

The Tuggarth Gauntlet

Instant Adventure for 4–6 characters levels 4–6



Everyone knows the Sword and Cask Inn as a gathering place for adventurers headed into regions unknown. You know the owner, a young woman named Elynne, as a savvy entrepreneur and a gracious hostess. After offering you her hospitality many times, Elynne now needs your help.

Murder has come to the village of Thysbee. Elynne's father, a successful trader named Eadmer, was killed last night while someone ransacked his general store. The constable already suspects several shady characters, including Crallius, a rival vintner, and a shady dwarf who only a week ago lurked about, asking questions about Eadmer, his business, and the inn.

Elynne brings you into her confidence. Eadmer gave her a leather packet of papers for safekeeping, to examine only in the event of his death.

She kept these in a strongbox in her office, refusing to examine them until her father's murder.

Among the typical legal documents relating to Eadmer's trading activities, she discovered a tattered map: a faint path leading from Thysbee into the wild hills, along a stream to a location within ruins simply marked "wine spring." Elynne wonders if this was the source of the delectable wine her father imported and distributed from his store and warehouse.

Elynne's duties at the Sword and Cask keep her too busy to pursue such an expedition herself. While Thysbee's constable searches for her father's murderer, she asks you to follow the map, discover the wine spring, and claim it as her rightful inheritance. Elynne offers you a cask of the inn's famous wine and a small share in the ample bequest her father left her.

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LEGENDS & LAIRS

INSTANT ADVENTURE



The Tuggarth Gauntlet

by Peter Schweighofer

Requires the use of the
Dungeons & Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®



Series II

Number 9

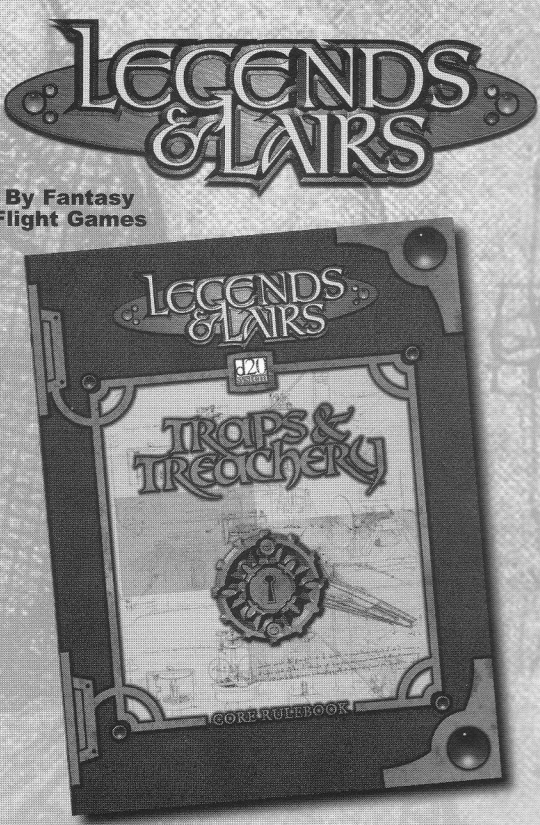
How to Use This Product

This adventure takes place in the world of Mennara, the setting of Fantasy Flight's bestselling *Diskwars* fantasy battle game. This provides a convenient frame of reference, but the adventure is specifically designed to be easily incorporated into any existing D&D campaign. Feel free to alter the names of places and characters and customize the details of the adventure to fit your own world.

You should be able to run this adventure in a single game session. You should read it through at least once and study those sections you will need to know well. In particular, you should familiarize yourself with the features and capabilities of new monsters and magic items introduced in the adventure. You may also wish to photocopy the map on pages 8 and 9, both for your own reference and to show to the players, if appropriate.

Dungeons & Dragons®

This adventure requires the use of the *Dungeons & Dragons® Player's Handbook*, Third Edition, published by Wizards of the Coast.® You won't be able to run the adventure without it.



By Fantasy Flight Games

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Adventure has just found you!

THE TUGGARTH GAUNTLET

By Peter Schweighofer

DM BACKGROUND

Someone murdered Eadmer while he worked late one night in his general store. Everyone knew the region's most successful trader for the wide variety of goods he carried, but particularly for the delightful wine he imported from parts unknown. Apparently somebody thought the secret of his wine was worth Eadmer's life, as they killed him while ransacking his store for clues to the wine's origins.

His daughter Elynne possesses the map Eadmer made years ago when he first discovered the "wine spring" during his youthful wanderings in the nearby wild hills. The pool flows from the ruins of an ancient dwarven outpost. Centuries earlier, a valiant dwarf from the Tuggarth Mountains established a small hold on the site. Kalaan possessed natural leadership qualities, but wore the revered Tuggarth gauntlet, a magical item that bestowed strength upon the wearer and caused any vessel it held to fill with the most flavorful wine. Fortified with drink and their leader's courage, Kalaan's dwarves built the outpost and began seeking precious minerals in the surrounding hills. Treachery soon followed his brief wealth and success; during a coup, one of his jealous lieutenants murdered Kalaan at a banquet. His body, still wearing the gauntlet and clutching his full wine goblet, fell into the pool that served as the outpost's water supply, creating the wine spring that Eadmer discovered centuries later.

Although ignorant of the pool's true, magical nature, Eadmer settled down and began a respectable mercantile business. During detours from various trading excursions abroad, he filled his mule train with casks of the spring's wine to distribute from his general store and later give to his daughter when she began running the *Sword and Cask*. Now several parties are intent on finding the pool, either for the wine or the Tuggarth gauntlet: Crallius the competing vintner; a wandering band of goblins who have stumbled on the spring; and the dwarf Amlaan and his comrades, intent on recovering their heritage.

ADVENTURE SUMMARY

The Tuggarth Gauntlet is a d20 System adventure suitable for 4-6 characters levels 4-6. You can customize this scenario for any

number of characters of variable experience levels by varying the numbers and abilities of adversaries in encounters. Feel free to substitute a town and personalities from your own campaign for the village of Thysbee and its inhabitants.

Elynne offers the characters a reward in gold from the inheritance her father left, plus a small cask of the inn's famous wine: a reward easily worth 1,200 gp each. If the characters owe her no loyalty as customers or friends, she advances them each 400 gp to secure their services. They must follow the map, chart any errors and mark any trails, find the spring, and bring back several watertight skins filled with wine.

JOURNEY UPSTREAM

Following the map brings you from the comfortable confines of Thysbee into the wild hills nearby. The parchment markings show an established path veering off the road to the next village, but it's little more than a game trail. It leads through tangled underbrush and a dense forest. If you don't stick to the path your way would become difficult, slow, and noisy. You know you're on the right trail when you reach a bubbling brook flowing down from the wild hills. Since you've been hiking half the day through the forest, this looks like a good place to rest and consult Eadmer's map.

Anyone drinking from the stream realizes the water has a fruity aftertaste, like heavily watered-down wine. Those who've frequented the Sword and Cask in the past who make an Intelligence check (DC 10) realize this aftertaste resembles the flavor of the wine Elynne serves at the inn.

Eadmer's map shows the game trail ending here, with an arrow pointing upstream along the brook. A Spot check (DC 15) or Wilderness Lore check (DC 10) reveals another narrow game path running parallel to the stream. If characters fail to notice this trail, they have little choice but to make their way using the brook as their path. Overgrown thickets pull at their clothing, and slick rocks make their footing tentative at best. This puts them at a disadvantage to maneuver. As long as they stand or move about in the streambed, they suffer a -2 circumstance penalty to Dexterity and Strength.

As you hike upstream, an uneasy feeling descends upon you. Did you hear a twig snap in the distance? It was probably just a doe or some other woodland creature. Did the wind cause that rustling of leaves, or did someone just brush aside a branch? You are certain that this unnerving sensation is caused by someone following you out there in the forest.

Any characters making a Spot check (DC 15) notice someone is watching them through the distant trees. Those succeeding at the check catch a glimpse of a small humanoid creature staring at them before it shifts and blends into the forest shadows and branches.



The characters never see more than one creature; at times it seems the same figure disappears from one place and appears again from a completely different direction.

Let the characters indulge in their paranoia. If they chase the silent watcher, the figure simply disappears and reappears elsewhere. The creature might leave them alone for a while, and then show up again near a distant tangle of trees.

The illusion of a single figure dogging the characters is actually created by a team of dwarven seekers commanded by Amlaan. Their quest for the Tuggarth gauntlet led them to Thysbee, and they believe the characters hold some clue leading to the item's location. For now they simply want to spook the characters into acting hastily, speeding them toward their goal so the dwarves can follow.

RUFFIAN AMBUSH

While the characters try dealing with the dwarves, a band of ruffians from Thysbee prepare to ambush the party from behind. Their master, the competing vintner Crallius, sent them after the characters to find the wind spring. The thugs have been following the characters at a respectable distance; now that they've reached the brook and discovered its wine aftertaste, they're pretty certain following the stream will lead them to the source. Crallius's men feel they can use the terrain to their advantage to eliminate the characters before they find the wine spring.

The thugs don't notice the mysterious dwarf, but they spot the characters and realize they're confused about something. Characters making a Spot check (DC 20) notice Crallius's men fol-

lowing them while they're preoccupied with the dwarves. If the dwarves haven't distracted the characters, they need only make a Spot check (DC 15) to notice the ruffians moving up behind them. The ruffians spring their attack as soon as they realize the characters have spotted them.

You continue hiking upstream, wary of who- or whatever is following you in the dense forest shadows. Suddenly you hear the sound of something slicing through the air... a hail of crossbow bolts! Someone is ambushing you from behind!

The thugs use their heavy crossbows to fire on the characters first, drawing their attention and hopefully inflicting some wounds before they know what hit them. They're fairly well entrenched among the trees at the characters' rear, gaining one-half cover and a +4 cover bonus to AC... an advantage the characters might use once the ambush begins.

The muscled workers Crallius hires to oversee the vineyards are a surly, sadistic lot. They enjoy shooting varmints burrowing among the vineyards, or other pests threatening the grapes (including trespassing citizens of Thysbee who still haven't learned better). Most of Thysbee's tavern brawls originate with them. As a group they use superior numbers, intimidation, and blunt force to get their way. When separated as individuals, however, they quickly become panicked cowards.



Ruffians, Male Human Com2 (7): CR 1; Medium-size Humanoid; HD 2d4+2; hp 9 each; Init +3 (Dex); Spd 30 ft.; AC 14 (+3 Dex, cloth jerkin); Atk +3 melee (1d6, quarterstaff), +4 ranged (1d10, heavy crossbow); AL N; SV Fort +0, Ref +0, Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 11, Cha 9.

Skills: Climb +3, Jump +3, Listen +1, Profession (vintner) +2, Spot +3, Use Rope +5.

Possessions: Heavy cloth jerkin, heavy crossbow and bolts, quarterstaff, pouch with day's rations.

Each thug takes cover behind a tree no farther than 10 feet from his fellow, maintaining a rough line of attack. They keep the characters pinned with a steady hail of crossbow bolts. Should any character advance to engage them in melee combat, the closest ruffians defend themselves with quarterstaff, while others beat a fighting retreat, concentrating their crossbow fire on the lead character. If a character breaks through their line or kills two thugs, the rabble flees in confusion back toward Thysbee.

Characters interrogating any captured ruffians discover that they do not believe their master ransacked Eadmer's general store and killed the merchant (they were off carousing as usual that night). Everyone in Thysbee knows Crallius disliked Eadmer and was jealous of his success with his famous wine. The thugs intended only to follow the characters, using them to reveal where Eadmer obtained his choice wine.

CLIFF ASCENT

With evening approaching, you follow the brook until you reach a ridge of tall cliffs, a 150-foot-high escarpment that stretches several miles in each direction. Atop the ridge you see the ruins of an ancient fortress: tumbled walls, weed-encrusted rocks, and the shell of what was once a well-fortified tower. Here the stream waters tumble down the cliff face from the tower. You also hear the sounds of carousing drift from the fallen tower, echoing through the forest. Someone else obviously found Eadmer's wine spring and seems to have indulged in its intoxicating waters.

Those characters drinking from the falls definitely taste watered-down wine, though the liquid is mixed with silt. Unless they employ magic, the characters have no means to see up the cliff to determine who's making all the racket in the ruins.

Characters making a Spot check (DC 20) notice a faint game trail leading to a concealed cave entrance 100 feet from the waterfall. The upward-sloping passage is just wide enough for a well-laden mule, or a well-outfitted adventurer. Although the tunnel drips with moisture from underground springs, the footing is solid, almost step-like, leading up into the ruins. It emerges at the back of the ancient dwarven well chamber.

If they don't spot the cave (or choose not to traverse it), the characters must scale the cliff face; going around the escarpment would take at least two days. Ascending characters must make a

Climb check (DC 20). Several twisted trees grow out of the cliff. Although these only afford occasional handholds for the overall ascent, characters might send a more experienced climber up first to secure a rope for the others, reducing the Climb check DC to 10.

GOBLINS AT THE SPRING

The tower basement stands open to the sky, a giant sinkhole surrounded by tumbled stones and the skeletal remains of the fortifications. A wide pool shimmers amidst the wreckage, portions of stonework along its edge proving it once served as the outpost's well. The sparkling golden waves slosh around less fluidly than water, and send a fruity smell wafting through the humid air. The carousing sounds come from a band of goblins lounging around and swimming in the pool. The creatures stagger about, joking, screaming, and pushing each other. Some drink from the well's edge, while others completely immerse themselves in the water. Others maintain a low cook-fire, roasting vermin they probably captured among the ruins. Their comrades supply them with an occasional cup of spirits.

Characters making a Spot check (DC 20) notice a small cluster of four goblins lurking off to one side of the sink hole, leering jealously at the others indulging in the wine spring's intoxicating drink. Those who ascended through the hidden cave notice these aloof goblins immediately, as they loiter only 10 feet from the cave exit into the ruins. Slipping past these sentries requires Hide and Move Silently checks (DC 15).

If the characters ascended the cliffs, they overlook the scene from the outpost's main ground level. The drop to the pool area is only 15 feet down a slope of debris, a swift descent they can successfully make with a Dexterity check (DC 10). Although those who ascended through the tunnel find themselves on the same level as the goblins, their avenue of attack is somewhat limited.

Allow the players a few moments to formulate an attack strategy. If they seem to dawdle too long, start making Spot checks for the goblin phaselings lurking in the corner. Their starting DC to notice the characters is 20, reduced by 5 for each additional five minutes the players take to discuss their plans.

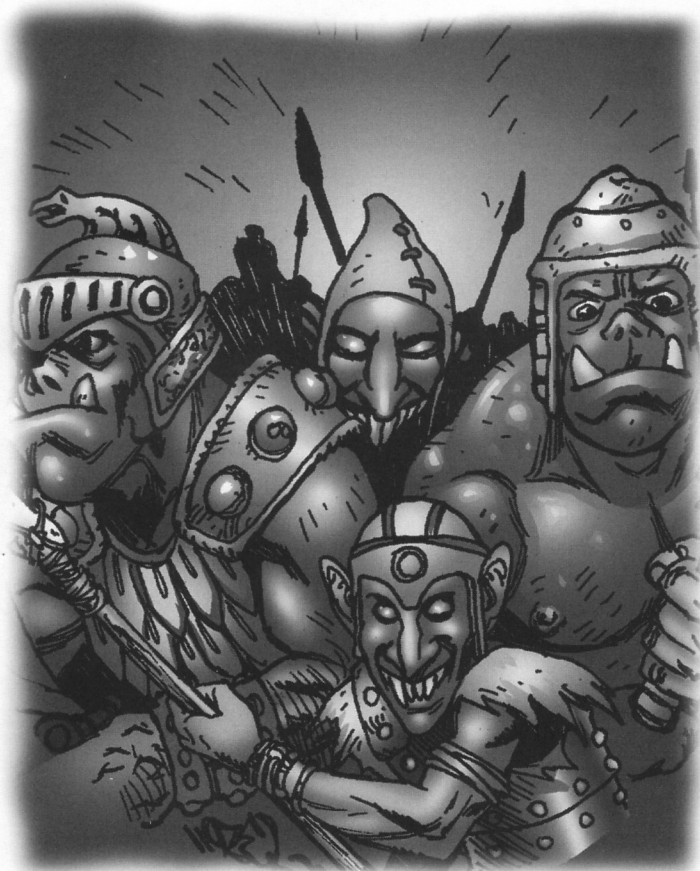
During an ambush, the drunken goblins spend two rounds scrambling for their weapons and assessing the situation as best

Goblins (14): CR 1/4; Small Humanoid; HD 1d8; hp 5 each; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atk +0 melee (1d6-1, short sword), +2 ranged (1d8+1, shortspear); SQ darkvision 60 ft.; AL NE; SV Fort +0, Ref +3, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Spot +3.

Feats: Alertness

Possessions: Studded leather armor, short swords, small wooden shields, shortspears, 2 gp apiece.



they can. These goblins receive a -2 circumstance penalty to most rolls for their drunken state, including attack rolls and skill checks.

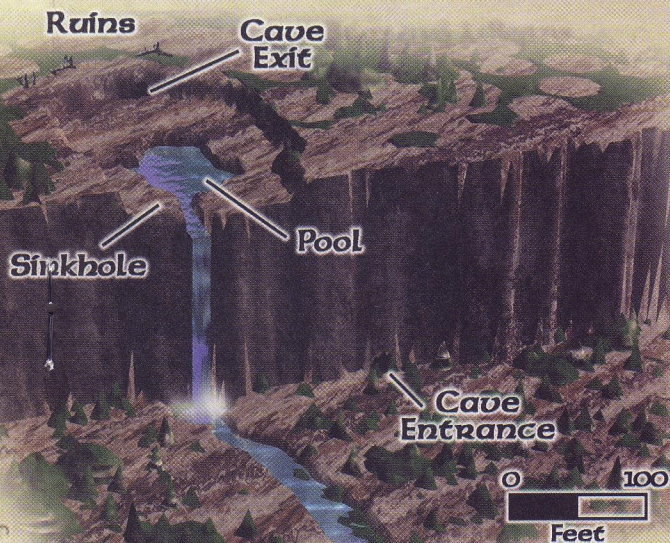
The four phaselings, however, spring into action immediately, blinking out of the way of character strikes, and then jumping back in behind them when they least expect it. (See stats below, under "New Monster.") The phaselings (hp 20, 24, 27, 30) fight well as a team since they've worked together in the past exploring tight underground passages and ambushing strangers unwary enough to approach their clan's lair. Their leader concentrates their attack on the most powerful character in the melee, often the most daunting warrior, but any spellcasters foolish enough to enter the fray are fair targets. The leader wields a magical +3 *short sword* smeared with purple worm poison (Injury DC 24; 1d6 Str initial damage; 1d6 Str secondary damage). While his fellows distract the most powerful target, the leader waits for a clear opportunity to strike.

All the goblins join the fray to fight for their lives. They know they're in enemy territory, and expect merciless treatment should anyone capture them so close to civilized lands.

Eadmer's Map



Wine Spring Ruins Elevation



Key



Ruins



Goblin Phaselings



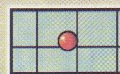
Cave Exit



Carousing Goblins

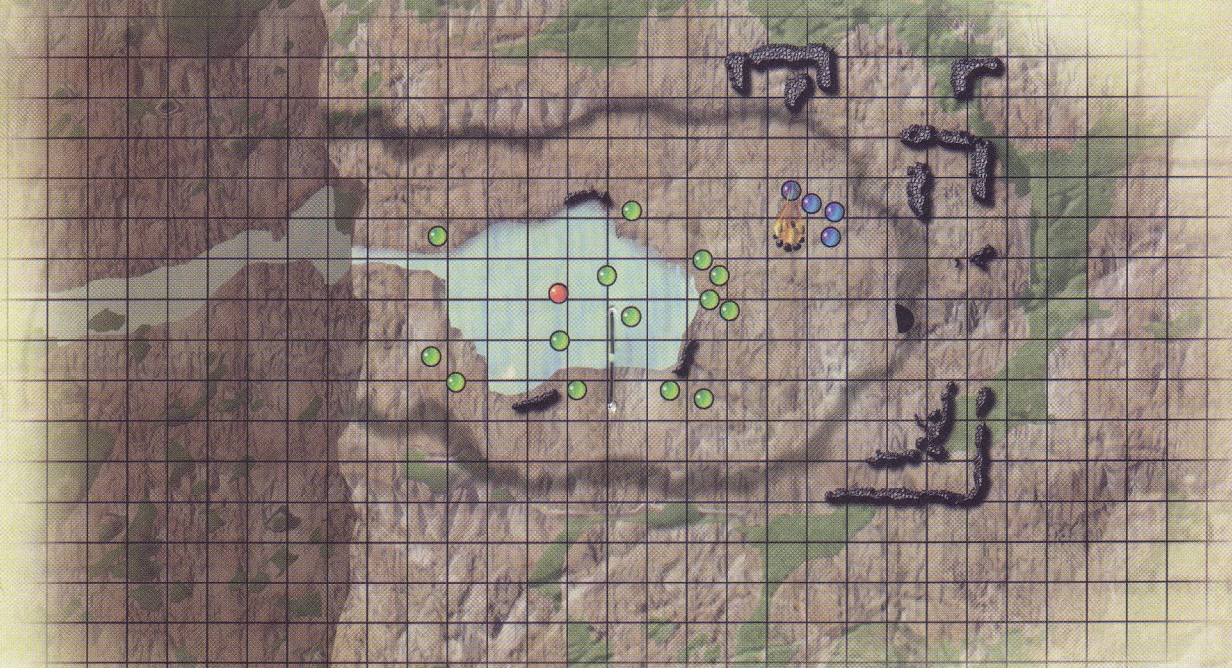


Cook Fire



Tuggorth Gauntlet

Wine Spring Ruins



Scale: One Square
Equals 5 Feet

THE TUGGARTH GAUNTLET

AMLAAN SPEAKS

You have vanquished the goblins, their lifeless bodies now sprawled around the pool. You clean your weapons, pick over the bodies to retrieve a few coins, and begin dressing your wounds. Suddenly the unnerving feeling that someone's watching you returns, and you realize that a short, stocky figure has appeared in the ruins above. When he sees that you've noticed him, the dwarven warrior steps to the edge of the sinkhole and addresses you in a commanding voice.

"Well done, trespassers," he calls. "Your bravery and prowess prove you are worthy and honorable warriors. Thank you for ridding our ancient outpost of that filthy vermin. I offer my gratitude for your service, but wonder what brings you into these ruins which, you no doubt know, belong to my people."

This dwarf, Amlaan, is the same shady character lurking around Thysbee the constable suspects in Eadmer's murder. He and his companions concealed in the nearby ruins are the same ones who earlier dogged the characters during their journey upstream. They've been seeking the Tuggarth gauntlet, the source of the pool's wine-making properties. Now that the characters have inad-



vertently found it for them, the dwarves wish to retrieve it with minimal confrontation.

If the characters respond haughtily, the dwarf graciously grants them leave to visit the spring as often as they wish to collect its waters, though they may not make any encampment within the ruins or nearby, thus violating the memory of his courageous dwarven ancestors. Although it appears as if he turns and leaves them at the spring, Amlaan only slips back into the ruins where his numerous dwarven companions are hiding. They wait until the characters depart before retrieving the Tuggarth gauntlet from the pool.

Should the characters put up some kind of fight, Amlaan calls forth his fellow dwarven seekers concealed among the ruins. They surround the characters, looking down on them from the high sinkhole wall. If this isn't encouragement enough for the characters to move along, then they deserve what they get in a fight with the sturdy dwarves.

Amlaan, Male Dwarf Ftr5: CR 5; Medium-size Humanoid; HD 5d10+10; hp 38; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (+2 Dex, +5 leather); Atk +5 melee (1d10, dwarven waraxe), or +5 ranged (1d10, heavy crossbow); AL NG; SV Fort +4, Ref +3, Will +2; Str 11, Dex 14, Con 15, Int 11, Wis 12, Cha 10.

Skills: Appraise +2, Craft (metalworking) +2, Diplomacy +2, Hide +3, Listen +3, Move Silently +3, Spot +3, Swim +1.

Feats: Exotic Weapon Proficiency (dwarven waraxe), Improved Initiative.

Possessions: +3 leather armor—silent moves, dwarven waraxe, heavy crossbow and bolts, packs with supplies, 400 gp in gems.

Dwarven Seekers, Male Dwarf Ftr3 (5): CR 3, Medium-size Humanoid; HD 3d10+3; hp 20 each; Init +2 (Dex); Spd 20 ft.; AC 14 (+2 Dex, +2 leather); Atk +3 melee (1d10, dwarven waraxe), or +5 ranged (1d10, heavy crossbow); AL NG; SV Fort +3, Ref +3, Will +1; Str 11, Dex 14, Con 13, Int 10, Wis 10, Cha 8.

Skills: Appraise +2, Craft (metalworking) +2, Hide +3, Listen +2, Move Silently +3, Spot +2.

Feats: Exotic Weapon Proficiency (dwarven waraxe).

Possessions: Leather armor, dwarven waraxe, heavy crossbow and bolts, packs with supplies, 250 gp in small gems.

If the characters impress Amlaan with their honesty regarding the nature of their quest, he shares with them the reason for his presence. He seeks to find a lost dwarven treasure, the Tuggarth gauntlet, once worn by their great hero Kalaan. If appropriate, he shares with them the legend of Kalaan described under "New Magic Items: Tuggarth Gauntlet," below.

In exchange for the characters retrieving the gauntlet from the pool and turning it over to him, Amlaan is willing to allow them to explore the ruins and keep whatever treasures they find (an entire dungeon-delving adventure in itself). Swimming to the bottom and finding the gauntlet requires a Swim check (DC 15). Those who fail get a mouthful of potent wine and a -2 penalty to all actions until they sober up. When they come up with the gauntlet, they dis-

cover it's still clutching a battered metal goblet inscribed with intricately curling floral patterns (see "Kalaan's Cup" under "New Magic Items," below). Amlaan insists they keep it as the first of the treasures to which they are entitled within the ruins.

Once the Tuggarth gauntlet and Kalaan's cup are removed, the spring refreshes the pool with fresh water. The choice wine that made the Sword and Cask Inn famous disappears.

In return for discovering the wine spring and staking a claim on it, Elynne rewards each character with 1,200 gp, their share of her inheritance from her father. Should she discover later that the pool no longer produces wine, Elynne brings them before the local military authorities for defrauding her of her father's bequest (or puts a bounty on their heads). If the characters realize that Kalaan's cup possesses magical qualities, they can immerse it in a barrel of water to create the delicious wine overnight. Giving it to Elynne for the Sword and Cask makes up for the loss of the wine spring.

NEW MONSTER

GOBLIN PHASELING



Goblin phaselings are mutants with the ability to phase in and out of the Ethereal plane, much like blink dogs. They rarely stand out in a band of regular goblins until they engage their special abilities. Phaselings look almost identical to common goblins except for their glazed eyes, often grayed over as a side effect of constant blinking in and out of the Ethereal plane.

Medium-Size Humanoid

Hit Dice: 4d8+4 (24 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (+1 size, +1 Dex, +3 studded leather)

Attacks: Short sword +5 melee; or shortspear +5 ranged

Damage: Short sword 1d6+1; or shortspear 1d8+1

Face/Reach: 5 ft. by 5ft./5 ft.

Special Qualities: Blink, darkvision 60 ft.

Saves: Fort +2, Ref +1, Will +2

Abilities: Str 12, Dex 13, Con 12, Int 10, Wis 14, Cha 8

Skills: Hide +6, Intuit Direction +4, Listen +5, Move Silently +4, Spot +5

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground

Organization: 1–2 sometimes attached to a gang, 2–10 with a band, or 8–20 within a tribe

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Phaselings serve as scouts, explorers, and ambush parties for the goblin bands to which they belong. Their blinking abilities help them explore cramped caverns that might not otherwise be accessible without dedicated excavating efforts. In ambush and battle, they favor blinking within melee range of the enemy and striking swiftly, blinking to a different location to confuse their foes.

Their constant transition to the Ethereal plane inflicts various side effects on phaselings. They assume a haggard appearance, with grayed eyes and a gaunt expression. Since their blinking consumes a great amount of personal energy, they often appear sluggish and lazy... at least until the time comes for them to spring into action. Unlike their fellow goblins, phaselings rarely indulge in frivolous behavior, especially anything involving alcohol—intoxication and blinking through solid rock don't mix.

Scholars speculate that phaselings are the offspring of goblins and entities from the Ethereal planes. Those of the sorcerous persuasion think they were selectively bred many generations ago using elements from displacer beasts and blink dogs. They do not reproduce frequently, so they remain rare even among the most prosperous goblin tribes. Their low breeding rate may be a consequence of an extended lifespan. Phaselings often live longer than normal goblins, accruing more experience and gaining a more dour outlook on life.

COMBAT

Phaselings often work as teams while exploring subterranean caverns, a strategy they also employ in combat. When blinking over distances, the forward-most phaselings acts as an advanced spotter, shouting information about enemy positions or potential hazards to the others. In the open, they prefer to swarm the most powerful adversary, blinking to within melee combat range, attacking, and then blinking away (preferably behind cover if the enemy uses ranged weapons).

Since phaselings often have a greater degree of wisdom and sense of self-preservation than most goblins, they prefer cowardly, cautious tactics to mindless bravery. If given the chance, they often wait a round or two before entering a fight, watching their adversary to identify the direst threat, and planning the best way to eliminate it.

Phaselings rarely enter combat as a sole unit. They integrate themselves into ambush parties, patrols, and battlefield formations, relying on the regulars to mask their presence and provide a simple diversion until they engage their blinking abilities to surprise the enemy.

Blink (Su): A phaselings can *blink* as the spell cast by a 6th-level sorcerer, and can evoke or end the effect as a free action.

NEW MAGIC ITEMS

TUGGARTH GAUNTLET

A human wizard, elven sorcerer, and dwarven armorer created the Tuggarth gauntlet hundreds of years before it fell into Kalaan's possession. It consists of a heavy leather glove covered with overlapping bands of metal. The arrangement combines the flexibility of a glove with the strength of armor. The gauntlet fits most Medium-Size humanoids possessing a right hand of four fingers and an opposable thumb.

Those wearing the gauntlet gain a +1 enhancement bonus to their Strength and Charisma ability scores. Any vessel the gauntlet holds gradually fills with a delicious wine. Drink continues to flow into the container until it is full or separated from the gauntlet. Once per day those drinking wine produced from vessels in the gauntlet's grasp heal 1 hit point.

The gauntlet could fetch at least 12,000 gp from those dealing in magical items; however, dwarves from the Tuggarth Mountains might pay double that amount to retrieve this valuable piece of their heritage.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *bull's strength*, and *control water*; **Market Price:** 12,000 gp; **Weight:** 1 lb.

KALAAN'S CUP

Centuries ago Kalaan received this goblet as a good luck present for his imminent expedition to seek precious minerals in the hills near what would someday be Thysbee. Few realized the cup possessed magical powers then, and nobody today cares much for what appears as a battered metal goblet inscribed with intricate floral patterns. Although Amlaan believes the Tuggarth gauntlet to be the wine spring's source, the cup has magical qualities of its own.

The cup ferments any ingredients left in it overnight. Water, sugar, and grapes produce wine; mashed bread, sugar, and water turn into beer; and even watered-down honey becomes the finest mead. The magical process works even if the cup is placed in a barrel filled with ingredients. Although its function is more limited than the gauntlet's, it still produces drink of the best quality. Once per day those drinking wine produced by the cup heal 1 hit point.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *create food and water*; **Market Price:** 4,000 gp; **Weight:** 1 lb.

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CREDITS

Publisher: Christian T. Petersen

Writing: Peter Schweighofer

Editing: Greg Benage

Graphic Design: Brian Schomburg

Cover Illustration: Chad Jasper

Cover Colorist: Ben Prenevost

Interior Illustrations: Earl Geier, Zack Lohse, Eric Kempfer, Scott Schomburg

Cartography: Brian Schomburg

Special Thanks: Tod Gelle