

The WANDERER (FINAL)

Author: B W-Husey (B G P Hughes)
Hours of Play: 10-15
Levels: 1- 8 (recommend start of 1 or 2)
Players: 1+ (5 recommended max/1 party only)
Patch: M

Other work by B G P Hughes can be followed at the vault with the portfolio B G P Hughes Tracker.

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Background and Play:

Set in the world of the upcoming Bloodknight Trilogy (B G P Hughes).

King Tharg of Wahgir is beginning a colonisation programme of the Wilderness, in an attempt to force the Black Hand away from his borders. He has picked the site of a new village called Mithri, but this village lies in territory that is coveted by two of Wahgir's neighbours – a resource rich area that lies close to the borders of all three.

As you set out for Mithri with a group of colonists, you are heading for a divided project. The village is already equipped with most of the skilled men it needs to thrive, but unfortunately a split is developing in the village; those that are loyal to the king, and those that favour more independence...

So how do you make it easier on yourself? Well keep your eyes open – the best rewards are usually hidden. Also, keep your ears open, characters give you clues as to who to talk to, and where to look. Above all, don't hoard. Be prepared to spend your precious gold on scrolls and potions – you will need them. And besides, gold is worthless to a dead man. If you need further help then look at the spoilers section at the end.

Notes: The Wanderer

The module is designed to be as realistic as a fantasy world can be. It draws from the world of the Bloodknight Trilogy by B G P Hughes (currently seeking publishers), which has been developed by the author of this module and his brother (D & B Hughes) over a period of fifteen years. This gives some depth to the backdrop and reason for items being where they are, how they work etc. The mechanics of the

module are also enhanced by limited rest (with wandering monsters), bleeding rules with an accompanying chance of being finished off by nearby enemies, and NPC's that in the most part die.

Characters themselves are not one dimensional: NPC's will respond dependent on opinion, class, charisma, race, deity, intelligence or wisdom (or who else you have spoken to), and there are several special NPC classes (alchemist, jeweller, herbalist) that fulfil other functions. Most monsters and items are also customised in some way (including potions you have to drink to identify like in good old PnP!).

Throw in a few illusions, riddles, puzzles, rockfalls, ropes, fillable bottles and a large number of secret areas and the module should offer something for everyone!

Your starting character:

Skill & Attribute uses:

In order to be fully informed about the choices you make in generating your character, it is worth knowing that in this module (and the following one) your skills and attributes have the following effects/uses: (Other skills and uses crop up in part II)

- Strength Moving obstacles, Intimidation bonus (in addition)
- Dexterity Climbing
- Constitution Recovery from coma
- Wisdom Knowledge of the world you live in (additional conversation options), detecting illusions, reading runes
- Intelligence Insight (additional conversation options),
- Charisma Number of helpful rumours available, extensive conversation options, bonus to opinions*.

Many skills give experience when used, plus have the additional benefits below:

- Heal Stabilising in a coma (preparation through understanding trauma)
- Persuade Additional conversation options & quests
- Search Finding secret doors, hidden ways and illusions. Lucky finds in containers
- Spot Detecting Illusions, Observation (conversation)
- Lore Detecting Illusions, reading runes
- Appraise Non-store prices

You are advised strongly to take at least 1 in the following by level 3: Persuade, Disable Traps, Open Locks, Search.

*The opinion system affects the dialogue, options, store prices and quests available from all characters. You are not advised of a character's opinion of you, although it can become obvious in time through dialogue. NPC's in the same faction additionally have their opinion of you modified by your actions with their associates in the faction, so eventually beneficial (or detrimental) deeds will filter faction wide.

Opinion for the loyalist faction starts at 40 + half charisma, and for the Independents 40 + Charisma. Your charisma modifier also effects how much your actions modify opinion. An opinion of below 45 would be considered a low opinion, 47 to 53 indifferent, and above 55 high.

In addition class & alignment can affect the experience you get, how characters react, and is modified on occasion. Each religion/alignment has benefits that differ from part I and part II. Playing an evil character is not forbidden but is not as enriching.

Although it is not necessary to do so, you will be given a little help at the start, and it will make the modules more varied, if you choose one of the following Deities (type just the name in Proper Case):

- Kos, god of nature – Not widely worshipped except in Phoenicia, Kos uses the symbol of Bud and Bone, and preaches that harmony and balance reside in the natural order. Kos is suitable for roleplaying any alignment group or racial group, although it is most frequent amongst dwarves and half-orcs, and Kos is commonly worshipped by rangers and druids.
- Vangorn, god of chaos – Vangorn uses the symbol of the trident and lightening bolt. He is worshipped in the far south, and is suitable for any chaotic or neutral character. Suitable races are human and half-orc, but also dwarves and gnomes.
- Oten, god of storms – The formidable mountain god uses the hammer and anvil as his symbol, and is also the god of smithcraft (and most dwarves). Characters of all alignments worship Oten (who may even be a more modern incarnation of the ancient god Coream), and he is a favourite of dwarves, half-orcs and humans alike, particularly barbarians, fighters and clerics.
- Mithras, god of light - suitable for lawful good/true neutral/neutral good characters. The patron deity of most kingdoms, and of many knightly Orders (alongside Helios and Beregan) uses the symbols of the cross and the sun, and is a favourite of humans, half-elves and elves, particularly paladins and clerics.
- Beregan, the One God – The youngest religion, worship of Beregan is strictly monotheistic and dedicated to the destruction of evil. Founded by the prophet Bedrin and championed by the Bloodknight, followers of Beregan are almost uniquely high-born human, elf, dwarf or halfling (and always good alignment) and often cleric, paladin or wizard.
- Setur, god of darkness – The Great Serpent uses the symbols of the spear and snake (which is holy to Setur). Not as secretive as Ashar or Bel (the god of thieves), Setur nevertheless is cloaked in secrecy, and favours the night. Setur is suitable for any alignment (although good is more rare) and is favoured by humans, gnomes and half-orcs.
- Ashar, the Hidden One – almost nothing is known of Ashar, except that his followers pursue knowledge relentlessly, and carry this pursuit out almost invisibly. Ashar's holy symbol is a double circle on a stem, obscured by clouds. Ashar is popular for any alignment, particularly amongst elves, half-elves, halflings and humans. Sorcerers, bards and less frequently rogues are common worshippers.

Gods that confer no starting bonus:

Baracon – ancient god of the warrior and day

Coream – ancient god of the warrior and storms

Helios – ancient god of the sun and nemesis of the undead

Bel – god of thieves

Adunis – god of the sea

Halix – goddess of the moon, night and madness

Zalith – an older god of Order.

There many items in the game dedicated to specific deities, and in this case you will be conferred with additional bonuses when you equip them.

Special Notes:

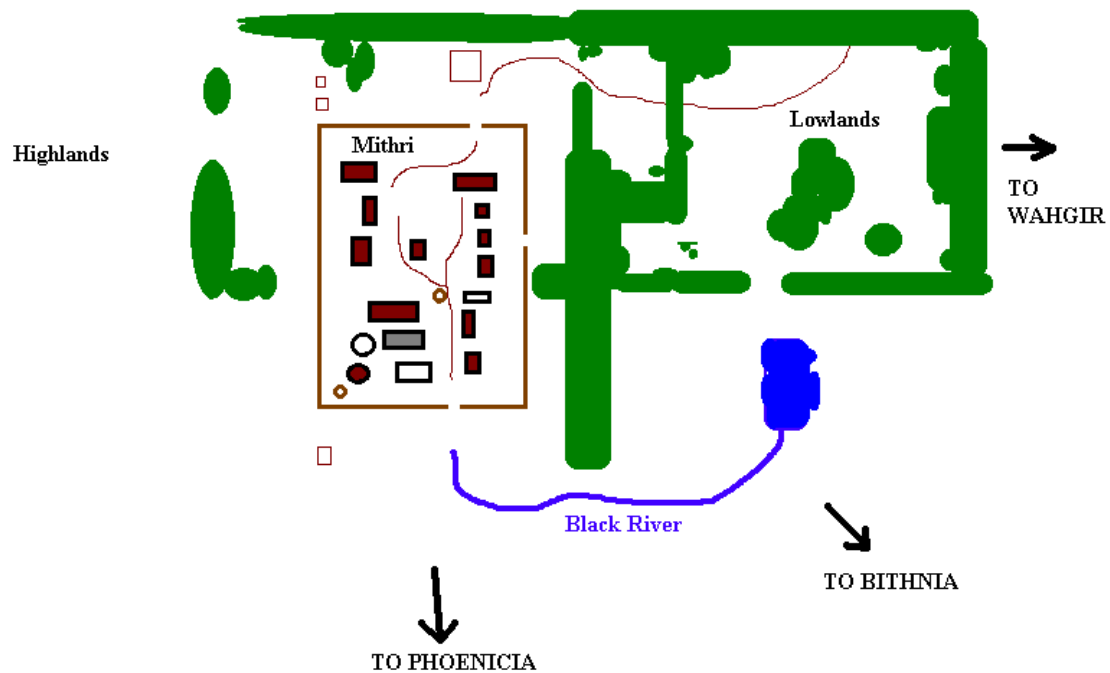
1. Like in life, a dead NPC is generally permanently dead.
2. Dead characters go into a coma which they may or may not stabilise in/recover from.
3. Death carries a light xp and gold penalty, to encourage players to care about their characters (you can always leave your gold at home). Playing with intelligence brings much greater rewards than charging in! (you can now switch this off)
4. The module includes secret doors that rely on your search skill.
5. Character statistics, skills and classes do effect conversation nodes. Sometimes this is advised to the PC, but rarely. This makes the module more replayable.
6. Use your brain. Not only does the module contain puzzles, but some areas do not scale - if it's too hard, leave it for later!
7. There are wandering monsters when you try to rest. The chance and type is dependant on where you are.
8. Resting is limited dependent on level. You will need to play cautiously, particularly at first. The module is not designed to be walked through! (this can now be switched off)
9. I advise playing the module with item level requirements switched OFF: magic is rarely given, but is often too high to use when it is.
10. Some placeables glow under the TAB key, but do nothing. Don't be concerned if you can't open them. This is often so you can examine them.

About the map:

External areas are almost always 12 by 12 for ease of mapping, and you will notice that areas fit together like tiles. This should not only help you to avoid getting lost, but allow you to find your way to areas using different routes. Map note pins are used for most, but not all, points of interest. Some you will need to mark yourself (particularly secret areas).

Map of What You Know:

Here is a basic map of the area as you know it at the start – but even if you get lost, you can ask most common people for directions.



Credits:

Credit must go most of all to Celowyn for his excellent scripting tutorials.
 Thanks to ShadeRaven for his coma and Wandering Monster scripts (now adapted) from Keep on the Borderlands.
 Also to others in the module description.

Enjoy this - and send feedback (please!) or requests to benw_h@yahoo.com

Changes in this version:

Version m:

- Items switched to tag based scripting
- Deity bonuses added for specific items (including lesser deities) – 35 items effected.
- Cursed items now properly cursed, with journal entries on how to deal with them.
- Snap Remove Curse scrolls added to stores (Pernam, Beres).

Version l:

- Pernam charges correctly for cure.
- Removed some unused dialogue
- Fixed an area transition that was problematic
- Fixed Dragon's Teeth
- Changes to store daily contents.
- Fixed resting in your own house
- Fixed how much gold Karl takes for a bribe dependent on Persuade skill.
- Added some items that weren't being generated correctly.
- Fixed Melf's Miniature Wand

Version k:

- Added clarity to Marlin's conversation and journal entries on Valthar.
- Ishtar & Mintar now talk about scribes (for part II)
- Opened a hilltop where assassins can be placed but are inaccessible.
- Fixed multiplayer bug where different players cleanse coffins and don't get journal entries.
- Fixed multiplayer inconsistency with multiple goblin heads.
- Changed jewel crafting so multiple party members don't show the same gem in the crafting conversation.
- Multiplayer resting fixed to shorter bursts.
- New random virtue items added.
- New (with craft bonus) virtue adding items.
- More spellos and grammar errors killed off.
- Death GUI changed.
- Made an assassin spawn point accessible
- PC can rest in bedroom of their own house at any time even if they have rest restrictions switched on – journal notes on resting updated.
- Pernam correctly heals followers of Mithras.
- Ice Weirds drop coldstones.

Version j:

- Changed a couple of rope appearances
- Rope conversations do not start in combat
- Self closing doors do not close so quickly if opened by the PC.
- Ishtar identifies Wanderer II potions.
- Fixed a dialogue option where you lied about not having the phosphorus and could no longer talk about it.
- Fixed a bug where multiple Mablungs might appear in the Red Lion
- OnHit scripts added for W2 items.
- Fixed starting gold reporting.
- Some objects can be destroyed by turning.
- Karl advises when the sorcerer is in town.
- Visual changes to the marsh.
- Night is darker in a couple of areas
- Changes to Slangspawn scripts

Version i:

- Introduced some death and rest options
- Rope graphic changed
- Some skyboxes added
- Mablung will remain with PC for longer if proof of the split is not required from him.
- Assassination messages can now be returned to Marlin Vror for xp.

Version h: HotU

- Store contents, prices and items tradeable altered to take advantage of HotU – this means you can sell at a bit higher prices, although Mithri village stores have limited gold and will not buy everything.
- Respawn bug from HotU fixed
- Intimidate now uses skill
- Treasure tables updated to include HotU items.
- 50 odd items added

- Thief use magic item check included.
- Walkwaypoints across areas re-enabled
- Some containers now produce crafting base components when destroyed
- Multiplayer sleeping only advances clock 4 hours

Version g:

- Many spelling errors corrected
- Phoenician armour now stolen
- Some portraits changed
- Pernam's conversation changed.
- Politics Journal entry extended.
- Character save re-added at end.

Version f:

- Fixes a regeneration bug.

Version e:

- Wardstone is now a key.
- Map pins added in Mithri & South Mithri.
- Starting gold increased by 3-60gp
- Priest identify now cast on PC rather than priest
- 33 items added.
- Fix added for levelling up while in a coma
- Journal entry for inns added
- Conversation changes regarding Valthar
- Commoner conversation changed
- Bolts of Coream spello removed
- Bug where you can't speak to Pernam about the crypt if you know of Molucar removed
- Sound added to Ivy
- Some sounds added to conversation and triggers
- You can now see the Phoenician soldiers on the other side of the river.
- Fix to sorcerer's quest where if you ask for a reward the quest is not logged to the variable.
- If you kill the herbalist, your journal now updates, no matter what conversation combination you took.
- A couple of minor issues with sorcerer corrected.
- A second quicksilver potion as possible reward.
- Hag AI changed

Version d. The following changes have been made from version c:

- Bonus character, quest and item added.
- Calimus quest now updates.
- Resting notes modified.
- Module description modified
- Journal spelling mistakes found
- Phosphorus Powder Journal modified
- Conversation changes: commoners, Silverhand, Pernam, Beres, Fletcher, Karl, Mablung
- Religion now effects curing prices as well.
- Tarl Johnston, Reaver, Bandit Archer modified.
- A Split in Mithri modified.
- Hawkers now hostile on split.
- Tunnels Sphinx now accessible

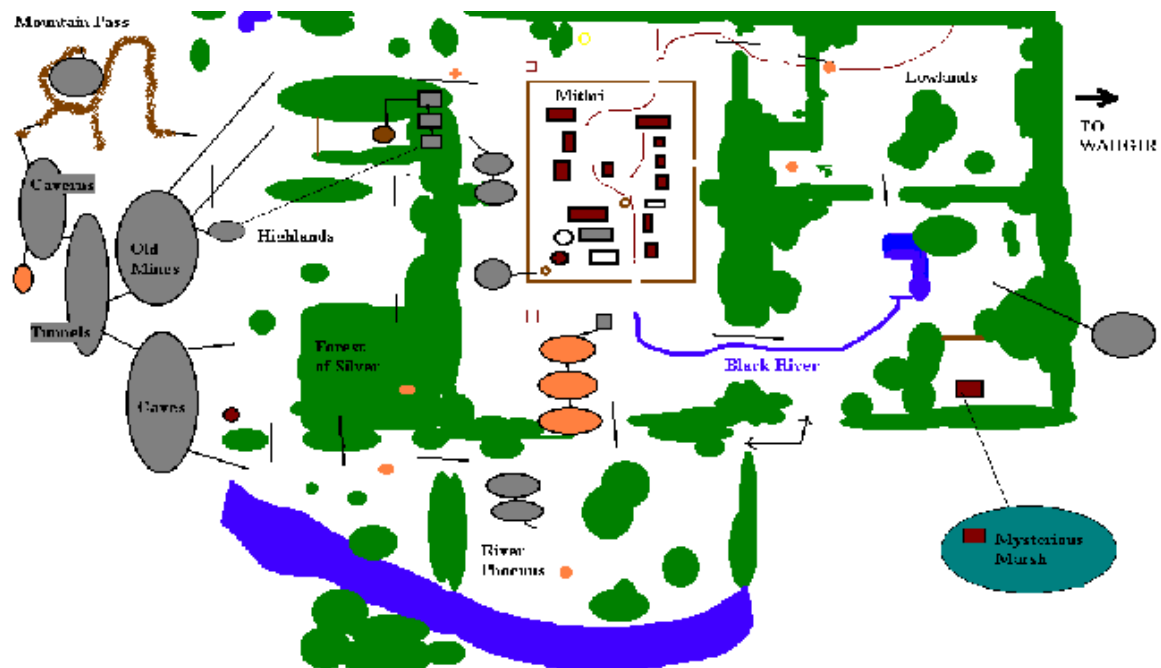
- Dragons toughened.
- No longer multiple Sly Fangs
- Fix on Crypt journal if done actions in funny order.
- Lucky find xp fixed
- Friendly Dog fixed so he follows when fed.

How they finished: (a selection)

Cleric/Fighter	Level 6/1
Fighter	Level 8/Level 7 (2 players)
Fighter/Rogue	Level 6/2
Rogue/Fighter/Bard	Level 3/2/2
Wizard	Level 6
Cleric	Level 6
Paladin	Level 8
Rogue	Level 7

SPOILERS

MAP of all points of Interest: (SPOILER)



Quest Guide:

These quests are available in Final d, with any special requirements to start or complete them:

A split in Mithri (Marlin Vror) – Follows the developing split between rebels and loyalists (7 entries).

- Revelation of any character requires high opinion
- Requires Hag’s Notes from Phosphoros Powder quest to progress.
- Requires Mugger murder attempt and assassination Contract to progress.
- Requires sign from Karl to progress.

- Requires combat with Johnston to finish.

Arrival in Mithri (Any Soldier) (2 entries)

Awakenings of the Black Hand (Marlin Vror) – Discovering the location of the Black Hand, striking at his forces, defending the village, and slaying his leaders (14 entries).

- Optional: Goblin Scout Leader Head for reward.
- Optional discovery of possible entrance to progress
- Optional night-time conversation with Vror for meeting subquest.
- Optional offer to help Mablung Redwing for meeting subquest.
- Optional return of message for reward
- Optional meeting subquest completed for follow on village attack
- Requires finding Black Hand leaders to complete

Calimus – finding Calimus (2 entries)

- Requires ancient note to start

Fetching Feathers (Robert Billman) – Collect feathers from the chicken coups (2 entries).

Guarding Valthar's Herd (Vico Valthar) – Slay the Great Wolf that is terrorising the cows (4 entries).

- Requires level 2 to start
- Requires Great Wolf head to complete

Helping Mablung (Mablung Redwing) – Follows offers to help Mablung Redwing, and his subsequent rescue from the Black Hand (10 entries).

- Requires discovery of Mablung Redwing to start.
- Optional offer to help Mablung Redwing for meeting subquest. Requires Persuade DC 16 (or 10) with bonus from opinion (and goblin ambush prevented).
- Discovery of Mablung Redwing to progress
- Requires guiding Mablung home to complete

Illusionist's Diary – finding a use for a diary (2 entries).

- Requires the diary

Infested Granaries (John Hawker) – A simple quest to clean the granaries of rats (3 entries)

- Requires Miller's lucky stone to progress.
- Requires conversation with Vror to complete.

Invisible Liquid – finding a use for invisible liquid (2 entries)

- Requires invisible liquid

Iron Ore (Tarl Johnston) – A simple quest to fetch iron ore for Johnston (2 entries)

- Requires iron ore to complete.

Mablung Missing? (Marlin Vror) – Finding Mablung (2 entries)

- Requires helping Mablung to start.
- Requires finding Mablung to complete.

Necromancer's Book – learning about the Necromancer (2 entries)

- Requires the book

Phosphorus Powder (Vico Valthar) – Collecting phosphorus powder from the Hag, and subsequently uncovering Valthar's hidden dealings (14 entries).

- Requires Opinion 53 and level 4 to start.
- Requires wardstone to progress.
- Requires copper ring to solve riddle and progress.
- Requires Hag's Notes and Powder to progress.
- Requires confiding in Vror to progress.

- Requires Mugger murder attempt and contract to complete
- Quicksilver Liquid (Ishtar Makreb)** – Collect some Quicksilver Liquid from the Slangspawn caves (3 entries).
- Requires opinion 53 and level 2 to start.
 - Requires quicksilver liquid to finish.
- Selling to the Sorcerer (Sorcerer)** – Collect the items required by the sorcerer (3 entries)
- Requires arrival of sorcerer to start
 - Requires sorcerer to still be in Red Lion to complete.
- Tarl's Errand (Tarl Johnston)** – Collect the jewelled dagger from the officer and return it to Johnston (5 entries).
- Optional return of dagger to complete.
 - Optional non-return of dagger to complete.
- The Crypt of Mithri (Father Pernam)** – Discovering and purifying the crypt of Mithri (7 entries).
- Requires seeing crypt to start
 - Requires convincing Father Pernam to progress, persuade DC of 21 (Level bonus +3/level), and opinion of 54.
 - Requires two sarcophagi cleansed to progress.
 - Requires three sarcophagi cleansed to progress.
 - Return to Pernam to complete.
- The Reaver (Marlin Vror)** – Find and kill the Reaver (2 entries)
- Requires Reaver's head to complete.

SPOILERS

Rope Points:

Crypt Level 2 broken bridge

Slangspawn Caves: mineshaft

Old Mines: Mineshaft

Old Mines: Through the pool in the north-west corner

Caverns: From the south side of the lake

Mountain Pass: The western end of the pass

South Mithri: The well.

Caves: Across the pool.

Secret Doors:

Crypt Level 3: East side of long corridor

The Tunnels: Trapdoor at feet of sphinx behind the weird door

Caverns: In alcove by south-eastern entry point

Illusions:

Tower Middle: Illusionary Trapdoor (sphinx)

Old Mines: Illusionary Rockfall

West River Phoenus: Illusionary solitary boulder is Shrine of Ashar

Crypt Level 3: Locked door to treasury is an illusion

Other hidden:

Old Mines: Base of one of the crystals.

Slangspawn Caves: Gold seam

Tower Top: Trapdoor under crates