

The Burning Plague – DL Version

INTRODUCTION

This document is meant to give suggestions on how to alter the 'Burning Plague' module (downloadable for free off of the Wizards of the Coast website) into a more of a Dragonlance feel.

It is advised that the DM become well versed in both the module and in the changes given here before beginning the adventure with the PCs.

The document here assumes play will take place during any time in this the gods are present and active. Minor suggestions on how to play during the gods' absence in the Fifth Age are also presented at the documents' end.

DUVIK'S PASS: A HISTORY

Paragraph 1:

Instead of Duvik's Pass being located within the Serpentcoil Mountains, it is located in the southern Garnet Mountains on the Caergoth Peninsula. (If the DM wishes to relocate Duvik's Pass to another location that is more suitable for play, it will not impact most of the other suggestions to come. Only Jakk's back-story may need to be modified to fit the new setting if it is moved too far away from Solamnic influenced territories.)

Paragraph 2:

The new mine was an added hope for the people of the region because although it was within the Garnet Mines, the area is was found it was under the jurisdiction of human settlements. It would be a source of metals that would not require added trade and contracts with the Garnet Dwarves.

Paragraphs 3 & 4:

Jakk of the Tornclaw clan is no longer an orc. Instead he is now an ogre cleric of Morgion. When he was younger he was one of a few ogres who survived a raid into the region against a troupe of the Solamnic Auxiliary. Later on he found faith with the god of disease and decay, two things he hoped to unleash upon the Solamnics. In time Morgion gave him the secrets of the Burning Plague, and Jakk began to infect the springs feeding the town's wells.

Paragraph 5:

All references to "Gruumsh" are changed to "Morgion".

GETTING STARTED

Another suggestion to get the PCs involved is that if the characters are heading to or from Caergoth by land, the King's Bridge can be out and forcing traffic around towards the mountain passes to the east.

Duvik's Pass:

"5% halfling, 2% dwarf" is changed to "5% dwarf, 2% kender".

Father Samual is a cleric of Mishakal.

MINES OF DUVIK'S PASS

AREA 1: AT THE ENTRANCE

Paragraph 2:

"Serpentcoil Mountains" is changed to "Garnet Mountains".

AREA 5: CHUTES AND LADDERS (EL 4)

M'dok:

If this adventure is being played in a post-War of Souls era, M'dok may be played with the given stats. However if this is being played as a 4th Age adventure, M'dok needs to be converted into a 2nd level wizard to be used.

(Age of Despair Option)

M'dok, male kobold Wiz2: CR ½; Small Humanoid (2 ft. 5 in.); HD 2d4; hp 8; Init +1; Spd 20 ft.; AC 15, touch 12, flat-footed 14 (+2 armor, +1 dex, +1 natural, +1 size); Atk +0 melee (1d6-2/x3, spear) or +3 ranged (1d8/19-20, light crossbow); SQ *contagious**, darkvision 60', light sensitivity, summon familiar, scribe scroll; AL LE; SV Fort +0, Ref +1, Will +3; Str 6, Dex 13, Con 10, Int 14, Wis 10, Cha 10.

Skills and Feats: Concentration +5, Spellcraft +5; Combat Casting.

Contagious: Individuals who come into contact with a *contagious* object or creature must succeed in a Fortitude save (DC 13) or become infected with the Burning Plague.

Wizard Spells Prepared (4/3; base DC = 12 + spell level): 0 – Dancing Lights, Ghost Sound, Open/Close, Ray of Frost; 1 – Burning Hands, Shocking Grasp, Summon Monster I.

Possessions: 20 bolts, half-spear, leather armor, light crossbow, *Enlarge* potion (5th level), belt pouch with 24 stl and violet garnet (500 stl). Note: M'dok has no familiar.

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AREA 7: THE WELLSPRING (EL 6)

Paragraph 3:

"Orc script" is changed to "Ogre scrawl".

All references to "Gruumsh" are changed to "Morgion".

Jakk Tornclaw, male ogre Clr 5: CR 6 (reduced from 7 for Plague Con loss); Medium-Size Humanoid (Ogre); Large Giant (8 ft. 5 in.); HD 5d8; hp 22; Init +1; Spd 40 ft.; AC 22, touch 10, flat-footed 21 (+5 armor, +1 dex, +5 natural, +2 shield, -1 size); Atk +4 melee (1d8+3/x2, +1 Heavy Mace) or +3 ranged (1d8/19-20, light crossbow); SQ *contagious*, darkvision 60', rebuke undead; AL CE; SV Fort +6, Ref +3, Will +8; Str 15, Dex 12, Con 6, Int 10, Wis 16, Cha 12.

Skills and Feats: Climb +5, Concentration +2, Heal +5, Knowledge (religion) +4, Listen +7, Spot +7; Alertness, Blind-Fight, Brew Potion, Combat Casting.

Cleric Spells Prepared (5/5/4/3; base DC = 13 + spell level):
0 – Guidance, Inflict Minor Wounds (x2), Read Magic, Resistance;
1 – Cause Fear, Curse Water, Doom* (x2), Protection from Good;
2 – Darkness, Hold Person, Summon Monster II (1d3 fiendish dire rats only)* (x2); 3 – Contagion* (x3).

Domain Powers: Pestilence – Normally Jakk would be immune to the effects of all diseases he carries, but Morgion removed this benefit recently. Evil – Casts evil spells at +1 caster level.

Possessions: +1 Heavy mace, 20 bolts, chainmail, heavy steel shield, holy symbol of Morgion, light crossbow, potion of *cure light wounds* (5th level), potion of *invisibility* (3rd level), potion of *bane* (5th level), scroll of *summon monster II*, *lesser restoration*, *dispel magic* (all 5th level), 13 gp, blue sapphire (1300 stl).

Note that Jakk is a little bit stronger as an ogre here. A little bit of caution is suggested to the DM upon reaching this encounter.

OTHER SUGGESTIONS

5th Age before the War of Souls:

If you're playing during a period when the gods are absent, it is possible to charge Jakk from a Cleric of Morgion's into a Dark Mystic. Note that his back-story will need to be changed to a little if it happens to come up. Also note that he would need to be 6th level in order to cast the *contagion*.

Since 'Pestilence' is not a domain normally open to mystics, you can use this as a reason to why he does not have the domain power that normally prevents him from getting sick. His determination has allowed him to 'trail-blaze' into this domain, but he has not mastered it to the point of allowing him access to the domain power itself. This results in his Con drop, and the shaving of a single CR from 8 to 7.

Since in this case Jakk will still be a few CRs higher than was in the original adventure, the 'little bit of caution' suggested earlier should now be a 'good degree of caution'. Having the party begin the adventure with an extra level might be considered, or the DM could add a beneficial gift for them to find along the way prior to the final encounter.

Another avenue is to keep Jakk at a lower level and allow him to have a *rod of contagion* that he discovered in a buried and abandoned temple to Morgion. Although the rod had all 50 charges when he discovered it, the rod is now down to 25 charges. He has used the rod enough to start the plague and is now using the infected corpses to keep it going. This lets him now use the rod only for purposes of self-defense or strong-arming the kobolds. If this option is selected, transference of some skill points to *Use Magical Device* is suggested.

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