

DYV1-08

BLINDED BY THE DARKNESS

A One-Round D&D LIVING GREYHAWK[®]
Dyvers Regional Adventure

Version 1

by Jeff Huston

As the tools of divination slowly disappear from Dyvers, those groups that depend on them are forced to find another way to see—another way to discover the truth. At least one of these groups thinks you can find it for them. Can you get past the veil, and find out what has caused them to be blinded by the darkness? An adventure for characters level 1-6

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that

character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "hire an iconic." The stats for the 1st-level versions of Tordek, Mialec, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old APLs, assume that the APL multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

This scenario is designed as a plot hook off of the *Slavers* source book material. Access to this source book should provide additional insights into the following information.

The primary difference in this module for each APL is the power of the force actually in the Oerth Dragon's temple when (if) the PCs get there. Minor skirmishes that the PCs might start earlier in the adventure increases in difficulty, too, but not as fast.

EVENTS LEADING UP TO THE SCENARIO

Eight months ago, Stalman Klim, Turrosh Mak, and Brother Kerin decided that their agents working the Nyr Dyv needed proper spiritual guidance while so far from home. While the presence of Clerics of the Oerth Dragon

would strengthen the cause, there is something intrinsically wrong in not having a permanent temple established within the Oerth itself.

To this end, he sent Glabok Tren to Dyvers, with instructions to establish a secret temple that the crews of the various ships should have little trouble accessing. Glabok, naturally, took his most loyal followers and personal force with him.

Vel Ashandrin was not very pleased with the surprise of Glabok's presence, or particularly with his immediate goal, but the commonality of their greater purpose assured the priest of at least minimal support. Glabok's men lived out of various inns while he and Ashandrin worked out details like location and access for the temple.

Eventually they agreed not to place the temple near any of the slave holding pens, nor design access through one of The Alliance's many safe houses. Keeping the temple within the city limits left them with the choice of purchasing a new building or working from within the sewer system. Vel Ashandrin saw an opportunity to use his allies against Greyhawk to help lessen one of his own internal problems, reasonably safe access through the sewers. After all, if they were going to try to keep access easy for their worshipers, then they would have to solve the problems created by the gelatinous cubes and Constabulary patrols.

There are multiple hiding places within the sewers, some built by Mayor Karmos' workers over 230 years ago, most built by The Alliance since. The Oerth Dragon clerics were given a very large space, hidden by a secret door and protected from both flooding and gelatinous cubes through the use of a high step stairwell going up just inside the secret door, and then back down into the room itself.

The temple itself has been operational now for four months. A couple of ship's crewmen have apprenticed themselves to the Temple in this time frame.

Unfortunately for the temple's security, Larz Tolung, the most junior of the clerics who made the journey, came to the erroneous conclusion that if secrecy was so important, he could surely improve his position by denying others the opportunity to find it. He began working with Maxksks the Lucky to hire different thieves to secure certain items, with the understanding that the identity of the items wasn't Maxksks's problem. Maxksks was concerned that Larz's request was not the kind of activity he had been told to expect from the priests, but it was exactly the kind of thing Maxksks does on an ongoing basis, so he was happy to oblige, for the proper consideration, of course.

Larz has, at this point, sponsored three "thefts", and is in the process of the fourth. Since his motivation has been to increase the security of the temple's location, the thefts have focused on important aids to scrying that were held by others in town. Larz has funded his thievery by "borrowing" from the funds that were sent to help establish and maintain the temple for the first couple of years. The free use of the old hiding place has eliminated most of the predicted costs, so no one has noticed how

much value is missing from the funds they brought to Dyvers.

The items that have been stolen haven't been found yet because they are individually secured in cloth wrappings, and are hidden within deep pools at major intersections in the sewers. Attempts at scrying their location produce only darkness (the inside of the wrappings) and silence (the muffling effects of the padding, and the sewage itself).

The first theft was of a powerful *crystal ball* from the Dweomer Crafter's Guild, actually perched on top of the altar in their shrine to Boccob. No one has taken credit for this theft, and the Guild is beginning to look inward for the guilty party. The thief is not a member, however, but a long-time undercover agent of The Alliance and a Cleric of Boccob.

The second theft was of a large *mirror of mental prowess*, which had been suspended within the temple to Istus. Conventional wisdom requires that such a theft involve the use of magic, a *reduce* spell at the very least. Conventional wisdom is, as usual, wrong in this case. This theft was handled by a group of six, who used brute force to maneuver the mirror down into the sewers, where they wrapped it as it sits now. When they delivered it, they were startled by the request to place it in its current resting spot, but they did so without further comment. This group of burglarz consisted of Glarick Vale, Shentell Larraeth, Grhuj, Klart, Fellis Bellater, and Trendell Sanders. They have failed to keep as quiet as a group as they should have.

The third "theft" accomplished so far was the most daring. A lone agent polluted the Font controlled by Pelorian forces, filling it with fresh sewage and multiple vials of Unholy Water. This was done by a young skulker named Graegor Gillian. He brought the foul material in a waterskin, which he cut open to empty. So far, he's been happy not to talk about his mission. Until word hit the streets, it never occurred to him that it could cause quite the stir that it did.

Graegor did such a good job, that Larz is trying to get Maxksks to provide him for the same services to be performed at the Font within the temple to Istus. Graegor is, naturally, trying to increase payment for the job at this point.

ADVENTURE SYNOPSIS

The prospective adventurers will be tracked down by Thawn Fey, a young cleric of Istus, using something that looks very much like a divining rod. He will guide them to a meeting with Karrin Taless, his superior, to discuss the theft and destruction of the scrying devices known to exist within the town, the lack of information that even the clerics of Istus have been able to find, and to plead with them to watch over the font and protect it from desecration.

Assuming the party sets up an ambush around the font, they will have *one* opportunity to catch Graegor. If they manage to capture him alive, they will be able to pump him for information, and will be directed to Grhuj, Klart, and Trendell. He will resist implicating Maxksks to

the best of his ability, since he doesn't want to lose the work Maxksks would then direct away from him. If they kill him in order to stop him, they will find an indication that he spends time at the Rasher and Gobbet. Spending time discreetly in the Rasher and Gobbet will eventually net the group a connection to the same three thugs. If the PCs fail to capture him, then the clue pointing at the Rasher and Gobbet *needs* to have fallen to the floor during his escape.

Grhuj, Klart, and Trendell, together, will just barely manage to remember where they dropped the mirror. They'll have to lead the PCs (or authorities) there in person, though, and it will really take all three of them to get it right. On a more useful angle, they can connect the PCs with either Maxksks or Glarick and Shentell. They'll think of Glarick and Shentell first, though, and won't mention Maxksks at all unless forced into it.

Glarick and Shentell can connect the PCs with Larz Tolung and the temple itself, as they did their homework before accepting the job. No, they don't know what the Oerth Dragon clerics want to hide, besides their presence, and will point out that the local High Priest (Glabok) is not a push over for them to go tracking down.

Maxksks will claim complete ignorance about what Larz is after and what the Church of the Oerth Dragon is doing setting up a temple in Dyvers. As long as the PCs assure him they won't tell anyone where they got the information, he'll share the location of the Temple with the PCs in exchange for a halt to hostilities, or enough cash.

At this point, the PCs should push on into the sewers. Cautious groups might try to get some representatives of the Constabulary to go with them. If they make a good case for it, provide them with the example sewer patrol included in the optional Constabulary encounter. If not...

Once they reach the temple, the PCs will meet an increasing force based on the module's APL. In every case, the best resolution possible is a peaceful capture of Larz, and the worst-case resolution is a full-scale melee against all of the Oerth Dragon's supporters present at the APL. Ironically, avoiding this combat is hardest at APL 2, where none of Larz' superiors are present.

Larz has overstepped the bounds of his authority and created more of a problem for the temple than they would have had if they had been found accidentally. His superiors, once they know what's happened, will be more than happy to work with the other temples and the Constabulary to see that Larz is punished for his crimes, and the goods returned. After all, such an effort of goodwill to repair what Larz has done *might* get them a little more open acceptance in Dyvers.

Depending on how much time the party uses in role-playing to get through the other material, there are two optional encounters. The first is with a gelatinous cube as they move through the sewers. The second is with a standard Constabulary sewer patrol. A reckless group might have some real problems with either one of these, especially at APL 2, but even a little caution will allow them to simply skirt the cube if they wish, and only fools

will actually fight the Constabulary. Either encounter can be inserted at any point in either trip through the sewers, though running into the Constabulary after picking up the mirror has a *lot* of potential for role-play.

INTRODUCTION

Rumors always flow through the Dyvers Adventurers' Guild faster than the ale. Recently, there have been rumors of dragon sightings in the Gnarly forest, of thefts from temples within the city, of Magister Hunter's replacement by a simulacrum while she's off looking for her man, and even of The Greyhawk Thieves' Guild's control over the Dyvers' Pest and Vermin Contractors. As you sit with your drink, wondering if any of these rumors are true enough to follow, you see a thin man, probably close to 6 feet tall, but no more than 150 pounds. He is holding the arms of a y-shaped stick, pointing the base of it in front of him, and wiggling it around as he moves through the room. The sight's almost funny as the stick turns him one way and another, causing his nearly waist-length dirty blond hair to swirl and stream behind him as he jerks his way about the room. As he gets closer, you can see a golden-colored spindle suspended from a string around the youth's neck, bouncing around on top of his plain gray robes. You're only a little surprised when he ends up "following" the stick until it touches your shoulder. "Our Lady of Fate be praised! I am Thawn Fey, acolyte at the Temple of Istus, and your thread has been chosen from the great tapestry of Oerth to help us in our time of need. Please, come to speak with Mistress Taless at our Temple, just after supper. It would be best if you came prepared for anything, though. I know we can count on you, The Colorless and All-Colored would not have led me here otherwise. Thank you for your kind assistance!"

Thawn speaks almost without taking a breath, then picks the stick back up and begins following it around again . . . Yes, the divining rod will touch each and every PC directly. Yep, it's a stick of PC finding! If the PCs act to stop him, he will attempt to answer any questions to the best of his ability. Remember that honesty is *extremely* important to the Clerics of Istus.

What he knows:

- Something has gone wrong, and all the senior priests are very agitated, but unwilling to talk about the problem.
- A large mirror isn't hanging where it had been kept during the previous 2 years of Thawn's time at the temple, but he's assumed it was just moved. They DO change the arrangement of the carpets and such every now and again.
- No, this is the first time he's seen a spell like the one that was cast on the "divining rod", but he was assured it would lead him to those that Istus knows can solve the problem, and it lead him to YOU!
- There has been more traffic and interaction with the priests of Boccob and Pelor than normal this past week, but Thawn's not yet privy to the workings of religious politics in Dyvers.
- No, as far as he knows, there's no truth to the rumors of thefts from the temples.

- Magister Hunter's weekly visit to discuss the results of the on-going divination search for Rashaman was unusually short, and she seemed angry when she left instead of depressed, as she normally is when she leaves.
- As far as he knows the Magister is really the Magister.
- He understands that there really is at least one dragon in the Gnarly, but never having seen it, he can't directly vouch for the accuracy of the stories.
- He hadn't heard the Dyvers Pest and Vermin Contractors was working for the Greyhawk Thieves' Guild. To the contrary, he understands that they work for the DAG (Dyvers Adventurers' Guild).

ENCOUNTER 1: THE SETUP

The adventurers should find their way to the Temple of Istus with little trouble. This building is fairly large, easily three stories in height for the main structure, which is both octagonal and all limestone. A couple of smaller wings extend off of the sides of primary structure, but they are away from the roadside. Within the octagonal building is a single room. It is crisscrossed with a huge amount of rope, supported from the ceiling and walls by even more rope. Yes, the intent is for the bare rope to provide the appearance of an extremely large and complicated web. Garish Baklunish carpets are suspended from the ropes, forming small rooms and hallways through the web of the temple.

If the PCs chose to follow Thawn immediately, adjust the following appropriately.

If the PCs attempt to milk Thawn for more information, what he knows is explained in the Player Introduction.

As you enter the main Temple to Istus, the garish colors of the carpets suspended around you strike a harsh contrast to the plain walls of limestone visible from outside. You see several bare ropes running above the space you occupy and deeper into the temple, apparently used to support the carpets that define not only this small foyer, but a hallway leading deeper inside. You can just catch a hint of incense burning somewhere deeper within the room and hear plainly a slow tune provided by flute, harp, and drum. As you begin to move forward, Thawn enters the foyer, moving around a rug to your right. "All praise for the Lady of Our Fates! Sorry I'm late, I should have been here before you came inside, but obviously She wished for you to remain alone for a moment. Please, please, come with me and I'll take you to Mistress Taless." The young cleric leads you through the web, occasionally lifting a carpet aside so that you use it as a door. "Mistress Taless, I bring you the ones The Colorless and All-Colored indicated." Then he waves you in, but doesn't follow.

Mistress Taless wears a light gray robe, with black embroidery laid out as a web across the entire outfit. Her dark gray hair is braided into a single strand as thick as a warrior's forearm that reaches down her back to her knees. A golden spindle rests on her breast, suspended from a thinner silvery chain. Two banners of Istus stand against the limestone wall

behind her, each nearly touching the carpets that define the room, and flanking the small table that she's leaning against. She greets you with a voice still ringing with a youth her body seems to have forgotten. "Our threads have met so that we may each find our place in the tapestry. Trust in Istus' design, and all will be as it should. I've been instructed to share a little problem with you, one that is not isolated to our temple.

"Someone has been taking or desecrating the tools of divination from the temples of Dyvers. The most powerful remaining is the font in our own temple. Our divinations have been unable to locate the missing items, or to provide a good lead on who's responsible. A lesser divination led us to you, as the ones most likely to be able to identify the cause of these acts, and to take appropriate action. You will, of course, help?"

Despite the formal appearance of this meeting location, Karrin is *not* a senior member of the temple. They would be in black robes with silver embroidery.

As the discussion continues (as long as the heroes seem intent on being heroic about this), she'll tell them to call her Karrin.

- She knows of the theft of the Crystal Ball from the Dweomer Crafter's Guild, and the following specifics:
 - The theft took place 17 days prior.
 - The constabulary has failed to find any evidence or leads on the theft.
 - All divinations to indicate who performed the theft have failed.
 - All divinations to locate the crystal ball have failed.
 - Divinations to see or hear what is around it provide a completely black image, with a rhythmic throb for noise.
 - The Guild staff is starting to wonder if it was a member who took the crystal ball.
 - The Guild staff has become less than willing to work with others about the theft.
- What she knows about the theft of the mirror:
 - The theft took place 8 days prior.
 - The constabulary found evidence of recent access to the closest sewer entrance after the theft was noticed and reported.
 - Divinations indicate a large mixed group actually performed the theft.
 - All divinations to locate the mirror have failed.
 - Divinations to see or hear what is around it provide a completely black image, with a rhythmic throb for noise.
- She knows of the desecration of the Pelorian Font, and these specifics:
 - The desecration took place 2 nights prior.
 - Raw sewage and unholy water were dumped into the Font.
 - A large water bladder stinking of sewage and cut open was lying next to the font.

- Divinations indicate the act was performed by a single human male, but he has proven very difficult to find.

- She has additional details:
 - Divinations have revealed a common cause does exist for these acts.
 - Trying for a location for said source received "look below."
 - Trying for an identification of said source received "Servants of the Oerth."

All three organizations are interested in having the perpetrators caught, and the missing items returned.

Since the Clergy of Istus is famous for being honest and impartial, Karrin has been authorized to work as agent for all of the injured parties.

The temples are willing to provide curative services for any diseases that may be contracted while investigating this matter.

The injured parties will reward finding and stopping the source of these activities with 300 wheatsheafs.

Retrieving the stolen goods will be rewarded as deemed appropriate by the independent groups.

Her desire is for the PCs to stake out the font in the Temple of Istus, laying in wait for the desecrator, and then taking whatever actions they feel are appropriate.

She is, naturally, telling the complete truth as she knows it, and sincerely wants those chosen through the power of Istus to solve the problem.

The party may purchase three potions (at a small discount) from the temple. A party without enough funds for the more expensive potions can ask for the lesser potions instead.

- APL 2: 3 *cure light wounds* (1st-level caster), 45 gp each.
- APL 4: 2 *cure light wounds* (1st-level caster), 45 gp each; 1 *cure moderate wounds* (3rd-level caster), 270 gp
- APL 6: 3 *cure moderate wounds* (3rd-level caster), 270 gp each.

ENCOUNTER 2: SPIDERS IN THE WEB

Hopefully, you'll have to cut the following block short, as the heroes attempt to take action. Any group that let's you finish this section of boxed text unchallenged has missed the whole point. Use the text to understand Graegor's intent, and work from there based on the tactics given for Graegor at each APL.

If the PCs seem unwilling to put much effort into this project, have Graegor show up the first night.

The second night that you take your positions around the font seems to drag on as pointlessly and dully as the first, at least until about 2 in the morning. One of the carpets defining the space around the font moves aside, as if someone is entering the area, but no one is visible. After a couple of moments, you hear a

sloshing noise as a large fluid-filled bladder appears in the air next to the font, and then settles down on the font's edge. Then a knife appears in the air, moves above the bladder, and slashes down into it, slicing it open, and revealing a young human male standing next to the font, holding the knife. He grabs an edge of the bag and dumps the odorous contents into the font as he lifts it up and away from the water, before dropping the bladder at his feet. He grins as he puts the blade away, then turns back toward the carpet from which he entered the area and leaves quietly. He wasn't in the area for more than 25 seconds.

The attached map of the current main temple layout will probably be needed for this encounter, if not the over-planning the PCs are likely to do to set themselves into positions for the night.

The various APL versions of Graegor will use primarily the same tactics and goals. If he is prevented from making his deposit, he won't care, much, as he would rather get clean away. He can come back to complete this job later!

- What Graegor knows, and will reveal with little effort from the heroes (Asking, basically):
 - He was hired through normal Alliance channels, and has no idea who wants the fonts defiled.
 - Yes, he defiled the Pelorian font.
 - There's a group who frequents the Rasher and Gobbet who were bragging about how easy it was to get the mirror.
- With a little more effort (believable threats, including incarceration or personal violence), the PCs should be able to find out:
 - How he became invisible.
 - The braggarts are Grhuj, Fellis, and Trendell, three big dumb muscle-bound brutes too stupid to have handled the theft of the mirror alone.
 - He didn't even know a crystal ball had been stolen. Sweet.
- With a lot more effort (torture, carefully handled divination magic in conjunction with the appropriate questions) the PCs could find out:
 - About Maxksks the Lucky's part as go-between.
 - That Maxksks the Lucky is a major contact point within the alliance.
 - Maxksks can be found at the Spice Guild house. Ask for cinnamon from Blackmoor.
 - That the braggarts have worked with Glarick Vale and Shentell Larraeth before, and that pair could easily have planned the theft of the mirror.
 - That Glarick and Shentell can often be found at the Sword and Tankard, when they aren't working or planning a job.

If Graegor is killed or escapes, ensure the bladder is made available to the PCs. Inspection will reveal the bladder is marked with the sign of the Rasher and Gobbet.

ENCOUNTER 3: BRICKS ON PARADE

If the heroes know they are looking for Grhuj, Fellis, and Trendell, use the following text. If they don't know who or what they're looking for, you'll have to deal with their actions. See the section after the text for what the barkeep knows, and what kinds of things a cautious group might overhear.

The Rasher and Gobbet is a normal enough tavern. Looking around the room for brutes proves more fruitful than you could wish, with six different groups of very big men from various races scattered through the room. They seem familiar enough with each other, though, and they are more interested in drinking and laughing than challenging each other.

One option is for the PCs just to ask for the thugs to identify themselves. This is certain to start a challenge situation, with the PCs possibly dealing with all the thugs in the room, if they aren't careful. Role-play the situation to your heart's content, threatening and intimidating any and everyone in sight. Attempting to defuse this situation will be a Diplomacy check (DC 12), as they aren't really out to stop drinking long enough to pound the adventurers, and aren't real keen on attacking people in armor and holding weapons, for that matter.

Talking to the barkeep could get the following kinds of responses and information:

- Why should I tell you?
- The ones sitting next to the fireplace, against the front wall, that's the boys you're after.
- Careful of Grhuj. He's been known to break a man before he knows he's hit him.
- Nah, that ain't Fellis. He went home earlier. That's Klart.
- Yeah, the four of 'em have been spendin' mighty loosely lately. I haven't had ta repair a table better'n a week!
- <laughter> Nah, they ain't got brains enough ta change their own pants.

If the heroes just sit tight and wait, drinking (or pretending to) and listening, they'll be able to overhear the following kind of information:

- Names of various bar room occupants. After about 10 minutes they'll know where Grhuj and Trendell are.
- The guy at the table with Grhuj and Trendell is Klart.
- The guys the PCs are looking for are buying drinks for everybody, multiple rounds! - No wonder they're all so friendly!
- Trosha, the barmaid, is getting married. The patrons don't want to see her go.
- The guys buying all the drinks got paid *really* well for a small job recently.

If approached, they'll brag about just walking out of the temple with what they were hired to get, but even the knuckleheads are bright enough not to say what they took from where, specifically.

Once they manage to get to a point where they can try to pump the knuckleheads for information, work from the following:

- Yep, they took the mirror from the Temple of Istus.
- They were told to wrap it up tight in some old sackcloth, and dump it into one of the big pits in the sewers.
- No, they did it themselves, honest!
- Well, okay, they had some help.
- They think they can remember where they dumped it.
- Fellis, Glarick and Shentell helped them.
- Glarick's very smart, but very small.
- Glarick and Shentell go to the Sword and Tankard a lot.
- They just do whatever Glarick tells them to.
- Glarick hired them for the job.

A threat of violence (especially if the PCs are obviously superior) will get the knuckleheads to cooperate in finding the mirror. So will a Diplomacy check (DC 15), with the target reduced by 1 for every 5 GP offered for their help.

Take them on a long, uncertain voyage through the sewers, starting (naturally) just outside the Temple of Istus. Both optional sewer encounters are reasonably used during this journey.

At the end of the journey, they are at a cesspool with a diameter of 20 feet, and a depth of 30 feet. The mirror is lying on the bottom, partially covered with solid matter. No, the PCs cannot see through this water very well at all.

ENCOUNTER 4: THE SWORD AND TANKARD, HOME OF ADVENTURERS AND OTHER UNSAVORIES

This massive inn, formed by joining the surrounding buildings into a single structure, dominates the street. Inside, no room is any larger than the floor of the building from which it was taken, and most are smaller yet. There are hallways around, leading to both private and public rooms. The air is full of the sounds of successful adventurers relaxing, less successful ones moaning their fate, and the hangers-on trying to milk them all for anything they can get.

Finding a barkeep or maid is very easy in the Sword and Tankard, as is getting pretty much any service that an adventurer might want. They don't even demand tips for identifying people in the building, since so much of their

food and drink business is based on business meetings anyway.

Asking for either Glarick or Shentell will get confused responses, as the people are uncertain whom the heroes want. Asking for the two together gets an immediate response, and the PCs will be asked to wait in one of the tavern rooms while someone goes and fetches one of them.

The two will come down together. Their initial attitude will be cautious at best, and there is little the group could do to relax them. If a member of the group identifies herself as a member of the Alliance, that will help them calm down some, though they are painfully aware that the Alliance isn't always about helping each other.

They can potentially share as much of the following information as you feel the group needs or earns during the conversation:

- The assignment to steal the mirror came through their normal Alliance contacts.
- Their primary contact is Maxksks the Lucky
- Off-hand, they really aren't sure where they dumped the mirror. They were paid to dump it, not go back for it later.
- The job originated with Larz Tolung, a cleric recently arrived in the city.
- Larz is a follower of The Oerth Dragon.
- The Oerth Dragon cult has recently opened a church, away from the prying eyes of the Dyvers citizenry. It's in the sewers, near the river.
- The Oerth Dragon church seems to be working with some of the sailors who come through the port.
- Glarick and Shentell have no special knowledge of what Larz is doing
- Glarick and Shentell can provide directions to see Maxksks the Lucky. He's available at the Spice Guild house. Ask for cinnamon from Blackmoor.
- Glarick and Shentell can provide directions for finding the Temple of The Oerth Dragon.
- The job went so easily; it was like the clerics of Istus were helping them.

ENCOUNTER 5: WHAT ALLIANCE?

As you approach the Spice Guild house, you find yourself impressed at how well the Alliance has hidden such a major contact point, as it does, really, look just like any of the other guild houses and businesses in town . . . Moving inside, you see a couple of small tables in the corners, each manned by a clerk. You also notice large slate boards up on the walls listing all of the spices currently available, or desired. There are a fairly large number of people jostling around, trying to make sales one to another, or working with the clerks to document agreements.

If they ask the patrons for cinnamon from Blackmoor, they will receive a consistent "I don't have any." If they ask any of the clerks, he'll lead them into the back so that they can inspect the goods before purchasing any. Actually, they will be leading the group to see Maxksks.

Maxksks will not pass anyone up-channel at this point, Alliance member or not. The reason he's willing to talk at all is that Larz has been paying him with Greyhawk minted coins. Maxksks is suspicious that Larz may be working to further Greyhawk interests instead of doing the bidding of his more senior clerics, but Maxksks's boss told him to cooperate with the priests, so he has taken the money and gotten the work done.

He's looking forward to having somebody find out if Larz is doing something against Dyvers and the Alliance, or if it is really something in support of his temple.

Information that careful negotiations, or just a ton of cash, can get out of Maxksks includes:

- The Temple to the Oerth Dragon is here as a peaceful delegation catering to traveling worshipers.
- They have been very careful not to alarm anyone with their presence.
- They have done their best not to threaten anyone or anything, but to settle in as new long-term residents.
- Maxksks's direct contacts with the temple have been limited, but one of the priests who came to establish the temple has been a repeat customer.
- I don't ask WHY people want me to get things done for them, just how much they're willing to pay.
- The cleric Larz Tolung has been making all of these requests, and paying very well for them thank you very much.
- If you want to know anything else about his activities, you should talk to him.
- He's probably at the temple. Here. Let me give you a map and instructions on how to find it.

ENCOUNTER 6: OERTH DRAGON TEMPLE

Entering the sewers near the western docks through a large opening just above the water line, you find the tunnel much cleaner than you expected. Whether the Volverdyva washes this pipe clean regularly, or there have been enough supplicants to the temple to keep the way clean is uncertain at best. Contrary to expectations, the tunnel actually heads downward a little bit as you move away from the opening. A few steps after needing your own light source to see your feet, you reach an intersection with another major tunnel. Everything from here on appears wet, at least. Turning to your right, you continue for 100 human paces, before looking for the stone that opens the outer door. Once you find it.

The PCs can proceed as cautiously or as recklessly as they want. It will make little difference, as the door is rigged so that opening it rings a bell, to alert whomever's on duty in

the temple to visitors. The striking object is a small iron rod forced into the back of the door, and the bell has been suspended from the ceiling immediately next to the rod. As the door moves to the side, the bell is struck. If the door is moved slowly enough, this will *not* ring the bell, but will cause the bell to ride up and over the rod, providing a long, scrapping strike as it falls free, instead of a sharp one. Moving the door less than 5 inches will prevent the bell from sliding free, but will also prevent anyone normal from slipping through the doorway.

This simple, nearly unstoppable alarm can be dealt with as if a trap. Detection is extremely difficult (DC 30), and prevention is nearly impossible (DC 35)

In any case, the occupants of the temple will *not* be preparing for a fight, they'll be preparing for worshipers, or for the (missing) ranking Clerics to have returned, depending on the APL being run.

Inside the door is a small ledge, with a drainage trough one foot wide between it and a small staircase that runs up in front of the PCs for 6 steps, and then drops down beyond for 24. On the far side is an opening into a large room, partitioned off into smaller chambers. The visible section is rectangular, with the short axis directly in front of the PCs, and more space to the left of the door than to the right.

This large room has been divided into smaller chambers in much the same way as the Temple of Istus, but these priests have used curtains instead of heavy rugs. Off to the left is a small altar, and directly in front of you is an array of chairs, all turned toward it. Between you and the chairs stands a single male human in simple brown robes. He is very well groomed, but appears a little surprised to see you.

This is Larz. Any of the other church occupants who are present because of the APL are in one of the other sections of the room, as described in the APLing instructions for this encounter.

Larz really is surprised to see the PCs, as he has no idea who they are, and honestly expects none of the crimes to have been traced back to him.

His initial responses will be based on the idea that they are worshipers he hasn't met yet.

He will attempt to make friendly, and to get a minor service started for the group.

If the PCs start a fight, the tactics are listed in the APL instructions.

If the PCs just talk with him, they will get no corroborative information from him directly.

If they prove his guilt to his superiors, subdue him, or come up with something else creative that gets him to talk, they should be able to get some additional information from Larz.

- He knows where the Crystal Ball is hidden.
- He knows where the mirror is hidden.
- He wants to ensure the temple's success in Dyvers, and he knows that preventing meddlers is the best way to go about it.
- Glabok Tren and Farlynn Belltur have no knowledge of Larz' activities.

- Larz was introduced to Maxksks the Lucky as a reasonable counterpart in the Alliance. Glabok Tren introduced him.
- Keeping the temple a secret is the best way he knows of to prevent meddlers.
- The temple was founded to serve the Oerth Dragon followers working on the Nyr Dyv.
- Larz has high hopes that the temple will be used as a staging area for attacks against the evils of the City of Greyhawk.
- His superiors all went to conduct some business with Vel Ashandrin.
- He's been paying with Greyhawk mintage, because that's what they brought with them to fund the Temple, money stolen from Greyhawk forces. It seems fitting to use their money to work toward bringing them down.

OPTIONAL ENCOUNTER 1: INVISIBLE STREET SWEEPERS

Use this on the group as they are searching for the mirror, being led around by the knuckleheads. You could wait, and have this encounter in the last stretch of sewer before they reach the temple as well, if you think they're being over confident.

In torch-level light, the Spot Check is harder (DC 20) than it is in stronger light (DC 15). Darkvision and low-light (with *some* source) will both grant a DC 15 for this check. If the check is not successful, skip the description, and have the lead character(s) attacked by the Gelatinous Cube. Otherwise, read the description, and let the PCs do as they will.

There's something wrong just a little bit up ahead, something about the sewer floor is just wrong. It looks like a patch of clean limestone up ahead on the left. As you get closer, you realize that there's a section of clean limestone leading off into the darkness ahead of you, and that it is not quite as easy to see as you expect. There's something nearly clear, and huge, on the walk way in front of you!

The characters can just walk around this encounter with no concern for personal safety, using the walkway on the other side of the raw sewage flow. There is no real need for them to attack this Gelatinous Cube. It actually does something important down here, clearing stopped drainage.

OPTIONAL ENCOUNTER 2: CONSTABULARY ON PATROL

Use this encounter if the group seems to be going through the module too quickly. It should be placed during the trip into the sewers for the mirror, and will

probably take longer if used after they get the mirror than before they get it. Having the mirror in hand will start the constables out convinced that the PCs have just stolen it.

As described earlier, if the PCs think to go the constabulary and explain the situation, looking for some assistance as they nose around in the sewers, have the same patrol appointed to escort them.

If the PCs are using any kind of light source, the patrol will have doused theirs, and be prepared for combat, if necessary. Unless the patrol recognizes a dangerous wanted criminal (No, the knuckleheads won't cause this reaction.), they will attempt to just parlay at first, wanting to find out what business this group has being out and about in the sewers in the first place.

Once the constabulary patrol is lit, recognizing the constabulary tabards requires a Spot check (DC 10), because of the filth and gear carried by the patrol.

In any case, they will identify themselves as a constabulary patrol early in any discussions.

Though the NPCs may discuss a point or two amongst themselves, only the patrol's commander, Detective Cliffface, will directly speak with the PCs.

CONCLUSION

Once the PCs are done, the clerics will perform all necessary healing, above and beyond the curing of disease that might have been offered. Bringing back the dead is not something they are prepared to do, though it is possible within Dyvers—that, the PCs will have to work out as normal.

If the PCs retrieve the mirror (or get the information necessary to find it), Karrin Taless will reward them each with a black painted wooden spindle, complete with needle.

"These signify the service you have provided to us. They are not true holy symbols, just symbols of the relationship between your threads and ours."

If the PCs get Larz to provide the information necessary to find the crystal ball, The Dweomer Crafter's Guild will reward them each with a discount on future services.

If the PCs identify Larz as the source of the problem, and either stop him or alert the authorities: Karrin Taless will provide them the reward of 300 wheat sheafs. Glabok Tren will provide them with 200 Greyhawk gold orbs.

As long as the authorities find out Larz was stopped: Constabulary characters will receive a recommendation for promotion.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two (either/or)

Capturing Graegor	100 xp
Killing Graegor	50 xp

Encounter Three

Having the knuckleheads lead the PCs to the mirror	50 xp
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Encounter Four

Not starting a fight	25 xp
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Encounter Six (both possible)

Capturing Larz	150 xp
Not starting a fight	25 xp

Optional Sewer Encounter One

Defeating the gelatinous cube	50 xp
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Optional Sewer Encounter Two

Not starting a fight	25 xp
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Total experience for objectives	425 xp
Discretionary roleplaying award	0-50 xp

Total Possible Experience	475 xp
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TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring

material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Purchase only, but listed because certified:

- *Cure light wounds potions* (up to 3 purchased) 50 gp each - certified
- *Cure moderate wounds potions* (up to 3 purchased) 300 gp each - certified

Treasure only:

- *Potion of invisibility* 300 gp
- Combined cash rewards 500 gp
- Favor of Istus (Tiny, .1 lb., wooden, 0 gp) This small black-painted spindle was provided to you in thanks for returning a rare and powerful Magical Mirror to the Dyvers Temple of Istus. As long as you have this in your possession, you will be considered to have a permanent Influence Point with the Church of Istus. No group or individual can benefit from more than one such permanent Influence Point per adventure. - certified
- Dweomer Crafter's Guild Discount. This writ may be used once to receive a 20% discount off of supplies and materials purchased directly from the Dweomer Crafter's Guild, or a 10% discount on services purchased through Guild offices. - certified
- Constabulary recommendation for promotion. This represents a notation in your personnel records within the Constabulary, recommending you for promotion within the organization. You must already be a member of the Constabulary to receive this recommendation. You will need this certificate with you when you attempt to be promoted through the normal meta-gaming channels. - certified

NPC/MONSTER LISTING

THAWN FEY INTRO AND ENCOUNTER ONE, ALL APLS

This fairly capable young initiate wishes only to accomplish his assigned tasks, so that he can learn more of the secrets of the clergy of Istus. He is dedicated to her because of the hardships he suffered through as a young child and war orphan. Since he has begun a life of worship, his life has been much easier, and more comfortable, and he associates this directly with finally having found the path Istus has put before him.

☛ **Thawn Fey, male human Cleric:** CR 1; Medium-size humanoid (human); HD 1d8; hp 9; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +0 melee (1d6, club); SA Turn Undead; AL NG; SV Fort +3, Ref +1, Will +4; Str 10, Dex 12, Con 12, Int 10, Wis 15, Cha 15.

Skills and Feats: Concentration +3, Diplomacy +8, Knowledge (religion) +2; Extra Turning, Skill Focus (diplomacy).

Spells Prepared (3/2+1; base DC = 12 + spell level): 0—*guidance, mending, virtue*; 1st—*entropic shield**, *obscuring mist, sanctuary*.

*Domain spell; Deity Istus; Domains (Knowledge and Luck).

Possessions: Divining stick, robes, wooden holy symbol, spell component pouch.

Description: A young man of only 16 years, the thin Thawn may well finish growing at over 6 feet tall. For now he wears his fine dirty blond hair longer even than required by his church, down to his waist. His simple gray robes offset the traditional golden spindle holy symbol hanging as a pendant from a simple leather thong necklace.

KARRIN TALESS - ENCOUNTER ONE AND CONCLUSION, ALL APLS

Karrin is doing what she can to help correct a bad situation that looks to be getting worse. As a cleric of Istus, she recognizes the possibility that she is working against the intended design of the Great Tapestry, but she also knows that sometimes you have to fight against events for the design to come out right in the end.

She will take whatever actions she feels are necessary, short of direct involvement, to ensure the heroes have the best chance of success possible.

☛ **Karrin Tales, female human, Cleric:** CR 5; Medium-size humanoid (human); HD 5d8; hp 28; Init +0; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +3 melee (1d3 subdual, fist); SA Turn Undead, spells; AL LN; SV Fort +4, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 13, Cha 18.

Skills and Feats: Diplomacy +8, Knowledge (local) +7, Knowledge (religion) +6, Spellcraft +6; Alertness, Brew Potion, Scribe Scroll.

Special Characteristics: Knowledge Domain, Law Domain, spells marked with * are Domain spells and may not be converted to healing spells.

Spells Prepared (5/5+1/3+1/2; base DC 11 + spell level): 0—*detect magic, guidance, mending, resistance, virtue*; 1st—*bles, bless water, protection from chaos**, *remove fear, summon monster I*; 2nd—*detect thoughts**, *lesser restoration, zone of truth*; 3rd—*magic circle against chaos**, *remove disease*.

*Domain spell; Deity Istus; Domains (Knowledge and Luck).

Possessions: Robes, golden holy symbol, spell component pouch

Description: Her thick, dark gray hair and worn face indicate a woman older than she really is. Combine that with her apparent position as negotiator with the heroes, and they will probably assume she's more powerful than she really is. Her gray robes with a black web pattern provide a clear indication to those familiar with the clergy of Istus that she's only midway through the church's power structure. The single solid braid of hair reaches down to her knees. She wears the traditional golden spindle suspended from a thin silvery chain.

ENCOUNTER 2 - GRAEGOR

Graegor's motivations for this encounter are *very* simple, desecrate the font, and get out. If pressed, getting out is more important than doing the job. If he starts to get away, gaining enough of a lead, in every tier except APL 6 he will drink the potion of invisibility. If he has that long in APL 6, he's more likely to just cast the spell instead. In every case, he will use his capabilities to leave the area, not hold an extended fight that he knows he'll lose.

APL 2 (EL 3)

☛ **Graegor, male human, Rog3:** CR 3; Medium-size humanoid (human); HD 3d6; HP 14; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d4/19-20), dagger, +4 ranged (1d4/19-20, dagger); SA Sneak Attack +2d6, SQ Evasion, Uncanny dodge; AL CN; SV Fort +1, Ref +5, Will +1; Str 10, Dex 15, Con 11, Int 13, Wis 10, Cha 14.

Skills and Feats: Appraise +6, Bluff +7, Disable Device +7, Escape Artist +7, Gather Information +7, Hide +8, Innuendo +5, Move Silently +8, Open Lock +8, Search +7, Sense Motive +5; Dodge, Mobility, Run

Possessions: Bladder marked with symbol of Rasher and Gobbet (filled with raw sewage and unholy water), dagger, *potion of invisibility*.

Description: A youngish human of maybe 20 years, Graegor has one of those appealing, roguish grins that suggest he doesn't care much, as long as he manages to have fun. Instead of being dressed in something designed to help him hide in shadows, or make him less noticeable in the streets, he's actually wearing a bright green blouse (which he's careful not to spill the bladder contents on) and maroon pants.

APL 4 (EL 5)

➤**Graegor, male human Rog3/Sorz:** CR 5; Medium-size humanoid (human); HD 3d6+2d4; hp 20; Init +3; d 30 ft.; AC 13 (touch 13, flat-footed 13); Atk +3 melee (1d4/19-20, dagger), +6 ranged (1d4/19-20, dagger); SQ Sneak Attack +2d6; SA Evasion, Uncanny Dodge; AL CN; SV Fort +1, Ref +6, Will +4; Str 10, Dex 16, Con 11, Int 13, Wis 10, Cha 14.

Skills and Feats: Appraise +6, Bluff +7, Concentration +6, Disable Device +7, Escape Artist +7, Gather Information +7, Hide +8, Innuendo +5, Move Silently +8, Open Lock +8, Search +7, Sense Motive +5; Dodge, Mobility, Run.

Spells Known (6/5; base DC = 12 + spell level): 0—*daze, dancing lights, detect magic, mending, open/close*; 1st—*obscuring mist, sleep*.

Possessions: Bladder marked with symbol of Rasher and Gobbet (filled with raw sewage and unholy water), dagger, *potion of invisibility*.

Description: A youngish human of maybe 20 years, Graegor has one of those appealing, roguish grins that suggest he doesn't care much, as long as he manages to have fun. Instead of being dressed in something designed to help him hide in shadows, or make him less noticeable in the streets, he's actually wearing a bright green blouse (which he's careful not to spill the bladder contents on) and maroon pants.

APL 6 (EL 7)

➤**Graegor, male human Rog3/Sorz4:** CR 7; Medium-size humanoid (human); HD 3d6+4d4; hp 26; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 13); Atk +4 melee (1d4/19-20, dagger), +7 ranged (1d4/19-20, dagger); SA Sneak Attack +2D6; SQ Evasion, Uncanny Dodge; AL CN; SV Fort +2, Ref +7, Will +5; Str 10, Dex 16, Con 11, Int 13, Wis 10, Cha 14.

Skills and Feats: Appraise +6, Bluff +7, Concentration +10, Disable Device +7, Escape Artist +7, Gather Information +7, Hide +8, Innuendo +5, Move Silently +8, Open Lock +8, Search +7, Sense Motive +5, Spellcraft +3; Brew Potion, Dodge, Mobility, Run

Spells Known (6/7/3; base DC = 12 + spell level): 0—*daze, dancing lights, detect magic, mending, open/close, prestidigitation*; 1st—*obscuring mist, sleep, spider climb*; 2nd—*invisibility*

Possessions: Bladder marked with symbol of Rasher and Gobbet (filled with raw sewage and unholy water), dagger, *potion of invisibility*.

Description: A youngish human of maybe 20 years, Graegor has one of those appealing, roguish grins that suggest he doesn't care much, as long as he manages to have fun. Instead of being dressed in something designed to help him hide in shadows, or make him less noticeable in the streets, he's actually wearing a bright green blouse (which he's careful not to spill the bladder contents on) and maroon pants.

ENCOUNTER 3 - KNUCKLEHEADS – APL BY VOLUME

APL 2: Use just the knuckleheads themselves if a fight breaks out.

APL 4: Add 6 of the generic goons to the fight

APL 6: Add 6 of the tougher goons to the fight, too.

These guys just want to have fun. If pressed into a fight, they'll spend more time on showing off than on actually trying to beat the heroes up, until they begin to understand how out-matched they are . . . Yes, these characters are supposed to be stupid, and are intended to provide *some* comical relief. If you think you can pull it off, have them do Three Stooges type slapstick, but as a sideline, don't spend a lot of time and effort on it.

Remember that the use of lethal force (real weapons, damaging spells) in a fight within the city is cause for arrest and jail time. If the heroes pick this fight, and then break the law, make them suffer for it! Individual characters CAN be removed from the event for such a blatant disregard for local laws. Give local heroes an Int check (DC 10) to remember about the law if they start to pull a weapon or combat spell . . . If the PCs decide to pick fights everywhere they go, then this rule will need to be enforced for every situation except the gelatinous cubes, and the finale.

THE KNUCKLEHEADS:

➤ **Trendell, male human, Ftr:** CR 1; Medium-size humanoid (human); HD 1d10; hp 12; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +4 melee (1d3+3 subdual, fist); Al NE; SV Fort +4, Ref +1, Will -2; Str 17, Dex 12, Con 15, Int 5, Wis 7, Cha 11

Skills and Feats: Profession (Thug) +2; Improved Unarmed Strike, Power Attack, Skill Focus (Profession [Thug])

Possessions: cloths.

Description: Trendell is the most obviously fit of the trio. His dark hair is cut in a bad bowl haircut. Even while he's here and having fun, he seems to be in a bad mood, and refuses to recognize his partners as having anything meaningful to contribute to a conversation.

➤ **Grhuj, male half orc, Rog:** CR 2; Medium-size humanoid (orc); HD 2d6; hp 12; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +3 melee (1d3+2 subdual, fist); Al NE; SV Fort +1, Ref +4, Will -1; Str 15, Dex 13, Con 12, Int 8, Wis 8, Cha 13.

Skills and Feats: Bluff +6, Gather Information +6, Intimidate +8, Listen +4, Profession (Thug) +4, Search +4, Spot +4; Skill Focus (Intimidate).

Possessions: cloths.

Description: This guy is really big. He stands nearly half a head over the other two, which just accents his baldness. He's also the roundest of the group, and has a tendency to make strange noises for no apparent reason.

➤ **Klart, male human, War:** CR 1; Medium-size humanoid (human); HD 2d8; hp 15; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed); Atk +3 melee (1d3+2 subdual, fist); Al N; SV Fort +3, Ref +4, Will -3; Str 15, Dex 14, Con 12, Int 7, Wis 5 Cha 9.

Skills and Feats: Profession (Thug) +1; Lightning Reflexes, Skill Focus (Profession [Thug]).

Possessions: cloths.

Description: Tightly curled, wiry, bright orange hair is the first, and nearly last, thing you notice about Klart. He's very slender, and seems fairly happy. After some time conversing with him, though, he begins to seem jealous of Trendell's domineering position in their group.

➤ **Generic Goon, male and female humans, Com:** CR 1; Medium-size humanoid (varies); HD 2d4; hp 9; Init +0; Spd 30 ft.; AC 10; Atk +4 melee (1d3+3 subdual, fist) or +4 melee (1d6, club); Al N; SV Fort +1, Ref +0, Will -1; Str 16, Dex 10, Con 12, Int 8, Wis 8, Cha 10

Skills and Feats: Profession (Thug) +4; Power Attack, Improved Unarmed Strike.

Possessions: cloths, clubs.

Description: Random bar rats.

➤ **Tougher Goon, male and female humans, War:** CR 2; Medium-size humanoid (human); HD 2d8; HP 12; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +5 melee (1d3+3 subdual, fist) or +5 melee (1d6+3, club); Al CN; SV Fort +3, Ref +1, Will +0; Str 16, Dex 12, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Intimidate +4, Profession (Thug) +2; Power Attack, Improved Unarmed Strike

Possessions: cloths, club.

Description: Random bar toughs.

ENCOUNTER 4 - GLARICK AND SHENTELL ALL APLS

This is supposed to be a pure conversation encounter. If the heroes pick a fight during this meeting, the couple screams for help. If the heroes don't stop or run within two rounds, have random adventurers come breaking into the room to see what's going on. This situation can get ugly fast. Do any damage that the players force you to do, but end the combat as quickly and painfully as possible.

These guys are anything but stupid as a team, and they are more interested in making money than in having what they deposited staying where they put it. Heck, if the PCs fail at retrieving the items, this couple may find them later and sell them off.

➤ **Glarrick, male human, Wiz:** CR 4; Medium-size humanoid (human); HD 4d4; hp 20; Init +1; Spd 30 ft.; AC 13 (touch 11, flat-footed 12); Atk +3 melee (1d6, masterwork quarterstaff) or -3 melee (1d6, masterwork quarterstaff), and -7 (1d6, quarterstaff); Sa spells; Al CN; SV Fort +2, Ref +2, Will +4; Str 10, Dex 13, Con 12, Int 17, Wis 11, Cha 12

Skills and Feats: Concentration +7, Knowledge (arcana) +9, Spellcraft +9, Scry +9, Spot +3; Craft Wondrous Item, Extend Spell, Scribe Scroll, Summon Familiar, Toughness

Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*dancing lights, detect magic, disrupt undead, ray of frost*; 1st—*change self, charm person, magic missile, Tenser's floating disk*; 2nd—*extended mage armor, mirror image, summon monster II*

Possessions: Masterwork quarterstaff, everburning torch, amulet of natural armor +1, bracers of armor +1.

Description: A relatively nondescript man in his late 20s, wearing an unassuming set of brown street clothes. The adventurers could have easily passed him on the street at any point, and would never have noticed him.

➤ **Shentell, female human, Clr3/Ftr2:** CR 5; Medium-size humanoid; HD 3d8+2d10; hp 35; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +6 melee (1d6+2/18-20, +1 rapier), or +7 ranged (1d6+1/x3, +1 shortbow); SA Spells, turn undead; SQ spontaneous casting of cure spells; AL CN; SV Fort +7, Ref +2, Will +5; Str 13, Dex 13, Con 13, Int 8, Wis 15, Cha 13

Skills and Feats: Concentration +7, Handle Animal +3; Combat Casting, Dodge, Mobility, Point Blank Shot, Precise Shot

Spells Prepared (4/3+1/2+1): 0—detect magic, inflict minor wounds, light, mending; 1st—bless, divine favor, protection from law*, shield of faith; 2nd—aid*, hold person, make whole.

*Domain spells; Deity: Rudd; Domains: Chaos and Luck.

Possessions: Masterwork chain shirt, +1 shortbow, 20 masterwork arrows, +1 rapier, +1 buckler, silver and gold holy symbol (bullseye).

Description: An amazing beauty, her strength of focus and lack of intelligent conversation combine as the main reasons her charisma is as low as it is. Her raven black hair frames her unblemished, pale, heart shaped face, matching and accenting her black eyes. Like too many adventurers, though, she spoils her appearance by running around in combat gear.

ENCOUNTER FIVE - MAXKS THE LUCKY – ALL APL

This is supposed to be a relatively calm roleplay encounter. If the PCs get ugly with Maxks, you should note his disfavor on their log sheets. If they kill him, you need to note that on the log sheets instead.

Maxks holds his position because he doesn't share information easily, unless he wants to. Our heroes are fortunate, as he's decided he has some questions he would like answered about what Larz is up to.

➤ **Maxks the Lucky, male human, Rog5:** CR 5; Medium-size humanoid (human); HD 5d6; hp 22; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 12); Atk +4 melee (1d4+1/19-20, +1 dagger); SA Sneak Attack +3d6; SQ Evasion, uncanny dodge; AL NE; SV Fort +1, Ref +6, Will +0; Str 11, Dex 14, Con 11, Int 9, Wis 8, Cha 13

Skills and Feats: Bluff +9, Diplomacy +9, Disguise +9, Forgery +7, Gather Information +9, Innuendo +7, Sense Motive +7; Dodge, Improved Initiative, Mobility

Possessions: +1 dagger, other gear as desired/needed

Description: Maxks is an older human, maybe in his early 40s, with a paunch showing that he's not been active for quite a while. He seems to avoid looking into anyone's eyes, and tries to avoid straight answers until he's responding to questions about work he's getting ready to assign out.

ENCOUNTER SIX - LARZ AND COMPANY

The worst part about this encounter is the high number of clerics with the ability to channel negative energy. Any listed non-domain spells can be converted into Inflict spells of the appropriate level. If the clerics are reduced to this tactic, they will attempt to cast the spell, then close, and take the touch attack. As per the *Player's Handbook*, this can all be done in the same round without provoking an attack of opportunity. This is, naturally, a very powerful tactical combat ability, and if the NPC clerics use it against a group without a solid understanding of the situation and rules, it can be more devastating than the players will want to think about. Use this tactic if they are forced to fight, but use it sparingly unless your players have demonstrated a very good capability for handling combat.

If the heroes have convinced the constabulary to send along a patrol to assist them in this particular endeavor, or you allowed them to add the patrol while in the sewer on their way to the temple, take this encounter to APL 6. Do not pass go; do not tell the players the difference. Even at APL 2, the presence of the constabulary should prevent any combat from actually happening (Larz is not that stupid!), and at higher APLs, the older clerics will attempt to assist the Constabulary in order to demonstrate their desire to be good citizens of Dyvers. In these situations, the presence of the additional threat simply serves as a reminder to the heroes that sometimes the opposition is more powerful than they want to consider.

If something were to happen, and the heroes were to eliminate the entire population of the church without the involvement of the Constabulary, then members of the Alliance will identify their possessions and get the possessors dealt with as thieves. None of the gear owned by the missionaries is available for PC acquisition.

If the PCs have managed to bring the Constabulary Sewer Patrol along with them, then automatically maximize this encounter to APL 3. If they force it to combat, the Constabulary team should be able to (barely) handle the situation without PC involvement, so this situation should make the combat survivable even for a group of 4 1st-level characters, but will be enough to keep it harrowing. The presence of the Constabulary will make it hard for an intelligent group to pick a fight, since Glabok Tren wants to maintain good relations with the city officials.

APL 2 (EL 5 or 10)

This is the worst case Tier, the situation where there is no one of higher rank present to rein Larz in. If the players manage to find a reasonable method of getting Larz not to fight them, let them have it. If they need rescuing, have Lurn asleep in her chamber, wakened by the fight. She won't stop the fight, but will force Larz and the younger clerics to avoid lethality. In this case, have them wake up in a Constabulary cell, having been turned in as thieves who assaulted Larz. Yes, this will constitute a criminal record in Dyvers, and must be noted on the characters' log sheets.

➤ **Larz Tolung, male human, Clr4:** CR 4; Medium-size humanoid (human); HD 4d8; HP 27; Init +1 (Dex); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atk +4 melee (1d6+1/x4), +1 heavy pick; SA Spells, rebuke undead; AL NE; SV Fort +6, Ref +3, Will +; Str 11, Dex 12, Con 13, Int 10, Wis 15, Cha 14

Skills and Feats: Concentration +10, Knowledge (religion) +3, Spellcraft +4; Combat Casting, Martial Weapon Proficiency (Heavy Pick), Skill Focus (Concentration)

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance, light, mending, virtue*; 1st—*command, cure light wounds (x2), divine favor, protection from good**; 2nd—*death knell, enthrall, soften earth and stone**, undetectable alignment.

* Domain spell; Deity: the Oerth Dragon; Domains: Evil and Earth.

Possessions: Masterwork scale mail, +1 heavy pick, +1 cloak of resistance, masterwork large steel shield, gold holy symbol, robes, spell component pouch.

Description: A younger man of no more than 23, Larz has a sparkle in his eye, and a bounce in his step. The sight of the heroes will perplex him slightly, but he'll quickly smile and move to provide them an upbeat service to the Oerth Dragon. If asked, he'll say that his full armor is the traditional outfit for the more senior priests while in the temple.

➤ **Murla, female gnome Clr1:** CR 1; Small humanoid (gnome); HD 1d8; hp 9; Init +1; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Atk +1 melee (1d4/x4, light pick); SA Spells, Rebuke Undead; AL LE; SV Fort +3, Ref +1, Will +4; Str 11, Dex 12, Con 12, Int 12, Wis 15, Cha 13

Skills and Feats: Knowledge (Religion) +5, Profession (Sailor) +6, Spellcraft +5; Martial Weapon Proficiency (light pick)

Spells Prepared (3/2+1; base DC = 12 + spell level): 0—*cure minor wounds, mending, purify food and drink*; 1st—*bles, cure light wounds, protection from good**

* Domain spell; Deity: the Oerth Dragon; Domains: Evil and Earth.

Possessions: light pick, wooden holy symbol, robes, spell component pouch.

Description: Her hands show the hard calluses of a manual laborer, and her skin is still dark from time spent in the sun. She's been trying to retune herself away from sailing, and to devotion to the Oerth Dragon. She's convinced that Glabok is a fool, but isn't foolish enough to display it, yet.

➤ **Jagget, male dwarf Clr1:** CR 1; Medium-size humanoid (dwarf); HD 1d8; hp 9; Init +1; Spd 20 ft.; AC 11 (touch 11, flat-footed 10); Atk -1 melee (1d6-1/x4, heavy pick); SA Spells, Rebuke Undead; AL LN; SV Fort +3, Ref +1, Will +4; Str 8, Dex 12, Con 13, Int 13, Wis 15, Cha 13

Skills and Feats: Concentration +5, Knowledge (Religion) +5, Spellcraft +5; Martial Weapon Proficiency (heavy pick)

Spells Prepared (3/2+1; spell DC = 12 + spell level): 0—*create water, cure minor wounds, light*; 1st—*bane, curse water, sanctuary**.

* Domain spell; Deity: the Oerth Dragon; Domains: Evil and Earth.

Possessions: Heavy pick, wooden holy symbol, robes, spell component pouch

Description: He appears to be an ancient dwarf, with his bald pate and thinning grey beard. His clothing is simple, unadorned. His movements are slow and considered. He knows the Oerth, and he has found the Oerth Dragon a strong representative of it, largely due to Glabok's representation of it.

➤ **Lurn, female half orc, Bbn3/Ftr6:** CR 9; Medium-size humanoid (orc); HD 3d12+6d10; hp 80; Init +2 (Dex); Spd 40 ft.; AC 15 (touch 15, flat-footed 13); Atk +10/+5 melee (1d12+9/19-20/x3 subdual, (subdual only, +2 greataxe); SA Rage 1/day, uncanny dodge; AL N; SV Fort +10, Ref +5, Will +2; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 10

Skills and Feats: Intimidate +6, Wilderness Lore +9; Dodge, Improved Critical (greataxe), Mobility, Power Attack, Spring Attack, Track, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Ring of protection +3, +2 greataxe, platinum holy symbol.

Description: Lurn is big, even for a half-orc, standing easily over 6 feet, 4 inches and 250 pounds. Her heavy armor is still hanging on the rack near her bed, as she's come to settle things as quickly as possible, instead of taking the time to don it. The attack numbers above denote her use of subdual damage only in this encounter.

Note: If you have to pull her out of bed in order to save the party, they can't win the fight, even though any left will survive it. This means that the party cannot succeed in the main plot point, though, so avoid using her unless it is

literally to save the life of PCs that would otherwise be dead. This will cost the PCs 175 xp, the promotion recommendation, the Dweomer Crafter' Guild discount, and possibly even the Temple of Istus influence point (if they didn't go get the mirror themselves).

APL 4

Use Murla and Jagget from APL 2, modify Larz to the following, and add the Towsheads.

At this point, things get a little easier for groups that want to avoid a fight. Flirra Towshead is by no means ready to just hand Larz over to a group of strangers, but she understands that the temple needs to become a part of the community in order to have any survivability, and she is actually embarrassed by the secrecy The Alliance and Glabok have maintained to this point. If the heroes approach her in a reasonable fashion with suspicions or proof, she will be willing to work with them in getting the case solved, even if it means handing Larz over to the Dyvers Constabulary and court system.

If the PCs push for a fight, things could get very nasty. Flirra and Kartal are married, and they will take more aggressive action in defense or revenge for each other than the PCs are probably ready to handle. Kartal will attempt to flank when he can without creating too great a risk, and he will move to strip opponents of their weapons with Improved Sunder when he thinks he can get away with it. Flirra will be providing him with all the spell assistance that she can.

➤ **Larz Tolung, male human Clr6:** CR 6; Medium-size humanoid (human); HD 6d8; hp 39; Init +1; Spd 20 ft.; AC 20 (touch 12, flat-footed 18); Atk +5 melee (1d6+1/x4, +1 heavy pick); SA Spells, Rebuke Undead; AL NE; SV Fort +7, Ref +4, Will +9; Str 11, Dex 12, Con 13, Int 10, Wis 16, Cha 14

Skills and Feats: Concentration +12, Knowledge (Religion) +4, Spellcraft +5; Combat Casting, Martial Weapon Proficiency (heavy pick), Skill Focus (concentration), Spell Penetration.

Spells Prepared (5/4+1/4+1/3+1; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, light, mending, virtue*; 1st—*command, cure light wounds (x2), divine favor, protection from good**; 2nd—*death knell, enthrall, soften earth and stone**; *spiritual weapon, undetectable alignment*; 3rd—*bestow curse, blindness/deafness, cure serious wounds, magic circle against good**.

* Domain spell; Deity: the Oerth Dragon; Domains: Evil and Earth.

Possessions: +1 scale mail, +1 heavy pick, cloak of resistance +1, +1 large steel shield, gold holy symbol, robes, spell component pouch

Description: A younger man of no more than 23, Larz has a sparkle in his eye, and a bounce in his step. The sight of the heroes will perplex him slightly, but he'll quickly smile and move to provide them an upbeat service to the Oerth Dragon. If asked, he'll say that his full armor is the traditional outfit for the more senior priests while in the temple.

➤ **Flirra Towshead, female human Clr8:** CR 8; Medium-size humanoid (human); HD 8d8; hp 59; Init +4 (Improved Initiative); Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +8/+3 melee (1d4+2/x4, +2 light pick); SC: Spells, Rebuke Undead; AL LN; SV Fort +8, Ref +2, Will +10; Str 11, Dex 10, Con 14, Int 10, Wis 16 (18), Cha 15

Skills and Feats: Concentration +13, Knowledge (religion) +5, Scry +6; Combat Casting, Craft Magic Arms and Armor, Improved Initiative, Martial Weapon Proficiency (light pick).

Special Characteristics: Law Domain, Protection Domain, spells marked with * are Domain spells and may not be converted to inflict spells.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0—*create water, cure minor wounds (x2), detect magic, guidance, light*; 1st—*bane, bless, cure light wounds (x2), protection from chaos**, *shield of faith*; 2nd—*bull's strength, cure moderate wounds (x2), hold person, shield other**; 3rd—*cure serious wounds (x2), prayer, meld into stone, magic circle against chaos**; 4th—*cure critical wounds, divine power, summon monster IV, spell immunity*.

* Domain spell; Deity: the Oerth Dragon; Domains: Evil and Earth.

Possessions: +2 scale mail, +2 light pick, +2 large steel shield, *periapt of wisdom* (+2), platinum holy symbol, robes, spell component pouch, platinum ring for *shield other* (the mate is worn by Kartal Towshead)

Description: Flirra looks like the head cheerleader in armor. The picture only works in fantasy. She seems slightly depressed, though, and doesn't want to talk much. She's more than happy to allow the younger cleric (Larz) to handle the small group of worshippers who have shown up. The heroes won't even see her unless they start a fight, or explicitly ask for someone besides Larz.

➤ **Kartal Towshead, male human Ftr4/Rog2:** CR 6; Medium-size humanoid (human); HD 4d10+2d6; hp 46; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Atks +11 melee (1d8+7/19-20), +1 longsword, or +7 ranged (1d8+4/x3, masterwork mighty (+4) composite longbow); SA: Sneak attack +1D6, evasion; AL LN; SV Fort +6, Ref +5, Will +0; Str 18, Dex 12, Con 14, Int 14, Wis 8, Cha 8

Skills and Feats: Balance -2, Climb +0, Disable Device +8, Forgery +4, Hide +3, Jump +0, Move Silently +3, Read Lips +4, Search +7, Tumble -2, Use Rope +4; Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword)

Possessions: +1 longsword, +1 full plate, +1 large steel shield, masterwork mighty (+4) composite longbow, 20 arrows, platinum ring for shield other (Mate worn by Flirra Towshead).

Description: This dark-haired human seems bored more than anything else. He obviously cares more about what Flirra has to say than he does anything else in the room, and right now he doesn't care about that, much. He's tired of spending most of his time in hiding, and is to a great extent the reason Flirra wants to have the temple's presence be more public.

APL 6

Use APL 4 and add:

Additional motivations: Glabok Tren is the leader of this missionary group, and he hopes for nothing more than an opportunity to settle into the Dyvers community as quietly as possible. He will be looking to avoid confrontation if possible, but will defend the new temple and his people if he is forced to do so.

Lurn has been his personal bodyguard for over a decade, and the two of them have formed a strong relationship. He is as likely to risk himself for her as she is for him. If the situation comes to a fight, the PCs will be relieved that he doesn't have his full combat spell list prepared, as Lurn becomes much more deadly as he supports her directly. Adding this pair to the Towsheads makes for a very nasty combat.

Managing to convince Glabok that Larz has done something questionable is actually fairly easy, as he's already begun to suspect that the younger priest has been hiding something. Managing to actually provide proof will gain Glabok's active assistance in capturing Larz as opposed to his grudging acknowledgment of the need to find out for certain.

➤ **Glabok Tren, male human Clr10:** CR 10; Medium-size humanoid (human); HD 10d8; hp 63; Init +0; Spd 20 ft.; AC 22 (Touch 12, Flat-footed 22); Atk +8/+3 melee (1d6+1/x4, adamantium heavy pick); SA: Spells, rebuke undead; AL LN; SV Fort +11, Ref +6, Will +13; Str 11, Dex 10, Con 13, Int 12, Wis 17, Cha 14.

Skills and Feats: Concentration +14, Diplomacy +17, Heal +8, Knowledge (Religion) +9; Craft Wondrous Item, Enlarge Spell, Extend Spell, Martial Weapon Proficiency (heavy pick), Skill Focus (diplomacy).

Spells Prepared (6/6/6/5/4/3; base DC = 13 + spell level): 0—*cure minor wounds* (x2), *detect magic*, *guidance*, *light*, *purify food and drink*; 1st—*cure light wounds* (x2), *death watch*, *entropic shield*, *protection from chaos**, *shield of faith*; 2nd—*aid*, *calm emotions**, *cure moderate wounds*, *death knell*, *make whole*, *spiritual weapon*; 3rd—*cure serious wounds* (x2), *dispel magic*, *magic circle against chaos**, *magic circle against good*; 4th—*cure critical wounds*, *enlarged dispel magic*, *order's wrath**, *tongues*; 5th—*extended enlarged prayer*, *flame strike*, *wall of stone**.

* Domain spell; Deity: the Oerth Dragon; Domains: Evil and Earth.

Possessions: Adamantium scale mail, dragon skull helm, adamantium heavy pick, +2 large steel shield, ring of protection +2, +3 cloak of resistance, adamantium holy symbol, robes, spell component pouch.

Description: This middle-aged (and slightly pudgy) man has a nearly regal air about him. It is obvious that he is used to being obeyed. He's dressed for combat, but seems tired, and more ready for a bath or nap than a fight.

➤ **Lurn, female half orc, Bbn3/Ftr6:** CR 9; Medium-size humanoid (orc); HD 3d12+6d10+18; hp 80; Init +2 (Dex); Spd 30 ft.; AC 26 (touch 15, flat-footed 14); Atks +17/+12 melee (1d12+9/19-20, x3), +2 greataxe; SC: Rage 1/Day, Uncanny Dodge (Dex); AL N; SV Fort +10, Ref +5, Will +2; Str 20, Dex 14, Con 14, Int 6, Wis 8, Cha 10.

Skills and Feats: Intimidate +6, Wilderness Lore +9; Dodge, Improved Critical, Mobility, Power Attack, Spring Attack, Track, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Possessions: +3 mithral full plate, ring of protection +3, +2 greataxe, platinum holy symbol

Description: Lurn is big, even for a half-orc, standing easily over 6 feet, 4 inches and 250 pounds. Her obviously worn heavy armor makes her look less menacing, though, as it seems to limit her movement, and suggests that you can outrun her if you need to.

OPTIONAL SEWER ENCOUNTER ONE - GELATINOUS CUBE

The sewer itself provides these gelatinous cubes with enough food that they have no need to chase food down. Unless the group walks into a cube, or chooses to attack it, they will be able to walk right by it. Maintaining at least a 10-foot distance is a good idea, though, as that's close enough that the cube does NOT have to chase you in order to eat you.

APL 2 (EL 3)

➤ **Gelatinous Cube** (1): hp 58; see *Monster Manual* page 145.

APL 4 (EL 4)

➤ **Gelatinous Cube, advanced, 7HD (1):** Huge Ooze; HD 7d10 +28, hp 75; Init -4; Spd 15 ft.; AC 3; Atks +1 Slam (1d6+4 Slam + 1d6 Acid); SA Engulf, paralysis, and acid; Face/Reach 10 ft. by 10 ft./10 ft.: SV Fort +5, Ref -4, Will -4; Str 10, Dex 1, Con 19, Int —, Wis 1, Cha 1.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. I cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt an attack of opportunity must succeed at a Reflex save (DC 13) or be engulfed; on a success they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped with its body.

Paralysis (Ex): Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed a Fortitude save (DC 16) or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

APL 6 (EL 5)

➤ **Gelatinous Cube (2):** hp 58, 50; see *Monster Manual* page 145.

OPTIONAL SEWER ENCOUNTER TWO - CONSTABULARY SEWER PATROL – ALL APLS

Note: Possession of major items from any member of the patrol will be discovered, and the possessor treated as the thief. Don't steal from the cops!!!

This group has worked together for a little while. Constables Waddle and Martok are the newest members, having been with this patrol for only two months. Detectives Cliffface and Fullbottom have been working together for several years.

If there is a need for the patrol to interact with people, they will all defer to Detective Cliffface as the senior officer. Detective Cliffface will concentrate on ensuring that any such groups have legitimate business, and they will try to hurry them on their way. Only those who fail to provide reasonable proof of legitimate business will have any trouble from the team.

It is standard practice for those without natural Darkvision to have the spell cast on them through use of Detective Fullbottom's wand. This patrol does not suffer from announcing their presence with a light source!

This group will also allow Constable Pickaxe to range ahead as a scout, trusting to his proven skills and experience in the sewers to keep him from running afoul of any of the "natural" hazards of the sewers.

If they find themselves needing to enter a melee, their tactics will depend partially on the size of the area in which they are working.

In a narrow space they will put Constables Throck and Farseeker single file in the front, and behind them the arrangement will be less defined.

In a space at least 10 feet wide, the front rank will be Constables Throck and Martok, with Constables Farseeker and Thrall in the second line. Behind them the order is a little less defined.

In a space 15 to 20 feet wide, they will put all three warriors up front, and the second row will contain Constables Thrall and Waddle, as well as Detective Cliffface. Detective Fullbottom and Constable Pickaxe will deal with any situation, as they feel appropriate.

☞ **Detective Dral Cliffface, female dwarf Clr6:** CR 6; Medium-size humanoid (dwarf); HD 6d8; hp 39, Init +0; Spd 15 ft.; AC 22 (touch 12, flat-footed 12); Atk +5 melee (1d6+1, +1 *light mace*), +5 ranged (1d8/19-20, masterwork light crossbow); SA Turn Undead 4/day and Air Elementals 4/day, Rebuke Earth Elementals, Protective Ward 1/day, spells; AL LG; SV Fort +6, Ref +2, Will +7; Str 11, Dex 11, Con 13, Int 11, Wis 14, Cha 13

Skills and Feats: Concentration +10, Heal +8, Spellcraft +9; Combat Casting, Extra Turning, Skill Focus (Concentration)
Spells Prepared (5/4+1/4+1/2+1; base DC = 12 + spell level): 0—*detect magic* (x2), *detect poison* (x2), *resistance*; 1st Lvl—*bless*, *command*, *comprehend languages*, *invisibility to undead*, *sanctuary**; 2nd—*delay poison*, *hold person*, *remove paralysis*, *zone of truth*, *shield other**; 3rd—*dispel magic*, *invisibility purge*, *protection from elements**.

*Domain spells; Deity: Moradin; Domains: Earth and Protection.

Possessions: +2 *full plate*, *ring of protection* +2, +1 *light mace*, masterwork light crossbow, 20 bolts, healer's kit.

Description: Detective Cliffface is short for a dwarf, but carries herself with a regal air. Even the layer of filth that covers her gear fails to hide her confidence and certainty of purpose.

🔮 **Detective Loopwyn Fullbottom, female gnome, Wiz6:** CR 6; Small humanoid (gnome); HD 6d4; hp 25, Init +2; Spd 20 ft.; AC 16 (touch 14, flat-footed 14); Atks +6 ranged (1d8/19-20, light crossbow); SA Spells; AL NG; SV Fort +3, Ref +4, Will +6; Str 9, Dex 14, Con 12, Int 16, Wis 13, Cha 12

Skills and Feats: Concentration +10, Knowledge (Dyvers Law) +5, Knowledge (Local) +11, Listen +3, Scry +11, Spellcraft +11; Brew Potion, Combat Casting, Craft Wand, Scribe Scroll, Summon Familiar, Weapon Focus (Ray)

Spells Prepared (3/4/4/4/3; base DC = 13 + spell level): 0—*dancing lights, ghost sound, light, mending, prestidigitation, ray of frost* (x2); 1st—*color spray, comprehend languages, ray of enfeeblement, sleep*; 2nd—*blur, detect thoughts, Melf's acid arrow, web*; 3rd—*dispel magic, haste, hold person*.

Possessions: Ring of protection +1, amulet of natural armor +1, bracers of armor +1, wand of darkvision (29 charges), wand of hold person (37 charges), light crossbow, 10 bolts

Description: Detective Fullbottom is a portly gnome. She seems happier than her surroundings should give anyone reason to be. Somehow, walking through the sewers like this, she has managed to keep her gear cleaner than anyone else in her group. If the heroes see the Dyvers city heraldry, it was probably her tabard that was clean enough.

🔮 **Constable Sunder Pickaxe, male dwarf, Rog5:** CR 5; Medium-size humanoid (dwarf); HD 5d6; hp 32; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 16); Atk +3 melee (1d6/19-20, short sword), +5 ranged (1d8+1/19-20, light crossbow); SA Sneak attack +3d6, evasion, uncanny dodge; AL LN; SV Fort +3, Ref +6, Will +2; Str 11, Dex 15, Con 14, Int 16, Wis 13, Cha 6

Skills and Feats: Disable Device +13, Forgery +11, Hide +20, Innuendo +9, Listen +8, Move Silently +10, Open Lock +12, Search +11, Sense Motive +9, Spot +8, Tumble +10; Alertness, Expertise

Possessions: Mithral Shirt, light crossbow, 20 bolts, masterwork thieves' tools, short sword

Description: The rare group that ever gets a glimpse of Constable Pickaxe will see a very displeased looking young male dwarf, with his beard heavily braided and looped over his shoulders (under his cloak and tabard) to keep it farther away from the filth.

🔮 **Constable Lussa Thrall, female human Clr4:** CR 4; Medium-size humanoid (human); HD 4d8; hp 27, Init +1; Spd 30 ft.; AC 15 (touch +1, flat-footed 14); Atk +3 melee (1d4/19-20, dagger); SA Turn undead, spells; AL CG; SV Fort +5, Ref +2, Will +7; Str 10, Dex 12, Con 13, Int 11, Wis 16, Cha 14

Skills and Feats: Bluff +9, Concentration +8; Alertness, Combat Casting, Spell Penetration

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level): 0—*create water, detect magic, guidance, resistance, virtue*; 1st—*deathwatch, protection from law**, *random action, shield of faith, summon monster I*; 2nd—*aid, hold person, invisibility**, *zone of truth*.

*Domain spell; Deity Norebo; Domains Chaos and Trickery.

Possessions: Masterwork chain shirt, golden holy symbol, dagger, marked deck of cards

Description: This wild-eyed woman in her early twenties has severely short hair that seems to clump up and stick out in random directions from her head.

🔮 **Constable Turm Waddle, male human Brd3/Clr3:** Medium-size humanoid (human); HD 3d6; hp 17; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d6+1, light mace), +4 ranged (1d6/x3, masterwork shortbow); SQ Bardic Music (Inspire Courage, Countersong, Fascinate, Inspire Competence), Bardic Knowledge; AL CG; SV Fort +2, Ref +4, Will +3; Str 12, Dex 13, Con 13, Int 13, Wis 11, Cha 14

Skills and Feats: Jump +6, Listen +6, Perform (Flute, Lute, Mandolin, Poetry, Sing) +10, Tumble +6, Use Magic Device +8; Dodge, Improved Initiative, Skill Focus (Perform)

Spells Known (3/2; base DC = 12 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, prestidigitation, read magic, resistance*; 1st—*charm person, cure light wounds, silent image*.

Possessions: Masterwork chain shirt, light mace, masterwork shortbow, 20 arrows, masterwork mandolin, spell component pouch.

Description: This young man has the ability to look good even when covered in raw sewage. His mandolin is stored in a waterproof sack, strapped to his back.

🔮 **Constable Torrance Farseeker, male human Rgr3:** CR 3; Medium humanoid; HD 3d10; hp 22; Init +6; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +6 melee (1d6+1/19-20, short sword) or +4 melee (1d6+1/19-20, short sword) and +2 melee (1d6+1/19-20, short sword) or +5 ranged (1d8x3, composite longbow); SC Favored Enemy (Oozes); AL LN; SV Fort +3, Ref +3, Will +2; Str 12, Dex 15, Con 11, Int 10, Wis 13, Cha 14.

Skills and Feats: Animal Empathy +8, Heal +7, Spot +7, Wilderness Lore +7; Improved Initiative, Tracking, Virtual Ambidexterity, Virtual Two-Weapon Fighting, Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: Masterwork studded leather, composite longbow, 2 short swords, 20 arrows, healer's kit.

Description: Other than the pair of short swords on his hips, there is nothing too overly distinct about this young man.

☛ **Constable Throck, female half orc Ftr3:** CR 3; Medium-size humanoid (human); HD 3d10; hp 25; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +8 melee (1d12+4/x3, greataxe); AL LG; SV Fort +4, Ref +2, Will +0; Str 19, Dex 13, Con 13, Int 8, Wis 8, Cha 8.

Skills and Feats: Sense Motive +2; Cleave, Improved Initiative, Power Attack, Weapon Focus (Great Axe).

Possessions: Full plate, greataxe, masterwork manacles.

Description: This half-orc is slightly smaller than most human males, and she appears to be wearing some kind of make-up under the sewage. Pretty much everything else is hidden by her armor.

☛ **Constable Flynn Martok, male human Ftr2:** CR 2; Medium-size humanoid (human); HD 2d10; hp 20; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +6 melee (1d8+2/19-20, longsword), +3 ranged (1d8/19-20, light crossbow); AL NG; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 14, Int 13, Wis 11, Cha 10

Skills and Feats: Climb +3, Handle Animal +5, Ride +6; Expertise, Improved Disarm, Power Attack, Weapon Focus (Long Sword)

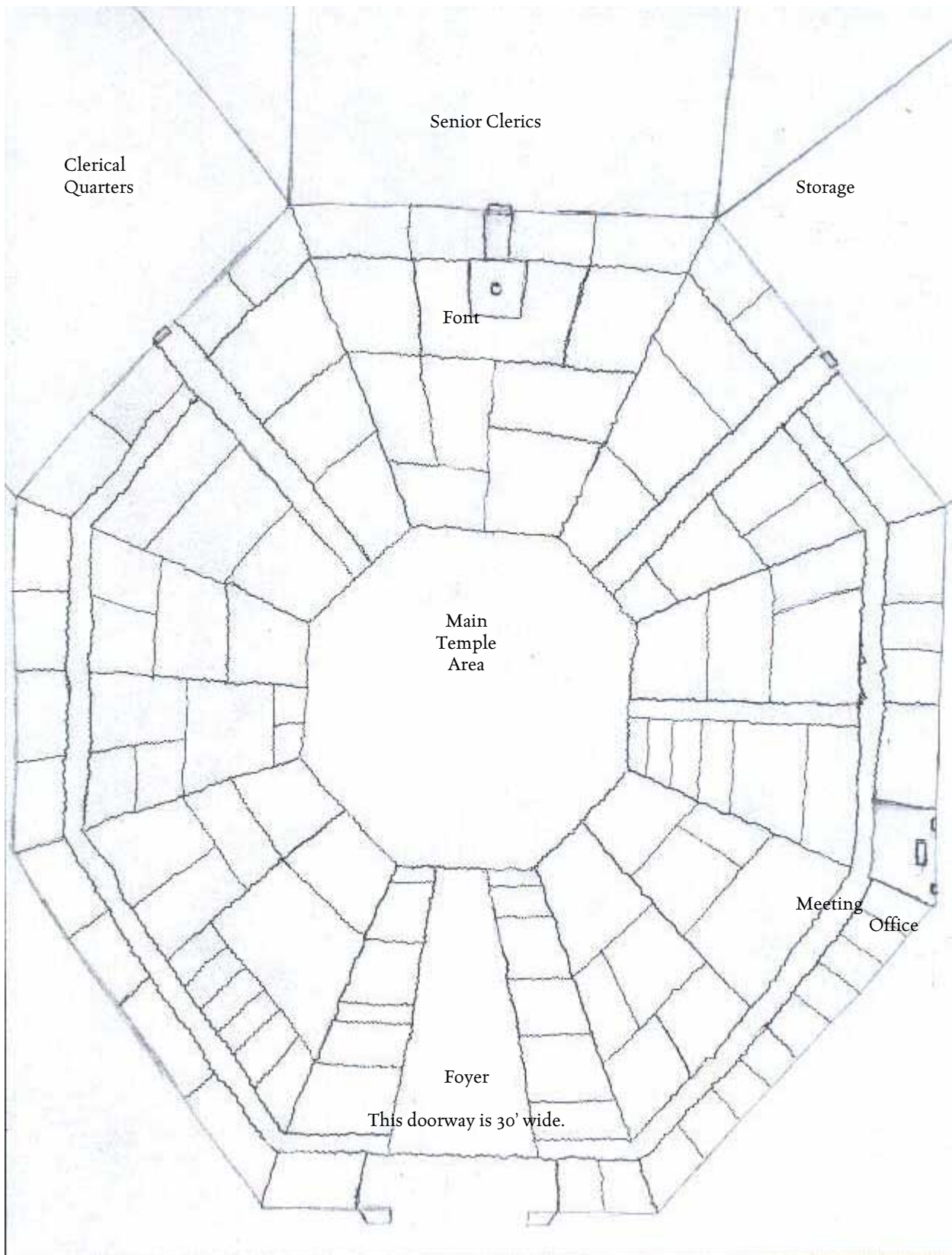
Possessions: Long sword, light crossbow, breastplate, 10 bolts, large steel shield, masterwork manacles.

Description: This young human is energetic and enthusiastic. He is the group member most likely to break any encounter protocols as he attempts to make a name for himself within the Sewer Patrols as a whole. He is nowhere near clean, but he is as kept and polite as he can manage under the circumstances.

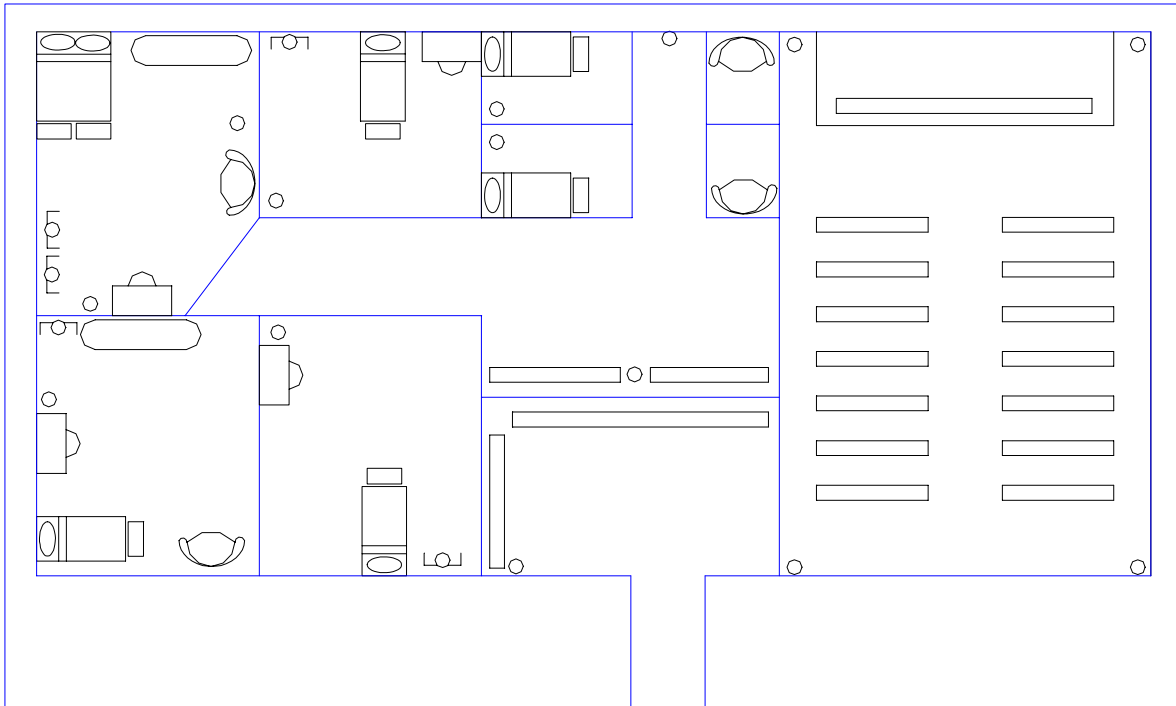
THE FRONT OF THE TEMPLE OF ISTUS

The temple presents a solid wall of unadorned limestone over three normal stories tall. The onion dome looks to be covered in gold, hiding whatever construction technique was used to form it. The two gigantic banners of Istus flanking either side of the constantly open doorway provide the only external indication that this may be a temple.

TEMPLE OF ISTUS' INTERIOR



OERTH DRAGON TEMPLE



For scale, the corridor entering this map is 5 feet wide.

The multiple thin rectangles in the right room are benches, as are the ones in the foyer and open common space in the middle.

The circles represent *everburning torches*, created by the clergy as a safe source of light for this temple.

The upper left hand room is shared by the Towsheads, and they will be in this space talking when the PCs arrive (if their presence is indicated by the tier).

The lower left hand room belongs to Glabok Tren. He will be in the temple, on the dais at the top of the map, is his presence is indicated by tier.

The remaining larger rooms belong to Larz and Lurn. Hers is the one on the bottom. If present, Lurn will also be in her own room.

The smaller two rooms on the top belong to the acolytes, one of whom will be in a private meditation chamber (the rooms further right), while the other will be in his room.

Larz will greet the PCs, moving into the foyer from the temple area..

Sewers

Player Handout #1

