

# AGE OF WORMS

Age of Worms is a D&D D20 3.5 Campaign that will take characters from 1<sup>st</sup> to 20<sup>th</sup> Level. Chapters from this campaign will be ran at least once a month at EGG. More often as time allows. This campaign will be set on the World of Greyhawk. Minor Changes to the setting will be made as needed to fit the campaign. I am looking for a core group of 6 to 8 players. I would like to see a well balanced party. But ultimately that is up to you. This campaign will tell a story and it has a beginning middle and an end. If you drop in and out you will miss important elements and clues that drive the story forward. I will advise that you keep a campaign journal as a reminder of what has happened during previous sessions. I am planning on using email as an important campaign tool, so please keep an eye out for messages with Age of Worms in the title.

## **Basic Introduction:**

This introductory adventure assumes that all of the PCs begin their adventuring careers in the lively mountain village of Diamond Lake. Diamond Lake is a muddy smudge on the map in the Cairn Hills east of the fabulous Free City of Greyhawk. Most of Diamond Lake's inhabitants are miners and laborers, serious folk who spend most of their lives toiling below ground. When not working, the miners celebrate along the Vein, a seedy road lined with alehouses and brothels. Overall, the village is a sooty, sullen place prone to unpleasant bursts of violence and passion. But Diamond Lake holds plenty of opportunities for adventure, for the uplands on the lakeside opposite the village are rife with ancient tombs that for centuries have named them the Cairn Hills. The PC's will start their adventuring career here. Your PC can either be born here or you have found yourself here with only a couple of silvers left to your name. Either way at the start of the adventure your PC is low on funds and has 2 choices. Either to go work in the mines or, to go adventuring. It is the start of autumn of the year 596CY.

*"Idle chatter around the village says that a band of richly dressed adventurers now frequents the taproom of the Feral Dog, Diamond Lake's most notorious tavern. The confident heroes of the Free City spoke of hard-won battles on their journey to Diamond Lake, and of their intention to explore the long-abandoned Stirgenest Cairn on the lake's distant southeastern shore. Natives of Diamond Lake, know that cairn is explored by the community's youth, who always find it completely empty of marvels and perfectly harmless.*

*Not so another cairn within a day's ride of the village, however. This cairn lies near an iron mine that went dry about 50 years ago, and its owner's charter apparently elapsed when he died a few years later. Situated thusly in a sort of no-man's land, the cairn was all but forgotten, its yawning entrance overgrown with weeds and choked with collapsed debris. Rediscovered by a curious teenager three years ago, the cairn has since been a sort of community secret held by Diamond Lake's youth, who dare each other to disappear into its cyclopean entrance as a test of mettle. Occasionally, when the wind is just right, haunting, almost magical tones emerge from the depths of the forlorn tomb. Those who know of its location call the place the Whispering Cairn. "*

## **Character Generation:**

Each player is to create a PC using the following guidelines and rules.

All Characters start at 1<sup>st</sup> level. In the event of a PC dying and is unable to be raised, then the player may generate a new PC at 1 level lower (min of 1<sup>st</sup>) than his previous PC.

## **Sourcebooks:**

For Character Generation the Following Source Books will be allowed

Core Book I: The Players Handbook, Core Book IV: The Expanded Psionics Handbook, Races of Destiny, Complete Arcane, Complete Adventurer, Complete Divine, Complete Warrior and The Arms and Equipment Guide

***All other source books are banned!!!***

Even if a book is not listed as being banned, not everything in the book will be allowed.

At this time only the listed races and classes are allowed. As the campaign progresses and as time allows I will be reviewing various material and either banning or allowing material into the campaign. If you wish me to review something for you I will as time allows. Note if you are using one of the allowed source books you must have a personal copy of the source book at the table for reference.

## **Ability Scores:**

To put all players on an even footing, the Nonstandard Point Buy method of ability score generation, found in Chapter 6 of the v.3.5 *Core Rulebook II*, will be used. . The Age of Worms campaign is considered a "High-powered Campaign"; hence, each character uses 32 points distributed among all six statistics, as outlined in Table 1.

Apply racial modifiers to ability points after the base scores are determined. Thus, starting ability scores will range from 8-18 for humans and from 6-20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they are full points and may be added as explained in *Core Rulebook I*.

## **Race:**

Refer to Table 2 for the allowed Races and sub-races. The allowed sub-races are listed for flavor and background. They do not have any effect other than flavor.

## **Class:**

Refer to table 3 for the list of allowed classes. At this time the only allowed classes are the ones listed.

My thoughts on prestige classes, at this time all are banned. If you wish for your PC to take a prestige class, please send me an E-mail or a note several levels in advance of the PC's entitled to take this prestige class. I will review the prestige class and I will see how it fits in to the ongoing campaign and if there is in character reason for your PC to take this Prestige Class.

## **Alignment:**

Refer to table 4 for the list of allowed alignments.

Ability Score Costs	The following races are allowed in the Age of Worms Campaign: All other races banned.					
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Table 1:			Table 2:			
Cost	Score	Modifier	Race	Allowed Sub-Races	Source Book	Level Adjustment
—	6	-2	Human	Baklunish, Flan, Oeridan, Olman, Rhenne, Siloise	PHB	LA +0
—	7	-2	Elf	High, Grey,	PHB	LA +0
0	8	-1	Half Elf	High, Grey,	PHB	LA +0
1	9	-1	Half ling	Lightfeet, Tallfows, Stout	PHB	LA +0
2	10	0	Half Orc	None	PHB	LA +0
3	11	0	Gnome	Rock, Forest	PHB	LA +0
4	12	+1	Dwarf	Hill, Deep, Mountain	PHB	LA +0
5	13	+1	Xeph	None	XPH	LA +0
6	14	+2	Half Giant	None	XPH	LA +1
8	15	+2	Aasimar	None	RoD	LA+1
10	16	+3	Tiefling	None	RoD	LA+1
13	17	+3				
16	18	+4		(PHP = Players Handbook)		
—	19	+4		(XPH = Expanded Psionics Handbook)		
—	20	+5		(RoD = Races of Destiny)		

The following Classes are allowed in the Age of Worms Campaign: All others are banned.

Table 3:						
Players Handbook		XPH	Complete Warrior	Complete Divine	Complete Arcane	Complete Adventure
Barbarian	Ranger	Psion	Hexblade	Favored Soul	War Mage	Scout
Bard	Rogue	Psychic Warrior	Swashbuckler			Spell Thief
Cleric	Sorcerer	Soul Knife				
Druid	Wizard	Wilder				
Fighter						
Monk						
Paladin						

The Following Alignments will be allowed in the Age of Worms Campaign all others are banned:

Lawful Good	Chaotic Good	Neutral Good	
Lawful Neutral	True Neutral		

### **Hit Points:**

At 1st and 2nd level, assign your starting character the maximum hit points possible for its class. Starting at 3rd level, for each additional character level, assign hit points according to the new class by taking half the maximum value for the class, then adding 1 point, plus the Constitution modifier, if any. For example, if a character with a Constitution of 12 starts as a Fighter, her hit points at both 1st and 2nd level are 11 per level (10 max for fighter class plus 1 for the Con modifier). At 3rd level she adds a new level in the Sorcerer class, she then gains 4 hit points (2 for half a Sorcerer's d4 hit die, plus 1, plus 1 more for her Con modifier). A paladin's bonded mount and a druid's animal companions gain hit points in the same manner as PCs. Max hit points plus Constitution modifier for the first two Hit Dice, and ½ their HD plus one, plus their Constitution modifier thereafter.

### **Skills and Feats:**

Skills and feats – All skills and feats from the allowed books will be available upon review by the DM. It is recommended that each PC start with at least 1 rank in a profession or a craft skill.

### **Equipment and Starting Gold:**

All PC's start out with maximum gold. PC's may not share funds  
Purchase equipment for your character from the following sources:

Weapons, Armor, and Goods and Services sections of Chapter 7: Equipment in the Player's Handbook. Also, a character may not purchase most items from Table 7-9: Special and Superior Items. A character may freely purchase Holy Water, Sunrods, and Masterwork Tools. Everything else on the list is restricted. Weapons, Armor, and Goods and Services from any of the other allowed sourcebooks will be allowed upon review of the DM. To be clear PCs may not purchase any Masterwork Armor or Weapon or any Magical equipment during character generation.

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit. Spell casters must purchase spell books, holy symbols and spell components at the beginning of the adventure.

### **Languages:**

Use the core rules languages plus the following human languages:  
Baklunish, Flan, Oeridan, Olman, Rhenne, Siloise.

At the start of the campaign no PC may know any form of ancient languages.

### **Religion:**

There are a large numbers of deities for the world of Greyhawk, I do not have a problem with a player choosing an appropriate deity for your PC. I will be using the following guidelines when reviewing this choice. If the deity has evil worshipers then consider this deity banned. If the deity is not appropriate to your race ie a dwarf worshiping and orc deity then you will need to reconsider your choice. I will allow the use of the Deities and Demigods Sourcebook as a reference for divine spellcasters. If you wish you may research one of the Greyhawk deities for my consideration.

## **Log Sheets**

**Log sheets are mandatory** Log sheets are used to record details of a PC's adventures including the scenario played, the APL played at, the convention name, the date, XP gained or lost, GP gained or lost, TUs used, items crafted, and various other adventure notes. All log entries must be completely filled out in pen. You may use one of the early Living Arcanis Log sheets or one of the Living Greyhawk Log sheets for this purpose.

## **Magic Item Creation (MIC) Log Sheets**

**If your PC uses feats to create magic items, MIC Log sheets are mandatory** These sheets are used to record the specific details each magic item's creation. All log entries must be completely filled out in pen.

## **Lifestyle**

PCs in the Age Of Worms campaign must pay a lifestyle cost at the **beginning** of each adventure. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels, as well as common day-to-day expenses such as food, lodging, and entertainment. Lifestyle does not cover the cost of adventuring equipment, or the cost of anything bought during an adventure (equipment, drinks and meals, gold spent on bribes or as part of Gather Information skill checks, or any other cause).

**High (30 gp)** — You rent a furnished, elegant room in an inn by yourself, own an exquisite villa on the outskirts of a large town or small city, or have enough contacts that you have access to a clean and tasteful room in various cities or towns. You have a place where you can leave your belongings safely. Your clothing is in style and finely tailored and you enjoy fine dining and drink regularly (where possible, of course). You gain a +1 circumstance bonus to all Charisma-based skill checks.

**Medium (12 gp)** — You rent a room in an inn by yourself, own a small house on the outskirts of a farming town, or have enough contacts that you have a warm bed in various cities or towns. You have a place where you can leave your belongings and feel sure that they will be there when you return. Your clothing is in good shape, and you are eating warm, flavorful food. You do not suffer any penalties to Charisma-based skill checks.

**Low (6 gp)** — You sleep in the common room of an inn, share a small room in a tavern, or camp just outside of town or in a public park, where you hope you will not be found before morning. Your clothing is in passable shape but soon to wear out, and the food you are eating is little more than stale bread and some hard wedges of cheese. You smell like you have been on the road non-stop for weeks. You suffer a –1 circumstance penalty on all Charisma-based skill checks for the duration of the adventure, unless otherwise noted.

Any PC taking this lifestyle should roll 1d20 in front of the GM before the start of the adventure. On the result of a natural 1, a single item has been stolen from the character while living among the desperate lower class people. The GM should determine which item was stolen randomly. The stolen item must have a value. Favors and honors may not be stolen.

**Living Off The Land:** Characters with at least four ranks in Survival may attempt to “live off the land” by making a **DC 20** Survival skill check at the beginning of an adventure. If the check succeeds, the character is considered to have a low lifestyle, but need not pay any gold. If the check fails, the character must either pay for his lifestyle or suffer the penalties described in the previous section. **Note:** PCs who succeed at this check do NOT suffer the lost item chance detailed in the Low lifestyle section. PCs who fail this check and elect to accept the Low lifestyle penalties DO suffer the lost item chance detailed in the Low lifestyle section. PCs may “take 10” on this check.

**Failure to Pay Lifestyle:** Characters who cannot (or will not) pay for at least a low lifestyle begin the adventure suffering from a certain amount of incurable non-lethal damage. The minimum lifestyle cost is 6 gold pieces; for each gp of this cost not paid, the character begins play with 1 (one) point of non-lethal damage.

This damage represents the effects of malnutrition and rough living, and can only be cured by having the character (or another character on their behalf) pay the difference in gp for the desired lifestyle (representing food, a clean place to rest, and perhaps a little medical treatment). This is a special type of subdual damage that may not be healed by magical means. The character also experiences all the normal penalties associated with a low lifestyle.

### **Time Unit Costs**

Each scenario costs a number of time units (TUs) to play. Your PC must be able to pay the appropriate TUs to play in the scenario, he may not "borrow" TUs from the previous year, nor may he "carry over" any unused TUs from the year before.

Unless specified differently in the scenario, each scenario will cost 10 TU per round.

Note that other activities that may occur before, during, or after a scenario may cost additional time units. (E.g. selling items, scribing spells, participating in meta-gaming activities, serving jail time, etc.)

A final note on rules and mechanics: If I find a rule, a mechanic, a spell or whatever it is that is causing problems or that is too broken for words. I will look over the rule and see what can be done to change it or I will have to ban it.