

Adaptation Sheet for Aldriv's Revenge

Plot Hooks and Plot Notes: (Other notes are also in the summary)

Plot hook for Act 1 – PCs get note requesting help from Mordeln, 100 GP is offered for such help.

Plot hook for Act 2 – In exchange for continued help, Mordeln will get 2 Magic Potions for the party.

Plot notes for Act 3:

- 1) Leader, Lt., 2 Elite Goblins, area 14 and area 17 have left with Armory and Treasury – no encounters here.
- 2) All loot from Goblins is requested by Thelia for the cure, she has the scroll of *Remove Curse* with her.
- 3) Please hint to parties that they should have a scout, also that the Orcs and Slavers seem to be on opposite sides.
- 4) Wand of Magic Missiles is **NOT** present, don't let Sondra use it, do not award it to the PCs.

50 XP for Roleplaying for the entire module, with 600 Total Maximum XP.

The adapted module takes 20 DUs for travel and 10 DUs for the module itself (30 DUs total).

Act 1 XP: Maximum 100 XP

25 XP – Dealing with crowd w/o bloodshed or avoiding the brawl

25 XP – Guards (avoiding or defeating all of them)

25 XP – Defeating the Lt.

25 XP – Successfully Rescuing Brand

Act 1 Stuff:

6 Longsword (15 GP each, sell for half)

6 Chainmail (150 GP each, sell for half)

1 Large Steel Shield (20 GP, sell for half)

1 Silver Shortsword (Certed 34 GP, sell for half)

100 GP from Mordeln

100 GP in Jewelry and Coin

Potion of CLW (Certed 50 GP, sell for half)

All other gold and such has been removed

Act 2 XP: 150 XP Maximum

5 XP for each random encounter (this fills out XP, should the party miss stuff)

25 XP Rooms 1-10

25 XP Rooms 11-16 (25 for guards and rooms) – there are 4 guards

25 XP Rooms 17-34 If the PCs avoid the guards in the Courtyard and Upper levels

25 XP Prince's Room

25 XP Library

25 XP Lab

Act 2 Stuff:

6 Chainmail (150 GP each, sell for half)

6 Longsword (15 GP each, sell for half)

50 GP in Jewelry and Coin

Potion of Invis (Certed, 300 GP, sell for half) – from Mordeln

Potion of Gaseous Form (Certed, 750 GP, sell for half) – from Mordeln

Mordeln will not allow the PCs to loot the Prince's room, Lab or Library

Act 3 XP: 300 XP Maximum

10 XP per random (use A through E, yes, all of them) – 50 XP

50 XP – Goblins

150 XP – Orcs & Slavers – smart parties will mop up what is left, dumb ones will die in combat

50 XP – Crazy Like a Fox

Act 3 Stuff:

1 Longsword (15 GP, sell for half)

1 Chainmail (150 GP, sell for half)

2 Scalemail (50 GP each, sell for half)

2 Shortswords (10 GP each, sell for half)

Potion of CLW (Certed, 50 GP, sell for half)

Scroll of Mirror Image (Certed, 150 GP, sell for half)

2 Ponies & 10 Mules

1000 GP in coin and gems

The following *Living Kingdoms of Kalamar* character known as

has received in the adventure ***Aldriv's Revenge***

A SILVER SHORT SWORD

Market Value: 34

Resale Value: 17

Tradeable: Yes

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A POTION OF CURE LIGHT WOUNDS

Market Value: 50

Resale Value: 25

Tradeable: Yes

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A POTION OF INVISIBILITY

Market Value: 300

Resale Value: 150

Tradeable: Yes

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The following *Living Kingdoms of Kalamar* character known as

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A POTION OF GASEOUS FORM

Market Value: 750

Resale Value: 375

Tradeable: Yes

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The following *Living Kingdoms of Kalamar* character known as

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A SCROLL OF MIRROR IMAGE

Market Value: 150

Resale Value: 75

Tradeable: Yes

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