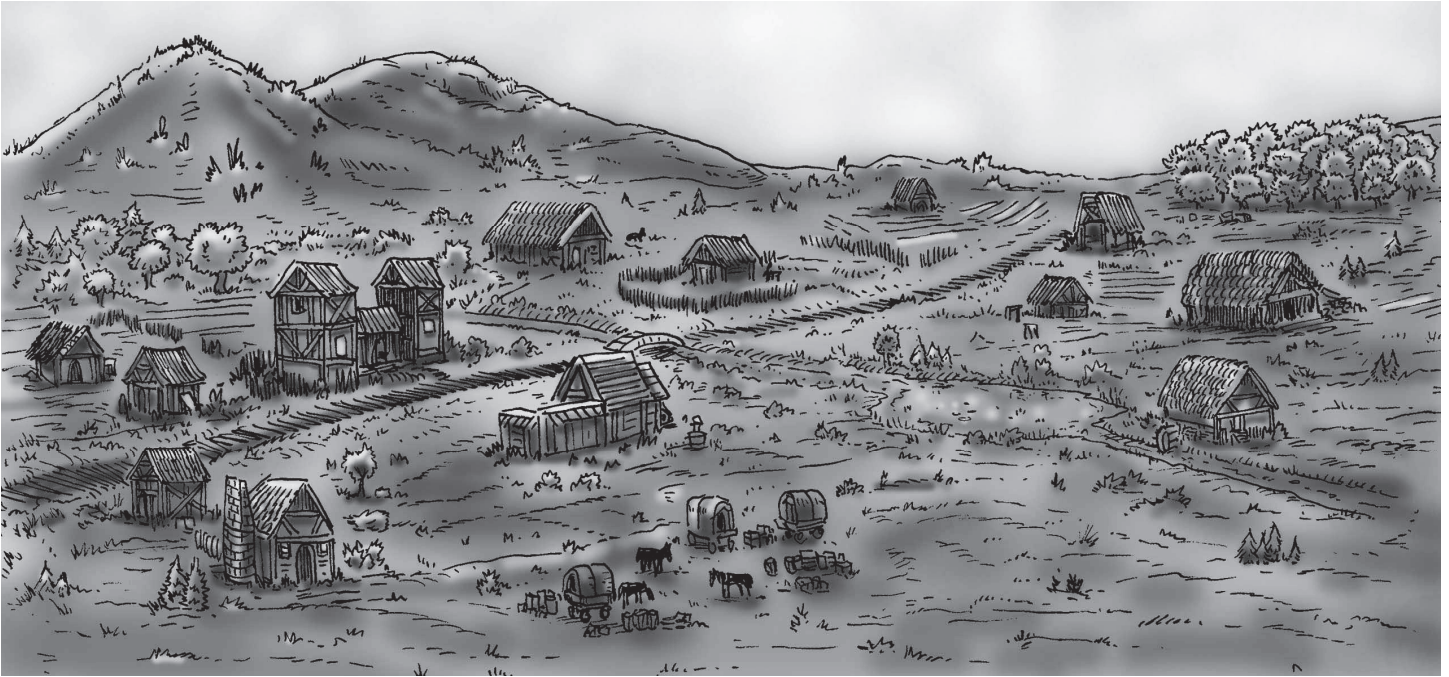


Adventures Dark and Deep™



The Treasure of Welthorp

An adventure for 3-6 player characters levels 2-3

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Coming into possession of a treasure map that purports to lead to a cache of treasure hidden by the famous brigand and adventurer Morvan Blackmane, your party sets off on the journey, which lasts several days and is relatively uneventful.

When you arrive at the destination, a stream crossing unmistakably marked on the map, you realize something's very, very wrong. There shouldn't be a village here!



Note: If you will be playing this module as a player character, rather than as a game master, STOP READING NOW!

Game Master's Introduction

Some fifty years ago, brigand-adventurer Morvan Blackmane did indeed hide a portion of his ill-gotten gains in an out-of-the-way valley, and did leave a map behind so he could retrieve the loot in case his memory ever failed him in his dotage.

However, twenty years later, as boundaries moved and trade routes shifted accordingly, the valley became not so remote, and an outpost for the refreshment of traders and merchants sprang up on the very site that Blackmane had chosen to hide his treasure.

The villagers have no idea that they sit atop a veritable king's ransom, and the challenge to the player characters will be to suss out the clues to its resting place without alerting the locals to their goal.

Complicating matters is the fact that Morvan Blackmane's grandson, Jurie Blackmane, is also on the trail of the treasure, and has tracked the player characters to the village by the very map they carry. And Jurie, with his troop of bandits, will not be nearly as circumspect in his search for the treasure.

The game master is encouraged to have one or more of the village children either develop a crush on, become desperate to please, develop a case of hero-worship, etc. If the game master decides to have Jurie Blackmane attack the village, the death of such a villager would be especially poignant.

A Note on Compatibility

This module has been specifically written for the Adventures Dark and Deep™ game system. However, game masters using other, similarly old-school rules for their game should find few compatibility issues; references to game mechanics have been deliberately kept to a minimum to allow for maximum compatibility.

Where specific mention is made of those character classes and class abilities unique to ADD, such as the

mountebank or the mystic, the game master may simply ignore such, or purchase either the full Adventures Dark and Deep game rules, or A Curious Volume of Forgotten Lore, which functions as a rules supplement usable with a wide variety of different rules.

Overview of Welthorp

Welthorp is a small community centered on servicing caravans and other merchants that pass through the Maidenhead Valley. It is hardly ever a destination in and of itself, and while travelers are not uncommon, those who stick around for more than a few days will begin to attract attention and ultimately suspicion.

The village's most prominent members include the following:

- Sir Horvin Carvot, Reeve of the village.
- Eggar Monfort, proprietor of the village inn, the Three Threshers.
- Tor Blaugen, blacksmith and wainwright.
- Jon March, the miller.

Details for all these figures and more can be found in the appropriate entries below.

No one in the village realizes that Blackmane's treasure is here, and therefore it is not possible for the player characters to simply find the right person and ask the magic question. However, many of the villagers do hold vital clues to the loot's location which can be gleaned from them by clever conversation and role-playing. Opportunities for learning these clues are given below in "grey box" text; the game master should be aware that the adventure requires that at least some of these clues be given to the player characters through their interactions with the villagers. This information should not be easy to get, but neither should it be impossible. **The game master should not simply blurt out the text in the grey boxes, but rather should work the information therein into conversations that the PCs have with the NPCs in the village, as appropriate.** Some entries don't have gray box text; that indicates that the relevant individuals don't have any information regarding the treasure or its location.

If the villagers should somehow learn of the treasure, the next morning the player characters will wake to find holes

being dug in a frenzy all over the village. That should alert them to the fact that the jig is up. Unless they have figured out exactly where the treasure is by that time, assume that one or more of the villagers will stumble on it within 1d12 hours. Once the villagers know there's a treasure to be had, they will not be forthcoming with any more information.

Blacksmithy

Filling the roles of both blacksmith and wainwright is Tor Blaugen, an immensely strong and handsome man from distant parts who has settled in Welthorp. He speaks with a thick accent which makes him more exotic and therefore desirable to the local ladies. Tor is a veteran of several wars fought in his homeland, but is reticent to speak of his experiences there, except when he has had a few too many pints of ale at the Threshers.

Tor Blaugen: 4th level human fighter, neutral good, 24 h.p., AC 10 (AC 4 if wearing his +2 steel scale armor, which he does not wear on a daily basis), two-handed sword +1, STR 18/55, CHA 15, skilled in blacksmithing and wainwright. He has 370 g.p. hidden in a chest under his workshop.

The blacksmithy is built on the site where the boar stone originally lay. The stone itself was used to construct the bridge. Tor does not know that the stone originally was here. Walking 99 paces from here will put one in the middle of the pond, where the treasure lies.

Bridge

The low bridge crossing the river is made of stone.

Careful inspection of the bridge will reveal that the northeast end has a stone that looks remarkably like the head of a boar. It is in fact the "boar shaped stone" mentioned on the map. Note that the bridge is not where the stone lay originally; starting from this point and walking 99 paces will end one up in the orchard. Happy digging!

Everyone in the village knows that the bridge was built by Samuel Longkite. No one particularly remembers where he got the stone to build it, or the boar-shaped stone itself.

The Manor

Across from the Three Threshers stands the very modest manor house of the village, home to Sir Horvin Carvot, the Reeve of the village. As Reeve, he is responsible for making sure that taxes get collected, order is maintained, and the appropriate fraction of produce from the surrounding farms is delivered to the noble family with title over the valley, but who live relatively far from the village itself. [The identity of the noble family should be chosen to suit the needs of your particular campaign; otherwise, Castle Whitespire, hereditary home to Baron Hunderhark and his family, is some fifty miles to the southwest, but he rarely tours his domains.]

Sir Horvin Carvot: 5th level human cavalier (or paladin), lawful good, 33 h.p., AC 8 (DEX) (AC 0 if wearing his plate armor and shield, which he does not do on an everyday basis), longsword +2, potions of extra healing, invisibility, and water breathing, scroll of protection from lightning, medium warhorse wears horseshoes of speed. Sir Horvin is, to put it gently, about as sharp as gray ooze. Even a few minutes of one-on-one conversation will reveal the fact that he's a complete idiot. He is, however, very kind-hearted and well-meaning, where others in his position might behave brutishly or selfishly. The rest of the villagers look upon Sir Horvin almost as a mascot and protect him from discovery by covering up his mistakes, making subtle corrections to his statements, and so forth. Sir Horvin relies upon his steward, Thelmar Jermain, to perform the day-to-day functions that keep the village running smoothly.

Thelmar Jermain: 4th level gray elf savant (or mage); lawful neutral; 13 h.p., AC 6 (ring of protection +4); quarterstaff +2; wand of metal and mineral detection; scroll containing the spells ESP, locate object, and dispel magic; scroll containing the spells light, wall of fog, and protection from evil 10' radius. He usually has the following spells memorized: augury, predict weather, spider climb, know alignment, levitate, and has the following in his spell book as well: detect magic, invisibility to animals, read savant magic, prediction, read magic. He is completely loyal to Sir Horvin, who rescued him from ignominy many years ago in the wake of a scandal about which both men are close-lipped to this day. He is as intelligent and intellectual as Sir Horvin is not, and deliberately cultivates an aloof and bookish (almost absent-minded) demeanor to throw off those who

would try to skirt out of paying what they owe in taxes and levies.

The only other person living in the manor is Callista, the maid (level 0 commoner, neutral good, 2 h.p., AC 10).

Sir Horvin and Thelmar are aware that Morvan Blackmane's treasure is reputed to be somewhere in the vicinity of the village. If strangers begin acting suspiciously, Thelmar at least will suspect the reason for their lingering in the village unless they have come up with a plausible cover story.

The Mill

Jon March is the village miller; a bitter and lonely man whose wife and two sons were slain by bandits years ago. The story is well-known throughout the village, but few will speak of it to strangers. Even though March is seen as an irascible and unpleasant man, those who know him know it is a result of his tragedy, and look on him with silent sympathy.

The mill itself is unremarkable; when it was built, the small dam created to channel the water through the water-wheel created the mill pond (see below). It is a stone building with a thatched roof. The villagers and farmers from the surrounding area bring their grain here to be ground into flour. (If the dam is destroyed, the pond will drain within two hours, but enough noise will be created to draw the attention of everyone in town.)

Jon March: 2nd level human fighter, neutral, 12 h.p., AC 10. He owns a shield and spear. There are 35 g.p. hidden in the mill, in his living chambers on the second floor. He will be found in the Three Threshers most evenings, drowning his sorrows, alone in a corner.

Marsh built the mill, and knows that the pond was created by the dam built for the mill.

Obelisk

It is not visible from the village, but atop a small hill is a toppled stone obelisk which would have stood some 10' high when upright. It is unremarkable and unadorned, and has been overgrown with weeds and grasses (it is still plainly visible if one goes onto the hill, however). A

dwarf or similar expert in stonework would be able to tell that the obelisk was not expertly carved. If it were still standing, it would be visible from any location in the village on the map.

The obelisk is mentioned on the players' treasure map as one of the landmarks leading to the treasure.

The Pond

The mill pond was created when the stream was dammed to channel water through the mill's wheel. It is 8' deep at its center, and reeds grow thickly along its banks. Jon March, the miller, will certainly notice if anyone starts diving into the pond, as will anyone who happens to be in the caravan field behind the Three Threshers.

This is, in fact, where the treasure is located; 20,000 gold coins in a locked iron box buried some 3' under the bottom of the pond. The box is lined with lead, which will obscure all but the most powerful scrying magic.

The Three Threshers

The Three Threshers is the village inn, which caters specifically to the various merchants who pass through. Eggar Monfort is the proprietor, and his family staffs the place with only a few outside hands to help. It is the center of village life, and most of the locals can be found in the tavern area in the evenings after a long day's work, listening to stories of the outside world from the various travelers who pass through. It is a large and comfortable place, with good food and drink. After a week or more on the road, the Three Threshers is a welcome respite from the rigors of the road.

Behind the inn is a large field set aside for wagons and draft animals, while the stables are large and well equipped. There are two common rooms on the second floor, where drovers, guards, and the like usually are quartered, while the third floor has individual rooms suitable for merchants and other important travelers. Monfort's family and staff live in apartments behind the kitchens. That is also where the family's store of wealth is kept, in a locked chest hidden beneath a false bottom of the wardrobe (Eggar has the only key); 650 g.p., 3 pieces of jewelry worth 240, 350, and 400 g.p., and a jar of *healing ointment*.

Eggar Monfort: 6th level human fighter, lawful good, 36 h.p., AC 10 (AC 3 if wearing his *mail* +2, which he does not wear on an everyday basis), *battleaxe* +3, *dagger* +1 (intelligent; communicates by empathy, 13 INT, 2 EGO, lawful neutral, *detect coins* 60' radius, *faerie fire* 3x per day). He carries the dagger with him, the battleaxe is hung behind the bar proudly, and the mail is kept in his apartment behind the kitchen. He is a retired adventurer himself, and will, if asked, regale travelers with stories from his past, some of which might even be true. He is gregarious and affable, and maintains an excellent relationship with all of the merchants who pass through the village.

Suzette Monfort: 0 level commoner, lawful good, 3 h.p., AC 10. Suzette is the *grand dame* of the village; happily fat, extroverted, always cheerful and self-confident. She is the hostess not only for the inn but the village as a whole, and teasingly implies that men are flirting with her when they are doing nothing of the sort; their flustered protestations amuse her no end. She serves as cook.

Adelein Monfort: 0 level commoner, lawful good, 3 h.p., AC 9 (DEX). Adelein is the Monforts' oldest daughter, 19 years old and possessed of a 17 CHA. She is adept at flirting with customers as she is at dodging their lustful hands. She is the chief waitress for the bar and inn, as well as serving as maid in the rooms when the inn is busy. Adelein has a crush on Tor Blaugen, the blacksmith, who is unaware of her feelings.

Kelly Monfort: 0 level commoner, neutral good, 2 h.p., AC 10. The younger daughter of the Monfort family, she is 14 years old and primarily serves as maid for the rooms. She is far too intelligent for her own good (INT 15) and has expressed an interest in the magical arts, although her parents are dubious about sending their daughter off to such studies.

Nordon Monfort: 1st level human thief, neutral, 6 h.p., AC 7 (DEX). Nordon is 20 years old, and has been trained in the arts of thievery by a passing adventurer who saw his raw potential. Now he makes an uneven living practicing his skills by swiping coins from travelers. His father knows exactly what is going on, but hasn't said anything yet. The rest of the village has no idea that Nordon is responsible for the thefts, and since only travelers have thus far been victimized, haven't pursued it that vigilantly.

On the underside of one of the oaken tables in the inn are 99 deep marks cut into the wood. They were there when the oak tree was cut into planks for the inn's furniture, and indicate that it's 99 paces from the boar stone to the treasure.

Farm #1 (The Keefers)

The Keefers have dwelled in the village for ten years, and have a reputation as solid, quiet, law-abiding citizens. They have a small herd of milk cows and goats, and several acres of various grains southwest of the village. Adam Keefer is a widower, but his three daughters (Anna, age 16, Bella, age 14, and Carrie, age 11) help him maintain the farm neatly. Adam is a very religious man, but his natural easy going nature means he doesn't tend to impose his faith on others.

Adam Keefer knows that there used to be an enormous oak tree in front of his house, and that it did have a number of deep tally-marks cuts in the trunk. When it was felled by lightning a few years ago, Keefer sold the wood to Eggar Monfort at the inn, to make new tables.

Farm #2 (The Fellpots)

The Fellpots are the only halflings in the village, having moved here some nine years ago, and are at once looked at somewhat askance as being different, but on the other very well respected for their work ethic, peaceful natures, and generosity (not a birthday goes by that is not marked by one of Freda Fellpot's excellent pies). Although they maintain a small garden for vegetables and the like, they mainly concern themselves with their herd of sheep, which will be found on the green hills north and west of the village (anyone poking about the hill whereupon the obelisk is found (see above) will almost certainly be noticed by one of the Fellpot children as they tend to the flock). Verdy Fellpot, the father, is also a 2nd level thief (10 h.p., AC 7 (DEX)), but he never took the trade seriously and is now content with his agricultural life, which allows him to indulge his love of creature comforts. The rest of the Fellpots are commoners (0-level); Greta (the mother), Horvin (20), Tilly (16), and Jinny (11).

Farm #3 (The Jenkinses)

The Jenkinses are not particularly liked within the village, although their farm has been here the longest (thirteen years). Theirs is a not particularly well-kept farm (they have a reputation for laziness), their children are often involved in fights and other mischief, and the loud fights between the mother and father can be heard clear across to the other end of the village. Still, they somehow manage to maintain quite a few acres of wheat and barley to the east of the village, and pay their taxes on time, so not much can be done officially. Zef and Ida Jenkins (the parents) and their children Robbie (17), Ham (16), Catie (14), and Zinda (10) are all commoners (0-level). Catie is in love with Kevin Longkite, and he with she, but they have to hide their affections from their parents, and will thus act very bumbling and suspicious in each others' presence. The other members of the family are simply unpleasant to be around.

Any of the Jenkinses will tell the PCs whatever they think they want to hear... for a few coins. Especially if one of them thinks the PCs look like gullible marks, they will string them along with tales of how the village used to be, each time extracting more coins, with none of the information being particularly accurate.

Farm #4 (The Robinfords)

The Robinfords are something of a mystery in the village, having only moved here last year to take over the apple and pear orchard that had been planted many years before. They bought the land from Robert Jenkins (see above), and immediately became involved in a dispute with them over the boundary of the two farms. While most of the other villagers put this down to the generally disagreeable nature of the Jenkinses, it has made their integration into village life rougher than it might otherwise have been. Jason Robinford and Sadie Robinford are both commoners (0-level). They have no children, and are both friendly, but tend to keep to themselves.

Farm #5 (The Longkites)

The Longkites have lived in the village for some eleven years, and maintain acres of potatoes, carrots, and similar root vegetables to the north. They dislike the Jenkinses intensely, and Samuel Longkite sees himself as

something of the village elder because he is two years older than the Jenkins father, which role Robert Jenkins feels should be his, owing that he has lived here longer. On the whole, public opinion is with the Longkites, but mostly because of dislike for the Jenkinses rather than any particular love of the Longkites. Samuel and Yvette Longkite (the parents) and their children Kevin (15) and Dora (9) are all commoners (0-level). Kevin Longkite is in love with Catie Jenkins; see above.

Samuel Longkite built the bridge that now crosses the river. He knows that the boar-shaped rock used to stand where the blacksmithy now is, and that it was pointing to the northeast.

Jinglepot

Jinglepot is an itinerant tinker who wanders through Maidenhead Valley, visiting the various villages and farms. He sells various small necessities- pins, nails, small tools, cups, forks, knives, spoons, thread, string, etc. etc. He is accompanied by his faithful mule Rose, whose saddlebags hold a seemingly endless supply of tiny gadgets and gewgaws, and invariably a piece of candy for any small children who happen to be at the place he is visiting at the time. Jinglepot always seems to have exactly what his customers need; this is not due to any magical ability on his part, but long years of experience (and some luck). He will be visiting the village at the same time the player characters arrive. He stays for 1d3+1 days, and will return again in 2d10+6 days.

Jinglepot: 5th level gnome mountebank (or illusionist/thief), chaotic good, 18 h.p., AC 7 (DEX), *short sword +1/+2 vs. shape-changing creatures*. He usually has the spell *mending* memorized; he has that plus *friends* and *spook* in his spell book. In addition to the prodigious contents of Rose's saddlebags, he carries 100 g.p. in various small denominations both on Rose and in various hidden pockets in his clothing.

Being more than three centuries old, Jinglepot has seen quite a few things in his time, and remembers the valley before Welthorp was built. There was no pond, no bridge, no orchard, inn or mill; in fact no buildings of any kind. He does know that the inn, the mill, and the manor house each have a cellar, but none of the other buildings do.

Jurie Blackmane

Note to the game master: it is entirely possible to run this adventure without recourse to combat at all. However, should you desire it, you can introduce Jurie Blackmane and his bandits as a means to either speed up the action (if the player characters are sitting around and dithering), or as an excuse to have a rousing battle to cap things off just as the PCs recover the treasure. In such a case, Jurie has been tracking the map itself; his henchman Pornos has been using his reflecting pool spell to keep tabs on the map, which has led the bandits to the PCs just at the fateful moment.

Jurie Blackmane is the grandson of Morvan Blackmane, and sees himself as the natural heir to the treasure. He spent his youth being told about the wealth that his grandsire buried in the valley just before his death, and has vowed to recover his legacy. He leads a small force of bandits, and will use his grandfather's gold to turn it into a large force of bandits that will prey on everyone in the valley and beyond.

Jurie Blackmane: 5th level human fighter, chaotic evil, 28 h.p., AC 4 (mail +1), mace +2 trolslayer, longbow, 12 arrows +1, four throwing daggers, short sword. He also wears a *ring of free action*. He is clever, vicious, and driven to surpass his grandfather's name as a bandit lord. He will not hesitate to take hostages, torture innocents, or break promises in order to advance his goals.

Pornos: 5th level savant, neutral evil, 13 h.p., AC 8 (DEX), dagger +2, wand of fear (73 charges), ring of animal friendship. His spell book has the following spells: *detect illusion, detect snares and pits, read savant magic,*

ventriloquism, wall of fog, write, detect charm, detect invisibility, prediction, non-detection, and reflecting pool. He will usually have the following spells memorized at any given time: *detect snares and pits, wall of fog (x2), detect invisibility, prediction (x2), and reflecting pool.* Pornos is Jurie's second in command, doggedly loyal and utterly without a conscience.

In addition, Jurie has eleven bandits under his command. Bandits: 1st level fighter, various evil, 10 h.p. each, AC 5 (mail), armed with long swords, short bows, daggers, and hand axes.

None of the bandits knows where the treasure is located, but they know about the existence of the map and are confident that it can lead them to the treasure.

If they become aware of Jurie's imminent arrival, it is possible for the PCs to rouse the village to arms to help fight them off. At least some of the villagers will die in such a battle, especially any of the young village children who may have developed an affection for, or other close relationship with, one or more of the PCs.

THUS ENDS "THE TREASURE OF WELTHORP"

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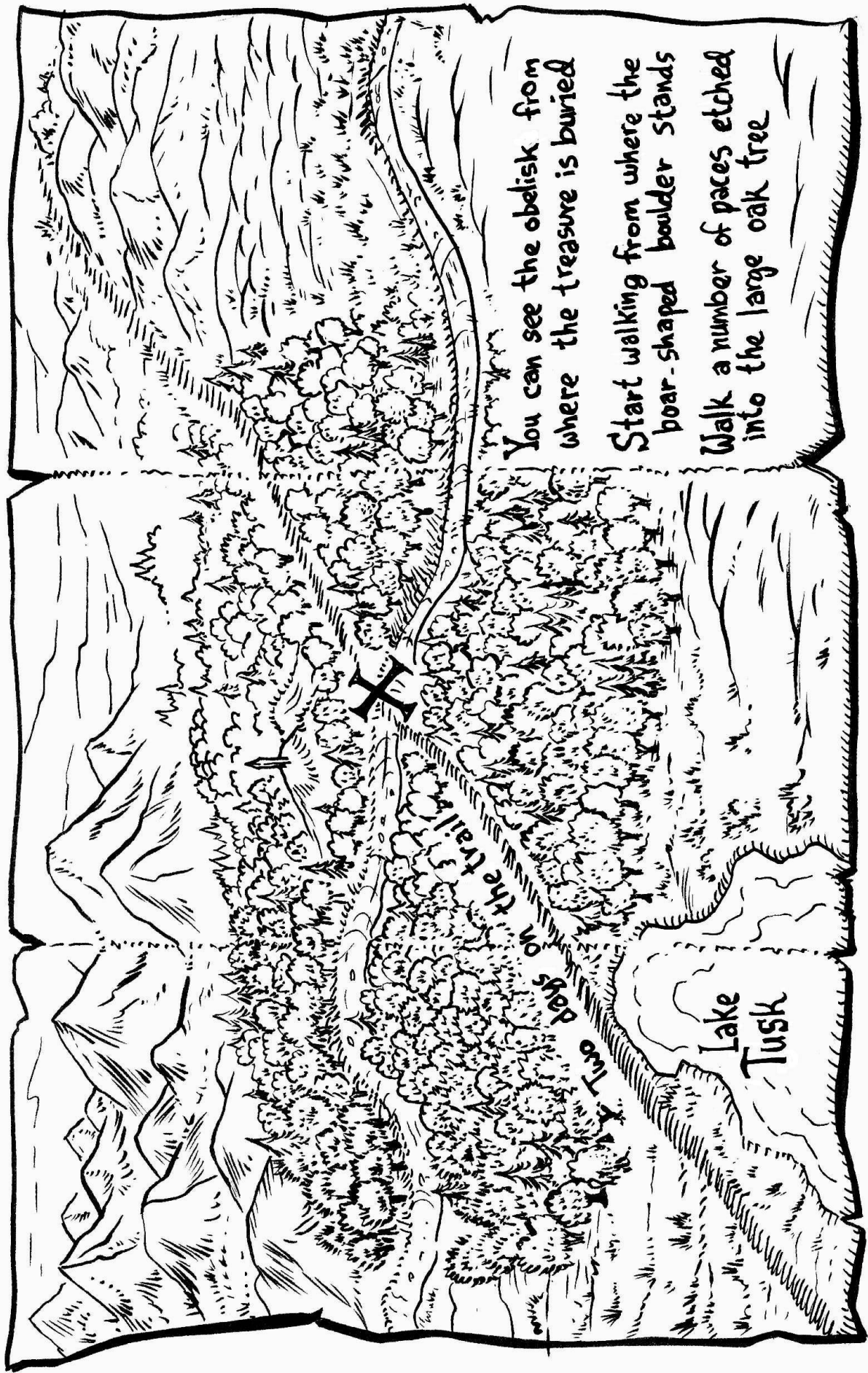
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You can see the obelisk from
where the treasure is buried

Start walking from where the
bear-shaped boulder stands

Walk a number of paces etched
into the large oak tree

Lake
Tusk





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