

THE SHACKLED CITY

The Shackled City is a D&D D20 3.5 Campaign that will take characters from 1st to 20th Level. Chapters from this campaign will be run at EGG on nights Phil is not running Age of Worms. This campaign is set on the same World of Greyhawk as Age of Worms, so will use the same Character Rules. 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 definite 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 may do some emails as a campaign tool, so please keep an eye out for messages with Shackled City in the title.

Basic Introduction:

This adventure assumes that all of the PCs begin their adventuring careers in or around the small city of Cauldron. It is the fall of the year 594CY (2 years before Age of Worms). You grew up in the Cauldron Region. Growing up in the region, you know a little of the local lore and history of Cauldron. You also know of a few interesting places.

Cauldron

Cauldron was founded hundreds of years ago as a mining community in the basin of an extinct volcano. A wealth of precious metals and gems has been excavated from Cauldron's mines over the centuries. The town was built up and around the lake at the center of the basin. The lake is the source of fresh water and some fish for Cauldron, thanks to the efforts of the clerics who every year cast *purify water* on the lake, for a generous donation. If only they could do something about the smell. The richer a person, the further away from the stench of the lake one lives. There is rumored to be a monster dwelling in the lake, although there is no proof.

Redgorge

Redgorge is the oldest settled town in the region. It is the farming community that supplies food for the citizens of the Caldron Region. They supply rice, tea, coffee, corn, wheat, and sugar, among other food stock. There is also a small mine outside town.

Kingfisher Hollow

Kingfisher Hollow is a river town full of plantations that supply the region with fruits and nuts such as bananas, apples, peanuts, dates, oranges, peaches, pineapples, cotton, coconuts, kiwi and plantain (a cousin to the banana). It is also the major fishing port.

Hollowsky

Hollowsky barely qualifies as a village. Its small population grows just enough grains to feed the herds of livestock. They raise cattle, water buffalo, sheep, pigs and poultry. Not

very many people want to live near the stench. Hollowsky's is home to one of the regions more benevolent nobles; Lady Ophellha Knowlern, whose 4 homes make sure she is always upwind.

Unless you are a stranger, your character will come from one of these places.

Other notable places of interest are:

The Lucky Monkey – A stopover inn for people traveling to and from Cauldron.

The Haunted Village – A whole village rumored to be populated by ghosts.

The Demonskar – A small ruined city said to have been destroyed by demons.

Jarl Khurok's Keep – An old fortress once belonging to giants.

Crazy Jared's Hut – The home of a mad bard; some of his stories sounded exciting and made you want to become an adventurer.

Hookface's Lair – Somewhere in this area of the mountains resides a dragon that occasionally raids the area.

Shatterhorn – An abandoned city once inhabited by Yaun-Ti before they were driven out.

Spire of Long Shadows – An ancient tower rumored to exist somewhere north of Kingfisher Hollow.

Character Generation:

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

All Characters start at 1st 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 1st) than his previous PC at minimum XP.

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. Caldron's population is 79% Human, 9% Halfling, 5% Gnome, 3% Dwarf, 2% Elf, 1% Half-elf, and 1% Half-orc.

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 notify me 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 an in character reason for your PC to take this Prestige Class.

Alignment:

Refer to table 4 for the list of allowed alignments.

Hit Points:

At 1st and 2nd level, assign your starting character the maximum hit points possible for its class. Starting at 3rd level, and 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. Since you grew up in the Cauldron Area, you will probably have at least one professional or craft rank. It could be related to your chosen profession, or it could have been learned from helping your parents when you were a child or work you did before you chose your current profession. *Examples: farming, fishing, mining, smithy, waiter, dairy maid, etc.* Let your imagination run wild. If it is not too far out there, I may allow it.

Ability Score Costs	The following races are allowed in the Shackled City 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	Halfling	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 Shackled City Campaign: All others are banned.

Table 3:						
<i>Players Handbook</i>		<i>XPH</i>	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						

Table 4:			
The Following Alignments will be allowed in the Shackled City Campaign all others are banned:			
Lawful Good	Chaotic Good	Neutral Good	
Lawful Neutral	True Neutral		

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 item 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 this following guideline when reviewing this choice. If the deity has evil worshipers then consider this deity banned. If the deity is not appropriate to your race, i.e. a dwarf worshiping an 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. The most popular deities in Cauldron are St. Cuthbert, Pelor, Kord and Wee Jas. They have the only temples, all others just have shrines.

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. There is a Shackled City Log Sheet that you will be using. I will supply you with one, you must make copies of it for yourself.

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 Shackled City 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.