

WGP001

An Adventure for 4 to 6 characters of 2nd to 3rd level

THE BARON'S RING

MAZES & PERILS DELUXE EDITION ADVENTURE

by Vincent Florio



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PRODUCTIONS

THE RING OF THE BARON

BY VINCENT FLORIO

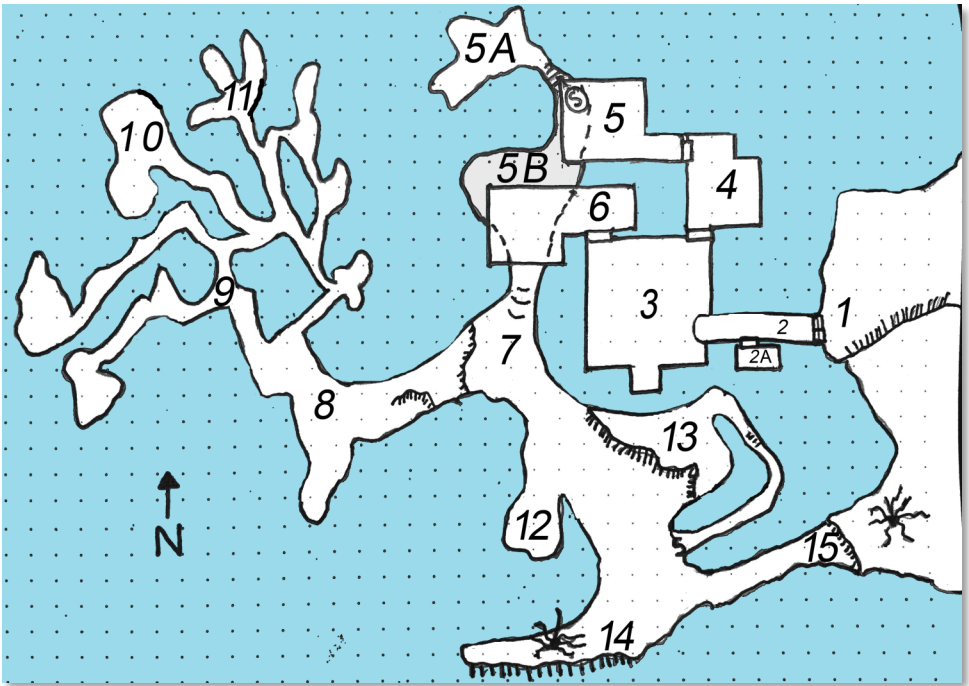
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COVER ART "Baron Alexander von Humboldt" by Julius Schrader (public domain)

MAPS BY VINCENT FLORIO

RING ART by Sal Valente

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FOREWARD

When I first wrote this adventure in 2012, I was still trying to feel my way around writing adventures, along with layout and design. Over the years I learned new tips and tricks to help improve things. While this is not a glamorous looking module, you'll see out there made by bigger indie RPG companies, this is still a labor of love from a small-time publisher. The maps are hand drawn by me to give it that touch of "home-brew, old school style".

While playing testing this adventure with my groups various times since 2012, I found a few mistakes in the map, which has been redrawn to understand things easier, as well as I added some touches in the module here and there to fit Mazes & Peril Deluxe (M&Pde) rules set.

This adventure is written to be dropped into any setting and suggested for 4 to 6 characters of 2nd to 3rd level. While this game was intended for M&Pde, it clearly can be used with any "Fantasy Rules" from the early 1980s in mind.

Hopefully you will find this adventure as entertaining for an night of adventuring with your friends, and who knows? Maybe it will spawn a series of adventures depending on your PCs react to things in the end!

Vincent Florio, 2019



BAGLAND KEEP, once a the keep of a local Lord, is now crumbled and in ruins. The keep has gone through many changes over years, and at one point was rumored to be the "Secret hide out" of the Strike Back Bandits. Rumors also spread that the secret hideout held stolen treasures of the bandits but was never found. Decades past and the rumors died down as the bandits were killed or captured leaving the treasure location a mystery. Rumor passed from ear to ear have said that the leader of the Strike Back Bandits was being released due to "good behavior" and was now planning on returning to the keep to claim his treasure. While this rumor is false, it has reinvigorated interest in the searching the keep once again. What's important here is among these treasures was rumored to be Baron Verhap's diamond signet ring, a family heirloom, passed down from generation to generation. This ring means everything to Verhap and now he wants it back. He will pay a band of brave adventurers to venture into the keep and find out if the rumors are true and the treasures are still there. This adventure will take a party of 4 to 6 PCs of levels 2 to 3 to the long-forgotten keep of Bagland to recover the Baron's property. heir loom

INTRODUCTION

The Peril Master (PM) has the option of starting the characters in any town he wishes and can use this adventure as a sidetrack to a larger one. Otherwise the town will be called Hektory which has all the basic stores anyone could need. Baron Verhap is visiting this town, trying to recruit a band of adventures to go search the Bagland keep.



He will pay the band of adventurers a sum of 200 gold pieces total for returning the ring to him directly. The Baron is pudgy human in his late 60s and stands at around 5'4", with stubby fingers, he's very smug and will shove a commoner out of the way to get to something he needs. He always is dressed for the best and is very vain about his appearance. He is always accompanied by two heavily armed guards, in which he says is to keep everyone else safe from him!

Baron Verhap

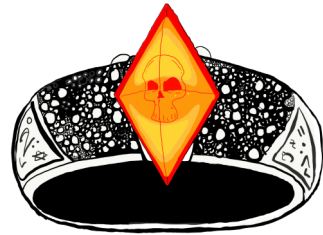
Baron Verhap is a 13 level Cleric with a Lawful Evil alignment; should the characters attack him he has the following stats AC3 (Ring of protection+4) M9" HD9+8 (49hp) ATK1 DAM2-7 SA Spells SD Spells MR standard S15 I12 W16 D14 C13 CH15 AL Lawful Evil

Armed Guards

2 Guards (Human) (AC3 (plate mail) HD 7 (49hp, 42hp) ATK 1 DAM2-9 SA NA AL Lawful Evil

BARON VERHAP'S SIGNET RING

This item belonged to the Baron Verhap. It was often used (and seen) during secret ceremonies that took place in the inner temple of his cathedral. It is a very powerful item, and its use should be carefully monitored by the PM. Only very Neutral and Evil characters can even hold it for very long. Characters of an alignment not identical to that of Verhap will suffer the following effects when merely touching it and will continue if they hold it. Wrapping the ring in cloth and hiding in a backpack will bypass the effects below.



LAWFUL EVIL -- None

CHAOTIC EVIL -- will feel as if they are always overheated

NEUTRAL -- will have trouble sleeping

LAWFUL GOOD -- instant burn unless SAVE vs. SPELL (1-4 DMG)

CHAOTIC GOOD -- loss of speech unless SAVE vs. SPELL (goes away when dropped)

The ring can do the following:

1. Fear
2. Feeble mind
3. Curse*
4. Speak with Dead
5. Cause Light Wounds
6. Finger of Death (1/week)
7. Suggestion (1/day)

* are all *reversed* spells. A "To Hit" roll in combat is required, and Save rolls are allowed at PM discretion.

The ring has a GOLD VALUE of 10,000 if it is sold to a 10th level or higher good aligned character for destroying it. Selling via the black market will bring in a GOLD VALUE of 30,000.



Starting the Adventure

There is a couple of ways to start this adventure, but it ultimately will start in the local tavern, called “The Silver Hammer”. A couple ways I’ve handled starting this adventure was:

- Posting a general sign in the middle of town seeking adventurers, will pay a handsome sum, meet in the local tavern.
- The Baron’s assist is running around town looking for able-bodied adventurers, telling them to meet up at the local tavern

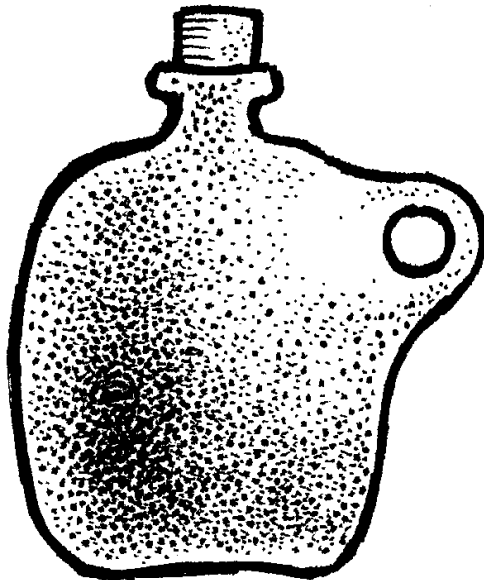
The Tavern is an average run of the mill place, nothing too special about it. Its menu has Vegetable Stew and Mug of Ale (3 cp), Dried fish with Toasted Bread and a Tankard of Cider (6 cp), Steak with Mug of Glogg (12 cp). The Tavern is run by a small dwarf named Smuggie, who is up in his years, probably should have retired long ago, but he just loves to serve people, and cooking is his passion.

RUMOR MILL AT THE TAVERN

If the characters decide to scout around town or listen to conversation in the tavern, they will hear the follow rumors. Rumors marked with a T are truthful, and F are False.

Roll a d8 (rerolling if necessary)

1. The baron is a greedy man (T)
2. The baron is only going to use that ring to enslave these towns again (T)
3. The baron is a great man, he let me slide on my taxes! (F)
4. Anyone dumb enough to do something for the baron is going to get stiffed on the money (T)
5. The bandits still live at the keep (F)
6. There is a ghost living inside the keep (F)
7. There is an Ogre that lives in the woods, he's killed children and many more, there is a 100GP Reward for his head! (T).
8. The Strike Back Bandit Leader is getting out of prison soon, and he's heading back to collection the treasures hidden in the keep! (F)



TOWN OF HEKTORY



Population: *Approximately 300; mixed human and elf and half-elf*

Notable places:

- *The Silver Hammer Tavern*
- *Tickie's General Store* (Use Equipment list in core book)

Town Guards: 25 - *Guards (Human)* (AC3 (plate mail) HD 7 ATK 2 DAM 2d8+4 AL N

KEEP AND TUNNELS

RANDOM ENCOUNTERS (optional)

The following tables are recommended for use in determining whether wandering encounters occur and how frequently. Creatures such as bats, centipedes, rats, spiders and stirges will appear in large numbers but are not likely to be anything more than a nuisance to the characters. These types will not be able to open or pass through any closed doors or portals, so their appearance should be ignored if such would require them to do so. You should make an "Encounter Check" after 3 full turns of game time have passed. Roll a d6, If a roll of 1-2, then grab a d12 and consult the table below to determine what turns up!

Roll (1d12)	Encounter Type*
1-2	1d12 giant centipedes AC9 M15" HD1/4(1hp ea.) ATK1 SA Poison Neutral
3-4	5-20 giant rats AC7 M12" HD1/2(2hp ea.) ATK1 D1-3 SA Disease Neutral
5-6	1-10 large spiders AC8 M6" or 15" HD1+1(5hp ea.) ATK1 D1 SA Poison Neutral
7-8	1-6 huge spiders AC6 M18" HD2+2(9hp ea.) ATK1 D1-6 SA Poison Neutral
9-10	1-4 giant spiders AC4 M3" or 12" HD2+4(10 hp ea.) ATK1 D2-8 SA Poison CE
11	1-12 stirges AC8 M3"/18" HD1+1(7hp ea.) ATK1 D1-3 SA Blood drain Neutral
12	2-16 giant rats AC7 M12" HD1/2(3hp ea.) ATK1 D1-3 SA Disease Neutral(E)

*None of the creatures listed will possess any treasure.

THE KEEP

The rooms of the keep have been picked over and destroyed years ago by previous adventurers trying to find the secret treasure hidden in this keep. The leader of the bandits was very clever as he designed a secret door in the floor (area 5) where he would go under the keep and count his stolen goods. The area where he would go (area 5a) is an old wine cellar that was accidentally covered up when the keep expanded. What the bandit leader did not know was that the room kept going under the keep into various tunnels which were about 5 feet in height and about 5 feet wide. The bandit leader met his untimely demise while counting his latest stolen goods, by a bunch of nasty bugs. Occasionally, the bugs will travel up the cracks in the ground (area 14) to find some fresh food. Meanwhile, other nasty critters have been known to travel in and wander around in the tunnel system.

1. The entrance to the keep is damaged the door is in a pile of rubble and inside is nothing but darkness. Upon approaching the door, characters will smell decay.

2. A Long hallway, dark and full of dirt. This is where visitors would come in and walk down the long hallway to meet up with the lord of the keep.

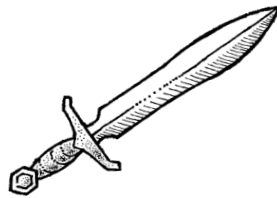
2a. Check station -- Once a check point station, where the guards would make sure visitors had been no threat to the lord, by taking their weapons and other belongings. Inside the room is a various old rusted weapons and armor. There is a table in chairs. The room is in shambles and piles of rubble are found in the room. If characters decide to poke around in this room, they will find 12 pieces of dirty copper along with 4 small beetles (AC 6, HP 8, 6; DMG 1-4) hiding in the rubble.

3. Upon entering this room, characters will instantly recognize this as what was once a great throne room. Sadly, due to time and

various treasure hunters, this room is nothing more than a mess. Broken chairs lay about the room, tapestries hang on the walls, are shredded beyond repair. There are two doors out of this room on the north wall going to [Area 4](#) and [Area 6](#). While this room has clearly been picked over, there is some treasure to be found here. Upon entering the room on either side of the entrance way is a hidden panel, inside of which has a pull lever. They must be pulled together at the same time to open the secret door to the south. This small room was the bandits common treasure room, where they kept their spoils.

TREASURE

- 2 Large sacks of gold (1000 ea.)
- 3 Medium sacks of Silver (500 ea.)
- a fancy short sword (+1 to hit)
- chainmail shirt (+1 to AC)



4. Dining Hall area -- This area was once a great large dining hall, where the rich and fancy would sit and eat at a large 12 chaired table. This room now in shambles, was turned into a makeshift sleeping area for the bandits of the keep. Various rotted cots with moldy blankets are thrown about the room. In this room is one door on the west wall leading into [Area 5](#). Nothing of value can be found in this room as this room has clearly been picked over so many times, that characters will notice that there are various holes in the stone flooring, as if treasure hunters went above and beyond the normal search patterns to find more gold.

5. Kitchen -- What was once a grand kitchen where the finest chef would prep meals for the lord, is now filled with broken pots, pans and broken tables. The smell of rotting meat fills the air. All characters with a constitution below 14 will have to make a Save versus Poison or start vomiting for the next 1-4 rounds and will feel ill for the next 1-4 hours. Hidden in the rubble will be 5 Zombies (AC 6, HP 8, 6,5,6; DMG 1-8). The zombies have a chance to surprise the players once they enter the room as they are hidden. There is a secret trap door under one of the piles of

rumble in the North Western part of the room. When the characters find the door and open it, they will smell the death and earth. There is a set of makeshift wood planks in the dirt to use as steps leading down.

5a. Wine Cellar -- After traveling down the wooden steps, this dark area appears to be a cave, where there is nothing more than a table with a chair. In the chair is a hunched over figure sitting there, clutching a large blue gem. The gem is worth about 3000 GP and the figure is the former bandit leader. He is nothing more than a skeleton in rotting furs. There is nothing else in this room, including the small areas off to the side of this room. Should the characters check behind the steps, they will see a small tunnel heading into Area 5b.

5b. This small tunnel is about four feet in height and width, which travels the distance from behind the stairs to where the room of five ends about 15 feet. Tall or fat characters will have a tight fit, having them crawl and take off various armor to get through would only be natural. This tunnel is not a natural tunnel as it appears to be dug out by something. This room is fairly dark and scattered across the floor is what appears to be beetle shells.

6. This was the Baron's private quarters. What was once a lavish bedroom that screamed royalty, is nothing more than broken pieces of wood and ripped up threads. If the characters spend a few moments searching the room all they will discover is a lot of dust and a medium sized Rats nest. Upon finding the Rats will defend the nest to the death. 6 Giant rats (AC7 M12" HD1/2(4hp ea.) ATK1 D1-3 SA Disease). Inside the nest the characters will find some rotting food and rusty silverware (3 forks).

THE TUNNELS

7. Following the trail from Area 5b, this area slopes downwards to an open area, characters will have to squeeze through a hole in the tunnel wall one by one for about 15 feet until they reach the main area of this room. This room is very damp, and moldy. It looks as if it once held water, but now it's long since been here. Characters who dwell around this room searching for more than 2 rounds, will have a 1 in 6 chances of contracting Mold Spore Cough. Mold Spore Cough will cause the character to cough for 2 seconds very loudly every minute. It will last if 6 to 8 hours and will interfere with moving silently and attacking. Save vs Poison – 2 due to how strong the mold growth is in this section of the caves.

8. The path slopes downward slightly for 15 feet until the characters reach the bottom, where water has pooled up in the far south area. The water is very dirty looking and floating in the water is a very bloated and rotting body of what appears to be a guard of some sort. If the characters decide to search the area of water which is 10 feet by 10 feet and 10 feet deep, the body will jump up and try to attack the characters, along with its already under water buddies. 3 Zombies (AC7 HD 2 HP 7,6,10) ATK1 D1-6), have old leather armor on and after they fall the characters will find a pouch on one of them containing 25 gold pieces.

9. These tunnels slope downwards, and are about 5 feet in height, and about 7 feet wide, giving tall, bulky characters a tough time moving around. These areas down here are where the beetle's nest is located. The beetles will hear the players coming down the tunnel and wait for them to all get into the tunnel before they attack. Popping out will be 6 small beetles (AC 6, HD1 HP 6, 6, 8, 4; DMG 1-4). Due to the tunnel being so restrictive, medium and large sizes weapons cannot be swung properly and all attacks are done at –2. All damage is piercing damage instead of the normal slashing if using swords.

10. & 11. The characters if they decide to go down these tunnels, they will find the rest of the nest sleeping, as well as the queen beetle. She will be surrounded by 7 small beetles (AC 6, HD1 HP 8, 6, 6, 5, 4, 6, 7; DMG 1-4), Queen Beetle (AC 4, HD3 HP 22, DMG 1-10, SA Poison). Characters will find some old rotten and chewed up sacks containing 100 gold pieces, a diamond necklace and small gem (50gp).

12. This area is dug out very neatly and it appears the dirt on the floor has been swept. There is a larger table with 3 crudely crafted chairs, one of the chairs located at the end of the table is a high back chair. Freshly burned candles sit on the table, as there are dirty plates on the table. If the players search the large room with 15 feet high ceilings, they will find a secret door leading up to AREA 13. This door is difficult to find, so the players must be willing to spend at least 30 minutes searching and then allow a secret door roll (1 in 6 finds it).

13. The secret path is dark and narrow; one character may go up the path to the Deformed Ogre's room. The Ogre will be there, sitting down, looking at shiny things not paying attention to the characters. If the characters try to get his attention or attack him, he will respond with violence as well. This deformed Ogre was shunned by his kind and forced to live in the caves, as he is short at 6 feet, and has one arm shorter than the other, as well as he has a deformed leg. Normally he keeps to himself down here munching on beetles and occasionally climbing up the wall and squeezing out the ridge hole in Area 15 to find some fruit or wildlife to kill. He is not intelligent at all, even for Ogre standard, any attempts to speak with him (in Ogre) will result in him looking confused and making him even more enraged. Unfortunately, he needs to be either killed or at the very least subdued. This Ogre has been responsible for accidentally killing children in the forest after playing too rough with them. This is the Ogre heard in the rumors (should they have heard this one.) After killing him, the

characters will find a large pile of things he collected over the years, one of which happens to be the Baron's ring. There is also 50 gold pieces in the pile, along with some golden colored dinnerware plates, various old weapons, a small dolly, locks of hair and an old necklace with a woman's picture in it. 1 Deformed Ogre (AC 5, HD4 HP 28, DMG 1-8, AL CN). When dealing with the ring, see BARON VERHAP'S SIGNET RING section earlier in the book.

14. This area is nothing more than an area the beetles would climb the tree roots and squeeze their way out to the surface. The roots are in bad shape, all the digging and climbing on the roots are not helping it stay healthy. If players decide to patch up the holes and water the roots, the PM can give the characters some

experience based upon the good deed actions.

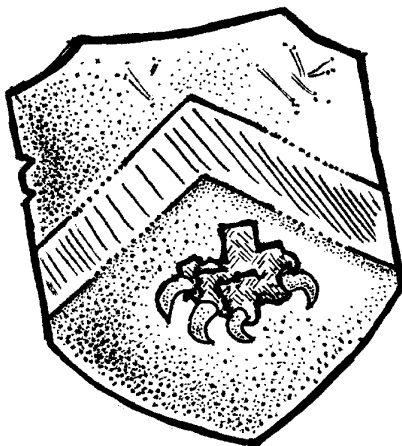


15. This is where the Ogre would climb the wall and squeeze his way out on to the surface. Careful inspection of the wall will show indents in the dirt walls when the Ogre was putting his feet and hands to climb out.

AFTERMATH

The characters will have a decision to make at this point, especially if there is a Lawful Evil character in the party, because they can use the ring. Will they return the ring as requested or just run off into the sunset with the ring using it or trying to sell it? If the characters listened to the rumors, they will notice there was a lot of bad talk about the Baron, plus he was very rude and smug towards the characters. If the characters return the ring, the baron will give them a sack full of gold, and unless the characters look over the gold and do the bite test, it will be assumed to be real gold, otherwise, they will see the "gold" is not gold, but some type of material made to look like it. This will clearly break out into a fight, should the characters decide to attack the baron. The Baron will send in his guards as well as the town guards to defend him, while he attempts to run away. No matter what, he will get away, even if the PM must fudge a die roll or two. If the players decide to keep the ring the Baron will send out scouting parties looking for the people he hired, which can lead into a nice long campaign of "keep away" from the Baron, as he tries to find the party.

What will the party do in this situation?



THE BARON'S RING

AN ADVENTURE FOR 4 TO 6 CHARACTERS OF 2ND TO 3RD LEVEL

BAGLAND KEEP, ONCE A THE KEEP OF A LOCAL LORD, IS NOW CRUMBLING AND IN RUINS. THE KEEP HAS GONE THROUGH MANY CHANGES OVER YEARS, AND AT ONE POINT WAS RUMORED TO BE THE "SECRET HIDE OUT" OF THE STRIKE BACK BANDITS. RUMORS ALSO SPREAD THAT THE SECRET HIDEOUT HELD STOLEN TREASURES OF THE BANDITS BUT WAS NEVER FOUND. A LOCAL BARON HIRES A GROUP OF ADVENTURERS TO THE KEEP TO RECOVER THE TREASURE AND A FAMILY HEIR LOOM THAT WAS STOLEN FROM HIM MANY YEARS AGO.

THIS ADVENTURE WILL TAKE A PARTY OF 4 TO 6 PCs OF LEVELS 2 TO 3 TO THE LONG-FORGOTTEN KEEP OF BAGLAND TO RECOVER THE BARON'S PROPERTY.