

A Matter of Justice

By Dave Gerard

A Basic Fantasy Role-Playing Game Adventure

Introduction

This adventure module takes place in the Dragonclaw Barony, my home brewed campaign setting. It's for use with the Basic Fantasy Role-Playing Game rules, and is intended for three to six characters of levels 4-5. If you don't have the Basic Fantasy RPG core rules, please visit www.basicfantasy.org and download a free copy.

Hook

A few days ago in the town of Newton, an explosion ripped through the Farmer's Market, killing the Captain of the Town Guard. Now the Duke has brought the party in to assist the new Captain of the Guard in finding the culprits and bringing them to justice.

What's Really Going On

The previous Captain of the City Guard, Andrea Grusky, had been looking into possible tax evasion and back door dealings of a prominent local businessman, Bailey LaQuin. As she looked deeper into the matter, she soon found that there was more to it than just simple corruption and bribery. She found a cadre of business owners who were running a black market for stolen goods and illegal merchandise. However before she could report her findings back to the Duke, she was killed in an explosion outside the Farmer's market.

Rumors all over town were saying the explosion was the work of Llancrest loyalists, but the newly appointed Captain, Ben Stocks, had his doubts after looking through the active cases of his predecessor. He has kept his suspicions to himself, not knowing who else he can trust with the information. Working the case on his own, he began surveillance on the suspects and made his first real break when he followed one of them to an old mine a few miles outside of town. Armed with this information, he brought his case directly to the Duke who feels they have enough to arrest them. However they don't want to risk a raid on the compound for fear of tipping the

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conspirators off and are looking for outside assistance in capturing the criminals. This is where the characters come in.

Rooms/Encounters

1. ENTRANCE:

The path dips down into the mountain where it ends with two large wooden doors securing the entrance to the complex. The doors look like they have been recently beefed up with new lumber.

The door hides an insidious **guillotine trap** waiting for the adventurers when they step inside. The doors open outward so the trap is not triggered until someone steps into the doorway itself. If the trap is not disarmed, a wide guillotine will come down from the ceiling doing **6d6 hit points damage**. A successful Save vs Death Ray means the trap was avoided and no damage was taken.

2. STORAGE ROOM:

This room is being used as a storage room. There are barrels of dry goods and other foodstuffs. It looks like there is enough food here to feed a small army for a few months. There is also a small beat up chest in the corner of the room.

The small chest in this room is locked but not trapped. If the chest is opened, inside there is a small **note** that says 'Black Fist - Payment for Services Rendered' along with **540 gp** and **3 gems** worth 50 gp each.

The barrels and bags of food are in good shape and could be sold to any general store, provided the party has a wagon large enough to carry it and haul it back to town. How much it's worth is up to the GM.

3. DEEP WELL ALCOVE:

This large alcove has a large cistern well in the middle of the floor. A newly constructed timber frame sits over it, holding a rope and large bucket that looks fairly new as well.

If the rope is used to drop the bucket down into the well, the party will find that it does hit water. If the water is drawn back up and drank, they will find it refreshingly cold and clear. If anyone in the party is suffering from any spell, poison or disease effect and drinks the water, they are allowed to make another saving throw to shake the effect.

4. AMBUSH ALCOVES:

As you walk down this large corridor you notice three evenly spaced doorways on the west side of the wall. There are small rooms behind them that appear to be empty.

At the entrance to each of these doorways is an illusion spell crafted to make it look like the room behind it is empty. The party would not notice that unless one of the members enters one of the rooms while the others are still in the hallway. As the character entered the doorway they would seem to just disappear. These illusions would make these rooms great for ambushes as an unsuspecting party walked by what they thought were empty rooms. Luckily for the party, the rooms are actually not being manned.

5. KITCHEN:

If the party enters through the north passageway:

As you round the corner of the hallway you get a whiff of something cooking in the room ahead. You see 3 men busying themselves around some cooking fires in the middle of the room. Because of the hustle and bustle of them cooking, they are unaware of your presence.

If the party fights their way through this encounter or enters from the east door.

This room appears as if it was originally built as a small forge with large hoods extending from the ceiling to vent out the smoke. However it looks as if the recent guests have converted it to a kitchen, using the forges as firepits for cooking. There are some open barrels and bags of foodstuffs sitting in the corner and the smell of cooking meat permeates the room.

3 Human Fighters: AC 16, HD 4, #At 1, Dam 1d6, Mv 30',MI 9, Sv F4, MI 9

Equipment: Chain Mail, Shortsword

HP 18
HP 22
HP 23

Note: If the characters have not encountered the soldiers in **Room 6**, they will enter the room and engage in the fight after 1 round.

6. DINING ROOM:

If the room is entered by either the east passageway or the south door, read the following.

As you near this room, you can hear the sounds of varied conversations along with the unmistakable sounds of people eating. You can hear forks clanking against plates, heavy cups being set down and the occasional burp.

Because the soldiers here are eating, the party will gain surprise. Once battle has begun a particularly tough looking halfling will jump onto the table, issuing a challenge to the players. He may also make a few disparaging remarks about their mothers while he issues orders to the other men in the room.

If the party fights their way through the encounter or enters from the west door.

This large room has been set up as a makeshift dining area. There are tables made from flat timber set atop barrels as well as benches

made from blocks of wood and timbers. There are the remains of half-eaten meals on a few plates as well as knocked over mugs of ale and mead.

Devon Shagfoot: Halfling Fighter 6, AC 21, #At 1 +2, Dam 1d8+2, Mv 20', MI 9

Equipment: Plate Mail, Shield +2, Battle Axe

HP 31

Sabin the Unrighteous: Human Cleric 4, AC 20, #At 1, Dam 1d8, Mv 30', MI 9

Spells: Cure Light Wounds x2, Bless

Equipment: Plate Mail +2, Shield, Mace

HP 15

4 Human Fighters: AC 16, HD 4, #At 1, Dam 1d6, Mv 30',MI 9, Sv F4, MI 9

Equipment: Chain Mail, Shortsword

HP 10
HP 14
HP 19
HP 15

Note: If the characters have not encountered the soldiers in **Room 5**, they will enter the room and engage in the fight after 1 round.

7. THE BRIDGE

As you reach the end of the wide hallway, you can see that it opens into a large chasm that drops into the murky darkness below. There is a wide bridge that spans the chasm to an opening on the other side. However, there is a timber barricade in the middle of the bridge manned by armed troops. At first glance it doesn't look like there is a way around the barricade.

The guards manning this barricade are actively on watch so there is no chance for surprise. On closer inspection there is a small gate in the barricade that can be pushed open to let people through. There are two guards guarding that door, as well as two other guards on some sort of elevated platform behind the barricades. All the guards are armed with long bows as well as swords.

What the adventurers can't see unless they scale the barricade, is a halfling being used as runner. When the battle begins, they will send him to **Room 9** to warn the others.

The barricade is about 4' high and is solidly built. Treat knocking down the barricade as a Locked Door Strength check. The barricade is of simple construction and could be climbed easily by any thief.

4 Human Fighters: AC 17 HD 5, #At 1, Dam 1d8+1, Mv 20', MI 9

Equipment: Plate Mail, Longsword, Longbow

HP 26

HP 22
HP 19
HP 22

1 Halfling Thief: AC 15, HD 2, #At 1, Dam 1d6, Mv 30', MI 9

Equipment: Leather Armor, Shortsword

HP 5

8. THE ARMORY

This hollowed out cave is being used as a makeshift armory. There are racks of long and short swords, Long bows, spears and daggers. As well as an assorted variety of leather and chain armor. There are also small barrels filled with arrows and two full quivers of arrows hanging by a peg.

All the weapons and armor here are of standard quality with the exception of the two quivers of arrows. Both these quivers contain **20 Arrows +2**.

9. THE MEETING ROOM

If the party was able to get through the bridge barricade without the halfling runner fleeing read the following.

As you round the corner the passageway opens into a large open chamber. There is a well-dressed man standing on a platform at the northern end of the chamber. He is addressing 4 other people in a tone loud enough to be heard from where you are. He is expressing frustration that inside sources are telling him that the new captain is on their trail and that more desperate measures may need to be taken. One of the men in the crowd speaks up about the necessity of killing the new captain and maybe even the Duke himself. At this point everyone begins to speak at once and the conversation is lost.

If the halfling runner from the bridge in **Room 7** reached this room, read the following.

As you round the corner of the passageway, you see 6 armed men waiting for you, two in the back are holding flasks of some unknown green liquid.

The five masked men in this room are the ringleaders of the organization known as 'The Sapphire Crown'. If they are killed or surrender there is a good chance that organized resistance in the hideout will cease since all the soldiers are mercenaries. Once combat begins, these men will make for **Room 10** and the trapdoor there, leaving the fighters to cover them. If the halfling runner has reached this room, they will already be gone and you'll find them in **Room 12**.

There are 6 armed guards in the room as well. If the party makes any attempt to enter the room these men will try to stop them and at least buy the ringleaders a chance to flee. They will lob Alchemist Fire at the party or at the area in front of them trying to slow their advance.

6 Human Fighters: AC 16, HD 4, #At 1, Dam 1d6, Mv 30',MI 9, Sv F4, MI 9

Equipment: Chain Mail, Shortsword, Alchemist Fire(1 ea.)

- HP 17 □□□□ □□□□ □□□□ □□
- HP 22 □□□□ □□□□ □□□□ □□□□ □□
- HP 24 □□□□ □□□□ □□□□ □□□□ □□□□
- HP 27 □□□□ □□□□ □□□□ □□□□ □□□□ □□
- HP 21 □□□□ □□□□ □□□□ □□□□ □
- HP 22 □□□□ □□□□ □□□□ □□□□ □□

10. THE FALLBACK

Another large chamber cut into the stone, but smaller than the one to the west. There is nothing of note in this area except for a square opened trapdoor near the southern wall. There is also a pungent smell drifting from the smaller alcove to the east.

There is nothing special about this room other than the trapdoor that the Ringleaders used to escape through.

11. THE LAB

The overpowering smell of chemicals permeates the air here. In the north corner of the room a small laboratory has been set up. There doesn't seem to be anything being made at this moment but the smell tells you that it's been used recently. In well packed crates next to the lab there are 10 corked flasks containing a green liquid.

The green liquid in the flasks is Alchemist Fire. If the liquid is swished around the flask they will see that it has the consistency of oil. The flasks can be opened without incident but if the liquid is poured out there is a 75% chance it will explode. If the explosion happens near the other flasks, they will explode as well.

Alchemist Fire

When thrown treat Alchemist Fire as a grenade-like missile. It does fire damage similar to oil but needs no fuse. Also, because of the extreme heat, it causes 2d8 hit points of fire damage on contact and another 1d8 hit points of damage per round for 4 rounds. Any other creature within 10' of the target will also take 1d8 hit points of fire damage from the explosion. Trying to move through burning alchemist Fire also causes 2d8 hit points damage unless a save vs Dragon Breath is made, then they only take 1/2 damage.

12. THE BARRACKS

As you come down the hallway and round the corner you see the 5 men stopped cold in the middle of this room. What have their attention is two giant snails making a meal of two unfortunate guards who either didn't see them or were asleep. The snails are near the south door, blocking any means of exit through that direction.

As the party gets there, the organization ringleaders have just come to the unspoken decision that it might be easier to fight their way back through the way they just came than to face the snails. As they turn back they'll see the party blocking their way. The five men may want to negotiate with the party instead of fighting and they may be able to exit the area peacefully since the snails are more focused on their meal.

The squared out room at the bottom of this passageway is currently being used as a makeshift dormitory or barracks. There are 10 cots against the wall as well as some bedrolls on the ground.

2 Giant Barb Snails: AC 18, HD 6, #At 1 Bite or Barbs, Dam 1d12 or 1d4, Mv 10'. MI 8

HP 28

HP 28

13. THE CHASM

The original bridge crossing the chasm here has long been destroyed. However on the north end of the chasm there is a makeshift bridge that is in the raised position. From the looks of it, it's meant as a means of quick egress and there are no cranks to pull it up or down, just a set of ropes keeping it in the raised position.

If the party is on the north end of the bridge, a simple swipe with an axe or sword would cut the rope and release the bridge to fall across the chasm to the south end. But if the party is on the south end there will be no easy way to drop the bridge down. An enterprising archer could try to shoot the rope with an arrow. If that is the case treat the rope as an AC 25 target with 20 hit points. But each shot has a 25% chance of drawing **2 Giant Barb Snails** from the chasm to investigate(see **Room 12** for stats). The distance from the south end to the rope is about 50 feet so thrown items would probably not reach it with enough force to do any damage.

Leaders of The Sapphire Crown

Bailey Laquin (Leader): Human Male
Owner of Laquin Lumber in Newton. Has company owned lumber mills all over the barony.

Havana Lorelle: Human Female
Runs a shipping business with Interests in Newton, Gray Cliffs and Gull Town.

Kermit Highgrass: Halfling Male
Owns several caravans that move cargo all over the barony.

Oshairana Hastings: Human Female

Dar Hagatha: Human Male
Co-Owners of mercantile Store in Gray Cliffs.

Outcomes

The adventure concludes as soon as the leaders of the Sapphire Crown are either killed or captured. If the party kills them and is able to convince the soldiers in the compound they are

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dead, the mercenaries will surrender. However if soldiers aren't convinced, they will most likely continue fighting.

Author's Notes

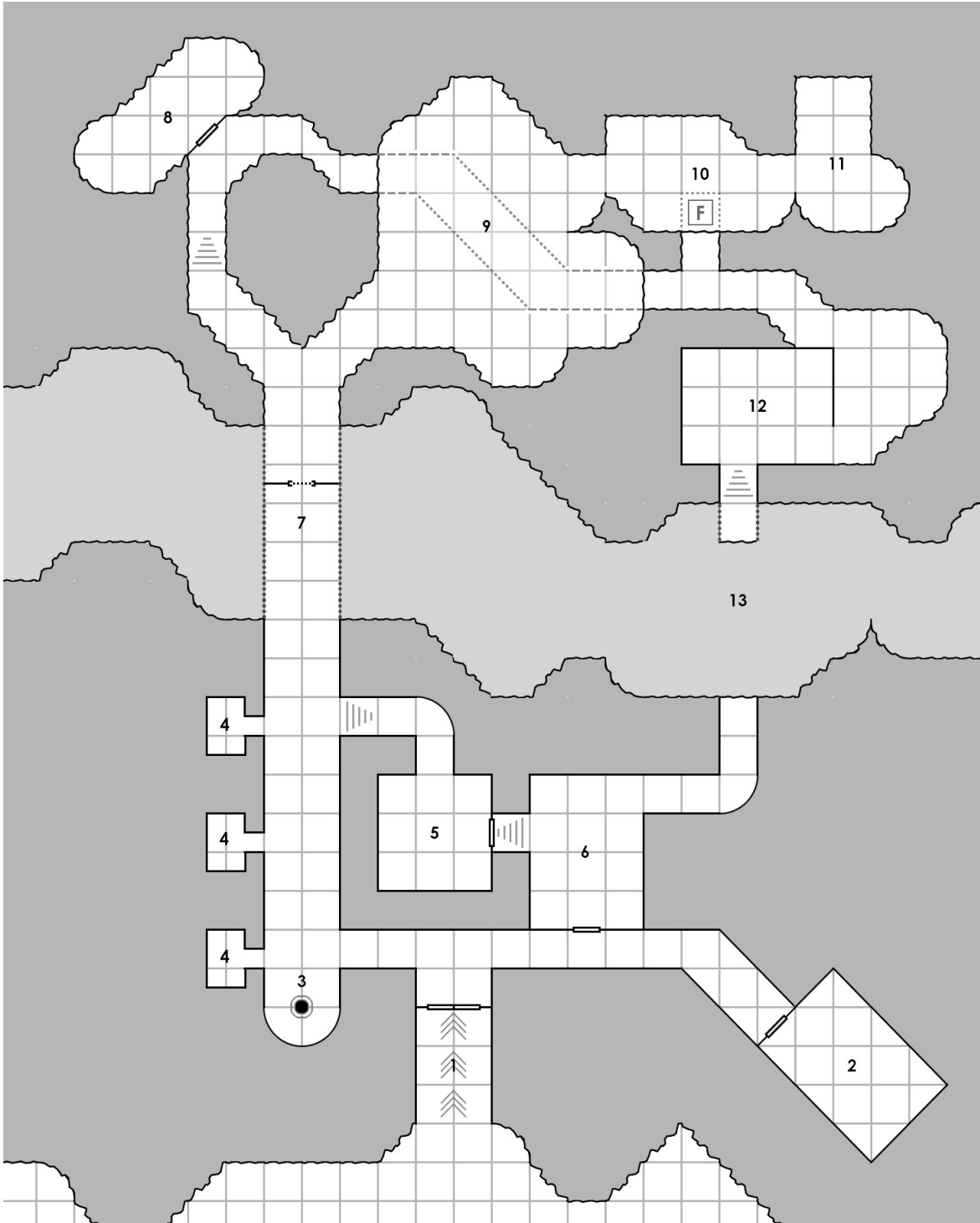
Although this module was created for my campaign setting it could easily be dropped into any existing campaign. The new captain has done the work and now he just needs some competent adventurers to help him wrap it up. The Captain of the Guard could meet the party with the typical meeting at the tavern or

something a bit more out of the box, such as arresting them on trumped up charges so he can approach them in the cell. With an offer of gold and map in hand they can be on their way.

This adventure could easily be expanded upon if the inspiration hits you. With some 'Law and Order' know how and the adventurers playing private investigator, you could set them to be the ones looking into the crime. Either way I hope you enjoy it.

Dave Gerard

Abandoned Mine



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