

Argentin's bone chip quest

Synopsis: The Necromancer Argentin Nomur is in need of bone chips from skeletons. The only ones he can use are from the recently killed skeletons that hang around the haunted ruins in the Eastern Commonlands. He has been to the ruins many times and being a necromancer had no problems getting what he needed. Unfortunately, as of late he has been having problems with the guards and merchants in Freeport, and stays in the underground tunnel where the evil races have their guilds. He wanders up to east Freeport area quite a bit and has befriended quite a number of evil people, but none are willing to chance the ruins for him. He has heard recently of the help that a party had in finding a lost person for the Ashen order (monk's guild) and has sent a messenger to ask the party to meet him in East Freeport in the Coroner's Tavern (near gate to NRO and docks in the evil side of East Freeport).

The adventure: The party is resting when a knock is heard upon the door. A messenger tells the party member that a man wants to see them in the Coroner's Tavern in East Freeport. If pressed (intimidate or persuasion used Dc 15) or if given a few coins (5 silver or more) he will tell them that the man is known around East Freeport as a hard man and not one to cross. If the party reads the message it will say: My friends I have heard of your heroic finding of the woman for the Ashen Order and unlike the Ashen Order, I am willing to pay for your services. I have a job that requires some immediate attention, and secrecy. If I can count on you please meet me at the Coroner's Tavern in East Freeport, in the 3rd stall from the entrance door and then to your left. Please say the name, Garon and I will respond. (If characters have not helped out the Ashen Order then substitute your own idea or past adventure)

1. If the players decide to take the man up on his offer and go to Coroner's Tavern then "Garon (Argetin)" will be waiting for them at the stall. Argentin will then ask them to sit down and explain the situation. He says "I am in need of some components that can only be found in a ruins in East Commonlands it is about 2 hours off the main road that goes to West Commonlands. There is a Inn about 2-3 days travel from Freeport called the Inn of the Rhent, that if you see it on the road turn south and go south for about 2 hours, but make sure you go south at least a mile from the inn or else you may miss the ruins. The ruins are near the mountain ridge of the northern part of the desert of Ro and if you follow the ridge the ruins will be seen. The ruins are inhabited by some undead skeletons and I am in need of quite a bit of the bone parts you can manage to find intact. The large bones and skull are not what I need, I need the chips that are splintered but salvageable. I am willing to pay quite well for them... say 100 gold if you fill these 2 bags? Before the players can agree or if they immediately agree have one of them attacked by a thug in the Tavern. See encounter in Tavern. The thugs have been hired by Argentin to see the strength of the group and if they lose to the thugs he will disappear and have no more contact, but if the players win then he will say something to the effect of "Freeport is getting quite bad these days" and will help out in any way that he can to get players to do the quest for him. If the players ask about the ruins Argentin will only say things like: I have seen it from a distance or I have heard that only a few skeletons remain. He wont tell them of anything because he doesn't know much about it.

2. Thug encounter in Grub an Grog tavern. There are 3 thugs: (2) level 2 Rogues (both Human) and (1) level 3 Troll warrior. The thugs will fight to the death and the troll has a earring of +2 STR.

3. The trip to East Commonlands if the road is followed will have an encounter of (5) Deathfist pawns (orcs) and 1 Orc Centurion is a (level 5) leader type. (use Deathfist Orcs from the adventure "Homestead attacks")

4. The characters can stay at the Inn of the Rhent if they wish it is normal prices for rooms. If the Innkeeper or servants are asked of the ruins They will only say that it a bad place to go and is haunted by undead.

5. The ruins of Drakin: This ruins was once a tower of a powerful Magician. It is a spawning place of some low level undead. If any undead are killed here then anyone dying in a 30 mile radius will end up here as a low level undead. If someone is killed at ruins then they become a Dark boned skeleton. There is a major curse upon the area that makes these things happen. At the time the players arrive at the ruins there will be (5) decaying skeletons (use dry boned skeleton template (but lower attacks to 1 attack (claws) +4 melee damage: same AC: same Initiative: same SQ: all except no undead reduction and no cold immunity and resistance's are all (5) CR: 2). Note: due to the Monsters of Norrath book not out at this time I used these stats but use stats from book when available(also adjust skeletons to what you believe works). Also there is a Darkboned skeleton (use the template) except it wears a Enchanted Gold Jade necklace (+4 hp/+3 mana/+1 AC) and wears scale mail. If you think this is too much drop it to silver or electrum. If you think the Darkboned Skelton is too much use a lower level one, maybe a template of a Skeleton. If the ruins are searched after the encounter then they will find a backpack (Darkbone skeleton when he was alive) in it are 110 gold coins and 139 silver as well as a Topaz (50 gp). Also there is rotten rations and a waterskin with a sour liquid (old wine) in it. If a search (DC: 15 is done upon the pack then they will notice a secret pouch that has 2 potions of Lesser rejuvenation (casts regenerate 2/hp per round for 10 rounds). If the area is searched (DC: 25) then a soft area is found on the ground and if dug up there is a small wooden chest. The chest is not trapped or locked but opening it requires a strength check (DC: 12). Inside the chest are 2 bags that contain 250 gold coins and 150 silver coins. As well as 2 scrolls: (1. Feet like cat 2. Fear)

Reward: If the players kill all the skeletons they will have enough to fill both bags full of bone chips. If the players return the bags to Garon (Argentin) then he will promptly pay them and tell them that they be contacted by others, when he mentions what the players accomplished for him.

Quest reward: CR 3 (or 4 depending on how tough you make the monsters and use the darkbone skeleton)

Faction: +1 to evil faction in Freeport

Faction: -1 to death fist orcs