

Exoneration

A One-Round D&D Living Greyhawk®

Dyvers Regional Adventure

by Kevin and Crystal Elmore

Triad Edit: Michael Mockus

It is not unheard of for adventurers to be hired to retrieve an item from the sewers under the city of sails. It is a little unusual when the Dyvers Sewer Patrol needs a group of daring adventurers to enter the dangerous tunnels. An introductory module for 1st-level 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.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at outlaw658@yahoo.com for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

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.

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

Playing the Game

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

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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

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 discussed in the Preparation section above 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

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class

ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1

there are three things that the group can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Time Units and Upkeep

This is a standard 1-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 Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In late CY 595, an investigation into House Pengallen revealed many unsavory deals made within and outside of Dyvers. With Derreg Lord Pengallen fleeing the lands, Magister Larissa Hunter was able to recover many journals and other pieces of evidence, which implicate the Pengallen family. For centuries, House Pengallen flaunted its power and broke several laws with no regard for the innocent.

One such innocent was a nobleman from the Dean House. Lionel Dean's son, Embrose, was accused in CY 589 of smuggling arms to unnamed parties located in Greyhawk, Safeton, and the Pomarj. The evidence was stacked against him, and Embrose was unable to prove his innocence. For this heinous act, the newly appointed Magister Larissa Hunter sentenced Embrose Dean to be transformed into a gelatinous cube.

Seven years later, Magister Hunter discovered that Embrose was framed by House Pengallen. Magister Hunter wants to see some justice done and plans on using the salvage of House Pengallen to pay for Embrose's transformation—if he can be found. Also, Magister Hunter does not want to be on the record as having sentenced an innocent man so early in her career without making a gesture of goodwill.

To Larissa Hunter's surprise, divinations at the temple of Istus reveals that Embrose is still alive. Pleased with this revelation, she commissions the temple of Istus to enchant a divining rod that points to Embrose. Concurrently, she commissions the Dweomercrafter's Guild to construct a device that allows someone to transport the cube.

With the tools ready, Larissa commands Sergeant Halloway of the Sewer Patrol to recover this cube at any cost. As Halloway doesn't know the details of the rescue, he decides to hire someone to take this job. Halloway feels his station and his men are too important to go chasing after a cube, so he seeks adventurers who would deign to perform this task.

Embrose, meanwhile, is held captive, along with dozens of other gelatinous cubes, by the haunting melodies of Ponchiatt, an elven bard with no desire to live a normal life on the surface. During the early days of the Dyvers sewer system, the city's administrators were more interested in populating the sewers with gelatinous cubes and getting rid of troublesome elements. One problem for them was an elven woman named Llewella who publicly argued against the building of roads and farms into the Gnarley Forest. The Magister accused her of sedition and sentenced her to be transformed into a cube. Ponchiatt was in love with Llewella and roamed the sewers so he could be with her.

As Ponchiatt was convinced that he could recognize the Llewella cube, he despaired when he never spotted her features. In time, he settled into a distant chamber and plays his pipes. The cubes, which hold some tiny sliver of humanity, slide into the chamber when they are close enough to hear the music. Ponchiatt sits in the chamber and performs for his audience. Embrose is one of those cubes.

Traveling in the Sewers

The sewer passages underneath the city vary in width. The main channels have 4-foot walkways on either side with a 20-foot channel for sewage for a total of 28-foot width (treat as 30 feet on the battle map). Minor channels have a 4-foot walkway on the north/west side (whichever is more applicable) and a 15-foot channel

for a total width of 19 feet (treat as 20 feet on the battle map). The ceilings on major and minor channels are 12 feet high on the average and range from 4 foot deep near the start of the sewer system to depths of 12 feet as the sewer enters into the Nyr Dyv. Service tunnels are typically 8 feet in width and simply slope slightly to the center to allow runoff. The ceilings are typically 10 feet tall. Note that this means a gelatinous cube is considered to be squeezing when in service tunnels or on the walkways of the larger tunnels. A gelatinous cube has no trouble moving down a channel in a main or minor channel.

Unless adapted to such environments (such as rats) creatures with scent suffer a –4 circumstance penalty to scent checks.

Adventure Summary

Introduction: The PCs read about a job that takes them into the sewers.

Encounter One: The PCs learn more about the task from Sergeant Halloway. They are tasked with locating a specific gelatinous cube with a divining rod and returning it with an *amulet of ooze riding*.

Encounter Two: The PCs travel through the sewers, possibly tracking down a gelatinous cube in order to try out the amulet.

Encounter Three: The PCs encounter a group of kobolds intent on causing a building to collapse into the sewer. Fearing that the PCs would rat them out, the kobolds attack to kill.

Encounter Four (without a cube mount): The PCs discover a patch of green slime and must kill it or circumvent it.

Encounter Five (with a cube mount): The PCs stagger into the lair of an otyugh and its companion wererat.

Encounter Six: The muck in a service tunnel hides a weakened floor surface. An unlucky PC may plunge into another service tunnel.

Encounter Seven: The PCs stumble into the lair of Ponchiatt the elven bard. They learn he pines for his lost love who was charged with sedition and turned into a gelatinous cube. The cube that was Embrose Dean is with Ponchiatt, who allows the PCs to leave with the ooze. He tries to modify their memories before they leave.

Encounter Eight: The PCs escort Embrose Dean through the sewers and come across some undead

lurking in the sewers. The PCs have to protect their own lives as well as that of the cube.

Conclusion: The PCs relinquish the magic items and either walk away in defeat or are rewarded for turning over a gelatinous cube. They could possibly be rewarded by a grateful Embrose Dean or a vengeful Private Halloway, depending on their actions.

Introduction

Once the players are situated and spells are selected, read the following:

Throughout the Flaness, tales abound of the limitless adventure found in Dyvers, the City of Sails. These tales are obviously exaggerated, as odd jobs pass you by for more experienced adventurers. While walking down the street, you happen across a posting largely ignored by other adventurers.

Give the group Players Handout #1.

A Gather Information check of DC 12 or a Knowledge (VTF) check of DC 15 reveals that Sergeant Halloway is indeed an officer in the Sewer Patrol. There are rumors that he considers himself above this dubious promotion and patrols the sewers only when necessary. Despite this negligence, there are very few reports of trouble in the sewers. The PCs may or may not figure out that the reports are few and far between because those who run afoul in the sewers are the types who don't want to call attention to their activities.

Any PC can easily find out the following about Dyvers and its sewers:

- Dyvers is a city of over 50,000 citizens. As such, there is an elaborate network under the city, which disposes of waste into the Nyr Dyv.
- Dyvers produces less waste than other cities of its size because it actively maintains a population of gelatinous cubes, which rove the sewers and digest any biological matter that can be found. So vital are the gelatinous cubes to the Dyvers infrastructure that it is a crime to kill one in the sewers.
- In addition to importing the gelatinous cubes from outside of Dyvers, the city keeps the sewers stocked with the help of the Dweomercrafter's Guild, which has devised a way to transform people into gelatinous cubes. Being turned into a cube is punishment for high crimes.
- For the safety of the citizenry, it is illegal to be in the sewers. Only members of the Sewer Patrol and the Dyvers Vermin & Pest Control are authorized to frequent the sewers. Rumor has it that smugglers often use the tunnels to cross the city unnoticed.
- In addition to oozes and smugglers, the sewers are rumored to be inhabited by other dangerous creatures.

If the party does not meet with Sergeant Halloway, the adventure is over for them. When they do check in at the nearest constabulary, they are directed to a squat brick building in the dock district. Proceed to Encounter One.

Encounter One: It Rolls Downhill

The brick building is the Sewer Patrol station that keeps watch over the tunnels that empty out into the Nyr Dyv. The constables are friendly enough, if a little gruff. They know that Sergeant Halloway is expecting adventurers so they don't have to trudge in the sewer as much this shift. They gladly direct the PCs to Halloway. Read the following:

You are brought to a large man wearing the badge of the Sewer Patrol. He looks you over and says, "So, you're the ones who think you can take on this job? I guess you look capable enough. Here's the deal: I'll pay you each 10 wheatsheafs up front so you can equip yourselves for the sewer. When you get what I need, I'll pay the survivors 60 additional sheafs. Are you guys interested?"

Sergeant Halloway is honest about most of his offer, but anyone who scrutinizes him and succeeds at a Sense Motive check of DC 14 can realize that Halloway doesn't want to do this job and just wants to pay someone else to do it. His superior officer gave him the tools and explained what needed done. Halloway relays this information and answers questions (though with reluctance if PCs see his motives) as outlined below:

- **What are we getting from the sewers?** You probably won't believe this—I know I don't—but I need you to locate a specific gelatinous cube and bring it to the surface.
- **How do we find this cube?** The temple of Istus crafted a divining rod that is attuned to this one cube. I couldn't tell you what's so special about it, but it needs to be brought to the surface.
- **How do we transport this cube?** I've been given this strange item from the Dweomercrafter's Guild. It is an amulet that allows you to...erm, enter a cube and control its movements. Now, this thing's got an *arcane mark* on it, so don't go thinking you can skip town with it. That thing is worth more than your lives. No, I've never used it before, but I'm told you can position yourself inside a cube and kick around to make it move.

- **Just where are we supposed to deliver this cube?** Follow the flow of the sewers to the Nyr Dyv. We'll have some men there with planks. The tunnels emptying into the sea are blocked by a low wall that prevents the cubes from wandering out of the sewers. My men will make a ramp so we can get the cube onto a barge.
- **How soon do you need this cube?** I'll need this cube in 24 hours. If you don't produce the cube by then, return the divining rod and the amulet so we can find someone more suited to the sewers. If you don't come back in 24 hours, you'll be charged with grand theft.
- **Why don't you want to do this yourself?** Look, the military might of Dyvers just got back from a successful operation overseas. We've got smugglers and enemy spies sneaking around under the city. As much as I'd like to take time from those duties to go searching for this cube, I simply do not have the time (a Sense Motive check of DC 12 reveals that he is annoyed at having his motives rightfully challenged and is posturing).
- **No, really, why don't you want to do this?** I don't want to, okay? I'm not about to risk the lives of my men just for some wizard experiment. I've found enough unclaimed goods in the sewers that I can pay you this money. That kind of thing motivates you adventurers, right? You could donate it to your church or something if you want.
- **You think our lives are only worth 70 gold?** That's a fortune! You could buy a new chain shirt with that (Appraise check DC 5 clues in players who haven't figured out they can't). Okay, I'll go as high as 20 sheafs up front for supplies with 80 on delivery of the...um, merchandise. No higher than that!

If the PCs agree to Halloway's terms, he explains the divining rod and the *Amulet of Ooze Riding*. If they do not, then the adventure is over for them.

Treasure:

APL 2 – L: 0 gp, C: 100 gp, M: 0 gp

The Divining Rod

The divining rod is a simple stick that has been enchanted by the temple of Istus. It is attuned to Embrose Dean, though Halloway doesn't know this. He only knows that his superiors are looking for a specific cube and speculates that it is carrying something of interest.

The Amulet of Ooze Riding

See Appendix 2 for details of the amulet. Halloway has never ridden a cube, nor has he seen anything like the amulet. He only knows that the wearer of the amulet is able to enter a cube and trick the cube into going where the rider wants.

As long as you are good on time, play out the discovery process as the confused cube tries to lurch toward someone nearby, only to be redirected away from the PCs by the rider kicking feverish in the opposite direction. Note that Halloway doesn't know how to properly exit the cube, so the PCs may discover this if they try to capture and use a cube. As soon as the rider exits the cube, if he does not outrun the cube, it immediately engulfs him, causing the rider to mount the cube again. Have fun with this.

The amulet is inscribed with an invisible *arcane mark*, which can be found with a *detect magic* spell. Anyone casting *read magic* can read the sigil of the Dweomercrafter's Guild. Should someone try to keep the amulet for himself after the adventure, he is discovered 4 hours after the deadline, due to *Drawmij's instant summons* letting the Dweomercrafter's Guild know the possessor's location. Due to Magister Hunter's desire to see this task through, the PC is prosecuted, being sentenced to a 56,000-gp fine and 280 TUs in jail. Since the PC is just starting out in Dyvers, the punishment is reduced to only 26 TUs and all of his material possessions are confiscated—but with a very stern warning as to how it could have been worse.

Encounter Two: Into the Sewers

The Sewer Patrol gives the PCs temporary badges that allow them to investigate the sewers. A stairway leads directly into a service tunnel that opens into the sewers. See the section on sewer dimensions at the beginning of the module.

Time between encounters

Due to the twisting nature of the sewers, it is difficult to follow the divining rod. It takes 4 hours to navigate to the next encounter (meaning 16 hours to reach Embrose Dean without any Knowledge checks or attempts to secure a gelatinous cube). This time is reduced to 2 hours if the diviner makes a DC 10 Knowledge (dungeoneering) check (which can be done untrained and with the assistance of others). This time is furthermore reduced to 1 hour if the diviner makes a DC 15 check (which cannot be performed untrained by

the diviner or assistants). If the diviner can make a DC 20 check, this time is reduced to only half an hour.

The times above are doubled if the PCs use a gelatinous cube as a mount, since it takes time to squeeze through service tunnels. The times above do not represent simple walking speeds. It assumes several instances of consulting the divining rod, backtracking, and navigating through twisting corridors. This slow speed allows a rogue to search for traps, but let the players figure it out without mentioning it.

This adventure starts off at 9:00 AM, which might be important if the PCs run into Encounter Four.

Procuring a cube

Now that the PCs have an *amulet of ooze riding*, they may be eager to try it out. Though the cubes are plentiful, the sewers are large. Finding a cube takes time.

It takes 2 hours to locate a gelatinous cube. A character with the Track feat can reduce this to only an hour with a Survival check of DC 15. A Survival check of DC 20 reduces the time to only half an hour.

As long as the PCs are able to stick to the main channels and minor channels, they can freely make use of the ooze in future encounters. In some cases, the PCs must travel through service tunnels, causing the gelatinous cube to be squeezed. This is noted in the encounter notes.

Avoiding the sewers

The PCs may not relish the thought of traveling through the sewers and wish to follow the divining rod on the surface. If they choose to go this route, allow each PC a Knowledge (VTF) check of DC 8 (which can be done untrained). Success lets the player recall the rumor of Dyvers being the home of thieves. Anyone following a divining rod on the streets would get the attention of pickpockets, as he is obviously a treasure hunter.

If the PCs wish to take to the streets, then they risk being robbed. Throughout their travels, seven attempts from a 1st-level rogue are made. Roll randomly to determine which person is targeted. If the dice are rolled right (or wrong), the *amulet of ooze riding* could be stolen. The thief would be punished when the Dweomer crafter's Guild summons the amulet and not the PCs, though this ends their task.

It takes only 2 hours to find the right sewer grate. In this case, go directly to Encounter Six. The seven

pickpocket attempts make up the challenge (but not the monetary gain) for Encounters Three through Five.

APL 2 (EL 1)

Rogue: hp 7; see *Appendix 1*.

Tactics: The rogue attempts to pickpocket a random PC while the party navigates through the crowded city streets. If he is caught, he tries to flee, but he fights if he is cornered. If the rogue is caught, then the party is targeted by another rogue later. Use the same stats from *Appendix 1*.

Treasure:

APL 2 – L: 11 gp, C: 5 gp, M: 0 gp (per rogue bested).

Encounter Three: Rue the Day

As the party travels down a minor channel, the PCs have a chance to hear a group of kobolds attempting to sabotage support beams. Due to the nature of their work, the kobolds have a –5 to their Move Silently checks, though distance may be to their advantage. Since the kobolds are distracted, they get a –2 penalty to Spot and Listen if the party attempts to sneak up on them.

If the party has a light source, the kobolds can see them before they approach. In this case, the kobolds cease their work (eliminating the –5 penalty to Move Silently) and quietly wait, hoping the PCs take a side tunnel. As the divining rod takes the party right past the kobolds' sabotage operation, they're out of luck.

If the party catches the kobolds unaware, alter the text below:

You travel down the minor channel, which is just short of 20 feet across, when your light source picks up several red eyes. Five short, reptilian humanoids have pressed themselves against the stone walls, seemingly hoping you would not notice. When it is apparent they have been spotted, one shouts a command in Draconic, which urges the others to drop hammers and chisels and take up spears.

The lead kobold is Lilith, an adept who took offense at an insult made by a priest of Kord. He called kobolds weak and cowardly, so she plans to weaken the supports under his house so it collapses. Most anyone can realize that such a task is a long, arduous process that would be discovered eventually by the Sewer Patrol, but Lilith is obsessed with her vengeance and has bullied the other kobolds to help her in this task. Her command in Draconic is, "They saw us, you idiots. Kill them!" Naturally, this encounter runs differently if the PCs successfully sneak up on them.

APL 2 (EL 3)

Lilith: hp 20 (or 26); see *Appendix 1*.

Kobolds (4): hp 4; see *Monster Manual*/page 161.

Tactics: There are two versions of Lilith in *Appendix 1*. Use the 5th-level adept if the party does not have a gelatinous cube. Use the 6th-level adept if the party has a gelatinous cube. The kobolds are aware of the gelatinous cube's abilities and will scatter to avoid being entirely engulfed. Lilith focuses her spells on the gelatinous cube. Note that since the cube has a rider the Spot DC is only 7 to notice there is a cube coming at them.

Treasure:

APL 2 – L: 212 gp, C: 0 gp, M: +1 *ring of protection* (167 gp).

The kobolds are initially Hostile, as they believe any witnesses would be harmful to their operation. If the PCs persuade the kobolds they mean no harm with a Diplomacy check of DC 25, the kobolds relax and talk with the PCs. Only Lilith speaks Common; they all speak Draconic.

The kobolds provide little information to the PCs. They tell tales of horror in the sewers: Gelatinous cubes, carrion crawlers, and wererats (which prompts the arrogant Lilith to show off her silvered dagger). If the kobolds have been mollified, they do not molest the party and let them by. Otherwise, they fight to the death, convinced the PCs mean them harm.

Encounter Four: Goo Drop In

This encounter takes place as the PCs walk through a service tunnel. This encounter can only be run if the PCs are not controlling a gelatinous cube. The cube ends up eating the green slime with no one being the wiser. If the PCs have a gelatinous cube in their control, run Encounter Five instead.

Clinging to the ceiling is a patch of green slime. It drops on the first person to pass underneath it, eating away at the character for 1d6 Constitution damage per round. On the first round, the slime can be scraped off, but the scraper takes 2d6 points of damage to wood and metal (bypassing the hardness of metal). After the first round, the slime must be subjected to heat or cold damage to be destroyed.

A Knowledge (dungeoneering) or Knowledge (nature) check of DC 14 reveals that green slime can be killed by heat, cold, or sunlight. If this encounter takes place between 7:00 AM and 7:00 PM, then the PCs can

find sunlight beaming through a sewer grate 70 feet away.

The slime can be spotted with a Spot DC of 14 (modified by distance) when it first comes within the radius of the party's light source. The party can attempt another Spot check when they are within 10 feet of the slime. Note that a character with Darkvision cannot tell green slime from the usual muck covering the walls and ceiling unless they are within a light source.

Note that the *amulet of ooze riding* does not protect the wearer from green slime. It is a dangerous fungus and not an ooze.

APL 2

Green slime: CR 4; see *Dungeon Master's Guide*, page 76.

About 25 feet beyond the green slime lay some loose gemstones worth 65 gp. A smuggler realized the danger of the sewer too late. The stones are the only things that survived the green slime assault.

If the PCs spot the green slime and wish to circumvent it (and the treasure), a Knowledge (dungeoneering) check of DC 15 gets the party to Encounter Six in time. Otherwise, add another hour to their time.

Treasure:

APL 2 – L: 0 gp, C: 65 gp, M: 0 gp

Encounter Five: Trash Day

This encounter takes place as the PCs travel down a minor channel that merges with a major channel. This encounter can only be run if there is a gelatinous cube, as the challenge assumes the PCs have a mount. If the PCs do not have a gelatinous cube in their control, run Encounter Four instead.

A Listen check of DC 0 (plus distance modifiers) reveals that someone is speaking around the corner. Beating the DC by 10 allows the PC to make out comments like, "This one mine. This bit yours. Not very tasty, no. You like, yes? Oh, this coin is mine." Anyone who successfully sneaks up to the intersection of the two channels (unlikely with the creatures' Spot and Listen but possible) sees a bipedal rat dismembering an elven corpse while pocketing its possessions. He throws the body parts on top of a pile of refuse, which are then pulled under by tentacles. The entire trash pile heaves up and down as something underneath eats.

If the wererat or otyugh (which rises and attacks) notices the PCs, read or paraphrase the following:

A humpbacked man ceases his task of cutting up an elven corpse to take notice of your intrusion. His beady black eyes and sharp nose resemble that of a rat, and his evil smile reveals sharp rodent teeth. He says, "Looks like someone found your home. Looks like more food, yes?"

The trash pile that the human was contributing to suddenly rises as a large form exits. Its toothy maw growls, as it lumbers toward you.

The otyugh and wererat are familiar with the paralytic abilities of the gelatinous cube. As such, they focus their attacks on the cube so it can't render them helpless. If a PC reveals himself as a greater threat than the ooze, the creatures attack him instead. Note that the gelatinous cube is able to engulf something as large as the otyugh, but the action pushes the rider outside of the cube. The wererat is aware of the cube's ability and moves to avoid being engulfed with the otyugh. The otyugh, of course, cannot grab the gelatinous cube.

After defeating the otyugh and wererat, the party may search the refuse and find 60 gp worth of gold and gems. This search adds 15 minutes to their time and requires a Search check of DC 14.

APL 2 (EL 5; 4 with gelatinous cube ally)

Otyugh: hp 36; see *Monster Manual*/page 204.

Wererat, Hybrid Form: hp 12; see *Monster Manual* page 173.

Treasure:

APL 2 – L: 5 gp, C: 60 gp, M: 0 gp

Encounter Six: Down the Drain

This encounter takes place in a service tunnel. The masonry separating this service tunnel from the tunnel below is crumbling and could give way if any weight is placed on it. Note that a gelatinous cube places its weight over a large surface, so it glides over the treacherous portion without incident.

One reason the decaying masonry is so dangerous is that it is hidden by a layer of muck and dirt. If the PCs are led by a gelatinous cube and a rider, then the DCs for Search and Disable Device are both reduced by 5, as the trap is wiped clean. In this case, a DC 15 Listen check picks up on rumbling in the floor, which may prompt rogues to search ahead.

APL 2

Camouflaged Pit Trap: CR 1; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 10 ft. deep (rd6, fall); Search DC 24; Disable Device DC 20.

This crumbling masonry opens the way to another tunnel that shoots off in a direction more conducive to their search. The diviner can make a Knowledge (Dungeoneering) roll of DC 10 to cut the time to Encounter Seven in half by using this tunnel.

Encounter Seven: Magnetic Personality

After some navigation through the sewers, the PCs discover a natural tunnel not defiled by sewage. The divining rod points that direction. The faint fluting of pipes reaches the PCs' ears. If the PCs are guiding a gelatinous cube, it expels the character with the amulet and slides down the tunnel at its full speed. Attempts to re-enter the cube fail as the cube rejects the character's intrusion.

If the PCs follow the rod (and maybe a cube), they emerge in a large cavern. Read the following:

You left the man-made sewers behind and follow a natural tunnel sloping downward. At first, it is only a few feet wide, but it expands to about 15 feet across. A beautiful, haunting melody greets your ears that gets louder as you descend. The source of the music becomes apparent as the tunnel opens up into a large cavern. The entire cave is basked in a soft violet light given off by luminescent mold coating the 18-foot-high ceiling. About 120 feet from the cavern entrance, an elven male lounges on a stone ledge close to the ceiling. His clothes are immaculate, and the pipes he plays shine in the dim light. He looks almost like a mirage, shimmering before your eyes.

The melody stops as he sits upright, taking you in. He projects across the cavern, "Visitors come. Welcome to my humble abode. Why dost you seek one the gods so loathed that they conspired to hide his beloved, his betrothed?"

Allow the PCs a Spot check to see the gelatinous cubes in the cavern. Due to the sheer number of them, the Spot DC is only 8. It should be obvious to the PCs that they are in a cavern with several gelatinous cubes. If one looks carefully enough, he can see passageways between the cubes, but as the cubes slide and shift, it looks more like a living maze. Despite the mindless hunger of the oozes, the gelatinous cubes do not move to attack. They are captivated by Ponchiatt's presence. The divining rod points to one of the cubes between them and Ponchiatt.

Ponchiatt is a forlorn bard who mourns the loss of his love, Lewella. He is unconcerned with the world above and does not seem bothered that he has lived off the stale pool and lichen in this cavern for so long. As

a bard, he maintains his clothing's immaculate appearance with a *mending* spell. His pipes are magical and remain in good condition. Due to the cubes' tendency to pick up objects in the sewer, he has amassed a treasure pile of his own (including *pearls of power* as seen below). He tends to speak rhythmically, and the cubes pulsate subtly with each beat. During the conversation, the PCs can make a Spot check of DC 15 to realize another cube has traveled down the tunnel and sits at the entrance, sealing them in the chamber.

Ponchiatt can tell the PCs the following:

Who are you?

I am a humble servant of the supreme song. Some call me Ponchiatt and I loom here in the darkness and the gloom so my love can grow from a trickle to a flume.

Who is your betrothed?

Lewella journeyed here from Celene. But the malignant magister had a sinful scheme to ruin her brilliant beauty, her miraculous mind, her wondrous wit. He declared that it was his sworn duty to sentence her of sinister crimes most severe. Because of his deceit and depraved duplicity, my dear love Lewella was changed, and I stay here seeking my intended, my estranged. (A Knowledge [history] check or Bardic Knowledge check of DC 20 reveals that Lewella was accused of spying for the Gnarleyfolk, an accusation that was not without controversy at the time.)

How will you find her?

Every day I play a mesmerizing melody, hoping that some evening, I will see her enchanting face. My heart will hum with happy harmony upon her haunting grace.

How long have you been here?

Time holds no meaning for my heavy heart. (Pauses as if in thought). It was shortly after the wizards started to transform the malicious malcontents into these creatures before you hence. (A Knowledge [history] check of DC 15 or Knowledge [VTF] check of DC 20 places Ponchiatt here for at least a couple of centuries.)

Do you mind if we take that cube?

His fate is one of misery of misfortune. I am indifferent to that cube, that confidant. Away with him but one request: Calling my Lewella, my love, is now your quest. Rally for my devotion, my delight, each time and each turn when you are beneath the dives of Dyvers. (Whether the PCs agree or not, he allows them to take the specific cube, as he does not believe it is Lewella.)

When the PCs are ready to leave, Ponchiatt gives them an ultimatum. He says, "Though you seem fair-hearted and kind, you must leave your memories of this behind. Those above my head would not understand the solitude and love I withstand, so agree to my musical talent, which renders this meeting in your mind mute." At this point, the gelatinous cubes quiver and slide closer to the PCs a few inches.

At this point, the PCs have three options: Subject themselves to Ponchiatt's spell, fight the many gelatinous cubes, or flee (spell this out for the players if they did not catch this in Ponchiatt's flowery words). In the latter cases, Ponchiatt commands the cubes to engulf the PCs. Since Ponchiatt is a pacifist, he does not wish to kill any PCs. As soon as a PC is paralyzed, he orders the cube to withdraw so as to not do more acid damage. He stabilizes any dying PCs.

There is only one obstacle preventing the PCs from fleeing. There is a gelatinous cube blocking the tunnel. If the PCs can bypass the cube, they can flee Ponchiatt but without the cube they are after. Note that the wearer of the *amulet of ooze riding* will have an easier time with this, as he is immune to the paralytic touch of the cubes. Ponchiatt tries to stop this person with six possible *sleep* spells cast with a DC of 18, five possible *hold person* spells cast with a DC of 19 or four possible *deep slumber* spells cast with a DC of 20.

Anyone who is restrained in the room is subject to a *modify memory* spell with a save DC of 21. He finds himself wandering the sewer with no recollection of his encounter with Ponchiatt but with a sense of unease. The desired cube is nearby, quivering with the desire to lunge forward and engulf the PCs. If nobody secures the cube, it eventually attacks, as Ponchiatt's enchantment wears off. This person becomes the **Involuntary Keeper of Ponchiatt's Secret**.

If the PCs submit to Ponchiatt's demands and willingly fail their saving throws, he casts *deep slumber* on the party and then *modify memory* on each sleeping PC. This version is more pleasant. The PCs wake to find themselves wandering the sewer with no recollection of Ponchiatt but with a desire to call out, "Llewella, my lost, seek the embrace; of thy love in the soothing place." The desired cube is nearby and can be easily subdued by the wearer of the amulet. This person becomes the **Voluntary Keeper of Ponchiatt's Secret**.

Ponchiatt has enough *pearls of power* to cast this spell six times. This might mean a PC does not agree to Ponchiatt's demands and is free from his enchantment. Once he tries the spell six times, if at least one PC is not affected, Ponchiatt falls into a fugue

and the cubes move to surround and console him. This opens the exit and allows unaffected PCs to escape, bringing subdued PCs as they see fit. Anyone who is crafty enough to escape Ponchiatt's machination receives the **Disfavor of Ponchiatt**.

Fighting Ponchiatt

Ponchiatt is a 14th-level bard with centuries of treasure at his disposal. He also has at his command dozens of gelatinous cubes. It should be obvious to the PCs that fighting him is a bad idea. Still, more maverick PCs may try it, especially since the wearer of the *amulet of ooze riding* can simply move through the oozes as they try to engulf him (though slowly). For the purpose of combat, treat Ponchiatt as having an AC of 24, 72 hit points, and saving throws of +12. He is a pacifist and only chooses to subject the PCs to *hold person* or *sleep*, while hiding behind the cubes and using them just enough to paralyze the PCs and minimize the acid damage. If the PCs see no reason to be intimidated by a room full of gelatinous cubes, crack open the *Monster Manual* and give them a reason. He is a powerful foe but is too insane to be a threat to the rest of the world. This nonthreatening status is what keeps him alive in the cave (also his penchant for erasing the memory of anyone who finds him). In the unlikely event that Ponchiatt runs out of spells or takes over 50 points of damage, he flees through the tunnel, activating his *boots of speed* to gain distance and putting cubes in the path of the PCs to slow them down.

Encounter Eight: Safe Delivery

This encounter only takes 1 hour, as the PCs do not need to consult the divining rod anymore and it is easy to follow the sewers downstream.

This encounter takes place in a major channel. On the walkway ahead are a ghoul and a ghastr finishing up a mongrel they accosted. The undead can see the party from 60 feet away and move to attack. Depending on the party's mode of vision, the undead may have a chance to charge the PCs when combat initiates.

If the PCs see the undead at 60 feet away or farther, read the following:

Hidden in the usual sloshing noises of the sewers is the sound of lips smacking. Up ahead, you see two humanoid forms covered in blood. Between them lie the bloody, skeletal remains of some animal. Unsatisfied with their meal, the two turn their attention to you and advance maliciously.

If the PCs do not see the undead at 60 feet, then they must make Listen checks at DC 12. Those who

succeed get to act in the surprise round. In this case, initiative begins when the undead reach the vision of the PCs. Read the following:

Amid the usual sounds of the sewers, one noise sets you on edge: Footprints rapidly approaching from the darkness ahead. Two naked, emaciated humanoids covered in blood lurch toward you, filled with hungry hatred.

The undead are accustomed to oozes and ignore it at first. If the gelatinous cube attacks (because the rider directs it toward the undead), then they fight back, slashing at the gelatinous cube. Note that undead and oozes are both immune to paralysis, so they are unable to affect each other with their paralytic touch. After the undead are defeated, the PCs can find 74 gp worth of coin on the dead body.

APL 2 (EL 4)

Ghoul: hp 13; see *Monster Manual* page 119.

Ghastr: hp 29; see *Monster Manual* page 119.

Treasure:

APL 2 – L: 0 gp, C: 74 gp, M: 0 gp

Shortly after the encounter with the undead, the party arrives at the harbor where the sewers empty into the Nyr Dyv. A 5-foot-high wall prevents the gelatinous cubes from escaping into the sea, causing a distasteful reservoir of muck. The Sewer Patrol is aware that adventurers are supposed to deliver a gelatinous cube, so they lower planks to allow the ooze to slide up into a barge sitting in the harbor.

Whether the PCs brought a cube or not, they are sent to Sergeant Halloway for their payment. If they deliver the correct cube, read them the first conclusion. If they fail to deliver the correct cube but decide to capture a cube and pass it off as the real quarry, read them the second conclusion. If they are honest and admit to delivering some random cube or none at all, read them the third conclusion.

Though Halloway told the PCs they have 24 hours, the Dweomercrafter's Guild does not pull the amulet (and its wearer) out of the sewer until 28 hours have passed. If the PCs obviously were still on the job and not trying to hock the *amulet of ooze riding*, the Dweomercrafter's Guild simply reclaims the amulet.

If the PCs deliver the correct cube (or at least claim it's the right one) and have contracted a disease from the otyugh, wererat, ghastr, or ghoul, Halloway summons a priest of Xerbo to cast *remove disease*. He considers it hazard pay. If they do not bring a cube, they are on their own.

Conclusion

If the PCs bring the correct gelatinous cube

After you performed your duty, Sergeant Halloway pays you and almost immediately forgets about you. Two days later, you're sitting in a tavern, when a well-dressed gentleman enters. A few of the patrons cast him greedy, malicious glances but quickly look at their ales when two armed guards enter behind him.

The man searches the faces of those in the tavern and seems to recognize you. He approaches and says, "Good adventurers. Though I don't remember it, I suppose we know each other. I am Gentryman Embrose Dean, and you have given me my freedom.

"Seven years ago, I was shamefully accused of treason and sentenced to roam the sewers as one of those vile gelatinous cubes. Her Excellency, Magister Larissa Hunter, just learned that I was innocent. A rival Gentry house framed me for its own gain. I hold no ill will toward our leader; she was young, and I must confess the evidence was uncanny. The Dweomercrafter's Guild was able to transform me back to my normal state.

"I know you were not aware of why you saved me, but I feel I must convey my thanks to you. House Dean has suffered greatly in the past 7 years, so I do not have much to give you. But if my word would open a door for you here in Dyvers, feel free to call on me to make good on that favor. Thank you, all." Embrose Dean turns to leave, followed by his armed escort. It seems you made a friend in the City of Sails.

The End

The PCs earn the **Favor of House Dean**.

If the PCs pass off an incorrect gelatinous cube as the real thing

After you performed your duty, Sergeant Halloway pays you and almost immediately forgets about you. Two days later, you're sitting in a tavern, when a slurred challenge comes from the door, "Adventurers! You will pay for your treachery!" A drunken Halloway stands in the doorway, his hand grasping futilely for his sword. As he starts to topple over, his hand gives up the search and grabs onto the doorframe instead.

Halloway looks at you accusingly and spits, "One simple job. Just bring me that damn cube. But you had to stab me in the back. A murderer was almost set free because of you." His voice cracks as he sobs, "And now they blame me."

The murderous intent in his eyes bears down on you, but his alcohol-laden body cannot follow through. He lurches forward when a new voice barks from behind him, "Private! What have I told you about drinking on the job? Get back to your post, or you'll join the cubes you're supposed to protect!" With a look of despair, Private Halloway turns and stumbles out the door. It seems you made an enemy in the City of Sails. At least you got paid for it.

The End

The PCs earn the **Enmity of Halloway**.

If the PCs do not return with a cube

After you return the divining rod and the amulet, Sergeant Halloway looks at you condescendingly and says, "I guess I shouldn't have sent whelps to do a wolf's job. I guess you can keep the money I paid you already. You're going to need it for fare if you ever decide Dyvers is too much for you." Turning to another constable member, he tells her, "Report back that we are close but suffered a setback by a purple worm. Tell Norl that he has a special mission." He shakes his head and turns his back on you. It seems one door of Dyvers has shut on you but hopefully the next opportunity you have won't be run by a jerk.

The End

The PCs earn neither the **Favor of House Dean** nor the **Enmity of Halloway**.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two (not simultaneous with Three and Four/Five)

Defeat (up to seven) rogues on the surface:

APL2 30 xp (up to 210 xp)

Encounter Three

Encounter the kobolds:

APL2 – 90 xp

Encounter Four/Five

Bypass the green slime/defeat the otyugh and wererat:

APL2 – 120 xp

Encounter Six

Encounter the pit trap:

APL2 – 30 xp

Encounter Seven

Interact with Ponchiatt:

APL2 – 90 xp

Encounter Eight

Defeat the undead:

APL2 – 120 xp

Total possible experience:

APL2 – 450 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.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter One: It Rolls Downhill

APL 2 – L: 0 gp, C: 70-100 gp, M: 0 gp.

Encounter Two: Into the Sewers (not simultaneous with Three and Four/Five)

APL 2 – L: 77 gp, C: 35 gp, M: 0 gp.

Encounter Three: Rue the Day

APL 2 – L: 212 gp, C: 35 gp, M: *+1 ring of protection* (167 gp).

Encounter Four: Goo Drop In (not simultaneous with Five)

APL 2 – L: 0 gp, C: 65 gp, M: 0 gp.

Encounter Five: Trash Day (not simultaneous with Four)

APL 2 – L: 5 gp, C: 60 gp, M: 0 gp.

Encounter Eight: Safe Delivery

APL 2 – L: 0 gp, C: 74 gp, M: 0 gp.

Total Possible Treasure

APL 2

450 gp

Special

Influence of House Dean: Your actions led to the freedom of Embrose Dean. You may call upon him in the future. This counts as an influence point with House Dean.

Enmity of Halloway: You betrayed Halloway, and he wants to make you pay. You count as being a convicted criminal in regard to joining and advancing in the Dyvers Constabulary.

Voluntary Keeper of Ponchiatt's Secret: You don't remember this elven bard in particular, but there's a nagging memory you have of being safe in the sewers by periodically calling out, "Llewella, my lost, seek the embrace; of thy love in the soothing place." Because of

this, if an ooze in the Dyvers sewer has a choice of multiple targets, it attacks everyone else except you. If you face an ooze alone or you provoke an attack of opportunity, the ooze still attacks. You lose this benefit if you decide not to recite the phrase for any reason.

Involuntary Keeper of Ponchiatt's Secret: You don't remember this elven bard in particular, but you sometimes recall moments of unease and confusion during your time in the sewers. You are unharmed by the experience, but you can't quite figure out what happened. A *modify memory* spell targeting this time in your life will remove this block.

Disfavor of Ponchiatt: You would not keep Ponchiatt's secret, and his fears have an impact on you. When you confront oozes in the sewers of Dyvers, they have a primeval urge to attack you first.

Appendix 1: NPC Stats

APL 2

Encounter Two

APL 2

Rogue: Human Rog 1; CR 1; Medium Humanoid (human); HD 1d6+1; hp 7; Init +4; Spd 30 ft; AC 16 (+2 armor, +4 dex), touch 14, flat-footed 12; Base Atk +0; Grp +0; Atk/Full Atk +0 melee (1d6, 19-20, short sword) or +4 (1d4, sling); SA Sneak attack +1d6; AL CE; SV Fort +1, Ref +6, Will -1; Str 10, Dex 18, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Bluff +3, Climb +4, Escape Artist +8, Hide +8, Move Silently +8, Open Lock +10, Sleight of Hand +10, Spot +3, Tumble +8; Deft Hands, Nimble Fingers

Possessions: Leather armor, short sword, dagger, sling, 10 sling bullets.

Encounter Three

APL 2

Lilith (without cube present): Kobold Adp 5; CR 2; Small Humanoid (reptilian); HD 5d6+5; hp 20; Init +2; Spd 30 ft; AC 17 (+2 armor; +2 dex; +1 size; +2 natural; +1 deflection); touch 14; flat-footed 15; Base Atk +2; Grp -3; Atk/Full Atk +3 melee (1d6-1; 20/x3, masterwork spear) or +5 (1d3-1, sling); SA Spells; AL LE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 12.

Skills and Feats: Concentration +4, Craft (trapmaking) +2, Knowledge (arcana) +2, Knowledge (arch & eng) +1, Knowledge (dungeoneering) +1, Spot +4; Combat Casting, Great Fortitude.

Spells Known (3/3/1; base DC = 11 + spell level): 0—*cure minor wounds, guidance, mending*, 1st—*cause fear, cure light wounds, sleep*, 2nd—*mirror image*.

Possessions: Masterwork leather armor, masterwork spear, sling, 10 sling bullets, silvered dagger.

OR

Lilith (cube present): Kobold Adp 6; CR 3; Small Humanoid (reptilian); HD 6d6+6; hp 24; Init +2; Spd 30 ft; AC 17 (+2 armor; +2 dex; +1 size; +2 natural; +1 deflection); touch 14; flat-footed 15; Base Atk +3; Grp -2; Atk/Full Atk +4 melee (1d6-1; 20/x3, masterwork spear) or +6 (1d3-1, sling); SA Spells; AL LE; SV Fort +5, Ref +4, Will +6; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 12.

Skills and Feats: Concentration +5, Craft (trapmaking) +2, Knowledge (arcana) +2, Knowledge (arch & eng) +1, Knowledge (dungeoneering) +1, Spot +5; Combat Casting, Great Fortitude, Point Blank Shot.

Spells Known (3/3/2; base DC = 11 + spell level): 0—*cure minor wounds, guidance, mending*, 1st—*cause fear, cure light wounds, sleep*, 2nd—*mirror image, scorching ray*.

Possessions: Masterwork leather armor, masterwork spear, sling, 10 sling bullets, silvered dagger.

Appendix 2: New Rules

Items, as published in *Arms & Equipment Guide*

Amulet of Ooze Riding:

Any time the wearer of this amulet comes into contact with an ooze, a sphere of force springs up around the wearer. The sphere prevents any contact with an ooze and protects the wearer from direct attacks by oozes.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *Otiluke's resilient sphere*; *Market Price:* 28,000 gp.

New mount rules, as published in *Arms & Equipment Guide*

Gelatinous cubes are not mounts for the faint of heart, or for those in a particular hurry. Bizarre "cavalry" in Underdark wars, gelatinous cubes are used to herd opposing troops and chew through defensive lines, or to protect valuable spellcasters after their magic is spent.

Cube riders require special gear just to survive the ride. The "saddle" for a cube is a special magic item, an *amulet of ooze riding* (see above). The amulet activates a force sphere whenever the wearer comes in contact with an ooze. Then, with some effort, the rider nudges the sphere to the center of the cube and rides safely inside. It takes 1 minute to fully mount or dismount a gelatinous cube; once inside, a cube rider can't be dislodged by any normal means. Ride checks incur a –5 circumstance penalty if the rider is not fully mounted.

Gelatinous cubes are air-permeable, so breathing is never an issue. However, carrying a rider disorients a cube's ability to find prey by scent—everything smells like food when an organic creature occupies its center. Denied their sense of smell, occupied cubes sense prey solely through vibration.

Although cubes are nonintelligent (and therefore untrainable), they can be directed. "Steering" a gelatinous cube is an odd art. Taking advantage of the cube's impaired senses, a rider creates vibrations within its mass by banging on the force sphere. With practice, specific vibrations can fool the cube into sensing external movement. Thus, the cube continually chases phantom "food" in the direction the rider indicates.

A rider must exit his cube at a decent speed (at least faster than the cube's land speed of 15 feet), since the cube immediately tries to engulf any food that suddenly appears near it.

Carrying Capacity: Light 198 lb., medium 396 lb., heavy 600 lb.; *DC Young/Adult:* —/29; *Young Price:* 5000 gp; *Training Cost:* —.

Player Handout #1

This was posted for all adventurers to read.

Adventurers Wanted

Adventurers to be hired to recover lost item in the sewers. Hazard pay included. Temporary badges to be assigned. See Sergeant Holloway in the Sewer Patrol for more details.