

DyvIntro3-02

High Stakes

A 2-round D&D LIVING GREYHAWK[®] Dyvers Regional Introductory Adventure

Version 28.5

Rounds One and Two

by Derrek Burrows

Edit: Mason Mines

A Dyvers spy has reported that the Blade of Chaos, stolen eighteen years ago from the Dyvers temple of Norebo, has returned to the City. Anyone who retrieves this lost artifact of chaos can expect great fortune from the God of Gambles. All of your skills and luck will be on the line, because the criminal bosses of Dyvers' gritty underworld would love to have the Blade, and they are stacking the deck against you. Note: Lawful characters will reduce the party's chances of success in this adventure. It furthers the cause of chaos, and success requires some unlawful activities. An introductory adventure for level one characters.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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 and a half 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six 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 rulebooks 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.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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, and a character 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*.

Living Greyhawk Levels of Play

This is an introductory adventure, and thus all characters must be 1st-level.

Time Units and Upkeep

This is a standard 2-round Regional adventure, set in Dyvers. Characters native to Dyvers pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

Introduction, Fish Hook: The characters are eating lunch Bornden's Fish Dock when they have a chance meeting with the gnomish spy, Ellywick Murnig, dressed as Assistant to Ambassador Osworth. They get their first glimpse of the *Blade*, and are invited to escort her.

Encounter 1, The Sewers: The characters travel through the sewers to outrun thugs following Ellywick. They see Evernight Street, Buried Hearth tavern, and then plunge into the main sewers. They first fight off a small fragment of an ochre jelly. Then, they get caught between thugs and a spider swarm while crossing a bridge over the sewage reservoir, Styx. Finally they reach the secret stair up to the *Palace of Fortunes*.

Encounter 2, The Curse of Despair: The characters enter the *Palace of Fortunes* casino, the main Dyvers temple of Norebo. There they meet Vuli Rhona, a Norebo cleric and manager of the casino. They hear about the *Blade of Chaos* and have the Curse of Despair demonstrated to them. The Curse makes people who lose in a game of chance at the *Palace* feel like giving up and stopping play. All Vuli needs is the *Blade of Chaos* and he thinks he can end the Curse that is killing their casino business. Ellywick has found the man with the *Blade*, code-named Drakken, and arranged a trade. With gifts and promises of reward, the PCs are sent off to Maraven to trade a box of gems worth 10,000 gp for the *Blade* and bring it back to the *Palace*.

Encounter 3, Getting There: The PCs are soon harried by Dyvers Pickpocket guild thieves trying to steal the gems. They are shadowed to Maraven by Enforcer guild informants and even through the streets to the meeting place by Smuggler guild informants.

Encounter 4, Decoys: The PCs meet Drakken at *Fharlaghn's Respite* tavern. He informs them that the *Blade* has already been traded and that the PCs were decoys meant to distract from the real trade and group. Their gems are just glass, and they won't get the reward because they can't return the *Blade*. After a little more information, including Drakken's real name and some history of the *Blade*, the PCs are left alone to return to Dyvers. Maybe they can get the *Palace* manager to give them a consolation reward

Encounter 5, Smoke: Returning to Dyvers, the PCs come upon what appears to be the real group, massacred on the road by fiends. They

can find out about one survivor who had a magic blade that could be the *Blade of Chaos*. They track the survivor to a robber gang's hideout.

Encounter 6, Urn's Lair: In perhaps the most dangerous encounter of all, the PCs enter the robbers' lair one way or another. Hidden in the lair, they find the recently deceased adventurer with the *Blade of Chaos*.

Encounter 7, Return the *Blade*: The PCs decide what to do with the *Blade*. There are consequences for keeping it, selling it, destroying it or, preferably, returning it. Most of the options involve getting back into Dyvers without being caught.

Encounter 7A (Optional), Choker Ambush: The PCs are ambushed, either on the streets or in the sewers, by a choker. The choker is the pet of an assassin guild member, and is trying to steal the *Blade* from the characters.

Encounter 8, The Palace: The PCs return to the *Palace of Fortune*, but before they claim their reward, a lantern archon tries to take the *Blade* away to destroy it back in Celestia. They can choose to keep the *Blade* away from the lawful good celestial until Vuli Rhona banishes it, or kill the celestial, as high priest Legalilin Agraus demands. If the archon touches the *Blade*, it teleports away with it and the players have to argue very well to receive their reward. If the *Blade* is safe, then the ritual to remove the Curse of Despair is performed and a party ensues. The characters are heroes if they are successful.

Adventure Background

History of *The Blade of Chaos*: It was originally stolen from Ralishaz, according to priests in the Dyvers temple of Norebo. A more reasonable, independent historian would say that it was forged for the leader of the Seven Rooks, a notorious band of thieves that plagued Keoland some 300 years ago. Before he died, the leader "donated" the *Blade* to a temple of Norebo in the same manner donations are made today—he lost it gambling. Since then, it has been further enchanted, and made more powerful for Norebo's followers. It was a coveted prize and honor awarded to a temple for one year, through sacred contests and games of chance. That is, until it was unexpectedly stolen by an outsider.

Ricard's *Blade*: In 573 C.Y., it was stolen from Dyvers, not by one of Norebo's rogues, but by an

adventurer named Ricard Damaris. The high priest of Norebo in Dyvers was Legalilin Agraus, and when his temple came to possess the *Blade of Chaos* for the year 571, he was ecstatic. As the year neared its end, he decided to fix the next contest for the *Blade*. It worked, and so the temple in Dyvers increased in stature and he thought he had gotten away with the fraud. He fixed the next year's contest as well. Norebo, however, is the god of luck, chance, and fair gambling, not cheating. As punishment for defrauding the sacred contests and *Blade*, Norebo's proxy arranged for Ricard to swipe the *Blade of Chaos*, as well as an *amulet of proof against detection and location*. The amulet and the will of Norebo have kept any of the clerics from finding him through divinations. Ricard fell into service with Sir Robilar and purchased Robilar's Green Dragon Inn in Greyhawk in 575 C.Y. (Robilar's standard at the time was a green dragon). The Inn and Tavern hosts adventurers, crooks, Rhennee, Bright Desert spies, and other low-lives. Ricard at first expected to have Norebo or Alliance assassins (yes, he has at least one Alliance contact), knocking on his door every night. But, as the years passed, he came to believe that Norebo must be punishing the temple in Dyvers, otherwise they would have had better luck finding the *Blade* and Ricard. Ricard learned much about the *Blade*, and he sometimes used it despite the painful energy drain it inflicted upon him (he's not chaotic). He has finally grown tired of watching his back, not to mention that he develops shakes when he grasps the wretched thing. Thus, he has been looking for a way to return the *Blade* without being punished by Norebo's people, and preferably make some gold on the deal.

To this end, his contacts have led him to one of Dyvers' Infiltrator agents, Ellywick "Rubylips" Murnig. She is a gnome who plays Assistant to the Dyvers Ambassador to Greyhawk by day, but spy by night. Through her efforts, Ricard hopes to make a lucrative trade with the temple of Norebo in Dyvers.

Agraus' Decoys:

Legalilin Agraus, still the high priest of Norebo, has heard from Ellywick as well. He desperately wants the *Blade* returned, but wants to arrange it himself because he is being punished by Norebo until he personally sees the *Blade* returned. Knowing that many ruthless criminal bosses in the Alliance would love to have the *Blade*, he dispatched his most trusted group of high level

adventurers to make the trade immediately, and got Ellywick to convince Vuli Rhona to send a different group (the PCs) a little later. He gave Vuli a box of fake gems, and thus Vuli's group became a decoy to distract criminals and spies from the real group who retrieved the *Blade*. Legalilin has studied and meditated very hard since his cheating of the *Blade* ceremony. He thinks he understands Norebo's will much better, and is ready to take a level of Contemplative, but Norebo is holding him back until he atones. He is also trying to turn the *Palace* over to a new high priest, preferably Vuli Rhona. Legalilin is about to out-manuever and assume the position of the current head of the Gambling guild, another division of the Alliance. Getting the *Blade* back would also help him to take that position.

Introduction

The Fish Hook

You are eating lunch on the back deck of Captain Bornden's Fish Dock. Captain Bornden's is enjoyed by adventurers, sailors, and mercenaries who stay at the Imperial Hotel, mainly because it's right across the street. The food is good and plentiful. Even if you don't particularly fancy fish, it makes a nice break from tavern stew. Some seagulls hop among the tables looking for scraps, and far across the sparkling water is the hazy shape of Great Crown Island. The remains of a delicious meal of seasoned fish clutter the weathered table in front of you and you are in the middle of a light-hearted discussion about the contents of a brightly painted, mermaid-shaped seasoning-shaker labeled "Timi's Savory Seafood Seasonings." At least one of you is certain that Timi is a scandalous priestess of Myrhiss.

When suddenly, an elderly gnomish female, dressed in fine clothes and face powdered in latest courtier fashion, comes dashing out onto the deck. You smell her perfume almost before you see her. She says, in a high voice, "Vuli Rhooooona", accentuating the "oooh" as she trips over the back door step, sprawling onto the deck with a thud. A piece of parchment flies out of her hand and flutters in the breeze, landing right on your table. You catch a glimpse of a sketch of a sword before the breeze grabs it again and threatens to fly it

right over the rail of the deck and down into the water below.

The fallen gnome squeaks a plea to them, **“Grab that, please!”** Any PC can grab it. If more than one tries, decide who gets it by rolling initiative.

Ellywick Murnig: Female gnome (rock) Brd2/Rog3; hp 22; CR 5. (See Appendix I.)

Ellywick clambers to her feet, then turns to you to take the parchment back, saying, “Thank you folks so much for catching that for me. You are such dears.” She looks around the deck and realizes that you are the only ones on the deck. “You haven’t seen a Norebo cleric out here, have you? A tall elderly gentleman; wears an amulet with two 8-sided gambling dice?”

After you respond, she sighs. “Well, I seem to have lost my escort, and a Lady can’t walk the streets without an escort. Let me introduce myself: I am Ellywick Murnig, assistant to Ambassador Osworth who represents Dyvers concerns to the City of Greyhawk. Would you folks mind escorting me to the Palace of Fortune? It’s beside the city arena. And I’ll buy your lunch for your trouble.”

She is serious about lunch, which comes to 2 sp each. If they want to see the parchment, show them the player handout picture of the *Blade*. She says she wants to show it to Vuli Rhona, the manager at Norebo’s Palace of Fortune to see if it is the *Blade of Chaos*, a religious relic that was stolen from the temple years ago. **“If this picture matches, then I might know where the Blade is. If it doesn’t match, then I’ll keep looking. It’s a pet project of mine.”**

At the doorway she stops and looks out. She points out several men loitering across the street. “They and about a dozen others are waiting for me to come out. It wouldn’t do to have them catch me. Not with this,” she says. She tucks the parchment deep into her bosom. “There are certain criminal elements in this city who would literally kill to get that Blade or clues to its hiding place. This might get a little dangerous. I promise you, when we get to the House of Fortune, you will be rewarded. What’s the going rate for defending a Lady? Is 10 gp enough for hazard pay? Are you still with me?”

If they don’t accept 10 gp, then let someone in the party make a Diplomacy check. She will increase it by 1 gp per point above 15 on the check.

Once you agree, she tells you, “With those Gambling Guild thugs watching the street, we have to take the sewers.”

Encounter One

The Sewers

Reference the Judges map of the sewers of Dyvers for this Encounter. Note that the small tertiary sewer pipe used to get to Evernight Street is not shown on the sewer map. Only primary and secondary pipes are shown on the map.

To get to the sewers, they must go out the back, climb down the 20’ legs of the deck to the sandy/muddy shore (Climb DC 5). There is a nearby sewer opening jutting out of the rock-reinforced embankment. It is big enough for small characters to walk upright, but medium characters will have to stoop. The opening is decoratively carved to look like a monster’s mouth out of which trickles a little bit of slimy water. The carving is so worn that it could be centuries old. The grate covering the opening is rusty and locked from the inside.

Sewer Grate: The lock is a simple lock, but it is on the inside, so opening attempts are performed by reaching through the bars and around with out seeing the lock, thus the Open Lock DC is 22 (DC 20 for simple lock, +2 for the added difficulty). Remind them that they can “Take 20” for this check. The rusty bars can be bent open with a Strength check DC 23. They have hardness 8 and 20 hit points to break.

Just as it opens, they hear a shout from the deck of Bordens. They’ve been spotted and Ellywick shouts to the characters, “Come on!” and disappears into the opening.

After traveling about 50 feet, the light momentarily darkens when the silhouettes of the pursuers partially block the opening. After 100 feet, it ends in a vertical climb up to a sewer grate. Strangely, no daylight comes from above: only torch light and the dim murmur of voices and distant music. There is room to stand up and Ellywick asks them to push up the grate and lift her out.

Once out, you see that you are on a street, complete with old cobblestones and sidewalks and store fronts. But, it has a ceiling twelve feet up, supported by strong timbers, and is lit by hanging lanterns, the glow of candles in windows, and multi-colored glowing tracings decorating the front of what must be a tavern. It smells musty, smoky, and spicy all at once. A few people walk along the sidewalk, some look in windows, and others are watching you from shadowy openings.

Ellywick suggests they secure the grate, but not permanently. There is a water barrel sitting nearby they could roll over it. Or, wedge a spike or piton. ***“We should hurry on—that won’t hold them for long, and there are lots of other entrances.”***

Ellywick says with a slight flourish, “Welcome to Evernight Street. This is Sailward Street as it was before reconstruction in this area. It used to run down to the shore, but because of flooding and invasion concerns, the whole neighborhood was elevated by fifteen feet. The other streets were filled in and many buildings rebuilt to the new street level. But the businesses along this street, led by the Imperial Hotel owners, had the novel idea to keep the old street by supporting the new street above, like some kind of long bridge or tunnel. Normally, visitors don’t come in through the sewers. The main public entrance is through the Imperial Hotel, and most of the shops have back stairs to the surface. It was named Evernight Street because of the continuous darkness and to give it a mysterious sound. Its shops are open all hours and in all weather. For now, we must hurry on into the main sewers if we want to get to Norebo’s House of Fortune with this vital message before our pursuers. Later, you should come back and see some of the interesting shops.”

Ellywick leads you into the Buried Hearth tavern. It is decorated on the outside with alchemical or magical traces of colorful light. The main room is dominated by a huge old stone hearth, big enough for two giant kettles to hang. The blaze and fragrant smoke keep back the dampness of Evernight’s air. It seems most of the dozen or so patrons are of underground dwelling races--deep halflings,

gnomes, dwarves, half-orcs and some races you haven’t seen before. Some are hooded so you can’t see them. Ellywick gives a quick wave to the bartender, and walks straight through the room, into a hallway, and out a back door. You step into a narrow alley-turned-tunnel that goes behind the buildings. There are no lights except the glow coming from the tavern doorway and another doorway to the left. Directly across from your doorway is a wrought iron gate blocking another dim alley-turned-tunnel that stretches back away from the buildings. It is pitch black. Ellywick lifts the latch and opens it. As you step through, she suggests that you get some lights going because it gets real dark down this way. After a short, debris-filled stretch, it ends in a short stone stairwell going down. There is a door at the bottom that looks very solid, but unlocked. The gnome tries the handle but it is stuck so she lets someone else try to open it.

A strength check DC 16 will open it. The jarring of the door, however, causes a creature to fall from the ceiling towards a random PC (not Ellywick). This is a surprise standard attack. Normal combat initiative follows.

Ochre Jelly fragment: hp 9; CR 2.
(See Appendix I)

Once they have defeated the ochre jelly fragment, they continue through the doorway into the sewers.

Ellywick seems to know the sewers of Dyvers well. As you carefully follow her along the walkway at the edge of the tunnel, you swear you see movement in the murky water. However, nothing ever surfaces. The tunnel you are travelling suddenly opens into an enormous chamber. At first it looks like a lake of black water, but you quickly realize it is a huge tunnel, fifty feet across. It is impossible to tell how deep the water is or how far the tunnel stretches left and right. The air is filled with odor and dripping echoes from sewer pipes that open into the walls and the 30-foot high ceiling. Rat squeaks and other unidentified sounds add to the eerie atmosphere. The walkway is a spacious ten feet wide and more in places. The walls, which alternate between natural stone and masonry, are carved with strange creatures and

patterns. And everywhere there are slimy patches and dark little holes. Ellywick breaks the silence, saying “This is called Styx, and, while it doesn’t lead to the lands of the dead, it has carried its share of dead bodies. It opens to the Volverdyva River in three places, so it has some circulation, and the outer gratings let only small critters in. So, if you see movement, it is probably fish, not some hideous sewer monster. But, I’d still stay away from the edge if I were you.” She leads on for blocks until you reach a stone bridge arching over the water to the opposite side. There is a railing, and magically lit lamp posts bathe the bridge in a ghostly glow. As you cross the middle of the bridge, you see on the other side a disgusting quivering mound of spiders. The swarm covers the entire ten-foot width of the bridge for ten feet. It is centered on a mound of what appears to be corpse, judging from the swollen black and purple limbs protruding from beneath. Ellywick stops and grimaces, and suggests, “Maybe we should back up and wait until this thing passes.” Just then, bows twang behind you and arrows clatter across the bridge, narrowly missing you. The shadowy figures of pursuers, four armed men, come walking swiftly toward the bridge from behind you. “Give us the Blade, gnome!” they demand. Ellywick replies, “Not to thugs like you.” Ellywick’s hands flash towards her throwing knives...

Ellywick will help fight by throwing daggers from behind the party at whoever she can target. After the combat, either from Ellywick or by interrogation, the characters learn that these are thugs from the Gambling Guild, representing a faction trying to thwart the high priest of Norebo, Legalilin Agraus.

Spider Swarm: hp 9; CR1 The spider swarm does not attack unless their area is entered. (See Appendix I).

On the corpse are the following: hand axe, leather armor, lantern, flask of oil, map of the sewers (see Players Handouts), and 7 gp.

Gambling Guild sap thugs (2): Male human Exp1; hp 6; CR ½ each

Gambling Guild crossbow thugs (2): Male halfling (lightfoot) Exp1; hp 6; CR ½ each (See Appendix I)

After your fight, Ellywick says “Thank goodness there were only four. You did very well.” She leads you across the Styx and out a sewer main on the other side. You follow the dark passages until you feel like you’ve crossed more than half of Dyvers. You once hear some workers digging down a tunnel, but have no other hostile encounters. Your guide faces a wall and presses on a certain stone. A secret door slides up and she leads you up a long, steep, narrow flight of stairs. At the top is a landing with a sturdy, iron-bound door. She knocks and waits.

The door is locked and trapped, and Ellywick insists the players DO NOT try to open it because there is a complex dangerous trap. And, the trap would be quite expensive to replace if they disabled it.

Strong wooden door, barred: Break DC 25, hardness 5, hp 20. Lock is good, DC 30 Open Lock check to pick it. If Open Lock check fails by 5 or more, the poison wall spikes trap fires.

Poison wall spikes: CR 4; mechanical; touch triggered; manual reset; Atk +16 melee (1d8+4 plus poison, spike); poison (Medium monstrous spider venom, DC 12 Fortitude save resists 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21.

After several minutes, the door swings open, and you see a tall handsome man with a little grey hair and a winning smile. He wears a cleric’s robe and an amulet sporting two 8-sided gambling dice—the holy symbol of Norebo.

Vuli Rhona: Male human Clr6/Rog2; hp 22; CR 8. (See Appendix I.) **Note:** He has cast Eagle’s Splendor before opening the door, so his Charisma is 18.

Encounter Two

The Curse of Despair

After expressing his surprise and delight at seeing Ellywick, he introduces himself as Vuli Rhona, cleric of Norebo and manager of the Palace of Fortune. He invites you in and leads you through the dark casino. It is obviously closed, and except for the sound of someone hammering and sawing in a distant room, your group appears to be the only ones here.

A PC making a Knowledge (religion) check DC 12 will know that at temples of Norebo all gambling losses are considered donations to the church. If any PC has the skill Profession (gambling), he knows that for the last few months, gamblers have been avoiding this place because all they do is lose money.

“Zilchus’ Partners of the Gold Coin shut us down because of unpaid debts. Our high priest, Legalilin Agraus, is never around because he is trying to become head of the Gambling Guild. So, it’s just me and some volunteer lay-workers.” The cleric leads you through the echoing central hall. Thirty-foot shafts of daylight fall from the central dome onto cloth-draped gambling tables. One look at the symbols decorating the dome, and you realize that this was once a temple to Pelor, the sun god. Above you, the balcony of the second floor opens onto the central hall. Gaudy tapestries hang from it, with fanciful figures of laughing rogues eluding armored knights, wizards, and dragons. In all of them there is a stunningly beautiful woman in a red gown wearing a skull amulet. She always has her back turned to the rogue, but her eyes slyly look back at him in admiration.

If anyone asks about the woman, she is Wee Jas, the LN/LE goddess of magic and death, who has been represented as Norebo’s lover for the last thousand years.

He continues, “We’ve been closed for two weeks already, but thanks to our... connections... nothing has been stolen, yet. But if you have what I think you do, then our problems are over. You see, this has always been a profitable enterprise, despite the heavy taxes and regulations imposed on us by the Brotherhood of the Golden Coin. But half a year ago, we were struck by a bizarre and insidious curse. It’s hard to explain, so I’ll just show it to you.” With that, he whisks aside the cloth covering one of the dicing tables. “Watch.” He pulls off the ivory pair of 8-sided dice from his holy symbol of Norebo. He asks, “Who wants to try a hand at a little dice game?”

He offers anyone else a colored 8-sided die to try his hand at the gambling game called “In Between”. Vuli explains the rules, and then rolls

two white 8-sided dice. The player rolls the colored 8-sided die and wins if he rolls a number between the two white dice. Matching a number is a loss, and if both white dice match, then the loss is automatic. Go ahead and do this with any player who is willing. He insists that they wager some money (it’s against his religion to play at gambling with no stakes), though no more than 10 sp for this demonstration.

If the player wins, then Vuli pays the wager i.e. the PC gets his wager back plus the same amount from Vuli. If the player loses, then he is subject to the **“Curse of Despair,”** and must make a **Will saving throw against DC 23**. Failure means he is convinced he can’t win and refuses to try the game again. This wears off after staying outside of the House of Fortune for 24 hours. The DM can roll as many times as it takes for the PCs to get the idea of what is going on.

Vuli’s face turns grim as he resumes talking, “This is a powerful curse on our Palace. Most of our patrons have left because of the constant despair. We have tried changing games, dice, cards, and odds. The changes seem to work only once, and in the end despair wins. We are the only gambling establishment that has this curse, so our business is failing.” Vuli shudders. “We haven’t been able to dispel this magic; it’s just too powerful. We were at a complete loss, until last month I was visited in a dream by one of Norebo’s servants. In that dream, she made one simple statement, “The Bane of Despair may be ended by an Artifact of Chaos.”

The first thing that came to my mind was the Blade of Chaos, which was stolen from us eighteen years ago. From the first day that mortal hands wielded it, it has been a coveted prize and symbol of Norebo’s favor. Each year it was awarded to the temple that won a specially sanctioned competition. That temple would then loan it to those who took extreme risks for the priesthood. We in Dyvers were honored by Norebo to win it three years in a row. So, it was a great embarrassment to us all when eighteen years ago, an unbeliever stole this Artifact of Chaos. We scoured the Flanaess for a decade, chasing every rumor we heard. Finally, we gave up the search.”

At this point he breaks into a smile again. “I discussed it with High Priest Agraus and even

though he gave up searching long ago, he agreed that this new omen meant I should find the Blade if I could. I enlisted Ellywick, and she went to work on it just one month ago, and already the Blade has been found, or at least I hope it has.” With that, he walks over to the bar and carefully pulls down a decorative longsword that was hanging by chains over the counter. “It’s an exact replica of the Blade of Chaos,” he explains. When he puts it on the table, Ellywick climbs up onto a barstool and puts the piece of parchment next to it. On the paper is the drawing of a sword and a design that clearly match the sword and the designs engraved on the blade. “Blessings of Norebo, it is an exact match!” Vuli exclaims. He ducks behind the bar and grabs a bottle of fine wine and offers you each a glass.

With a tip of the glass and a gulp, he continues, “First off, let me thank and toast Ellywick. You are without doubt Dyvers’ best spy.” Turning to your group, he says, “We can’t waste any more time, or the Blade could vanish again. You have proven yourselves capable in your adventures with Ellywick. Will you travel to Maraven to bring the Blade of Chaos back here to its rightful place? There will be an element of danger and risk, but you’ll be in the service of the lord of risk and his luck will aid you. If you succeed, you will be rewarded 200 gp each.” Ellywick clears her throat and says, “I promised they would be rewarded 10 gp for escorting me here safely.” Vuli frowns momentarily, but goes behind the bar and counts out 10 gp each. If you agree to the offer, then Vuli Rhona completely heals any wounds you have, and they both start briefing you on your mission.

Information that Vuli and Ellywick will offer:

- Vuli: Your mission is to bring the artifact back from its current owner. You will have a package in trade—a coffer of gems worth 10,000 gp. It is locked and trapped, but you are given the key. Ellywick suggests that someone other than the one carrying the coffer should carry the key. **Coffer:** Hardness 5, Hit Points 10, Break DC 18. Good lock DC 30 to Open Lock. **Poison Needle Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20. **Judge Note:**

The gems are cleverly crafted glass fakes. Anyone taking them out and examining them for one minute can make an Appraise check DC 15. Dwarvish, magnifying glass, Raven familiar, Diligent feat, and Craft (gem cutting) bonuses all apply to this check. A failed check means they appear to be worth about 10,000 gp.

- Ellywick: The man who claims to have the *Blade* and gave Ellywick the drawing says he wants to trade the *Blade* back to the Palace. He gave the name “Drakken,” though that was not his real name. He was at an inn named *Fharlanghn’s Respite*, in Maraven. He was there last night, and will be staying there **through tomorrow night** before leaving, waiting for an answer.
- Vuli: He lets you study the non-magical replica of the *Blade*, which has the old Suloise symbol of chaos etched in the dark/light swirled blade (looks similar to Damascus steel, if you’re familiar with that), and two ruby 8-sided dice solidly attached to the gold-gilded pommel. You can again show the player handout picture of the *Blade*.
- Vuli: He also informs you that he doubts anyone is actually wielding the *Blade*, since it will drain the life from whoever grasps it, unless he or she is serving Norebo. He feels the church would have been notified by now if the owner was someone serving Norebo—either by a gloating message or offer to return it, or something similar.
- Vuli: For one dedicated to Norebo, it is a potent weapon. Not only does its edge bite deeper than normal swords, but also it has the power to throw enemies into darkness. Rogues love it because it can also sense nearby traps. It allegedly reserves its worst sting for lawful enemies, paralyzing them.
- Vuli: Keep your mission as secret as possible. Especially don’t tell any Ralishaz or Kurell clerics since they are rivals and would love to thwart your mission. In fact, it would be best to just not tell anybody.

Once the party has agreed, been fully briefed, and is ready to go, Vuli presents them each a holy symbol of Norebo—two mother-of-pearl eight-sided dice embedded in a lustrous black

sablewood brooch. The brooch has a special power to call on Norebo's favor.

Brooch of Norebo's Favor:

Once, during this adventure only, the wearer can make a plea for aid from Norebo while grasping the brooch (free action that can be taken at any time and provokes no attack of opportunity). The character may then reroll a single roll he has just rolled. The new result must be taken. Outside of this adventure they are just nice normal holy symbols.

Note: Vuli only presents the brooches to PCs who agree to wear them. Wearing the brooch does not require or cause conversion to Norebo, but most clerics should have a problem with wearing a different holy symbol. An **Appraise check DC 12** will tell a PC that it is worth 25 gp if sold.

Vuli blesses you and says "Take this symbol of Norebo, and may Norebo bring you fortune in your task. When disaster strikes and all seems lost, grab this symbol and pray for aid—you never know when Norebo is listening. One more thing--please hurry. The Blade of Chaos has evaded us all of these years, and now that it's within our grasp, I dread the thought of it disappearing again. Especially since it seems to be the only way to lift this curse and save the Palace." He hands you the coffer of gems and reminds you to keep it hidden because it has 10,000 gp worth of gems in it. "Ah, it goes without saying that I will pay twice this much to have you assassinated if you try to cheat me. I look forward to seeing your safe and timely return with the Blade." With that, he lets you out of the Palace.

Encounter Three Getting There

While in Dyvers:

It is 2:00 in the afternoon. The PCs need to go to *Fharlanghn's Respite* tavern in Maraven by tomorrow night and set up a meeting with Drakken to discuss the *Blade*, and they must do so covertly. They are aware that Maraven is 36 miles east of Dyvers on the paved, highly traveled Greyhawk Road. See PHB v3.5 p. 164 for overland movement. Basically, if they leave at dawn, travel light and ride mounts, they can reach Maraven in eight hours of travel with no problem.

If any of them are on foot or are riding mounts while carrying more than about 150-200 pounds, they will have to either hustle for an hour or force march an extra hour. Allow them to make any mount or item purchases allowed by LG rules, and to pick new spells for their characters in Dyvers.

"Beggars":

There are rogues watching them from the time they set foot outside of the *Palace*. Within 10 minutes, a group of five female "beggars" will approach them begging for alms. Bumping up against them, clinging to them, begging pitifully for their starving children. They are part of the Pickpocket Guild, and they have been tipped off that these folks are carrying a big payment. They know nothing else about the mission. This pocket-picking is a little different than normal in that they are looking for something specific. So, first they must roll their Search vs the character's Slight of Hand roll (used to hide the coffer). If the characters said nothing about hiding the coffer, then the "beggars" only need to beat a DC 10. One check is made per round that the characters allow them to stay near. Once they find the coffer, they try to take it. Roll their Slight of Hand checks to lift the coffer. The DC is 20 for the first try, 22 if the judge feels the characters have taken extra effort to secure the coffer. The characters get to make Spot checks, whether the attempt succeeds or not. If their Spot check is higher than the Sleight of Hand check, they notice the attempt. Any attempts to take the coffer after being noticed are DC 30. To drive the "beggars" off requires either an Intimidate check vs DC 12 (which takes one minute of interaction) or attacking. If the characters draw lethal weapons, roll initiatives, and the "beggars" scatter in all directions when their initiatives come up. If the characters try to drive them off with non-lethal means, the "beggars" will grapple with the characters. The City Guard will appear in five minutes, and the characters had better not have any weapons out or dead people lying around or they will be arrested, which ends the adventure.

"Beggars" of Pickpocket Guild (5): female human Exp1; hp 4; CR ½ each, (See Appendix I)

Shadowed:

No other rogues are stupid enough to make such brazen moves, instead choosing to covertly watch. The characters might get the feeling they are being watched; a successful Sense Motive check vs DC 20 will give them that hunch. Any Spot checks to see someone watching them while in

Dyvers is a DC 30. If they wish to try to Hide from the watchers, then beating a DC 15 will end the feeling of being watched for one hour.

On the Road to Maraven:

There are no attacks on them after they leave the city, but again they are being followed, this time by Enforcer Guild informants who are disguised as travelers. Their Disguise DC is 10, which is the DC for a Spot check to see through the traveler disguise if the characters look behind them. However, the Spot roll is modified by -1 per 10 feet of distance, and the shadows try to remain at least 100 feet back. Allow one Spot check per hour. There is nothing preventing the characters from riding back to take a closer look at merchants behind them, or the ones in front of them for that matter. The road is fairly well traveled, and the Judge should make a point of implying that they are being watched.

If they manage to spot and want to attack one of the Enforcer Guild informants, the victim will run. If intimidated into talking, he knows that they are going after the *Blade of Chaos* and he is supposed to inform some partners to ready an ambush for whoever brings the *Blade* back. He says there are other people interested in this *Blade* trade, from different gangs in Dyvers. He thinks the rumor about the *Blade* started with someone in the Smugglers Guild.

Mudron, Enforcer Guild informant: male human Exp1; hp 6; CR ½; (See Appendix I)

On the streets of Maraven:

In Maraven there will be three groups interested in the characters. There are the Enforcer Guild informants who have been following the characters from Dyvers, watching for the *Blade*. Another is a gang from the Smugglers Guild that works with House Pengallan in Maraven. Ellywick started the rumor about the incorrect time and place the *Blade* would be traded, and the gang's current leader, Stultz, is intent on watching the gates and the tavern to find who has the *Blade* and ambush them. The third is an assassin hired by high priest Legalilin Agraus to kidnap or kill Ricard once he no longer carries the *Blade*. She has already located her target and waits in disguise in the tavern. The characters won't run into her, but she might return in a future module.

If they enter Maraven through the gates and without disguising themselves, Stultz's informant

will alert the rest of the gang, who will follow the characters to the tavern.

The characters might get the feeling they are being watched; a successful Sense Motive check vs DC 20 will give them that hunch. Any Spot checks to see someone watching them while in Maraven are a DC 25. If they wish to try to hide from the watchers, then a Hide roll that beats a DC 15 will end the feeling of being watched for one hour.

If they manage to chase down the Smuggler Guild informant, he puts up a fight, but tries to surrender before death. He knows only what his leader Stultz told them; that a group from Dyvers matching the characters' description would arrive and will be making a trade for a *Blade of Chaos*. They are to follow them and take the *Blade* if possible.

Jasil, Smuggling Guild informant: female halfling Exp1; hp6; CR ½; (See Appendix I)

They have no trouble finding *Fharlanghn's Respite*, and could have a small crowd trying to covertly follow, but not prepared to attack until they have seen the *Blade*. Inside, there is rest, food, and Drakken.

Encounter Four Decoys

When they reach the tavern, it is bright and cheery. There are at least a dozen people in the room, and the halfling bartender is busy talking and swabbing the top of the bar. Anyone they ask about "Drakken" will shrug and suggest the bartender, Gother.

When you approach the bar, Gother stops for a second and asks, "What can I get for you?" He listens to your request and says, "Now, I might know the answer to your question, but you're not going to get it for a song and a dance. Wait a sec, maybe you can have it for a song and a dance." He then yells to the crowd, "Who's ready for the "Sing or Stink" game!?" Half the crowd cheers, and he jumps up onto the bar and everyone crowds around. He begins to sing a rowdy drinking song, obviously a favorite of this crowd. He gets to the chorus and suddenly stops and puts his hand on your head (Judge should pick a player)

and shouts “Your turn!” Everyone is waiting for you to sing the chorus or start a new song.

If the character sings and doesn't mess the song up, then he proceeds to the next character in the group. If the chosen character doesn't sing or messes the song up (messing the song up means missing a Perform (sing) check against DC 10), then the crowd shouts:

**“Yo Ho! See that sot!
We drink it down fast
To get where he got!”**

Everyone must take a drink and the character must pay for the drink of the next one Gother chooses. Gother chooses each character in the group, one at a time. Each time a character has two or more drinks, have her roll a Fortitude save vs DC 11. Failure indicates some intoxication, which imposes a -1 penalty to the next Fortitude save against intoxication, and 1d2 points of temporary ability damage to both Wisdom and Dexterity. Reaching 0 Wisdom means she passes out. Reaching 0 Dexterity means she collapses in a drunken wreck but remains conscious. The character regains 1 point of Dexterity and 1 point of Wisdom each hour. *Neutralize poison* negates the intoxication immediately.

Once he's gone through the whole group of characters, if none of them has succeeded at the Perform check, he begins again. If at least one has made it, then he applauds, and everyone else joins his applause briefly. He jumps down from the bar and says he'll take them to Drakken. He leads them back into the inn to a room and knocks on the door.

A gravely voice from inside beckons for you to come on in. A fifty-something bearded man in traveling clothes looks up from packing his backpack. A gold and ruby earring dangles from one ear, and he smells of spices, alcohol and sweat. His hand is on the hilt of a longsword that looks nothing like the Blade of Chaos. He asks if Vuli Rhona sent you.

After listening to your response, he says “Let's go back to the bar to do this. I want to be in public for this exchange. And trust me, you will too.” He shoulders through your group with his heavy backpack, and heads back to the bar. Once there, he takes a table near the back, and sits down. As you gather around, he

says “Well, you're talking to Drakken now. What do you want?”

A Wisdom check of DC 10 will notice that the crowd in the bar has doubled in size, to about 25 people. Anyone who notices the larger crowd and then makes a Sense Motive check of DC 20 will get the hunch that there are people in the crowd watching them.

Drakken, after listening to what you want, pulls a pipe from his vest pocket, loads it with tobacco, and lights it with the candle on the table; all without saying anything. Only after he takes a deep draw and blows a smoke ring into the air does he speak. “I don't have the Blade of Chaos. I traded for it hours ago. A group of tough adventurers was sent by the Norebo high priest, Legalilin Agraus, and they are probably half way back to Dyvers by now. You missed the deal; you can all go home now!” he says in a loud voice. He glares at the crowd in the tavern. Half of the crowd is staring at you guys, mouths agape. Some of them begin cussing and others spit or chuckle. He turns to you guys and says “Your gems are just pretty glass. Sorry, but you were just decoys to draw attention from the real trade.” Suddenly, he jumps up, drawing his longsword in the same movement. He is facing a Baklunish man in the crowd who has drawn his own scimitar. The man backs down, and he turns to the rest of the onlookers and warns them, “I don't have the Blade of Chaos anymore, but that doesn't make me any less dangerous. Which one of you wants to risk it, huh? Your life for nothing? Go home. I'm tired and looking for an excuse to kill one of you guys that have been sneaking around.” Most of the crowd trickles out the door, except for four who are standing around with the bartender and bouncers. He sheaths his sword and sits back down and once again addresses your group. “I'm sorry you had to go through all that trouble for nothing, but that's common practice in these deals. (pause) You folks probably need a drink. Gother!! Bring some good ale!”

Ricard Damaris: male human Ftr8/Rog1; hp 74 CR 9: (See Appendix I.)

Things the PCs find out from Drakken:

- His real name is Ricard Damaris, and he owns the Green Dragon Inn in the City of Greyhawk. He explains that it was Ellywick's idea to use the name Drakken as a code to recognize the contacts she would be sending. Yes, Ellywick knew what was going on; she was his contact back in Greyhawk. He doesn't recognize the name Vuli Rhona.
- Yes, he for sure no longer has the *Blade of Chaos*. The group who took the *Blade* were three men and a woman. The woman was carrying the *Blade*. He is more than content with his trade. He got certain favors, for a couple of items he wanted, plus another decent sword. He expects some old enemies to return now that he doesn't have the *Blade*, so he needed an adequate replacement.
- *Blade of Chaos theft*: He and a partner stole it in 573 C.Y. Legalilin Agraus was the new high priest of Norebo in Dyvers at the time. Normally, the *Blade* could have easily been tracked down and returned, but Agraus had lost favor with Norebo. Every year, Norebo temples interested in hosting the *Blade* used to gather for a special competition which determined which temple got the sacred relic for the year. Apparently, Agraus fixed a couple competitions so Dyvers ended up with the *Blade* for three years in a row. It was supposed to be a sacred and fair event, so Norebo let them lose it for the last 20 years. Now, with some kind of curse and prodding from Norebo, Agraus has a chance to preside over a resumption of the fair competitions and redeem himself, once he returns the *Blade*.
- *Blade of Chaos*: Ricard learned much about the *Blade*. It tries to slay anyone who is not chaotic. If a non-chaotic person tries to wield it, (this happens to Ricard every time he uses it) it painfully drains his energy, but he returns to full strength when he's done using it. He once saw the drain kill a young man, so be careful. Also, it can throw darkness, and find treasure and its edge is enchanted enough to use against supernatural creatures. The *Blade* somehow gave him the feeling that it was

time to return it to Norebo. So, he found a Dyvers contact, Ellywick, who arranged the trade. And now he's ready to get back to his *Green Dragon Inn*.

Note: Fighting or trying to harass Ricard is not a good idea. He is extremely tough, and you should tell the PCs that he seems well beyond them in ability. Not to mention that he isn't the one who set them up as decoys.

Once you are done talking, he orders you one more round of good ale. "If I were you, I'd go to the Palace and have a talk with Agraus or Rhona about getting a partial reward for your efforts. It can't hurt to ask. You seem like my kind of folks, and I'm glad to have met you. If you get into Greyhawk, come on by the Green Dragon and visit." With that, he excuses himself, says something to the bartender and gives him a large tip. Then he walks out, leaving you all alone in the tavern.

Encounter Five Smoke

There is nothing more to do in Maraven. There are no informants watching them. Everything is normal, and nothing will happen until they head home.

On the road back to Dyvers, a storm blows in from the lake. Thunder rolls and lightning flashes, and you smell rain...and smoke. You don't see the source of the smoke until you come over a rise and see the flames of a bonfire on the side of the road. A small group of eight locals gathers to watch a cleric perform a ritual. As you draw near, you see a dozen disturbingly shaped bodies, some huge and others human sized, burning in the blaze.

If approached, the people crowd towards the other side of the bonfire and seem suspicious and frightened. Reassuring words and a Diplomacy check of DC 15 will get the people to give useful information. One other character can assist this skill check. With a successful check, the characters can determine the following information: These are common folk who have stumbled upon the scene of a massacre. They heard and saw the magical combat from a distance, and didn't dare approach until all was quiet. They found demonic bodies and human

bodies. There was one survivor—a woman who was shaking and moaning incoherently about something—“**return the blade of chaos**”, they think. She was holding some kind of strange magical sword, and all covered in her own blood and fiend blood, so no one wanted to touch her. Anyway, before the cleric arrived, a local gang of thugs and pirates showed up and took her back to their lair. The rest of the people carefully gathered the bodies into a pile, and the cleric of Xerbo is guiding a ceremonial burning to keep the demonic influence from spreading. His name is Hetter Shelcove, and is a 2nd level cleric. They can point the way to where the thugs lair in a couple of old buildings along a stream. The leader's name is Urns, and he is pretty tough. The rest of the gang is normal bullies. They think there are five in the gang, plus Urns.

If the Diplomacy check is unsuccessful, the characters will only find out that a survivor was taken “in that direction.” It will be up to them to find the tracks. For those with Track feat, it's a DC 13 Survival skill check to find the tracks of six people and follow them to the lair. Without Tracking feat, a Survival or a Search skill check DC 13 will find the six tracks headed north, but won't allow them to track. A desperate person could use this method to check once per round per 5 feet, but it is about 2000 feet before they can see the old buildings towards which the tracks head. That would take 40 minutes minimum.

Encounter Six

Urn's Lair

Outside the Hideout: Refer to the Hideout map from the DM's aids.

The main building is a two-storied old house with boarded windows and doors. Even the windows on the second floor are boarded. When the PCs first arrive, a figure walks up to the boarded-up front door (to Room 1) and twists the handle but doesn't open it.

Tuloc: male orc War2; hp 5; CR 1: (See Appendix I.)

The figure then walks around to the back of the house (door to Room 2). If the PCs follow the figure within view of Karst, who is watching from the third-story window of the building across the street, Karst shoots at them. It is difficult to get to

the back door (room 2) without taking fire from Karst, but it can be done. If the PCs get within view of the back of the hideout, they will see Tuloc open the back door, false boarding and all, and go inside. If fighting starts before he gets inside, Tuloc will try to run inside the back door as quickly as possible, forgetting to deactivate the pit trap. In his rush, he will fall into the pit. Get out the Hideout map from the DM's aids and cover up the inside rooms of the hideout, and continue to the Karst Attacks section below.

Karst attacks:

Karst is a bizarre troll-like fey-touched creature that lives in the abandoned building beside the lair. He watches the outside of the lair and shoots arrows at intruders from the shadowy dark windows of the three-story building. As he fires his first arrow, he utters a inhuman piercing shriek, which warns the thugs inside the lair to prepare for invaders. As soon as anyone comes towards the door to his building, he will hide and prepare to *charm person* the first one through to protect him.

The inside of the three-story building no longer has floors, only the beams and ledges that once supported the floors. Besides barn swallow nests, there are two dozen of Karsts' bizarre mud sculptures sitting and standing on the beams and ledges. They look very similar to him—lumpy grey-green humanoids—he thinks of them as his family. He hides among them, and will *charm person* the first person coming through the door, asking for protection. Then wait for the right moment to either escape with help of his new charmed friend or leap down upon an intruder. He gets a +5 to his Hide check because of the sculptures.

Karst: male fey-touched Ftr2; hp 13; CR 2: (See Appendix I.)

If it is night, then Karst gets total concealment while shooting from inside the windows, so spotting him is impossible without dark vision. With dark vision or during the day it takes a Spot check against DC 15. If they just shoot through a random window and get the right one, there is still a 50% miss chance, or 20% during the day. No miss chance if they have dark vision and have spotted him. Because he is behind the window, Karst has one-half cover (cover bonus +4 AC, +2 bonus to Reflex save).

Entering the Hideout:

The room notations below refer to the numbered rooms in the hideout on the Hideout map from the DM's aids.

Room 1:

The front room is 10'x25' and filled with furniture and large tapestries, and other large stolen items.

There are a few items that could be carried, but at most the PCs would have to come back, and by then it is gone. Some of Urns men and women sleep, lounge or engage in other activities on the furniture, so it is worthless. The front door would open into this room if the front door could open at all. It is boarded securely closed.

Boarded Door: Break DC 25, hardness 5, hp 22.

Boarded Windows: Break DC 28, hardness 5, hp 15 (the DC is higher because they are not as easy to reach as the door).

The door handle is attached by string to a simple pulley system that unlocks the back door in room 2 when the handle is twisted around twice.

Room 2:

The back room is 10'x15' and has a table with four chairs, and a staircase going up to the second floor. **This staircase is not safe.** It will collapse if more than two medium sized people stand on it at a time (fall damage 1d6; **tumble or jump check of DC 15** for no damage). If the PCs **Search DC 10** then the instability will be noted. The back door opens into this room. The door is unlocked by turning the front door handle all the way around twice.

Good wooden door: Break DC 18, hardness 5, hp 15. Lock is average, DC 25 to pick it.

Boarded Window: Break DC 18, hardness 5, hp 15.

The 5'x5' square right inside the doorway is a pit trap. The lid is normally held fast and characters can walk on it. However, a simple hidden slide bolt makes it a trap door that swings down but then snaps back up, with no handle on the inside.

It is armed when the PCs come through the door, and cannot be found by a search unless the PCs get the door open to be able to search on the floor before stepping in.

Pit Trap (10 Ft. Deep): CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

If the PCs manage to get in without Karst shooting, and without loudly breaking things, then there will be three people sitting at the table. When the PCs enter, Born and Daran will run to rooms 3 and 4, knocking over chairs in their haste.

The third person at the table, Vilesther, an elvish female adept, will yell for Urns and run up to the top of the stairs and cast *sleep*.

If the PCs don't get in quietly and without fighting, then the room has the table up-turned for defense (1/2 cover = +4 AC cover bonus, +2 reflex save bonus). Behind it are the Born and Daran who will throw daggers until they have to fight with clubs, Tuloc will engage with battleaxe, and Vilesther, who has pre-cast *bless* spell a round prior, and is sitting on the top step of the stairs, with *sleep* readied to cast on the first two opponents who make it past the trap door.

In any case, when the first PC gets half way up the stairway, the stairs collapse. When the dust settles, Urns waves a white handkerchief back and forth in the opening that the stairs used to lead to. He surrenders. Any of his gang who are still alive also surrenders.

The Gang

Vilesther: female elf Adept 2: hp 10; CR 1

Born & Daran: male human Exp1: hp 6 each; CR 1/2 each

Tuloc: male orc War2; hp 5; CR 1 (If he is still alive).

(See Appendix I.)

Room 3:

This 10'x20' room is a workshop of sorts. It has equipment to modify stolen goods to make them less identifiable, and ways to take complex items apart. It also has locks for open lock practice, and pieces of wood and rope. Scattered on benches and amid debris on the floor are what amount to four sets of artisans tools, two extra thieves tools, and two simple locks for practice. The floor is so cluttered that it requires a **REF save of DC 13** every round while fighting or running in here. Failure means the character has tripped and fallen prone. Movement at 1/2 speed is possible with no Dex checks. The window, while appearing securely boarded from the outside, is actually locked with a sliding iron bar (Break DC 24, hardness 10, hp 5). It is used as an escape route.

Room 4:

This 10'x25' room is the kitchen and mess hall. There is a fireplace with a cooking hearth and a table with chairs. Some well-stocked food, dish, and cooking utensil cabinets line one wall. Urns has discovered that one way to make his people happy is to keep them well fed. There is also a healer's kit.

Room 5:

This 5'x10' closet is used to hold stolen trade goods, and sometimes prisoners. The door is locked.

Door, locked: Average lock (DC 25 to pick), break DC 18, hardness 5, hp 15.

Inside is the body of a woman, stripped of all valuables except a sword, clenched in her blood-mired hands. Her wounds are slowly oozing green odious green liquid. Her blood is smeared across her pale half-naked body, mixed with what must be fiendish ichor. The sword she holds is obviously the **Blade of Chaos**. Review the powers of the Blade and remember that a non-chaotic person picking it up will get a negative level, which will instantly and painfully kill a 1st level character. In this case, if the character reaching for the **Blade** is not chaotic, but is wearing one of the Norebo amulets, the amulet will shout a warning, **"The Blade only serves chaotic masters—it was forged to slay all others. Do not touch it!"** Then the amulet loses its Norebo Blessing (reroll power).

If a chaotic character grasps it: ***You feel a surge of frenzied energy and every hair on your body stands up. A cackle of joy resounds in your mind, and you have the urge to just run, you don't care where. There is a primal inhuman power in your hands, you think almost like Limbo, which speaks no language but emotion. It lusts not just for freedom and individuality, but for the dissolution of all order. You will have to keep watch on yourself that you don't get swept up in the urges you're feeling.***

Treasures: Also stashed here are 5 lbs. cinnamon (5 gp), 5 lbs. salt (25 gp), 5 lbs. tea leaves (1 gp), and a 5 yards of nice linen (20 gp).

Urns Sings:

Once the stairs collapse, Urns surrenders, as do any surviving members of his gang.

Urns: male half-elf Rog4; hp 18; CR 4 (See Appendix I.)

He will not admit to knowing about the surviving woman or the **Blade** unless forced to do so. He immediately quaffs his *potion of charisma*. The potion adds +4 enhancement bonus to Cha, giving him +2 on his Bluff checks during the interrogation. He tries to negotiate with the PCs while remaining in the second floor opening that was at the top of the stairs. The Intimidate roll against him will suffer a –2 circumstance penalty if the PCs allow him to stay separated from them this way. If the PCs force him to come down, or climb up to him, then the interrogation proceeds without a penalty. He asks why they are here.

A successful Intimidate skill check against a DC 14 is needed to get him to tell where the woman's corpse is hidden (the closet—Room 5) and the **Blade**. He insists, truthfully, that she died on the way here, probably because of poisoned wounds.

One person can assist in this skill check, giving the interrogator a +2 if his Intimidate check beats a DC 10. Urns will ask for safety in return for the info. He will fight to the death before letting them bind him up or otherwise disarm him. **Note:** Warn the players that this would be a needlessly dangerous combat.

If they kill Urns or don't get information from him, they can search the house and find the woman's corpse and the **Blade** locked in the closet, Room 5.

Upstairs:

His upstairs area is small, but there are some valuable stolen items that make Urns retreat comfortable. See the treasure section below for the exact contents. These stolen items cannot be sold without finding a fence. Urns and his gang are burglars and small-time pirates. They are always dealing with fences in Dyvers or Maraven. Urns also keeps some treasure here in a locked, small chest.

Locked chest: good lock, DC 30 to open lock.

Treasure: *in the room* - 2 small statuettes (20 gp each), 1 tapestry (30 gp), 2 rugs (10 gp each) *inside the locked chest* – 100 gp

Encounter Seven

Return the Blade

So, you finally have the Blade of Chaos. It is a strange twisted blade. It is probably foolish to keep it, now that Norebo himself seems to want it returned. You could return it, sell it, or get rid of it for good.

Selling the Blade: The characters have no idea who would have sufficient funds to purchase the *Blade*, which is worth about 60,000 gp. The most likely buyer would be the Norebo temple or its rivals. Run them through this encounter, but not Encounter Eight, The Palace. Once through the gates, docks or sewers and the optional ambush, they find a buyer quickly, but they get no more payment than the reward they would have received returning it to the Palace.

Keeping the Blade: If they foolishly decide to keep the *Blade*, they have to face the normal risks and consequences for major thefts, as outlined in the Living Greyhawk Campaign Sourcebook, pg 43. Because they are facing the best thieves, they must score a "Success" result on the "The Overking's Jewels" chart. Keeping an item hidden on your person is a Sleight of Hand check, and to get a success requires a DC 30. If they succeed, they still don't get to keep the *Blade* (because this introductory module can't do that). But, Norebo loves such a huge risk, so as a reward, give them maximum gp and experience for this adventure. If they fail the DC 30 check, they are caught, lose the *Blade*, and possibly arrested. The person with the *Blade* must succeed at a Bluff check DC 25 or lose 6 TU from imprisonment. He gains no coin or benefits during this imprisonment. If they still enter the city, run the characters through this encounter, but not through Encounter Eight: The Palace.

Getting rid of the Blade: It could be thrown into the Nyr Dyv or buried in a remote locale or given to a local. Unless it is destroyed, it will be found by divinations. It can be destroyed by asking a lawful church to sacrifice it. They will have to find a powerful cleric, and they will get no payment, except that warm fuzzy feeling of serving their deity or the cause of law. The Judge should make note of the sacrifice on their A.R. As they are on their way to a lawful temple or shrine, run the characters through this encounter, but not Encounter Eight: The Palace.

Returning the Blade: This choice will take them through this encounter and on to Encounter Eight: The Palace. The characters have three choices for getting into town with the *Blade*: gates, docks, or sewers.

Gates and Docks: Some of the gate and dock guards are working with the Enforcers to find the *Blade*. The characters must pass through a guard station, so if the characters don't disguise themselves they will be automatically recognized. If they are disguised, then the guards are "taking 10" on their Spot checks, giving them an automatic 13. This is the DC that the characters must get on their Disguise checks—all of them. However, the guards are looking for a group of adventurers, so if they go in singly, they get a +2 circumstance bonus on their Disguise rolls.

If they are caught at the gate, then the guards will confiscate the *Blade* as stolen goods and arrest the characters. The person with the *Blade* must succeed at a Bluff check DC 25 or lose 6 TU from imprisonment. One TU less for every gp he contributes. He gains no coin or benefits during this imprisonment. He can try to flee or fight, instead. The guards will try to stop the one with the *Blade*. The penalties for assault or killing a guard are in the Dyvers Gazetteer. Assault is 5 gp penalty plus confiscation of the weapon. Killing the guard would be manslaughter at least (208 T.U. imprisonment) or murder (lose the character permanently to the Triad).

Guards (2), varies, War1: varies humanoid; hp 10; CR ½ each. (See NPC Listings Appendix)

The Sewers: They won't face any guards if they go back through the sewers. But they will have to first find a boat since the only entrance they know of is on the city shore, and the sheer slick city walls extend far out into the Velderdyva River. There are many small rowboats along the shore to both the east and west of Dyvers, so stealing a boat or hiring a boat is equally easy. Hiring a boat costs 1 sp. Once on the city shore, they can take the same way they entered with Ellywick and follow the same route. The sewer grate has been locked and repaired if necessary.

Sewer Grate: The lock is a simple lock, but it is on the inside, so opening attempts are performed by reaching through the bars and around with out seeing the lock, thus the Open Lock DC is 22 (DC 20 for simple lock, +2 for the added difficulty). Remind them that they can "Take 20" for this

check. The rusty bars can be bent open with a Strength check DC 23. They have hardness 8 and 20 hit points to break.

Optional: Encounter 7A Choker Ambush

If there is game time left before running Encounter Eight: The Palace, you can run this encounter before they reach the Palace. If there isn't sufficient time, skip this encounter and try to finish out Encounter Eight: The Palace instead.

A certain member of the Assassins Guild heard about the *Blade* and used fiendish divination to discover its whereabouts. She sent the fiends that attacked the original party of adventurers. Now her fiendish favors are used up. She still has her trained choker to help and her quasit familiar has communed again to find out the location of the *Blade* and the best place for a choker ambush. It will be from a shadowed overhang if the characters are in the streets, or better yet, from the ceiling somewhere in the sewers.

The choker will first try to reach out from hiding 10 feet above the characters (it has 10 feet reach). Roll its Hide +10 check. Characters roll their Spot checks versus the Hide to see it. They have a -1 on their Spot check because of the 10 foot distance.

If they don't spot him, then a successful Sleight of Hand check vs DC 20 lets the choker snatch the *Blade*. The character with the *Blade* and those behind him get Spot checks. If they beat his Sleight of Hand roll, then they see him steal it and melee starts. If they fail this spot check, and his Sleight of Hand check was successful, then he disappears into the darkness, away to his unknown master. The character who was carrying the *Blade* won't notice it is gone until Encounter Eight: The Palace. The *Blade* is eventually recovered, but not until several grisly murders are perpetrated on important lawful officials in town.

If the Sleight of Hand fails, he keeps trying until he is spotted. Since he has to move to keep up with his target, his Hide check the next round has a -5 penalty because he moved. Once he is spotted, then the encounter proceeds to combat and the choker tries to grab the *Blade* using the "grabbing items" unarmed disarm attack (PHB p. 155). It will attempt this until it dies, such is its

mistress's compulsion. Remember if it has a 10 foot reach for these attacks. If it gets the *Blade*, it tries to flee to its master. It is great at climbing and tries to climb as high as possible and stay out of reach this way. It can still be shot with range weapons, or characters can try to jump or climb after it.

Snipe, choker: CR 2, hp 16. See *Monster Manual*.

Encounter 8 The Palace:

The PCs finally reach the *Palace of Fortunes*. They have no problem entering. Their knock at the secret sewer door or the street-level doors is answered.

Inside you are greeted by Vuli Rhona, Legalilin Agraus, several other priests, and some unrecognized seeding looking characters and their bodyguards. The priests are all happy or at least relieved to see the Blade. Vuli lets out an inspired "Yes!! Here they are! I told you they would come! Bring their reward out here, immediately!" There is the clink of gold and your reward is spread out on a table in front of you before you even have time to respond. "First off, let me say how sorry we are that you had to be decoys. It wasn't my idea, but that is just the way these things work. In the end it was better for you—look what happened to the first group! But I haven't let you speak yet. I bet you have a lot to say." Vuli looks eagerly at you, waiting for a response.

Your reply goes unnoticed, as everyone looks up and stares at the ceiling. A golden glowing ball of light about the size of a basket ball descends from the skylight windows, among the old markings to Pelor. Emanating from it is soft celestial music, more beautiful and tender than any instrument could play. It slowly approaches (the PC who has the Blade). A soft musical voice says "No. This weapon of destruction must be undone. Its destiny is to inflict a great evil. We will take it to be unforged in Mount Celestia. Give it to us, young mortal."

This is a lantern archon sent by proxies of Pelor and Zilchus. It has been instructed to retrieve the *Blade* to destroy it before it is used to murder a lawful good hero. It cannot name the victim,

where, or when this will happen, but it knows that a powerful servant of good will be destroyed using this *Blade*. It will retrieve the *Blade* by force if necessary. All it has to do is touch the *Blade* and it will teleport away with it.

The high priest Agraus shouts out, “Don’t let it touch the Blade or it will be lost forever! Destroy that thing! It is a servant of law.” But Vuli Rhona cries, “No, do not kill such an innocent messenger from the gods! Not in my temple! Keep it away from the Blade for just a moment and I will use a scroll to return it home without doing it harm. It is called a lantern archon, and it is the sweetest and weakest of the celestial races. A careless blow could easily destroy it.” And Vuli races off. Agraus growls, “There will be no reward for you if that thing gets the Blade! I would dispatch it now if I were you.” He is keeping away from this being of pure lawful goodness, and the gathered criminals are pushing back into the shadows. The very presence of it is making them all very uncomfortable.

It is now up to the players how they wish to deal with the small archon. Vuli will be back in four rounds. The lantern will not accept “no” for an answer and will keep trying to do touch melee attacks on the *Blade* no matter how the characters argue or plead. If the weapon is sheathed, then it is a normal touch melee attack roll against the character carrying it, like the grabbing items rules on p. 155 of PHB. If the PC is holding or wielding the sword, it is performed like a disarm attempt. See PHB p. 155. If the archon successfully “disarms” the PC, then it teleports away in a flash, along with the *Blade*. It is possible that they might have to kill the archon. It doesn’t teleport away with the *Blade* if it is struck by the *Blade*. Remember the *Blade*’s powers against lawful opponents. It is relishing the combat against this LG entity, and if the character holding it is chaotic, it strongly projects its emotions upon him, urging, demanding to destroy this celestial symbol of hated lawfulness.

Archon, lantern: CR 2; hp 4. See *Monster Manual*.

If they decide to attack anyone else in the room, they are countered by a group of low-level arena fighters who are there for just that reason.

Pit fighters:

“Poison” Joey: Male Halfling (Lightfoot) Rogue 1; hp 7; CR 1.; (See Appendix I.)

“Bonesplitter” Rez-bangrah: male half-orc Bbn1; hp 13; CR 1; (See Appendix I.)

“Bear” Korla: female dwarf (hill) Ftr1; hp 17; CR 1; (See Appendix I.)

“Ironball” Ingigrd: female human Ftr1; hp 10; CR 1; (See Appendix I.)

Sadly, they get no experience or treasure for this foolish bit of revenge. Agraus. Rhona and the priests toss them out on the streets after the combat. No reward is given.

Blade is Safe:

Once the Blade is safe, the small crowd cheers and a special ceremony is performed to remove the Curse of Despair. It is successful, and everyone is invited to uncover the tables and begin gambling again. The crowd grows rapidly and it is a special night with free food and drinks flowing, waiting staff are brought in and caterers. You are treated as heroes by everyone, and the waitresses and waiters resume their old habits of tempting you to exchange more and more of your reward for gambling tokens, and pay your “tithes” to Norebo, god of luck and gambling.

Blade is Lost:

The weapon is forever lost. The rest of the gathered people are stunned. Then Agraus begins sweeping the characters’ reward back into the box from which he had poured it. He intends to not reward them. If the characters argue, one can roll a Diplomacy check of DC 19 to succeed. (Before they do the check, remind them that any unused Norebo Luck amulet will allow the negotiator a reroll). One other character can assist by rolling a Diplomacy check vs DC 10. Successful assist gives the first character a +2 bonus to his Diplomacy check. If they beat DC 19, then they still get the reward for getting the *Blade* back into the Palace. If the Diplomacy check fails, they don’t receive the reward. There isn’t much point in fighting since the people here are much more powerful.

The End

Experience Point Summary

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

Award the total value (objectives plus role-playing) to each character.

Encounter One, The Sewers:

Ochre Jelly fragment EL 2	120 xp
Gambling Guild thugs EL 2	120 xp
Spider swarm EL 1	60 xp

Encounter Three, Getting There:

Catch and drive away the "Beggars" (nothing for killing the beggars)	10 xp
Catch and defeat Enforcer or Smuggler Informant on road or inside Maraven	10 xp

Encounter Four, Decoys:

Singing successfully	10 xp
----------------------	-------

Encounter Five, Smoke:

Reaching the Lair	10 xp
-------------------	-------

Encounter Six, Urn's Lair:

Defeat Karst EL 2	120 xp
Defeat Urns men EL 3	180 xp
Get Urns to tell the truth	10 xp

Encounter Seven, Return the Blade:

Get into Dyvers	10 xp
-----------------	-------

Optional 7A, Choker Ambush:

Defeat Choker EL 2	120 xp
--------------------	--------

Encounter Eight, The Palace:

Hold-off or Defeat the Archon EL 2	120 xp
------------------------------------	--------

Total experience Role Play	60 xp
Total Combat	840 xp

Total possible experience 900 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key:

Introduction:

- Lunch on Ellywick 0.2 gp

Encounter One, The Sewers:

- Loot on the spidered corpse 18.6 gp
- Loot on Gambling Guild thugs 56 gp

Encounter Two, The Curse of Despair:

- Holy Symbol of Norebo*, one for each PC who agrees to wear it. Black stained sablewood brooch with two 8-sided mother-of-pearl dice embedded. sell for 12.5gp each

- Reward for escorting Ellywick 10-15 gp

Encounter Three, Getting There:

- Loot on "Beggars" pickpockets 3 gp
- Loot on Enforcers informant 22.5 gp
- Loot on Smugglers informant 22.5 gp

Encounter Four, Decoys:

- Sell glass gems and box: 30 gp

Encounter Five, Smoke:

Encounter Six, Urn's Lair:

- Loot Karst and his building 25.5 gp
- Room 3: Loot 52.5 gp
- Room 4: Loot 25 gp
- Room 5: Loot trade goods 51 gp
- Upstairs: Loot decorations 45 gp
- Upstairs in locked chest 100 gp
- Loot on Urns 52 gp
- Loot on Vilesther 15 gp
- Loot on Tuloc 26.5 gp
- Loot on Born & Daran 43 gp

Encounter Eight, The Palace:

- The reward: 200 gp

Total Possible Treasure = 803.3 gold

Appendix I: NPC Listing

Encounter 1

Ellywick Murnig: Female Gnome (Rock) Brd2/Rog3; CR 5; Size S (3' 2"); HD 5d6; hp 22; Init +3 (+3 Dex); Spd 20 ft.; AC 15 (Dex, amulet, size); Atk +3 melee (1–1 §, grapple), +4 melee (1d4, dagger +1 [crit 19–20, x2]); SA spells; SQ gnomish traits; AL CG; SV Fort +1, Ref +9, Will +4; Str 8, Dex 16, Con 10, Int 14, Wis 10, Cha 16

Languages Spoken: Common, Gnome, Oeridian, Elvish

Skills and Feats: Bluff +11, Diplomacy +15, Disguise +11, Forgery +6, Gather Information +11, Knowledge (knowledge Dyvers) +3, Knowledge (knowledge Greyhawk) +3, Listen +8, Perform (sing) +7 (4 ranks), Search +4, Sense Motive +8, Spot +6; Alertness, Improved Unarmed Strike

Possessions: masterwork daggers (2), amulet of natural armor +1, disguise kit, courtier's clothes and jewelry worth 200 gp, 20 pp, 5 gp.

Spells Prepared (3/1; Save DC 13 + spell level): 0-Level—*detect magic, daze, lullaby*; 1st level—*obscure object**(precast on *Blade sketch*)

Bardic abilities: bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1

Rogue abilities: Uncanny dodge, sneak attack +2d6

Gnomish Traits: *low-light vision*, +2 racial bonus on saves against illusions, +1 to DC for all saves on illusions cast by gnome, +1 attack against kobolds and goblinoids, +4 dodge bonus to AC against giant types, +2 Listen & Craft (alchemy) checks,

Spell-like Abilities: 1/day—*speak with animals* (burrowing only, 1 minute), *dancing lights*, *ghost sound*, *prestidigitation*.

Roleplaying notes: Short and chubby and full of energy. Blonde hair and violet eyes, and dressed in courtier clothes and jewelry from her most recent meeting with her boss, Ambassador Osworth. She would be higher in the Infiltrator Guild if she would take time to see the big picture. But, she focuses on each mission individually, and rarely connects the dots to overarching plots. She is usually friendly, but can have sudden moody spells.

Ochre jelly fragment (MM p 200–203): CR 2; small ooze; HD 2d8; hp 9; Init -5; Spd 10 ft, climb 10 ft; AC 6 (+1 size, -5 Dex), touch 6, flat-footed 6; Base atk/Grapple +3/9; Atk slam +4 melee (2d4+2 plus 1d4 acid); Space/Reach 5 ft./5 ft.; SA acid, improved grab, constrict 2d4 + 2 plus 1d4 acid; SQ blindsight 60 ft., ooze traits; AL N; SV Fort +8, Ref -3, Will -3; Str 13, Dex 1, Con 22, Int --, Wis 1, Cha 1;

Skills and Feats: Climb +9

Acid (Ex): An ochre jelly fragment secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly fragment deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ochre jelly fragment must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Description: When a full size ochre jelly is attacked with slashing, piercing or electricity damage, it will split. It does this repeatedly until it has less than 10 hp. This fragment is a surviving split. It has lost some of its size and is slowly regrowing. Note: it is too small to have the **Split** ability and takes full damage from piercing, slashing and electricity attacks.

Spider swarm (MM p 237–240): CR 1; diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft, climb 20 ft; AC 17 (+4 size, +3 Dex), touch 17, flat-footed 14; Base atk/Grapple +1/--; Atk swarm (1d6 plus poison); Face/Reach 10 ft./0 ft.; SA poison; SQ distraction; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int --, Wis 10, Cha 2;

A spider swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Skills and Feats: Climb +11, Listen +4, Spot +4

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save is Constitution-based.

Possessions: On the corpse are the following: hand axe, leather armor, lantern, flask of oil, map of the sewers (see Players Handouts), and 7 gp.

Gambling Guild sap thugs (2) : Male Human Exp1; CR 1/2; Size M (6'); HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 13; Atk +0 melee (1d6 §, sap), +0 melee (1d3 §, grapple); SV Fort +0, Ref +2, Will +2; AL CN; Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 12;

Languages Spoken: Common, Gnomish

Skills and Feats: Appraise +5, Bluff +5, Disable Device +5, Innuendo +2, Knowledge (knowledge Dyvers) +3, Profession (gambling) +4, Search +5, Sense Motive +4, Spot +4; Improved Unarmed Strike, Martial Weapon Proficiency(Sap)

Possessions: sap, padded armor, 5 sp

Roleplaying Notes: Wearing hooded cloaks and high leather boots. They have dice and women tattoos. They don't speak much, and their eyes are blood-shot.

Gambling Guild crossbow thugs (2): Male Halfling (Lightfoot) Exp 1; CR 1/2; Size S (3' 4"); HD 1d6; hp 6; Init +3; Spd 20 ft.; AC 16; Atk +1 melee (1d6, club), -3 melee (1 §, grapple), +4 ranged (1d6, light crossbow [crit 19-20/x2]); SQ Halfling traits; SV Fort +1, Ref +4, Will +3; AL CG; Str 10, Dex 16, Con 10, Int 12, Wis 10, Cha 10;

Languages Spoken: Common, Halfling, Oeridian

Skills and Feats: Climb +6, Disable Device +3, Escape Artist +5, Hide +11, Innuendo +2, Knowledge (knowledge Dyvers) +3, Move Silently +9, Open Lock +5, Pick Pocket +5, Spot +4; Point Blank Shot

Possessions: small club, small light crossbow, 20 bolts, leather armor, 10 sp

Halfling Traits: +2 racial bonus on Climb, Jump, and Move Silently checks; +1 bonus on all saves; +2 saves against fear; +2 racial bonus to Listen checks.

Roleplaying notes: Wearing green vests and capes. They have a patch on their vests marking them as private security guards. They have dice and halfling women tattoos. They have long black mustaches, and seem cocky.

Encounter 2

Vuli Rhona: Male Human Clr6/Rog2; CR 8; Size M (6' 5"); HD 6d8+2d6; hp 40; Init +2; Spd 30 ft.; AC 14; Atk +10 melee (1d4+3, dagger +3), +5 melee (1d6 §, sap), +1 melee (1d3 §, grapple); AL CN; SV Fort +5, Ref +7, Will +8; Str 10, Dex 14, Con 11, Int 12, Wis 16, Cha 14 (*18 precast *eagle's splendor*);

Languages Spoken: Common, Sueloise

Skills and Feats: Bluff +10, Craft (trapmaking) +5, Decipher Script +6, Diplomacy +12, Disable Device +6, Forgery +6, Knowledge (religion) +7, Open Lock +7, Profession (gambling) +15, Scry +7, Search +5, Sense Motive +8, Use Magic Device +7; Quick Draw, Skill Focus (gambling), Weapon Finesse (Dagger), Craft Wondrous Item

Possessions: +2 dagger, sap, +2 ring of protection, ring of invisibility, chime of opening, 40 pp. Chime and platinum are in a specially secure money belt that adds +10 to the DC of Sleight of Hand checks to steal them.

Spells Prepared (5 / 4+1 / 4+1 / 3+1, Save DC 13 + spell level): 0-Level—*cure minor wounds* (2), *detect magic*, *detect poison*, *create water*, 1st level—**protection from law*, *bless*, *divine favor*, *bless water*, *obscuring mist*; 2nd level—**Aid*, *augury*, *eagles splendor* (**precast**), *status*, *silence*; 3rd level—**protection from energy*, *dispel magic*, *prayer*, *summon monster III*.

Rogue abilities: sneak attack +1d6

Roleplaying notes: A tall wiry old man wearing a cleric's robe and an amulet sporting two 8-sided gambling dice—the holy symbol of Norebo. He has dice and women tattoos.

Encounter 3

"Beggars" of Pickpocket Guild, female human Exp1; CR ½ each; Size M; HD 1d6; hp 4; Init +1; Spd 30 ft.; AC 11; Atk +0 melee (1d3 §, grapple); AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con 10, Int 9, Wis 10, Cha 12;

Languages Spoken: Common

Skills and Feats: Appraise +1, Bluff +5, Craft (pottery) +1, Hide +3, Sleight of Hand +7, Search +3, Sense Motive +4, Spot +2, Use Rope +3; Run, Deft Hands

Possession: small sack, 6 sp

Mudron, Enforcer Guild informant, male human Exp1; CR ½; Size M (5 ft., 11 in. tall); HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 13 (padded, +2 Dex);

Attack +0 melee (1d6 [crit x2], club), or +2 ranged (1d4 [crit 19-20 x2], dagger); SV Fort +0, Ref +2, Will +2; AL N;
Str 11, Dex 14, Con 10, Int 12, Wis 10, Cha 11.

Languages Spoken: Common, Thieves cant.

Skills and feats: Appraise +4, Bluff +3, Climb +3, Disguise +3, Gather Information +1, Hide +6, Innuendo +1, Listen +3, Move silently +6, Move Silently +6, Open Lock +6, Search +5, Spot +3, Knowledge (Dyvers) +2; Alertness, Improved Unarmed Strike.

Possessions: Thieves tools, padded armor, club, daggers (2), pouch containing 3 gp

Jasil, Smuggling Guild informant, female halfling Exp1; CR ½; Size M (5 ft., 9 in. tall); HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 13 (padded, +2 Dex); Attack +0 melee (1d6 [crit x2], club), or +2 ranged (1d4 [crit 19-20 x2], dagger); SV Fort +0, Ref +2, Will +2; AL N;
Str 11, Dex 14, Con 10, Int 12, Wis 10, Cha 11.

Languages Spoken: Common, Rhopan.

Skills and feats: Appraise +4, Bluff +3, Climb +3, Disguise +3, Gather Information +1, Hide +6, Innuendo +1, Listen +3, Move silently +6, Move Silently +6, Open Lock +6, Search +5, Spot +3, Knowledge (Marven) +2; Alertness, Improved Unarmed Strike.

Possessions: Thieves tools, padded armor, club, daggers (2), pouch containing 3 gp

Encounter 4

Ricard Damaris, male human Ftr8/Rog1: CR 9; Size M (6 ft., 2 in. tall); HD 8d10+16 + 1d6+2; hp 74; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 20 (+2 *chainmail*, small steel shield, +2 Dex); Attack +13/+8 melee (1d8 + 6, [crit. 17-19, x2] longsword), or +12/+7 melee (1d3 +4, Grapple), or +10/+5 ranged (1d10 [crit 17-20, x3], heavy crossbow) or +10/+5 ranged (1d3 +4, subdual, thrown mug); SA: Rog sneak attack +1d6; AL N; SV Fort +8, Ref +6, Will +1;
Str 19*, Dex 14, Con 14, Int 10, Wis 8, Cha 14

*Includes a +2 inherent ability bonus from two Wish spells earned during an adventure, plus 2 points raised during normal level progression, every four levels.

Languages Spoken: Common.

Skills and Feats: Bluff +6, Climb +7, Diplomacy +3, Disable Device +2, Handle animal +5, Heal -1, Innuendo +0, Jump +11, Move silently +3, Open

lock +3, Ride +7, Sense motive +2, Swim +7, Tumble +5, Use Magic Device +3; Alertness, Cleave, Improved critical (longsword), Improved initiative, Improved Unarmed Strike, Mounted combat, Point Blank Shot, Power attack, Weapon focus (longsword), Weapon Specialization (longsword).

Possessions: Heavy crossbow, +2 chain mail, +2 longsword, ring of freedom of movement, amulet of proof against detection and location, small metal shield, potion of cure serious wounds, potion of lesser restoration.

Roleplaying notes: Ricard is a cocky retired adventurer. He has enough self-assurance that he is able to laugh at himself and his mistakes, but still believes he will always prevail. He can be very daring, both in attacking and in fleeing. He is a dangerous enemy, and a good friend. He is also more trusting of others than he should be (Wis 8). If you can, play him as a roguish hero in the style of Harrison Ford as Han Solo, or Kurt Russel as Jack Burton in Big Trouble in Little China. But, remember that he is an NPC and should be overshadowed by the PCs. He is well known as a good source of information and tales. He is aware of very dangerous secrets involving hidden cults, criminal activities, and the vices of the elite of Greyhawk.

Encounter 6

Urns, male half-elf Rog4: CR 4; Size M (5 ft., 4 in. tall); HD 4d6; hp 18; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (leather armor, +3 Dex); Attack +4 melee (1d4 +1, [crit 19-20, x2], dagger), or +4 melee (1d6 +1, [crit 18-20, x2] rapier); SA: Rog sneak attack +2d6; SQ: Rogue evasion, trap finding, trap sense +1, uncanny dodge, Elvish traits; AL N; SV Fort +1, Ref +7, Will +1;
Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 13.

Languages Spoken: Common, Elven, Sahaugin

Skills and feats: Appraise +7, Balance +8, Bluff +6, Climb +6, Diplomacy +8, Disable device +7, Forgery +6, Gather Information +4, Hide +8, Innuendo +1, Intimidate +4, Jump +6, Move silently +8, Open Lock +6, Search +8, Sense motive +4, Spot +8, Tumble +6; Alertness, Run, Skill Focus (Gather Information).

Elvish traits: low-light vision; immune to sleep spells and effect; +2 Saves versus Enchantment spells or effect.

Possessions: leather armor, dagger, rapier, thieves tools, pouch containing 20 gp, leather bag with caltrops, potion of *Eagles Splendor* (*already consumed*), a bag of three small chocolates wrapped in silk.

Roleplaying notes: Urns is fairly handsome and a good leader. He strokes his thin blond beard a lot while speaking, and running his hand through his hair while listening. He survives by talking his way out of trouble, surrendering or fleeing whenever necessary. He used to operate in Maraven, but was kicked out when Magister Larissa Hunter's orders cleaned that town out. Then he tried Dyvers, but made some mistakes early on, and is now laying low from the Enforcers Guild. He has the makings of a gang here, but he has little loyalty and will move on to save his life.

Karst, male fey-touched Ftr2: CR 2; Size M (5' 4"); HD 2d10 -2; hp 13 (+3 Toughness feat); Init +1; Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee (1d6, club), or +4 ranged (1d6 [crit x3], short bow), or +2 melee (1d3, grapple); AL CN; SA *charm person*; SQ immunity to mind-affection effects, low-light vision; SV Fort +4, Ref +1, Will; Str 10, Dex 13, Con 9, Int 10, Wis 10, Cha 13.

Languages Spoken: Orcish, sylvan, elvish.
Skills and Feats: Balance +2, Bluff +5, Hide +7, Knowledge (nature) +2, Move silently +7, Perform (sculpture) +4, Sense Motive +4, Spot +5, Survival +2; Weapon Focus (short bow), Point Blank Shot, Toughness.

Charm person (Sp): Once per day, a feytouched can use *charm person* as the spell. Caster level equals Hit Dice, save DC 11.

Immunity to Mind-Affecting Effects (Ex): A feytouched is immune to all spells and effects with the mind-affecting descriptor.

Possessions: short bow, quiver containing 5 +1 magic arrows and 15 normal arrows, club, painted wooden troll mask, sack containing 50 sp

Roleplaying notes: Karst is a close friend of Tuloc, the orc. He likes to create mud sculptures and talks to himself a lot. He doesn't like melee combat, but will become enraged and attack anyone who attacks him in his home, or especially if they mess with his sculptures. He is more than willing to pretend to make a deal and leave enemies alone for a while, ready to attack again the next time he sees them (coming back out of Urn's Lair, for instance).

Vilesther, female elf Adept 2: CR 1; Size M (5 ft., 2 in. tall); HD 2d6; hp 10; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +0 melee (1d4 -1 [crit 19-20, x2], dagger), or +5 ranged (1d4 -1 [crit 19-20 x2], dagger); AL NE; SQ elvish traits; SV Fort +0, Ref +4, Will +5; Str 8, Dex 18, Con 10, Int 12, Wis 14, Cha 12.

Languages Spoken: Common, Draconic, Elven.
Skills and Feats: Alchemy +5, Concentration +4, Handle animal +3, Hide +4, Jump -1, Knowledge (arcana) +2, Knowledge (religion) +2, Listen +4, Move silently +4, Scry +2, Sense Motive +2, Spellcraft +3, Spot +4; Spell Focus (enchantment).
Elvish traits: Low-light vision; immune to sleep spells and effect; +2 Saves versus Enchantment spells or effect; Automatic Searching within 5' of hidden or secret door.

Possessions: Fetish holy symbol, spell component pouch, two daggers, fetish necklace (worthless), pouch with 10 gp.

Adept Spells Prepared (3/2, Save DC 12 + spell level): 0-Level—*cure minor wounds* (2), *detect magic*; 1st level—*sleep* (DC 15 because of Spell Focus feat), *bless**(Pre cast)

Roleplaying notes: Vilesther is a nasty, stringy-haired, bad-breathed elf. Close study will show that she could easily be more beautiful if she were to clean up herself. Her eyes are hateful, and she likes no one, not even her fellow gang members. She is cooperating for the time being because a dark vision showed her that Urns would make a potent discovery someday. Meanwhile, she carries a leather string of fetishes made from her victims—teeth, hair, ears and shriveled unrecognizable parts.

Tuloc, male orc War1: CR 1/2; Size M (6 ft., 6 in. tall); HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (studded leather); Attack +4 melee (1d12 +4 [crit x3], greataxe) or +4 melee (1d3 +3 grapple); SQ orcish traits; AL NE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Languages Spoken: Common, Orc.
Skills and Feats: Balance -3, Hide -3, Listen +3, Sense Motive -2, Spot +2; Alertness.
Possessions: studded leather, greataxe, 4 gp.
Orcish traits: Dark vision 60 ft., light sensitivity (-1 penalty to attack roll in sunlight or within *daylight* spell).

Born & Daran, male Rhennee human Exp1: CR ½ each; Size M (5 ft., 9 in. tall); HD 1d6; hp 6; Init

+2; Spd 30 ft.; AC 13 (padded, +2 Dex); Attack +0 melee (1d6 [crit x2], club), or +2 ranged (1d4 [crit 19-20 x2], dagger); SV Fort +0, Ref +2, Will +2; AL N; Str 11, Dex 14, Con 10, Int 12, Wis 10, Cha 11.

Languages Spoken: Common, Rhopan.

Skills and feats: Appraise +4, Bluff +3, Climb +3, Escape Artist +3, Gather Information +1, Hide +6, Innuendo +1, Listen +3, Move silently +6, Move Silently +6, Open Lock +6, Search +5, Spot +3, Use Rope +2; Alertness, Improved Unarmed Strike.

Possessions: Thieves tools, padded armor, club, daggers (2), pouch containing 3 gp

Encounter 7

Guards, varies humanoid, War1: Size varies (humanoid); HD 1d8+2; hp 10; Init +2 (Dex); Spd 20; AC 18 (chain shirt, wooden shield) touch 12, flat-footed 16; Atks +4 melee (1d8+2 [crit 19-20], longsword); AL varies; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 11, Wis 11, Cha 12.

Skills and Feats: Gather Information +2, Knowledge (law) +1, Listen +1, Sense Motive +1, Knowledge (Dyvers) +1; Power Attack, Weapon Focus (longsword).

Possessions: Chain shirt, large wooden shield, longsword

Encounter 8

Pit Fighters:

“Poison” Joey: Male Halfling (Lightfoot) Rogue 1; CR 1; Small Humanoid (Halfling) (3 ft., 3 in. tall); HD 1d6+1; hp 7; Init +4; Spd 20 ft.; AC 18; Atk +2 melee (1d6+1, light mace), +5 ranged (1d4, dart); AL CN; SA sneak attack +1d6; SQ halfling traits; SV Fort +2, Ref +7, Will +0; Str 12, Dex 18, Con 12, Int 13, Wis 8, Cha 11;

Languages Spoken: Common, Dwarven, Halfling.

Skills and Feats: Handle Animal +1, Hide +12, Innuendo +3, Jump +7, Listen +5, Move Silently +10, Perform +4, Pick Pocket +8, Search +3, Tumble +8; Point Blank Shot

Halfling traits: +2 racial bonus on Climb, Jump, and Move Silently checks; +1 bonus on all saves; +2 saves against fear; +2 racial bonus to Listen checks.

Possessions: Studded leather armor (masterwork), light mace, darts (10)

“Bonesplitter” Rez-bangrah, male half-orc

Bbn1: CR 1; Size Medium Humanoid (Half-orc) (6 ft., 0 in. tall); HD 1d12+1; hp 13; Init +2; Spd 40 ft.; AC 12; Atk +6 melee (2d4+6, masterwork spiked chain); AL CE; SA rage; SQ dark vision 60 feet; SV Fort +3, Ref +2, Will +0; Str 18, Dex 15, Con 12, Int 6, Wis 11, Cha 9

Languages Spoken: Common, Orc.

Skills and feats: Escape Artist +4, Open Lock +4; Exotic Weapon Proficiency (Spiked chain)

Rage (Ex): Once per day for 6 rounds, temporarily gains a +4 Strength, +4 Constitution and +2 morale bonus on Will saves. Takes -2 penalty to AC. Becomes fatigued afterward (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run).

Possessions: Masterwork spiked chain.

“Bear” Koria, female dwarf (hill) Ftr1: CR 1; Size Medium Humanoid (Dwarf) (4 ft., 1 in. tall); HD 1d10+4; hp 17; Init +1; Spd 20 ft.; AC 17 (banded armor, Dex); Atk +4 melee (1d8+3, masterwork dwarven urgrosh), +2 melee (1d8+2, masterwork dwarven urgrosh), -2 melee (1d6+1, masterwork dwarven urgrosh); AL LE; SQ dwarven traits; SV Fort +6, Ref +1, Will -1; Str 14, Dex 12, Con 19, Int 11, Wis 8, Cha 8.

Languages Spoken: Common, Dwarven.

Skills and Feats: Appraise +2, Profession (weaponsmith) +1; Exotic Weapon Proficiency (Dwarven waraxe, Dwarven, Toughness, Two-Weapon Fighting

Dwarven traits: darkvision 60 feet; move 20 feet even with medium or heavy armor or with medium or heavy loads; +2 bonus on stonework searches w/in 10 feet; intuit depth underground; stability bonus +4 on ability checks to resist bull rush or tripped; +2 saves against poison; +2 saves against spells and spell-like effects; +1 attack against orcs and goblinoids; +4 dodge bonus to AC against giant-types; +2 bonus to Appraise and Craft checks on stone and metal items;

Possessions: Banded armor (masterwork), Dwarven Urgosh (masterwork)

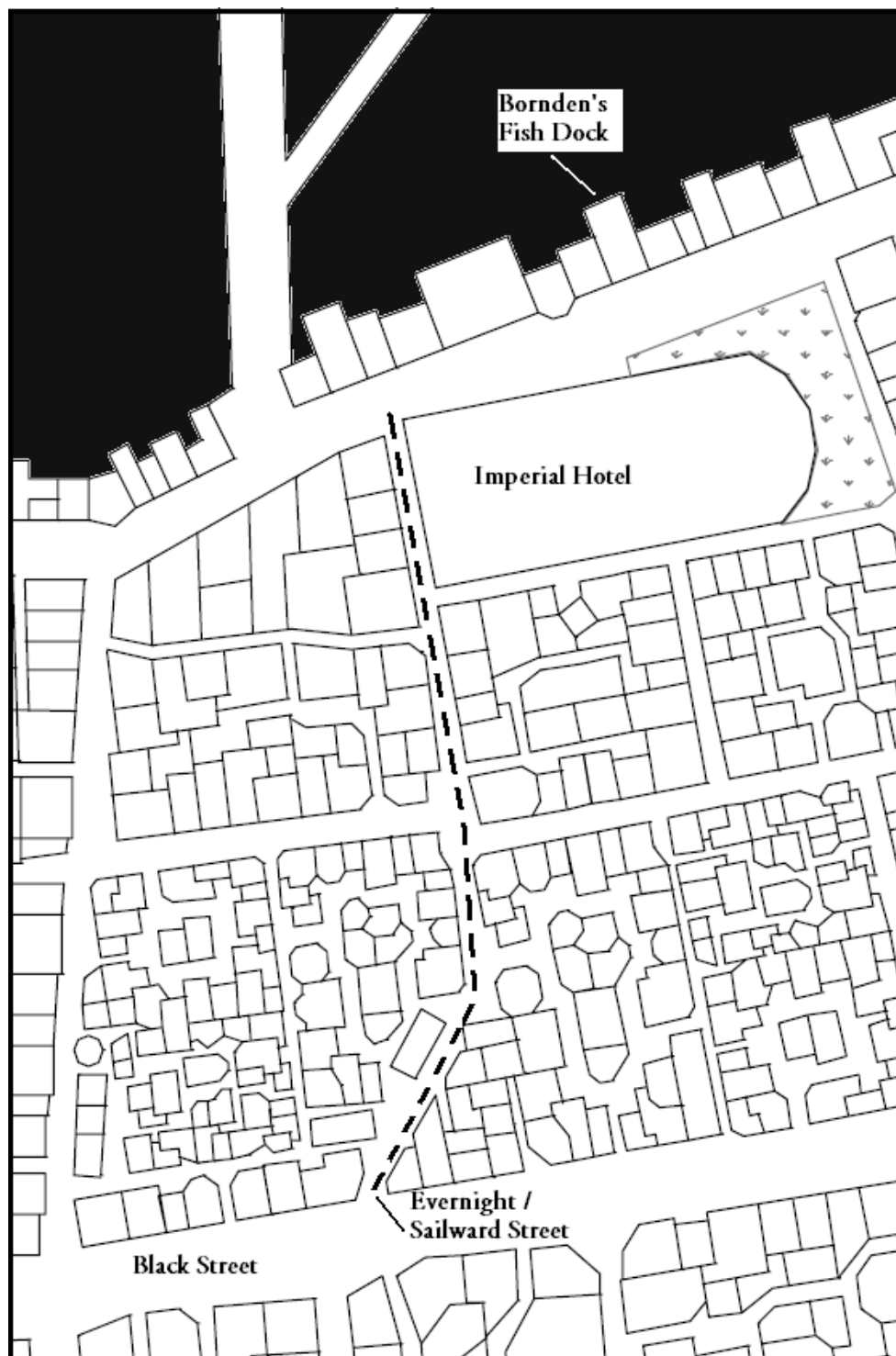
“Ironball” Ingigrd, female human Ftr1: CR 1; Size Medium Humanoid (Human) (5 ft., 3 in. tall); HD 1d10; hp 10; Init +6; Spd 20 ft.; AC 19; Atk +6 melee (1d8+3, masterwork morningstar), +5 melee (1d6+3, masterwork throwing axe); AL LN; SV Fort +2, Ref +2, Will -1; Str 16, Dex 14, Con 10, Int 11, Wis 9, Cha 14

Languages Spoken: Common.

Skills and Feats: Balance -2, Bluff +4, Diplomacy +3, Escape Artist -2, Knowledge (nobility & royalty) +2, Perform +4; Blind-Fight, Improved Initiative, Weapon Focus (Morningstar)

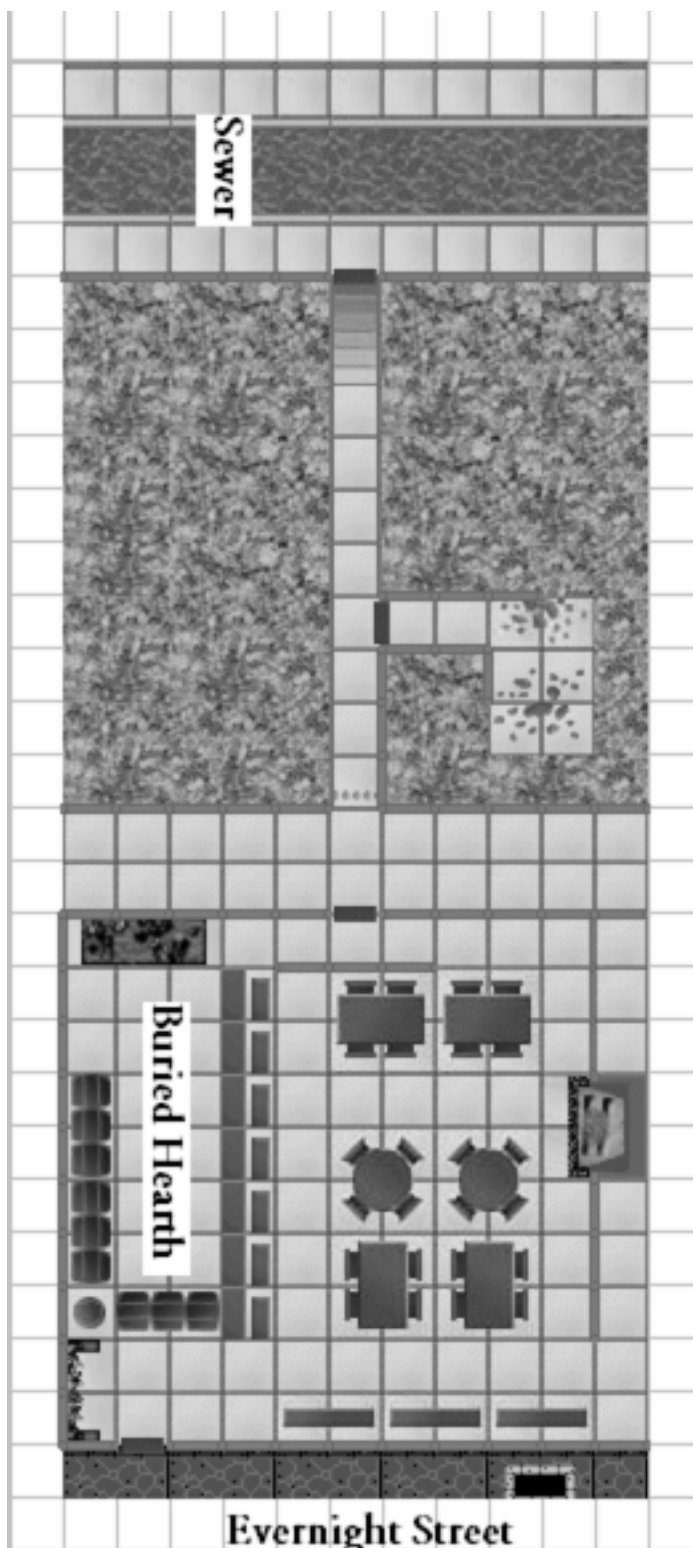
Possessions: Throwing axe (2) (masterwork), Form-fitting breastplate (masterwork), Morningstar (masterwork).

City map showing Bornden's Fish Dock and Evernight Street locations (for Encounters 1 and 7.)

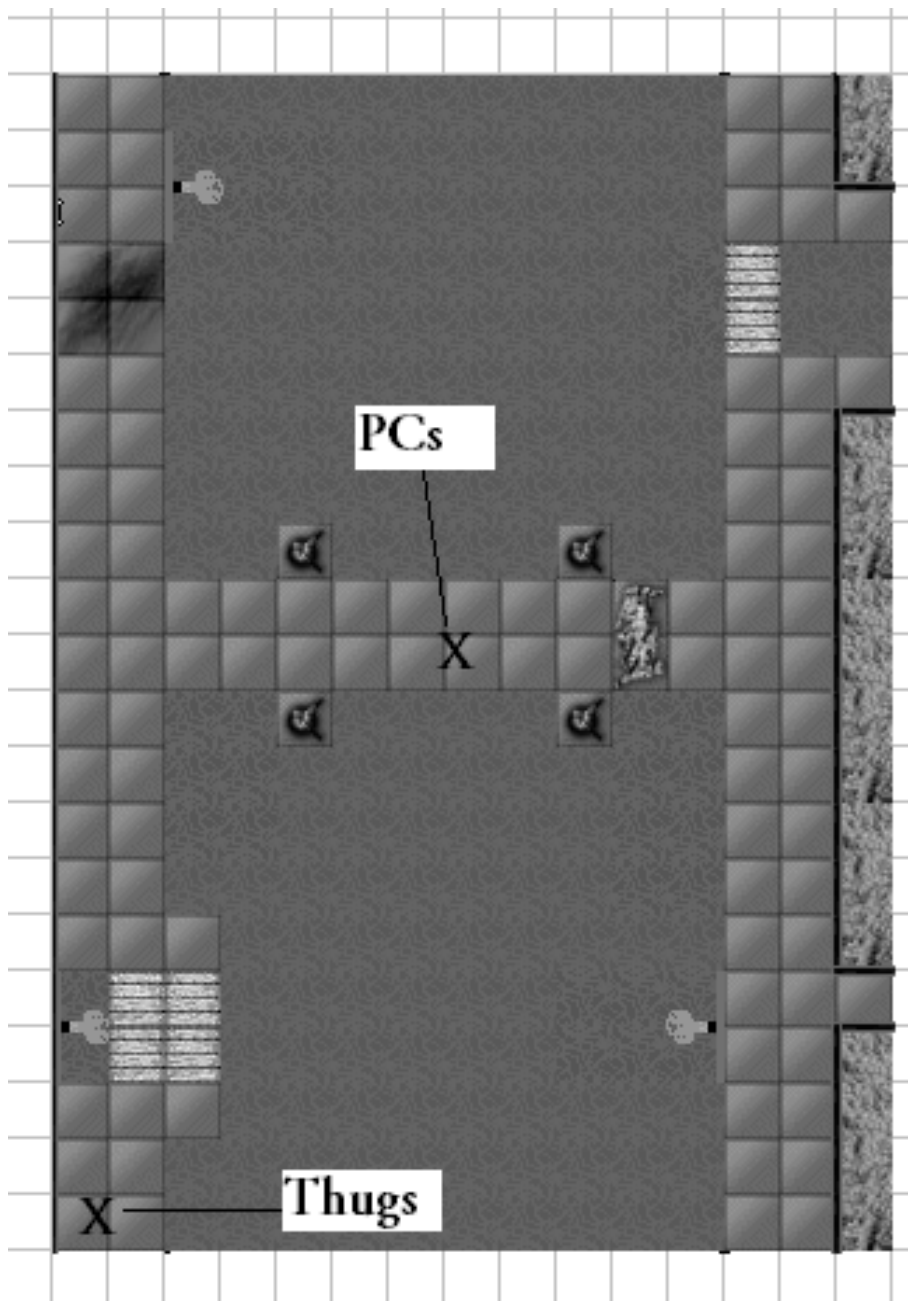


Buried Hearth and alley/stairs map

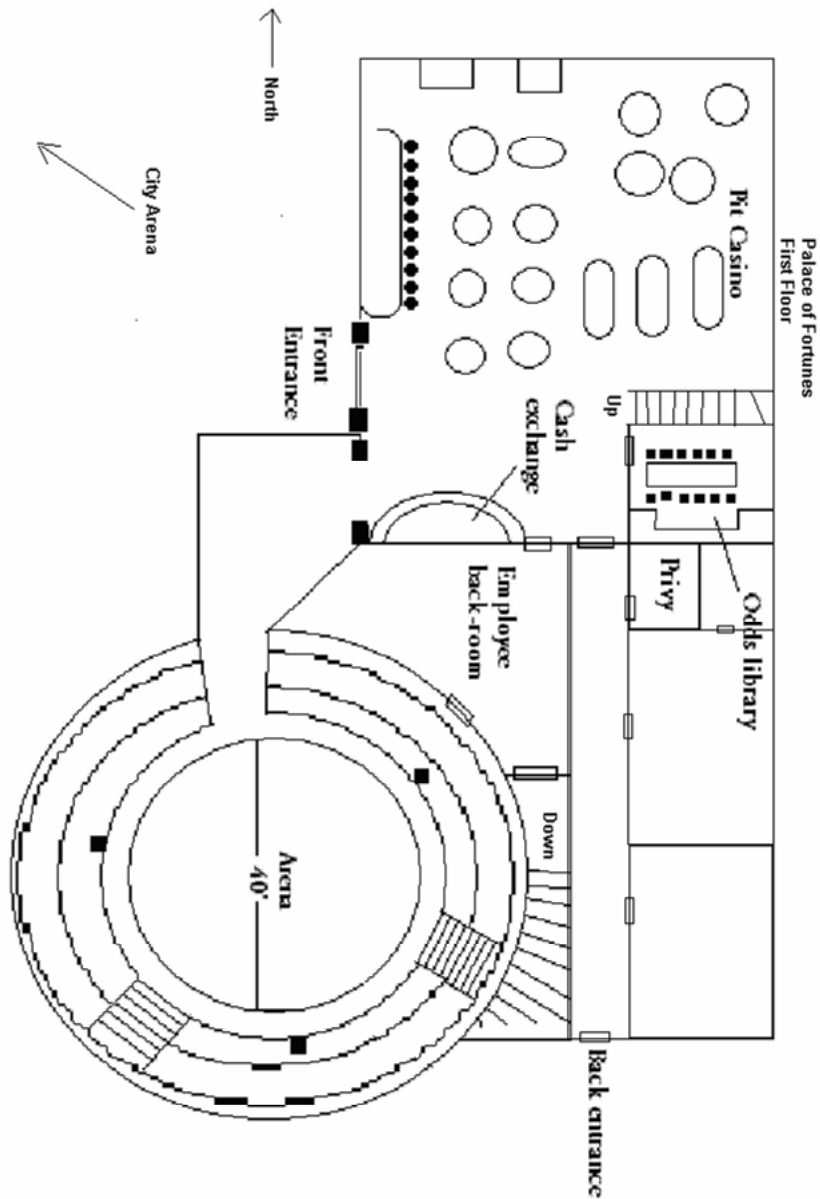
(For ochre jelly fragment attack and possibly choker attack in **Encounters 1 & 7a.**)



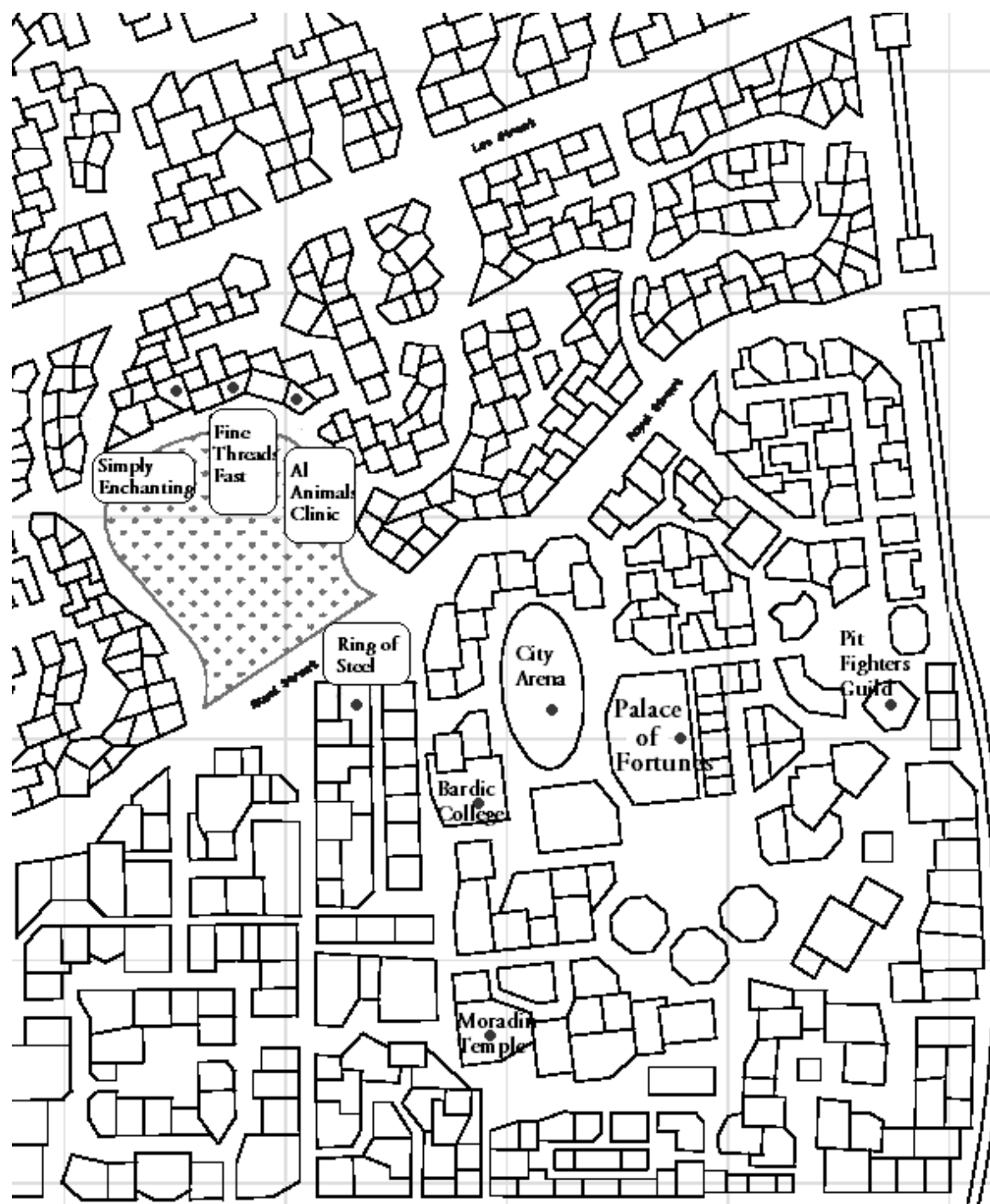
Map of Bridge of Styx (for thug and spiders in **Encounter 1.**)



Map of Palace of Fortune, first floor (for Encounter 2 & 8.)

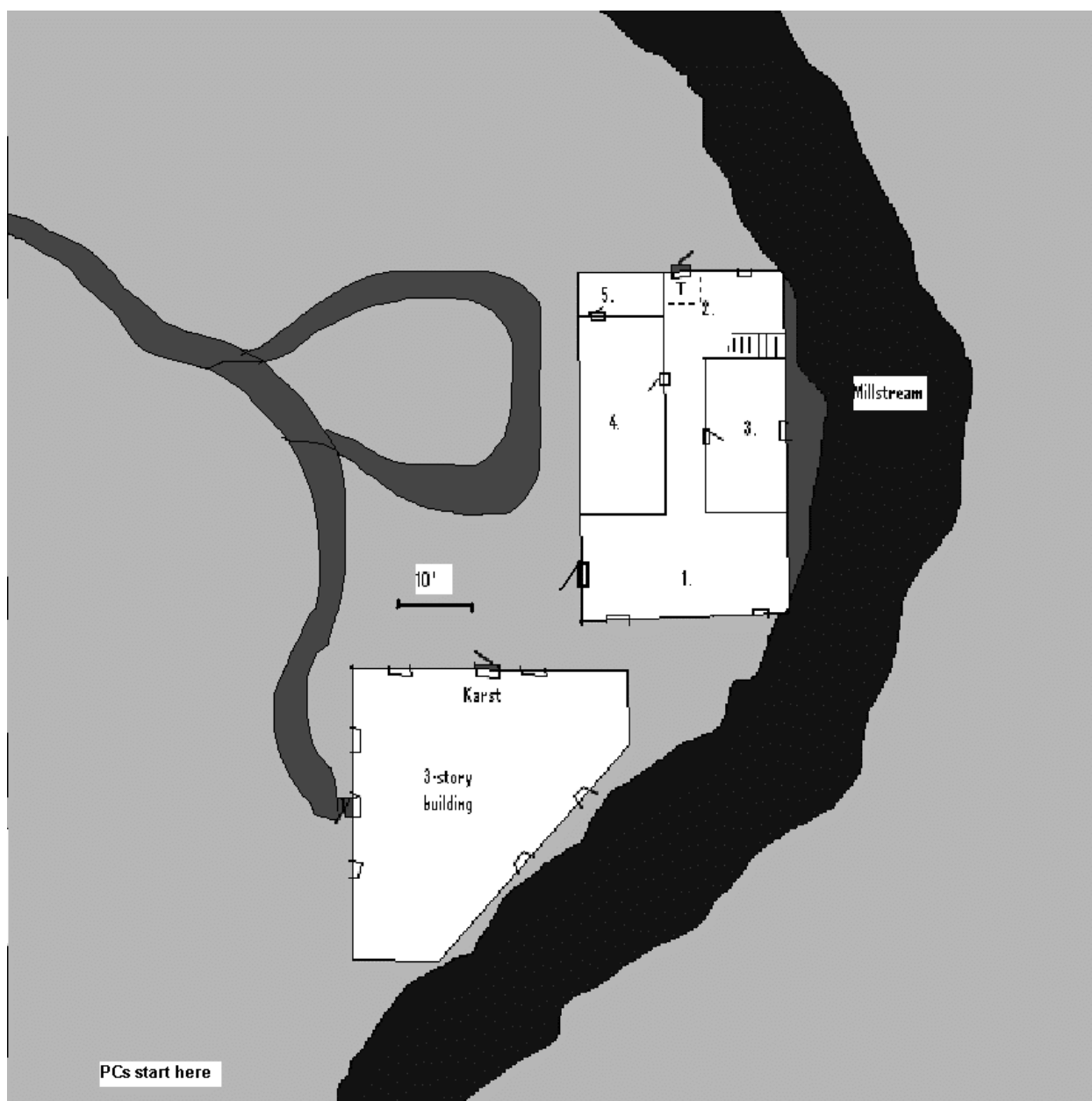


City map of Palace of Fortune location.

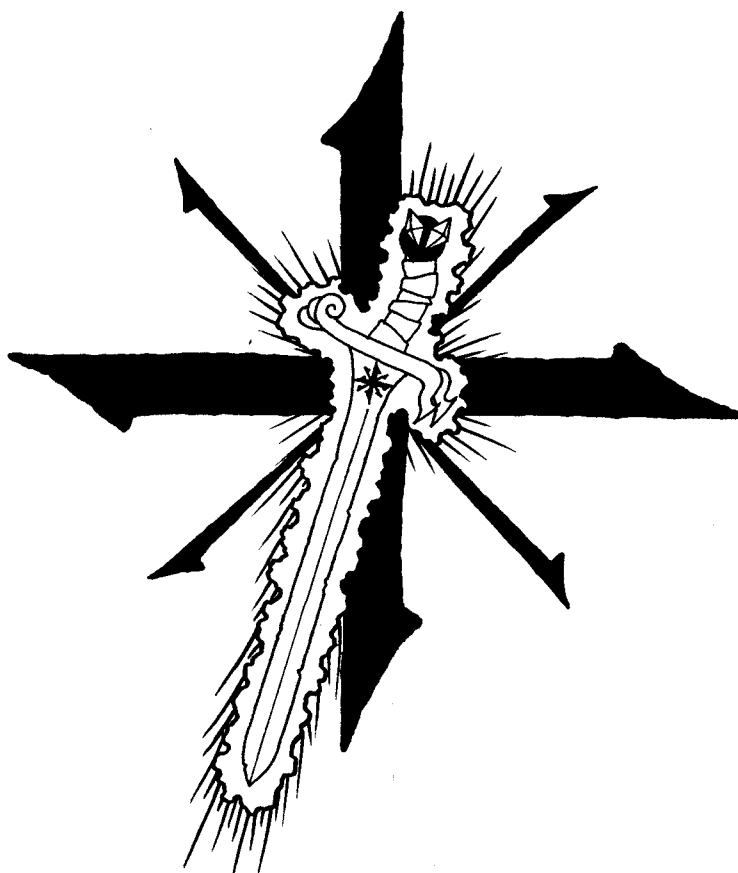


Urn's Lair DM's map

(for Encounter 6, Urn's Lair.)



Player Handout of Norebo symbol and Blade of Chaos.



Players handout map of Sewers

From spider-covered corpse.

