

Last Laugh

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Core Adventure

Version 1.0

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The Jolly Ogre – a popular tavern near the south gate of the Free City, and a great place for budding adventurers to find work. What if the work found them though? Would they be curious enough to investigate, and even more important, who would get the last laugh? A Dyvers Introductory adventure for first-level characters.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase

or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Core 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 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the

Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In the early days of the city, before the massive criminal organization that is the Alliance came to be, rival gangs operated throughout the city. One such gang, a group of light-hearted cat burglars led by the Halfling rogue Kristor Flatfoot, set up a small lair in the fledgling catacombs, connected by a well to the streets above. In time, the group was defeated, the well entrance forgotten, and the lair abandoned. Now, as the adventurers sit enjoying their meal a sudden shift in the earth has created a cave-in, and revealed some of the temple complex below.

ADVENTURE SUMMARY

Introduction – The would-be adventurers wait around the Jolly Ogre Tavern trying to get hired and wondering where they will be resting their heads tonight.

Encounter One – The floor caves in, and an opportunistic rogue plies his trade.

Encounter Two – The PCs confront a rogue plying his trade in the bar.

Encounter Three – The adventurers investigate a hidden complex beneath the streets of Dyvers.

Encounter Four – Where the adventurers descend deeper into the depths of Oerth as they continue to investigate the ruins.

INTRODUCTION

Setup a map of the tavern and have the players position their characters where they would be. It isn't necessary for them to be together at this point.

The Jolly Ogre, one of several popular taverns in the Free City where adventurers and mercenaries alike wait to travel south or meet for a drink and a good time. Local bard tales tell the story of a much younger Gnarley

Ranger named Anika Silverwood, who came to this very spot five years ago on her way to the Palace and the Magister, and was rescued from an angry mob by a group of heroic adventurers.

Give the adventurers time to introduce themselves if they are sitting together, and then proceed on to Encounter 1.

ENCOUNTER 1: EARTH SHAKING

As you continue to enjoy the day at the tavern and await an opportunity to find work or adventure the ground beneath begins to shake and rumble.

Break here to give adventurers the opportunity to flee their chairs and otherwise participate.

You barely have enough time to escape your seats before a hole collapses beneath it. Your table and chairs, as well as several others nearby, fall into the darkness with a cacophony of noise and dust.

An Alliance Halfling rogue named Gregan Falco immediately moves to take advantage of the chaos. Give opposing Spot checks to the party to spot Falco's Sleight of Hand activity, assessing circumstance bonuses and penalties based on their actions. Falco takes 10, giving him a score of 17. If the adventurers spot and subsequently decide to intervene in the rogue's activities proceed to Encounter 1a.

APL2 (EL 1)

Gregan Falco: male Halfling rogue 2; hp 11; see Appendix 1.

Tactics: Unless his life is threatened Falco will not use lethal force.

If the Player Characters spot the theft but say nothing Falco gives them a wink as he studies their faces on his way out the door. Those adventurers have gained the eye of the Alliance, as detailed on the Adventure Record.

Development: If Falco is spotted and the PCs capture or kill him proceed to encounter 2, otherwise proceed to Encounter 3.

ENCOUNTER 2: CAUGHT!

If the during this encounter player characters kill the rogue and they have no means (or don't think to) stabilize him they are subject to the laws of Dyvers (see appendix) and are charged with manslaughter at the conclusion of the adventure. They are sentenced to 26 TUs in prison.

A small crowd has formed around you and the rogue who was working the crowd just a few moments before. From behind a nearby bar an Oeridian man, obviously a barkeep, approaches, along with a hulking half orc coming from the door. It takes only a few minutes and a brief search of the rogue's pockets to reveal his real agenda in the tavern. "Well Falco, you know there is no place for the likes of this in the Jolly Ogre."

At that the city guard arrives through a nearby door, punctuating the barkeep's position... "So, who wants to tell me what I am seeing here?" As if on cue the spectators all turn their eyes to look at you.

Lead Guard: Oeridian male; ftr2; hp 10; see Appendix.

Take the opportunity to let the players role play the issue with the constabulary. Remember that if the Player Characters draw weapons and attacked Falco first they face a charge of assault, which carries a fine of 5 gold and confiscation of the weapon. Under the circumstances, confiscation of the weapon can be negated if the players are diplomatic in their approach (DC 12). If Falco is permanently dead, things regrettably go much worse for all those involved in his death.. See the triad for more details.

Development: After the adventurers have dealt with the rogue and the constabulary, proceed to Encounter 2.

ENCOUNTER 3: INTO THE DARK

The hole created by the collapsing floor is some fifteen feet wide, but a quick check reveals the hole beneath is larger still. Even from here the broken walls and a crude circling stair can be discerned.

What Else?

- A knowledge (engineering) (DC 11) or stonemasonry check (DC 15) reveals that the

remaining structure is fairly safe, at least for the time being.

- With some form of light the party can see that the silo is 30 feet deep. The floor below is dry dirt.

DM Only

This old silo is a long-abandoned city well that was converted for a different use long ago. The walls show signs of age and shifting.

Development: If the Player Characters climb down the shaft continue to Encounter 4. If for some reason the adventurers choose not to adventure, try to steer them toward investigating, possibly using the bartender or some concerned. Of course, if they won't go down the hole, the adventure is over.

ENCOUNTER 4: UPPER LEVEL

The first level of the temple of Olidimarra was home to the rogues, and a place to hone their skills. It features numerous traps, but most are meant only to embarrass, not maim or kill. The ceiling is seven feet tall.

This area is detailed in top diagram of the the DM's Map. Players enter at **Encounter 3a: The Dry Well**. Use the map to determine which area to proceed to next.

ENCOUNTER 4A: THE DRY WELL

[Area 2.1]

Descending into the hole created by the collapsing earth you soon reach the bottom. The floor stones from the tavern above lay in a pile of dry cracked earth. The walls are placed stone, and while there are a few trinkets of shiny metal stick half out of the dirt here, there does not appear to be anything here to investigate.

What Else?

- Secret Door in West Wall - DC 16
- Secret Door in Eastern Wall - DC 24.

The western secret door leads to a causeway into some catacombs and from there into the sewers. This would be a good time to remind Player Characters of the penalties for being found in the

sewer. Use a gelatinous cube to force them back into the dry well, if necessary.

DO NOT ATTACK THEM WITH THE GELATINOUS CUBE! If they persist in attacking the cube, run the combat as normal and note it on their AR at the end of the round (assuming they survive).

If the adventurers do not or can not discover the eastern door have Tacit, the were-rat rogue enter the space from the sewers, look at the party and the hole above strangely, then head through the door into the east until he reaches the tavern. If the party attacks him without provocation, he screams to the crowd above that he is a member of the Dyvers Vermin & Pest Contractors and is under attack. The NPCs above will call down for the Player Characters to stop, but none will risk coming down. If the Player Characters persist in combat past that point, Tacit shifts into hybrid form and escapes into the catacombs/sewers.

ENCOUNTER 4B: THE PIT TRAP

[Area 2.2]

Pivoting the section of stone in the old well to the side and stepping into the passage beyond reveals a worked stone tunnel, seven feet high and ten feet wide. It continues some thirty feet ahead before turning sharply right. The floor is covered in dust.

What Else?

- A Search check for Tracks (DC 10) reveals some prints in the dust on the floor
- A Search check (DC 14) also reveals the passage is a fairly high traffic area, and that tracks go in both directions the length of the hall.
- Survival check (DC 18) reveals the prints are human-sized, and seem to be the sole source of prints, coming and going.
- Someone following the tracks notices they wander toward the south wall and seem to hug the corner when turning south.
- Search check (DC 20) near the trap reveals its presence.
- Spot check (DC 12) allows the adventurer to notice two pitons spiked into the south and western walls near the turn.

The pit trap is marked on the map with a T on the map, and is 10 feet square. While the pit is 40 feet deep, the last 10 feet is full of water, eliminating all but 1d6 points of damage.

APL2 (EL 1)

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5-ft squares); Search DC 20; Disable Device DC 20

Proceed with Encounter 4c if any Player Characters fall into the pit.

ENCOUNTER 4C: IN THE PIT

All the way down you fought to grab on to anything that would stop your horrifying fall. Once, your hand just missed some small piece of metal before gravity ripped it from your grasp. Your life surely would have ended in a horrible splat had it not been for one thing - the pit is filled with water. Of course, that doesn't mean you are safe just yet...

First Things First

- The water is 10 feet deep, strangely blue, and brackish. PCs must begin making swim checks (DC 10) to tread water (remember to factor in the armor check penalty), or they sink beneath the surface and will soon begin to drown.
- Anyone who falls into the water is dyed blue. See the AR for more information on this condition.
- Those in the water must make a Fortitude save (DC 12) or contract filth fever. Incubation is 1d3 days. Damage is 1d3 Dex and 1d3 Con. Diseases not cured before the end of the round should be noted on the Adventure Record.

What Else?

- Search or Spot check (DC 14) discovers a ladder of metal rungs on the south side of the pit. The ladder goes all the way to the top.
- Search check (DC 22) in the water at the bottom of the pit reveals a skeleton, rusted armor (worthless) and a leather satchel of coins.

An appropriate light source or darkvision grants a +10 circumstance bonus to searching.

Treasure:

APL 2: Loot – 0 gp, Coin – 54 gp, Magic – 0 gp.

ENCOUNTER 4D: STRANGE TAVERN

[Area 2.3]

Making your way past the pit trap the tunnel continues another thirty feet to the south before this time turning left. Just around the corner an archway separates the hall from a room some thirty feet wide and twenty feet deep. The room is full of tables and chairs, and even features a bar. A large set of double doors is plainly visible directly across the room. A sign proudly proclaims to all who can read–

The tavern is a rogue's best friend.

Gather the news, leave the booze.

First Things First

When the party first reaches the tavern here the room is completely dark. A small flame erupts in the northeast corner, and in the dim light a man sits at one of the tables.

"Well, well" the man begins, chuckling to himself, "not often we get folk from up there down here. Not often at all. Pull up a seat, take a load off."

The man is Tacit, a were rat fighter.

Tacit: male Were-rat rogue 6; hp 32; see Appendix 1.

Assuming the party is not hostile he converses with the party as long as they let him. If threatened, he shifts into hybrid form immediately and flees. Once the conversation winds down he finishes his drink and attempts to "leave".

Questions from the Player Character's

Who are you? I am Tacit

Yea, but who ARE you? I am a worker for the Dyvers Vermin and Pest Contractors.

What are you doing here? I live here.

Why do you live here? Well, I have to live somewhere. It's not like my kind can just willy nilly wander the streets, even if the Nerulittes can.

Your kind? Wererats of course. What, you couldn't tell? *Hmmm* You have NO idea how many of us live down here.

How many? More than I can count, even if I cared. By the Old One *spits* half the bloody Vermin Guild is one of us, including most all the muckety mucks.

You lie! Whatever. How do you think they manage to stay alive down here. They're immune to weapons, just like me.

What is this place? It is an abandoned guildhall, of course.

A guildhall for whom? A guildhall for the original founders of the DVPC from what the guildmaster (Laddie Crockhandle, a kobold) has to say. Personally I think that's exactly HALF the story. Look at these weird carvings on the table. *points to table* Either way, its been empty for a century or more

What else is here? I couldn't say. I can not get by the doors over there (points to the doors leading into encounter 2.4)

Who else knows about this place? No one that I know of.

What Else?

Either while talking to Tacit or after he leaves, the party may want to investigate. There are seven tables in the room, and each has at least four chairs sitting around it. Each of the tables has a clue on it.

Table 1 – Leaving doors open is sure to raise suspicion. Close them behind you before you go on.(Room 2.4)

Table 2 – Metal for daggers is all well and good But cloak yourself in it and you'll be worm food. (Room 3.2)

Table 3 – Beware the unguarded treasure. It is always trapped. (Room 2.6)

Table 4 – Sometimes you get lucky, but that doesn't mean you should stop looking. (Room 2.6)

Table 5 – Your mind may be sharp, but the wizards is too Fail to focus your mind and you may find you cant get through (Room 3.2)

Table 6 – Laughter as a distraction is a pocket's boon, but succumb to it in combat, and seal your doom. (Room 3.2)

Table 7 – Never listen to everything you hear in a bar.

Some of the sayings on the table are clues to a challenge ahead. Associated room numbers are shown in parenthesis after each clue.

ENCOUNTER 4E: IS IT A TRAP?

[Area 2.4]

Opening the doors at the back of the abandoned tavern reveals a small room, about ten feet square. Another set of doors, identical to the first, sit in the far wall. They are closed.

What Else?

- The eastern doors are closed and locked, though there is no obvious key or keyhole with which to unlock them.
- Both sets of doors are made of wood, and reinforced with metal. There are no obvious door knobs, latches, or locks.
- A Search check (DC 10) reveals small tubes spread evenly through the room near the top of the wall.
- A Listen check (DC 10) allows anyone in the room when the first set of doors is closed to hear an audible click in the eastern set of doors.

DM Only

- The doors have hardness 5, 20 hp, and a break DC of 27
- The tubes do nothing.
- The western set of doors unlock when the eastern doors are closed.
- The eastern doors lock with an audible click (Listen check DC 10) when the western doors are opened.

ENCOUNTER 4F: PRACTICE

(EL 3)

[Area 2.5]

Finally discovering the secret to the doors (or bashing them down) you find yourself in the largest room yet. Some thirty feet across and fifty feet wide, several sets of doors are quickly obvious. Equally obvious are the strange mannequins spaced throughout the room.

What Else?

- There are eight mannequins in the room.
- Descriptions of what the mannequins look like can be gleaned from the trap section below.

DM Only

See DM Map for a full size layout of this room and annotations. In general, each M# references a mannequin, and each square with a T# represents

where the corresponding trigger is to activate the mannequin. Despite being inanimate, these mannequins have no damage reduction. They attack each and every time the corresponding pressure plate is activated, swinging or firing in the direction of the trigger attached to them.

T1 - This heavy armor clad fighter mannequin stands just inside the door, and swings his longsword at whoever steps into the room.

Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

T2 - This mannequin is dressed in a colorful red robe, has a backpack and several pouches, and has a repeating crossbow attached to it. It fires and reloads each time the trigger is activated.

Crossbow Bolt Trap: CR 1; mechanical; proximity trigger; automatic reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

T3 – This mannequin looks more like a crudely carved Satyr, holding his pan flute out directly in front of him.

Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

T4 -

Spear Trap: CR 1; mechanical; location trigger; automatic reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path.

T5 - Two mannequins, locked in a permanent display of two men playing tug of war with a thin rope.

Tripping Chain Trap: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, subdual spiked chain); Search DC 15; Disable Device DC 18. Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

ENCOUNTER 4G: ARMORY

(EL 2)

[Area 2.6]

Another set of double doors opens to reveal a twenty foot square room beyond. Several empty armor mannequins and numerous racks obviously meant for weapons line the walls of this room. Only a single weapon remains – a finely crafted short sword with a silvery tint.

What Else?

- A Search check (DC 12) or a Spot check (DC 17) of the weapon reveals a slightly wet look.
- A Search check (DC 18) of the area directly in front of the weapon rack reveals a camouflaged pit trap (detailed below).
- A Search check (DC 21) of the weapon rack itself reveals hidden blades set to a pressure switch (detailed below)

DM Only

Contact Poison Trap: The wet look is an illusion, manifested by the magic of the weapon. It is harmless but could make paranoid adventurers think twice.

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 18; Disable Device: 20

Hidden Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +6 melee (1d8/x3); Search DC 21, Disable Device DC 21. The blade is dull, and deals subdual damage only.

ENCOUNTER 4H: BARRACKS

(EL 1)

[Area 2.7]

Pushing the double doors open reveals an “L” shaped room, twenty feet wide and more than forty feet long in each direction. The room is blanketed in spider webs, shrouding much of the furniture, and making it hard to see. Desiccated rat carcasses are strewn about the floor in front of you.

What Else?

- Moving through or past the webs reveals more than a dozen living areas in the room. The living areas are beds of varying sizes coupled with a rack for hanging clothes and a chest. Most have nothing of real value.

- A Search check (DC 22) of the chests reveals two scrolls in the bottom of one of the chests.

DM Only

- The spiders attack once the party has moved into the room. Treat the entire room as if under the effects of a *web* spell.

APL2 (EL 1)

Tiny Monstrous Spiders (3): Tiny Vermin; hp 2 each; see MM pg. 288

Small Monstrous Spider: Small Vermin; hp 4 each; see MM pg. 288

Treasure:

APL 2: Loot – 0 gp, Coin – 0 gp, Magic – *scroll of bless* (4 gp), *scroll of cure light wounds* (4 gp).

ENCOUNTER 4I: LEADER'S ROOM

(EL 2)

[Area 2.8]

The southwest door in the room opens to reveal a broad hallway, ten feet wide and twice as long. A carpet, long since rendered worthless by rats, runs the length of the hall. An archway in the south wall at the far end suggests another room.

Once the adventurers get to the archway...

The archway shows sign of quality workmanship. Beyond it, a room more than twenty feet wide and forty feet wide is filled with broken and sundered debris. The remains of a bed, an armoire, and desk are the most prominent in the room, but numerous other broken artifacts - mannequins, display cases and the like - remain.

Hidden amongst all the debris in this room is a pack of rats. Unless the adventurers approach silently and without light the rats are hiding, and may catch the Player Characters by surprise (Roll opposed spot and hide checks).

APL2 (EL 2)

Rat Swarm: hp 13 each; see MM pg. 239

If reduced to 1/4 hit points the rat swarm disperses and scurries back into tiny holes in the wall.

What Else?

Despite a thorough search there is nothing of value here. An Appraise check (DC 12) reveals everything in the room was cheap to begin with, and the rats and other vermin have ruined what little value was here over the centuries.

ENCOUNTER 4J: TRAPPED STAIR

(EL 2)

[Area 2.9]

A small landing announces the beginning of a set of spiral stairs leading into the darkness below.

The stairs are trapped, designed to pivot to form a smooth ramp to those standing on them. The trigger is 25 feet down the 50 feet long stairs.

Greased Collapsing Stairs: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 50 ft. slide (1d3 subdual + greased, fall); Search DC 25; Disable Device DC 20.

Development: Whether the party disables the trap or not, proceed with **Encounter 5**.

ENCOUNTER 5: LOWER LEVEL

The lower level of the temple of Olidimarra was home to the guildmaster and senior members, and housed the temple proper. Like the area above, the ceiling is seven feet tall.

ENCOUNTER 5A: AXEBEAKS

[Area 3.1]

Adventurers who fall victim to the trap in encounter 2.9 are catapulted out into the room to land in the pit of very old axebeak feathers. They take no damage, but combined with the grease should be coated in feathers now.

The room here would be dark if it were not for your light. The room is twenty feet square, with one obvious exit in the far corner from where you stand now. Directly ahead, a huge pit of feathers seems so strangely out of place (if it weren't for the fact they probably saved <insert Player Character's name> life). A table and chairs sit quietly in the corner of the room, covered in dust like the rest of the complex.

What Else?

- A Knowledge - nature check (DC 10) reveals the feathers belong to an Axebeak.

ENCOUNTER 5B: HALL OF MIRRORS

[Area 3.2]

Your light shines down this long hall, reflecting off mirrors and casting strange shadows throughout.

What Else?

- The mirrors are on both sides, cover the wall from floor to ceiling, and appear to be 15 feet long.
- The hall is more than 60 feet long. There is a double door at the end.
- A Spot check (DC 22) reveals small holes near the door at the far end, and some kind of movement)

DM Only

There are four sections of mirrors, each 15 feet long.

Section 1 - Player Characters entering this area trigger a magical trap that effects them for five rounds.

Slow Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*slow*, 5th-level wizard, DC 15 Will save negates); Search DC 29; Disable Device DC 29.

Section 2 – Player Characters entering this area notice the metal on their bodies begins to heat up.

Heat Metal Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*heat metal*, 3rd-level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27.

Those who hurry through the area will feel only a little uncomfortable. Unlike the spell, the effect is persistent. If for some reason the adventurers linger in this section, it could prove deadly.

Section 3 - This section does nothing, but Player Characters notice their shapes in the mirrors are dark and coated in an evil taint of red. Have them roll some Will saves, but regardless of the outcome nothing happens.

Section 4 - Player Characters entering this area notice the mirrors distort their bodies into ridiculous shapes and sizes.

Hideous Laughter Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (hideous laughter, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

Development: Once within 10 feet of the end of the hall go to **Encounter 5c**.

ENCOUNTER 5C: RATS

(EL 1)

[Area 3.2]

Having made your way past the hall of mirrors you arrive at the end of the hall and a large set of stone double doors. Ornate runes and pictographs cover the entire surface of both doors, but it is the small beady eyes peering out from several small nearby holes that really catches your eye.

Before the adventurers can examine the door they must defeat the rats. Unless the adventurers approach silently and without light the rats are hiding, and may catch the Player Characters by surprise.

APL2 (EL 1)

Rats (x6); hp 1 each; see MM pg. 278

Dire Rat; hp 5; see MM pg. 64

If half the rats or the dire rat is killed the remaining rats scurry back into their tiny holes.

What Else?

The door runes and pictographs, while interesting, aren't magical.

ENCOUNTER 5D: PUZZLE ROOM

(EL 3)

[Area 3.6]

Pushing the double doors with the pictographs in, you see a room nearly thirty feet wide beyond. Most of the room is strangely well lit, though a large bas-relief of two masks is visible in the shadows of an alcove directly ahead. In the center of the room, a large iron obelisk rises seamlessly from the floor. It is covered in runes.

What Else

- A Knowledge (religion) check (DC 10) reveals the bas-relief is a symbol of Olidimarra.
- There are two other sets of double doors in the room, one in each wall to the right and left.

- Give adventurers who look at the obelisk Player Handout 1 & 2.
- A Search check of the alcove (DC 24) reveals a well hidden secret door. It is both locked and not obvious as to what needs to be done to open it.

DM Only

Solving the puzzle (detailed below) causes the secret door mentioned above to unlock and open.

Hidden Stone Door: Thickness 4 inches; Hardness: 8; Hit Points: 60; Break DC 28

Breaking the door down invalidates the Blessing of Olidimarra, regardless of the actions of the adventurers later.

The Puzzle

- The puzzle reads "Wine, Humor, Revelry Too. Music Just For You. Only Those Who Know the Last can claim the coins hidden near."
- There is a slot seven lines down that is 4" long. A Intelligence check (DC 15) reveals it seems suited for a blade. A blade put there takes 2d6 acid damage. A Search DC 21 reveals the acid.
- A Knowledge Religion (DC 14) reveals that all of these things are the domain of Olidimarra.
- An Intelligence check (DC 14) reveals this is some kind of word game.
- A Search check (DC 20) reveals the buttons can be depressed
- Each of the block letters can be depressed by touch. Touching any letter other than a correct one (see Solution below) triggers a *ray of frost* from the contraption that attacks the one pressing the buttons (see below).
- Once an incorrect letter is pushed and the trap is activated the letters all pop back out.
- Each letter in the trap can be disabled with a separate Disable Device check (DC 25). Disabling them all would require 99 separate checks.
- Striking the obelisk depresses a blocks triggering the trap.
- The obelisk is made of iron, and as such has hardness 10 and 180 hit points.

Ray of Frost Trap: CR 1; magic device; touch trigger; automatic reset; Atk +1 ranged; spell effect (*ray of frost*, 1st-level wizard, 1d3 cold); Search DC 25; Disable Device *special*(puzzle).

The Solution (correct letters are bold)
WINEHUMOR

REVELRY**R**2
TRICKS**A**ND
MUSIC**J**UST
FOR**O**Y**O**U
ONLY**T**HOSE
WHO**G** KNOW
THE**U** LAST
CAN**E**CLAIM
THE**S**COINS
HIDDEN**E**AR

Troubleshooting the encounter: If play begins to bog down, allow the players an Intelligence check (DC 15) to identify that there are some extra letters in the puzzle.

ENCOUNTER 5E: LEADER'S ROOM

[Area 3.4]

Never before has a room so thoroughly and utterly conveyed the imagery of "looted" before. Every drawer in the desk and armoire in this large room has been pulled out. Every display case smashed, the contents long gone. The room is so cluttered there is hardly room to stand anywhere in the room, despite it being more than 25 feet square. Even the bed, once ornate and special, has been defaced and cut. What remains of the room that wasn't damaged by whoever was looking for whatever they thought they'd find here has clearly suffered the ages of time with the rats and vermin.

There is nothing of value here.

ENCOUNTER 5F: STUDY

[Area 3.5]

Pressing the latches down your party pushes the stone doors open effortlessly to reveal a twenty foot square room beyond. A couple of tables, one human sized, the other smaller, dominate the center of the room, and row upon row of texts and scrolls line the walls. Unfortunately, several small holes on the far wall have allowed water to trickle into the room over the past decades. What effect they've had on the books is unknown.

What Else?

- The books and scrolls are largely ruined.
- A Search check though (DC 24) does discover two arcane scrolls that have survived.

Treasure:

APL 2: Loot – 0 gp, Coin – 0 gp, Magic – scroll of Nystul's magic aura (4 gp), scroll of Tenser's floating disc (4 gp).

ENCOUNTER 5G: TEMPLE OF OLIDIMARRA

[Area 3.7]

The two masks in the north wall twist and split with craftsmanship even a Dwarf could admire. Beyond, torches spring to life one by one to reveal a cavernous chamber beyond. Even a Dwarf could not see to the far side of the room, though as the light builds more and more of the room is visible. Rows of benches and ornate tapestries line the place, though its clear that combat took place here too.

What Else?

- A Search check (DC 20) of the NE corner of the room reveals a secret door leading to a set of stairs.
- A Search check (DC 18) of the NW corner of the room reveals a secret door leading to a set of stairs.
- From the chairs and tables pushed against the walls it is clear this used to be a very busy hall.
- The tapestries, though largely ruined, clearly portray Halflings and others perpetrating jokes on people.
- A knowledge (local VTF) check DC 18 lets the viewer realize that the setting is early Dyvers.

DM Only

- Adventurers who straighten the temple out receive the Blessings of Olidimarra (see AR).

There are few interested in the tapestries should they be taken up for sale, but Serian the Sage will offer his services in exchange for them. Players may either accept the loot or Serian favor but not both. Those who loot the temple proper (but not the other parts of the complex), even if they straighten it, do not receive the blessing of Olidimarra.

Treasure:

APL 2: Loot – 100 gp, Coin – 0 gp, Magic – 0 gp.

ENCOUNTER 5H: FALSE STAIRS

[Area 3.8]

Leaving the cavernous temple behind you step into the narrow alcove and turn down the stairs leading into the darkness. As you reach the bottom the passage turns back south to a single iron door. Inscribed on the door and almost hidden by dust is the following phrase.

Wealth beyond imagination is just beyond your reach

Close the door behind you,

Closing the door causes the trap to activate affecting all in the room. Be creative with the effects of the spell. It is meant to be a humorous encounter with no lasting effects. i.e. "Bob you turn into a chicken, Rachel you are now a fox." Under no circumstance should a 9+ duration polymorph be used.

Polymorph Any Object Trap: CR 9; magic device; special trigger; automatic reset; spell effect (*polymorph any object*, 15th-level cleric, DC 33 Fortitude save negates); Search DC 33; Disable Device DC 33.

ENCOUNTER 5I: TREASURY

[Area 3.9]

Leaving the cavernous temple behind you step into the narrow alcove and turn down the stairs leading into the darkness. As you reach the bottom the passage turns north to a single iron door.

Those pushing past the open door discover all the wealth of the temple here unspent and ready to be claimed. Unlike the tapestries in the temple, taking the treasure from this room does not necessarily invalidate the blessing of Olidimarra.

Treasure:

APL 2: Loot – 0 gp, Coin – 300 gp, Magic – 0 gp.

CONCLUSION

All in all not a bad haul for a good old-fashioned crawl through the bowels of the earth, but time and again the things you brought back with you just couldn't be sold for what you thought they were worth.

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 1

Defeat Falco Grub
APL 2 30 XP

Encounter 4b

Encounter the trap
APL 2 30 XP

Encounter 4f

Bypass or encounter the traps
APL 2 90 XP

Encounter 4g

Encounter the trap
APL 2 60 XP

Encounter 4h

Encounter the trap
APL 2 30 XP

Encounter 4i

Defeat the encounter
APL 2 60 XP

Encounter 4j

Encounter the trap
APL 2 60 XP

Encounter 5c

Encounter the trap
APL 2 30 XP

Encounter 5d

Encounter the trap
APL 2 90 XP

Discretionary roleplaying award

APL 2 90 XP

Total possible experience:

APL 2 450 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.

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

Encounter 4c: In the Pit

APL 2: Loot – 0 gp, Coin – 54 gp, Magic – 0 gp.

Encounter 4h: Barracks

APL 2: Loot – 0 gp, Coin – 0 gp, Magic – scroll of bless (4 gp), scroll of cure light wounds (4 gp).

Encounter 5f: Study

APL 2: Loot – 0 gp, Coin – 0 gp, Magic – *scroll of Nystul's magic aura* (4 gp), *scroll of Tenser's floating disc* (4 gp).

Encounter 5g: Temple of Olidimarra

APL 2: Loot – 100 gp, Coin – 0 gp, Magic – 0 gp.

Encounter 5i: Treasury

APL 2: Loot – 0 gp, Coin – 300 gp, Magic – 0 gp.

Treasure Cap

APL 2 450 gp

Total Possible Treasure

APL 2: Loot: 100 gp; Coin: 354 gp; Magic: 16 gp;
Total: 470 gp

Special

Blessing of the Laughing Rogue – For straightening the temple of Olidimarra, and not looting it, you have gained her favor. One time in the future, you may call upon the Laughing Rogue to aid you. Add 1d6 to the result of any roll. This must be done before the result of the original roll is known.

Favor of the Alliance - You know when to keep your mouth shut, and have gained the favorable attention of the Alliance. This counts as a single named recommendation.

Favor of Serian the Sage – Serian the Sage is an expert on Ancient Baklunish history, and for donating the tapestries to him, he has agreed to make himself available to you. During any Dyvers regional adventure in which the character has one hour with which to consult with the sage, the player character may make knowledge: history check with a +12 modifier instead of their own.

APPENDIX 1: APL 2

ENCOUNTER 1: EARTH SHAKING

Gregan Falco: male halfling(lightfoot) Rogue 2; CR 2; Small humanoid (halfling); HD 2d6+4; hp 14; Init +4; Spd 20 ft/x4; AC 16 (+1 armor, +4 dex, +1 size), touch 15, flat-footed 12; Base Atk/Grapple +1/-3; Full Atk +2 (1d4;19-20/x2, short sword) or (1d3, sap); SA Sneak Attack (1d6) SQ Evasion(Ex), Trapfinding(Ex); AL LE; SV Fort +3, Ref +8, Will +1; Str 10(+0), Dex 18(+4), Con 14(+2), Int 12(+1), Wis 10(+0), Cha 10(+0);

Skills and Feats: Appraise +6, Disable Device +6, Escape Artist +9, Hide +13, Jump +3, Move Silently +11, Open Lock +9, Sleight of Hand +9, Tumble +11; Combat Reflexes.

Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage. Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 1d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment

Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

Lead Guard: male human(oeridian) War 2; CR 2; medium humanoid (human); HD 2d8+2; hp 15; Init +1; Spd 30 ft/x5; AC 16 (+4 armor, +1 shield, +1 dex), touch 11, flat-footed 15; Base Atk/Grapple +2/+3; Full Atk +3 (1d8+1;19-20/x2, longsword); AL LN; SV Fort +4, Ref +1, Will +0; Str 12(+1), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 10(+0), Cha 12(+1); Skills: Climb +5, Intimidate +6, Swim +2. Feats: Athletic, Run.

ENCOUNTER 4D: STRANGE TAVERN

Tacit: male human(rhennnee) rogue 6; CR 8; medium humanoid (human, shapechanger); HD 6d6+1d8+8; hp 39; Init +3; Spd 30 ft/x5; AC 18 (+3 armor, +3 dex, +2 natural), touch 13, flat-footed 18; Base Atk/Grapple +4/+6; Full Atk +7 (1d6+2;18-20/x2, rapier), +7 Two-handed (1d6;20/x3, shortbow); SA Sneak Attack (3d6) SQ Uncanny Dodge(Ex), Trap Sense(Ex), Evasion(Ex), Trapfinding(Ex); AL NE; SV Fort +5, Ref +10, Will +5; Str 14(+2), Dex 17(+3), Con 12(+1), Int 10(+0), Wis 12(+1), Cha 8(-1)

Skills and Feats: Climb +10, Hide +12, Listen +10, Move Silently +12, Open Lock +12, Search +9, Spot +10, Swim +9, Tumble +11; Combat Reflexes, Iron Will, Run, Weapon Finesse.

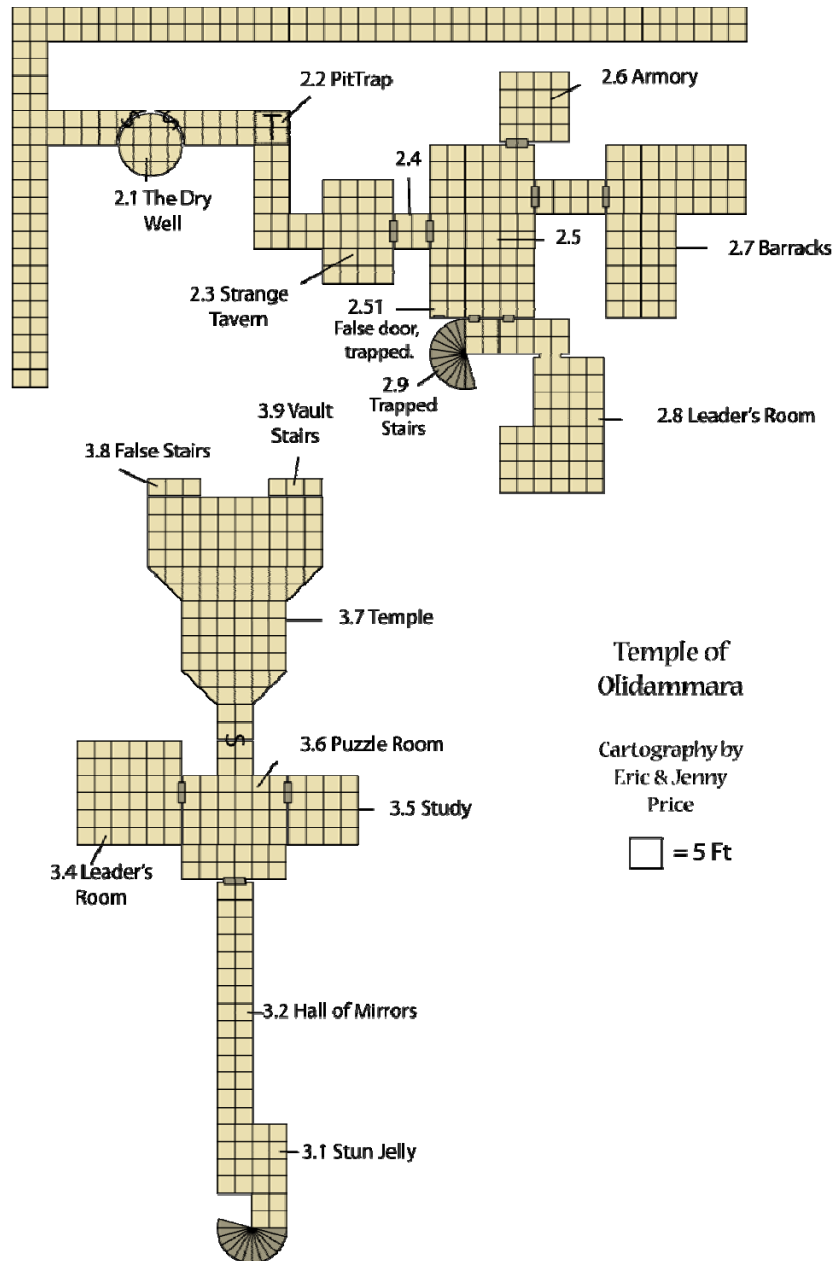
Uncanny Dodge(Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Trap Sense(Ex): +2 to Reflex saves and AC against traps.

Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage. Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 1d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment

Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.

DM'S MAP



APPENDIX 2: LAWS OF DYVERS

Below is a list of laws and punishments a DM is mostly to deal with during a regional adventure. These laws are applied differently for Alliance members. The standard Dyvers law is listed first with the Alliance version following in italics. This change applies to all Alliance guilds unless specifically noted in the law's text.

Assault: The fine is 5 GP. Also, if weapons were used, the weapons are confiscated. *The fine is 4 GP for Initiates, 2 GP for Journeymen, and 1 GP for Masters. Weapons are not confiscated if used.*

Breaking and Entering: The fine is 250 GP and 2 TUs in jail. *If the member is part of the Enforcers Guild, Footpads Guild, or Infiltrators Guild, the fine is 100 GP and 1 TU in jail for Initiates, 50 GP for Journeymen, and 25 GP for Masters. There is no jail time for the top two tiers.*

Destruction of a Gelatinous Cube: The fine is 100 gp and 2 TUs public service finding a new cube. *The fine is 1000 gp for Initiates, 2000 gp for Journeymen, and 4000 gp for Masters, but there is no public service required. Alliance members should understand the importance of the cubes and the service they provide by constantly cleaning the sewers.*

Destruction of Private Property: The fine is 150% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 GP of the fine. *If the member is part of the Cutpurses Guild, Enforcers Guild, Footpads Guild, or Smugglers Guild, the fine is 100% of the cost of the property for Initiates, 50% of the cost of the property for Journeymen, and 25% of the cost of the property for Masters. Optionally, the PC may spend 1 TU in jail per 100 GP of the fine.*

Destruction of Public Property: The fine is 200% of the cost of the property. Optionally, the PC may spend 1 TU in jail per 50 GP of the fine. *The fine is 150% of the cost of the property for Initiates, 75% of the cost of the property for Journeymen, and 35% of the cost of the property for Masters. Optionally, the PC may spend 1 TU in jail per 100 GP of the fine.*

Drawing Weapons: The fine is 2 GP, plus 1 TU doing civic duties, which can be completed at the end of the adventure. *If you can prove that it was self-defense, then the fine is 1 GP. The fine is 4 GP but no time in jail for Initiates, 2 GP for Journeymen, and 1 GP for Masters.*

Endangering Innocents: The fine is 4 GP per innocent endangered. *The fine is 4 GP (total, not per innocent endangered) for Initiates, 2 GP for Journeymen, and 1 GP for Masters. Weapons are not confiscated if used.*

Manslaughter (Accidental Death): Adjudicated by the Triad acting as an in-character "court." Outcomes could

lead to as many as 208 TUs in prison. *Adjudicated by the Triad acting as an in-character "court." Outcomes could lead to as many as 104 TUs in prison for Initiates, 52 TUs in prison for Journeymen, and 26 TUs in prison for Masters.*

Murder (Intentional Death): This is an evil act. The character should be turned over to the Triad for removal from the campaign. *This is an evil act, even for Alliance members. The character should be turned over to the Triad for removal from the campaign. The only difference is that the character won't be executed. It may show up later in a module as an evil member of the Alliance.*

Poaching: The fine is 100 GP and 1 TU in jail. *If the member is part of the Fences Guild or Smugglers Guild, the fine is 100 GP (but no TUs in jail) for Initiates, 50 GP for Journeymen, and 25 GP for Masters.*

Theft-Petty (Up to 100 GP of value): The fine is 200% of the total value, as well as 1 TU doing civic duties. *The fine is 10% of the total value stolen for Initiates, 5% of the total value stolen for Journeymen, and 1 GP for Masters.*

Theft-Grand (Over 100 GP of value): The fine is 200% of the total value, as well as 1 TU in jail per 100 GP of the total value. *The fine is 20% of the total value stolen for Initiates, 10% of the total value stolen for Journeymen, and 5% for Masters, but no time in jail.*

Unlawful Imprisonment: The fine is 300 GP and 2 TUs in jail. *If the member is part of the Enforcers Guild, Footpads Guild, or Infiltrators Guild, the fine is 300 GP for Initiates, 150 GP for Journeymen, and 75 GP for Masters, but no time in jail.*

WINEHUMOR
REVELRYR2
TRICKSAND
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FORO□YOU□
ONLYTHOSE
WHOG KNOW
THEU LAST
CANECLAIM
THESCOINS
HIDDENEAR

PLAYER'S HANDOUT 2

