

MAPVENTURES

The Oath of Kortis

A d20 adventure for 3-5 players of level 3-4, adjustable for higher levels
Seven high quality maps and a Fantasy Grounds module included



Grimur Fjeldsted

MAPVENTURES

PRESENTS

The Oath of Kortis

by Grimur Fjeldsted



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Background

North of the civilized lands of Earlsdale lies the province called Eissackdale. The province has been a march between the civilized lands in the south and the barbarian kingdoms of Farlangh in the north. A mountain chain called the Watles Mountains divides Eissackdale from north to south and the pass through these mountains is not passable during the winter. The people of this province are simple hardworking farmers and fishermen living off the two rivers, the Kelm and the Eissack.

One century ago the people of Eissackdale lived in harmony under the guidance of Sir Gilehad of Kortis. The Paladin ruled with a fair and just hand and kept the Eissackers united for decades. His life was cut short when he was then killed while defending the small city of Greuth during a goblin invasion. The city was destroyed, but the death of Gilehad gave the Eissackers the resolve they needed to turn back the goblinoid. After his death the unity of the dale was threatened, so the elders called the god Kortis for aid. Their prayers were heard and the god appeared before them. Kortis told them to build a tomb from the ruins of their city and leave the site, not to return for ten years. Kortis explained that a great forest would grow around the tomb, and Kortis made the Eissackers promise not to enter the tomb. If they kept the oath, Kortis promised to bring Sir Gilehad back to life and their beloved Paladin would once again become lord of the lands.

The people of Greuth built the tomb and left their homeland. Most emigrated to Earlsdale in the south, but some stayed nearby. Those who stayed divided into two factions, each establishing a village at different points along the Kelm river.

It has been nearly hundred years since the Oath was taken.

Prelude

The City of Karneid lies at the foothills of the Watles Mountains. It is the northernmost outpost along the northern border of Earlsdale. The mighty Castle Karneid, built high above the city, protects the 1800



ue, later killed by a wight to become a spawn and Amid was heavily injured. Amid still managed to escape from the tomb, but he has slowed the travel of the survivors to the inn. On the floor lie some remains of the mercenary Pjotr. A search check (DC 15) will reveal scattered pieces from Pjotr's scale armor.

(3a) Ceiling Pendulum

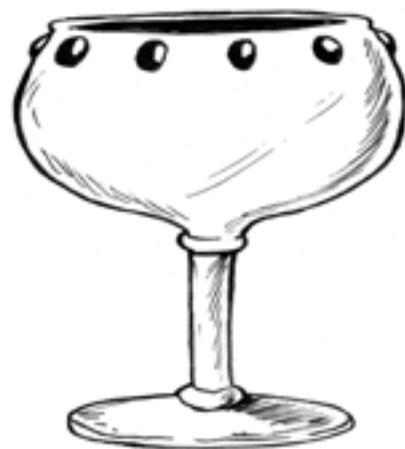
CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27

4. Chapel of Kortis

A small stone altar is located along the western wall, covered by a red carpet. There are marks on the carpet on the top of the altar where a bowl (the golden bowl Glomar wants the mercenaries to retrieve) had rested for nearly hundred years. The bowl itself is of the purest gold and has been removed and is in the possession of Kastor. Left and right of the altar are two small statues, one of the god Kortis and the other of Sir Gilehad. Inside the chapel one of the wights lurks, ready to attack intruders. If the PCs become trapped in room 3a the wight will attack them there, otherwise it will wait to see if it can hide until any of the party members become trapped in the next hallway (3b).

Wight: CR3; Medium Undead ; HD 4d12 (Undead); hp26; Init +1; Spd 30; AC:15 (Flatfooted:14 Touch:11); Atk +3 base melee, +3 base ranged; +3 (1d4+1, Slam); SA: Energy Drain (Su) , Create Spawn (Su) ; SQ: Racial Traits: Undead; ALLE; SV Fort +1, Ref +2, Will +5; STR 12, DEX 12, CON --, INT 11, WIS 13, CHA 15.
Skills: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8.
Feats: Blind-Fight.

GOLDEN BOWL OF KORTIS



When the bowl is filled with fresh water and the name of Kortis is spoken a medium water elemental appears. The summoning words require one round to speak. Only one elemental can be called at the time and only one each week.

In the hallway between the chapel and the burial chamber another trap can be found. Kastor discovered it while the mercenary were there, so the trap has not been triggered ever.

(3b) Spiked Pit Trap

CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20

5. Burial Chamber

This room holds the sarcophagus of Sir Gilehad, now turned into a vampire. When PCs enter this room Gilehad will rise out of the sarcophagus in 2 rounds. Gilehad will immediately be able to sense if the party is good-aligned. If so he will speak to the members of the party that resisted his fear effect:

"I am Gilehad of Kortis, former leader of the Eissackdale. Sadly, my destiny has been sealed by these intruders. Two days ago was to be the day of my resurrection, but tomb-robbers have broken the Oath of Kortis. I ask you to defend the dale in my name from the undying this curse has created. Three of the men that disturbed my slumber fell to my sword, and they are now a threat to my beloved homeland. Destroy these beings or the faith of the dale is at risk. It is my lot to guard this sacred place forever. No one shall enter these halls again. Now go and accept the blessings of Kortis."

A few steps in front of the sarcophagus lies Bréc's bastard sword.

NIGHT BLADE (Bréc's bastard sword)

This magical bastard sword has a +1 bonus to hit and damage. When used in absence of sunlight or other natural light sources than the moon, it reveals its real power and becomes a +2 sword, improving the wielders initiative by +4.



The Oath of Kortis

Darkvision (Ex)

Possessions: Splintmail, Battleaxe, Medium Steel Shield, Potion of Cure Light Wounds.

Amin(mercenary): CR 3; Lvl. 3 Fighter ; HD 3d10+6 (31 hp); Init +2; Spd 20 ft.; AC 18, touch 12, flatfooted 16; Base Atk +3; Grp +6; Atk +7 melee (1d6+3, Scimitar); Full Atk +7 melee (1d6+3, scimitar) ; Space/Reach 5ft./5ft.; SA ; SQ ; AL N; SV Fort +7, Ref +3, Will +1; Str 16, Dex 14, Con 15, Int 10, Wis 11, Cha 12.

Skills and Feats: Climb +1, Craft (Blacksmithing) +2, Jump +0, Ride +5, Swim -3; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Great Fortitude, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Toughness, Weapon Focus: Scimitar.

Possessions: Chainmail, Scimitar (Masterwork), Small Steel Shield.

(Amin is wounded at the inn and has 15 hp)

Gilehad(vampire): CR 10; Medium Undead ; HD 10d12 (74 hp); Init +3; Spd 20 ft.; AC 27, touch 11, flatfooted 26; Base Atk +10; Grp +17; Atk +19 melee (1d8+7, Longsword, Masterwork); Full Atk +19 melee (1d8+7, longsword, masterwork) ; Space/Reach 5ft./5ft.; SA blood drain, children of the night, energy drain, create spawn, domination; SQ , alternate form, gaseous form, resistance: cold 20, resistance: electricity 20, turn resistance, damage reduction 15/+1, fast healing 5, spider climb; AL LG; SV Fort +12, Ref +11, Will +11; Str 24, Dex 16, Con --, Int 15, Wis 17, Cha 21. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Expertise, Leadership, Mounted Combat, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Longsword. Blood Drain (Ex), Children of the Night (Su), Energy Drain (Su), Create Spawn (Su), Domination (Su), Alternate Form (Su), Gaseous Form (Su), Resistance: Cold (Ex), Resistance: Electricity (Ex), Turn resistance (Ex), Damage Reduction (Su), Fast Healing (Ex), Spider Climb (Ex) Spells: Casts as 10th-level Paladin.

Radomil(innkeeper): CR 4; Medium Humanoid ; HD 4d10+4 (30 hp); Init +1; Spd 30 ft.; AC 14, touch 11, flatfooted 13; Base Atk +4; Grp +6; Atk +7 melee (1d8+2, Longsword); Full Atk +7 melee (1d8+2, longsword) ; Space/Reach 5ft./5ft.; SA ; SQ ; AL LN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +5, Craft (Woodcarving) +2, Handle Animal +5, Jump +3, Listen +2, Ride +5, Spot +2, Swim +1; Alertness, Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Endurance, Improved Bull Rush, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Sunder, Weapon Focus: Longsword.

Appendix 2: Adjusting the adventure & bonus material.

It is rather easy to adjust the adventure to another character level. The adventure has been playtested for level 7-9 characters. You can download a free PDF file describing the adjustments for level 7-9 and for stats and encounter tables for this character level. You can also download additional maps (player versions) Visit:

www.mapventures.com/stats.htm

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A d20 adventure for 3-5 players of level 3-4, adjustable for higher levels
Seven high quality maps and a Fantasy Grounds module included

A century has passed and the oath is fulfilled, at least the people of dale think so. When a group of mercenaries appear, things are not as they seem and the faith of dale is at risk.

The Oath of Kortis contains:

- 28 page adventure
- 8 page booklet containing 7 high quality maps
- A Fantasy Grounds module of the adventure
- New tokens



Requires the use of the Dungeon & Dragons (R), Third Edition Core Books, published by Wizards of the Coast, Inc.

The Oath of Kortis

Book of Maps

Cartography by Grimur Fjeldsted



Contains:

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Waldheim	Page 4
Balgenheim	Page 5
Ruins of Greuth	Page 6
Tomb of Gilehad	Page 7
Player Map of Eissackdale	Page 8

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Inn at the
Last Bridge



- 1. COMMON ROOMS
- 2. KITCHEN
- 3. PRIVATE
- 4. GUEST ROOMS
- 5. PUBLIC ROOMS
- 6. BARN



The Oath of Kortis Fantasy Grounds Module

The complete adventure converted for Fantasy Grounds with 9 maps, new tokens and all the material from the book.

