

A Chance Run-in

**A One-round D&D 3E Adventure
Living Greyhawk Preview**

by Robert Wiese

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This is a RPGA Network preview adventure for the Living Greyhawk campaign. It is designed to take place in a four-hour time block, divided as follows:

- One hour to generate characters and discuss initial rules
- Two-and-a-half hours to play the adventure
- Half an hour to wrap up, issue character certificates, and collect all 3E materials.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

This adventure will not be scored using the standard RPGA voting system. The goal is to expose players to the 3E D&D rules and the Living Greyhawk campaign. Therefore, use the "No Voting" scoring option as described on the scoring packet.

There is no boxed text to read to the players in this adventure. You will have to describe everything yourself.

Adventure Background

In this short adventure, the characters find themselves involved in a thief "turf war," and have to eliminate the smaller thief group in order to avoid being killed.

Thieves in the Free City of Greyhawk generally belong to the Greyhawk Thieves Guild, but occasionally some free spirits come along and try to make it solo, or in rival gangs or guilds. These rivals to the powerful Greyhawk Thieves Guild are short-lived, but sometimes troublesome.

Some weeks ago, a charismatic young man named Lithnar Vinh gathered around himself a group of seven other young people from the streets, and formed a thieves gang he called the River Rats. All of the members are cast-offs from society, looked down upon by others, and generally have had bad luck or come from bad situations. Three others in the River Rats are hardened criminals, as is Lithnar, but four are just young boys (about 17) who have been swayed by Lithnar's words.

The River Rats stole on a small scale in the River District of the Free City for weeks without being really noticed. This made Lithnar angry, and so he had his gang rob a store where some expensive jewelry was stolen. This not only brought the gang to the notice of the Nightwatchmen and the City Watch, but also to the notice of the Greyhawk Thieves Guild. The Guild set to work to stamp out the rival before it grew beyond an easy solution. Guild members traced the River Rats and stopped them in the midst of a robbery at a "general store" that sells adventurers' gear. The River Rats ran, and ducked into a tavern to lose their pursuers. This is where the adventure begins.

The characters find themselves in this tavern, the Green Dragon Inn, very late. The River Rats run into the tavern room, pursued by the Greyhawk Thieves. The River Rats get the characters involved in the fight, then slip out the back while the characters are fighting. On the way out, one of the River Rats drops a clue.

The surviving Greyhawk Thieves Guild members blame the characters and threaten to kill them later if they do not find and eliminate the River Rats. So, the characters ask around on the street, using the dropped clue. They are eventually led to the home of Jarzin, one of the River Rats. There they speak with his mother and find out more about the gang.

Finally, having the clue from Jarzin's room as to the hideout location, they go to the River Rats' lair to eliminate the gang, hopefully without killing all the members.

The Demonstration Aspect

During this demonstration of the D&D 3E rules, a lot of the time will be spent on mechanics, and questions will come up. Combat may be slower than in 2nd edition AD&D. Be patient and answer questions to the best of your ability, but please don't speculate where you are not sure of the rules.

The second rule is, don't answer any 3E rules questions outside of the demonstration. You can talk about anything in the game during the demo, but once it is over you are bound by your NDA agreement not to speak about the game specifics.

The third rule is, no player leaves with a character sheet or rules summary sheet. Certificates will be provided for the characters, so that you can record the race, class, and stats of the characters created. These are what the players take with them. You collect the real character sheets and the rules summary pages.

Abbreviated spell lists are provided, as all the priest spells would not fit on the priest sheets. Do not let anyone take these away, or take notes on their contents.

Don't forget to explain what can be done in a combat round before combat starts. Players won't know about counter-spelling and "going on the ready" to anticipate a foe's action.

Last rule: when the demo is finished, please caution the players not to speak about the specifics of the 3E D&D game.

Character Creation

This demo should have come with a set of 11 demo character sheets, one for each class. If not, go get them, because you need them. Have each player choose a class, and give the player the sheet for that character class. Don't let two players choose the same class; the idea is to show off various aspects of the game. They'll cooperate.

Have the characters assign ability points according to the instructions on the sheet, and fill in remaining information. All ability modifiers have to be filled in, and then the totals for AC, attack, and so forth added up. All racial and class-specific information the character needs is on the sheet, and many of the choices have been made for the player, using the “starting character packages” for each class as given in the new *3E Player’s Handbook*.

REMEMBER: Human characters get four more skill points than non-human characters at 1st level. The character sheets are set up so that if a player chooses human, he or she should just add four points after figuring out the amount as shown on the sheet/

Answer any questions about items on the character sheet. You should have a galley of 3E rules to refer to, and most of the skills are self-explanatory for demo purposes.

When the players are ready, have them describe their characters to you and each other, and then proceed to part one of the adventure.

The River Quarter – the Setting

River Quarter The River Quarter began as a road linking the wharves on the Selintan with the market in front of the Black Gate, when only the Old City was walled. The road became lined with warehouses and businesses, and it was redirected several times until it was quite crooked (much like the people of this quarter, say some). This old road survives today as parts of the Strip and Horseshoe Road. A section of the River Quarter was lost when the Foreign Quarter was created, but the two blend well together along Horseshoe Road.

Crime is greater here than in any other part of the New City, but most of it involves pickpocketing, burglary, mugging drunks, extortion, protection rackets, cargo theft, or smuggling. Actual murder is less common than most people think. Business is conducted without a lot of troubling questions being asked. Rivermen, thugs, mercenaries, thieves, poor adventurers, and wanted men are often seen here, along with foreigners and legitimate merchants of the lower middle class. Restaurants, taverns, inns, bawdy houses, gambling dens, and the like are common. As this quarter is one of the major trade arteries for Greyhawk, its excesses are overlooked to a great extent, though rich folk come here only with bodyguards.

The City Watch and Nightwatchmen will respond to an alarm here in 3d6 rounds. Patrols here are always at or near maximum strength. People’s Constables are common during the day, especially near the Cargo Gate, but they travel in large groups as they are often harassed

by residents. Armed groups of priests and lay followers of Pholtus and Trithereon separately roam the streets day and night, searching for evildoers. These two groups are, however, mutually hostile in this area and are prone to attack each other if circumstances permit. Finally, the Thieves’ Guild attempts to maintain a degree of order among criminals here to keep its protection, smuggling, and cargo larceny rackets going.

Part One

The characters begin the adventure late in the evening at the Green Dragon Inn, located at R2 in the River Quarter on the map provided. It is spring, and the air is a little chilly at night but warm during the day.

Green Dragon Inn

From *Greyhawk: The Adventure Begins*

This establishment is the haunt of adventurers, thieves, Rhennee (river gypsies), rivermen, smugglers, and other lowlifes who love the low prices and copious amounts of food. They also appreciate the light hand that the inn’s proprietor takes in running the place; he encourages the rowdy, free-for-all atmosphere. Ricard Damaris [N hm Ftr8; hp 54; Str 20, Dex 16, Con 15; *chain mail* +2, *long sword* +2 (see below), *ring of free action*, *amulet of proof against charms and illusions*] is also well known as a source of information, and he seems to know more rumors and tales than most people hear in a lifetime. Some of the rumors he knows are very dangerous ones involving secret cults, criminal activities, and so forth. Ricard’s wife, Florence, is a mediocre cook but expert accountant for the inn; she is almost never seen. His 15-year-old daughter, Clarissa, is spoiled rotten. A dozen rooms are for rent at cheap rates, but their quality is poor.

Weapons and armor are usually worn in the inn, and the bouncers are all trained former soldiers. Fighting and drunkenness are not only common but encouraged, to some extent. Adventurers who strike it big often come here to celebrate, buying drinks for the house. As wild places go, this is one of the wildest in the city.

Ricard has a magical sword that aids him in keeping the peace; it casts *darkness* 3 X /day, *weakness* 2 X /day (DC 12), and can paralyze a lawful being by touch 1 X /day for 2d4 rounds (DC 14). The weapon (named Blade of Chaos), is CN and has Int 12 and Ego 12. Ricard’s amulet gives him a +4 resistance bonus to saving throws against all charm spells and spell-like effects, as well as all illusion magic. Both the sword and amulet were stolen long ago from a temple to Norebo in Dyvers. Any follower of Norebo god of gambling and chance, (especially rogues and clerics, who get a +4

bonus to this check) will have heard of the missing Blade of Chaos if the character succeeds at an Intelligence check (DC 15); a reward is offered for the return of the weapon; death is offered to the one who took it (Ricard). A bard who succeeds at a Bardic Knowledge check (1d20 + Int modifier + bard level, DC 25) recognizes the sword for what it is.

Ricard's daughter, Clarissa [CN hf Rog1; hp 3; Dex 15, Wis 5], is stealing money from the inn's till and from drunken patrons. She has a plan to steal her parents' earnings and head for a more exciting place like Narwell or Safeton. Moderately attractive and seductive, Clarissa is treacherous and faithless, attaching herself to anyone with wealth.

Ricard has gone home by the time the adventure begins. Clarissa is there, but will treat the characters with disdain because they are clearly poor.

The characters are in this tavern because they are adventurers and this is a popular tavern with adventurers. If they want more specific reasons, let the players make them up. The characters need not be all together, so you can place them at different tables to start if you think that would help them begin roleplaying their characters. Or, you can start them at the same table, and let them introduce themselves that way.

There are two serving girls (CG hf, Cha 11 and 16, friendly, vivacious, but tired as it is late) still working, a bartender (N hm, Str 16, Cha 11, not very friendly at this time of night but not overtly rude), and a cook in the back (who won't come out). There are about six patrons left, all of them roguish-looking. They will talk with the characters about general topics (the corruption in the City Watch, the taxes on river goods which are too high, gossip about other locals which you can make up), but keep the characters at arms' length.

After a little roleplaying has happened to get the players into their new characters, the door flies open and **six** youngish scoundrels (**River Rats**) run into the tavern room as if being pursued by death itself (the other two are not on this caper). They disperse into the small crowd and do their best to look like they have been there for hours. Very soon after (within one minute) **five thuggish-looking men and a wizardly-looking figure** burst into the room and starting looking hard at everyone there. These men (yes, the Greyhawk Thieves are all men) try to spot the River Rats. Give this a minute, and then have one of the thieves announce that he is a member of the Nightwatchmen, and they are after some young thieves who were caught in the act down the street. If attention is pointed to the Rats immediately, they protest that the men are not Nightwatchmen at all, but thugs from the Thieves Guild.

This situation will escalate as name-calling starts, but it is really likely that the characters won't get involved. The trick is to get them involved. So provoke them, either with words or by playing on their apparent vulnerabilities and ideals. Meanwhile, the Rats duck behind the characters for protection as the thieves draw swords and move to "apprehend" the supposed scoundrels. Escalate this into a fight and see what the player characters do.

This is a good time for a battle mat. You might want to draw the tavern room and table layout, and place dice or figures to represent the people present. Any layout will do, so make a tavern that you like. As this is the players' first combat in 3E rules, visualizing will be very helpful.

The River Rats will dodge behind characters, trying to get the Greyhawk Thieves to accidentally wound these innocents. Hopefully, the innocents will retaliate (or so the River Rats hope) and a brawl will start. If that happens, the River Rats slip out again after a couple rounds of ensuring that the brawl will last a while. If you cannot get a brawl going this way, have one of the other patrons take the side of the Rats and accidentally hit one of the characters.

The Greyhawk Thieves try to kill the River Rats, but they really do not care about bystanders and will shrug off injuries to innocents. Hopefully the characters won't, since this is how they are supposed to get involved.

All bystanders are non-combatants who need to be protected as well, though none of the actual combatants will purposefully try to kill innocent bystanders who are avoiding the fight. However, one of the Rats could duck behind a serving girl or other helpless-looking NPC, putting the NPC in jeopardy. If you have this happen, make sure that good PCs can see it.

It may happen that the characters refuse to get involved in this fight (which would be smart). Don't force. However, as the Rats make their sneaky exit, one of them will use Pick Pockets skill to successfully plant one of their amulets on a player character, in plain view (like around the neck). After a couple more rounds, the sorcerer among the thieves notices that one of the characters has the gang's emblem, and directs attacks at the characters.

Once the Greyhawk Thieves are taking a beating, they retreat (giving attacks of opportunity if they run past PCs; you don't suffer an attack of opportunity if all you do is move directly away from your opponent). See Aftermath, below.

This combat should last about 45 minutes or so, bringing the total time spent so far in the adventure to 1 hour including the initial description and roleplaying.

River Rats

See appendix one.

Greyhawk Thieves

Human male Ftr2 (2): SZ M (5'11" humanoid); IM +6; AC 17 (+4 scale mail, +1 sm shield, +2 Dex); Spd 20; hp 21; Atks: bastard sword (+6 attack, 1d10/threat 19–20); SA nil; SD nil; SV Fort +6, Ref +2, Will -1; AL NE.

Str 16, Dex 15, Con 16, Int 10, Wis 8, Cha 9.

Equipment: scale mail, small shield, bastard sword, pouch containing 8 sp.

Skills: Intimidate +4, Climb +8. Armor penalty –6.

Feat: Exotic Weapon Proficiency (bastard sword), weapon focus (bastard sword, +1 to hit), improved initiative (+4 to initiative checks).

Human male Ro2 (3): SZ M (5'7" humanoid); IM +7; AC 15 (+2 leather armor, +3 Dex); Spd 30; hp 14; Atks: dagger (+2 attack, 1d4+1/threat 19–20), shortbow (+4 Ranged, 1d6/threat x3); SA sneak attack +1d6 damage; SD evasion; SV Fort +2, Ref +8, Will +1; AL LE.

Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 10.

Equipment: leather armor, dagger, shortbow, nine arrows, pouch containing 15 sp.

Skills: Disable Device +6, Hide +7, Jump +3, Listen +2, Move Silently +8, Open Locks +6, Pick Pockets +6, Search +5, Spot +1, Tumble +7.

Feats: Improved Initiative (+4 to initiative checks), Lightning Reflexes (+2 to Reflex saves).

Human male Sor2 (1): SZ M (5'8" humanoid); IM +1; AC 11 (+1 Dex); Spd 30; hp 11; Atks: dagger (+1 attack, 1d4+2/threat 19–20); SA spells; SD nil; SV Fort +1, Ref +1, Will +4; AL LE.

Str 10, Dex 12, Con 12, Int 13, Wis 13, Cha 14.

Equipment: clothing, dagger, spell components in pouch.

Skills: Spellcraft +7, Concentration +5, Knowledge arcana +3, Diplomacy +4, Listen +5, Spot +2.

Feat: Toughness (+3 hp), Alertness (+2 to Listen and Spot checks included).

Spells (cast 6 0-lvl and 4 1st-lvl per day): 0—*dancing lights*, *detect magic*, *flare* (save DC 12), *mending*, *read magic*; 1st—*magic missile*, *summon monster I*.

Summon monster I spell produces:

Abyssal Rat (1): SZ S (outsider); IM +3; AC 17 (+1 size, +3 Dex, +3 natural); Spd 20, climb 20; HD 1d8+1; hp 5; Atks: 1 bite (+5 Attack, 1d2); SA disease; SD fire resistance (5), acid resistance (3); SV Fort +3, Ref +5, Will +3; AL CE.

Str 6, Dex 17, Con 12, Int 4, Wis 12, Cha 2.

Victims bitten by the rat must make a Fort save (DC 12) or, after 1d4 days, suffer 1d4 temporary Str points in damage. The victim must save every day (same DC) or lose 2 temporary Str points damage until three consecutive successful saving throws are made, the disease is cured magically, or the victim dies.

Following the River Rats

As the River Rats slip out, the characters may notice (successful Spot checks with DC 10 if the characters are actually trying to keep an eye on the Rats, otherwise Spot check with DC 20). Anyone who follows a fleeing River Rat will quickly become lost in the dark, crowded streets (and the streets of the River Quarter would probably be crowded, even at night). The Rats simply know the city better than the characters. Even then, however, there's a chance that one of the characters will be a ranger, who will want to track the River Rats. Tracking on a busy street in the dark should be nearly impossible. Call for tracking checks every corner, and the first one failed means that the path is lost forever. The Rats double back on themselves and otherwise try to throw off pursuit (since they are expecting it), so eventually the characters will lose the trail.

If the characters send a flying familiar to follow the Rats (for ground-based ones cannot move fast enough or follow a scent trail on the busy streets), they just might succeed. If the familiar is an owl (and only an owl), it can trace the thieves to their lair in Part Three. That would make the investigation phase unnecessary, but that's okay.

Aftermath

As the Greyhawk Thieves leave (either in retreat or after handing the characters a beating), they threaten the characters that retribution against rival thieves is quick and deadly, and that the characters should leave town immediately as they are now known to the guild.

If the characters protest, which we hope they do, the thieves tell them that the only way to avoid guilt by association (as a result of this fight) is to root out and kill the River Rats themselves. If they do this, the Greyhawk Thieves Guild will hear about it and not consider that the characters are a rival gang to be crushed.

It is possible that the characters will tell the Greyhawk Thieves to go to the devil, as it were, especially if they made the thieves retreat. This is simple to handle. The threat is not idle. Pick a player at random, and tell him that during the night some thugs visit where he is sleeping and beat him to within an inch of his life, and then repeat the threat. If that does not work, just keep throwing thieves (use stats from above) at the characters until they are dead or leave town or go after the River

Rats. It is not the adventure that we have planned, but it will work fine as a demo.

Lying near the door where the River Rats fled is a small amulet. It has the image of a rat on it, being surrounded by the legs of a larger spider. The spider looks like it was added after the rat, and by a hand far less skilled at carving. The amulet is a wooden carved item, worth nothing except as a clue to the River Rats. If a Rat slipped an amulet onto the characters, it is this one and they don't leave it on the ground.

Part Two

It is very very late once the combat with the Greyhawk Thieves is completed, and there is no chance for the characters to conduct any useful investigation until the morning. Once it is light, the characters can take their amulet clue and show it around the streets asking people if they know what it is or who it belongs to.

This section does not have specific NPCs described, because who the characters question depends on what kind of characters the players created. So, I have listed the available knowledge by type of informant, and leave it to you to adjudicate appropriately.

The characters are in the River District of the Free City, and a map is provided in case they want to conduct an organized search. You can show them the players' version of the map.

Do not worry about what specific buildings they inquire about. If they need a store or establishment of type X, give it to them with as little specifics as to location as possible. The idea is to focus on the investigation process, not the layout of the buildings in the Free City.

Remember these are 1st level characters, and don't have a lot of money, so don't exhort more than a silver piece for each person they talk to.

Information known by merchants

This class of informants includes street merchants with carts and owners or workers at the types of businesses to be found in this district. It does not include merchants from other districts, or traveling merchants who are in town temporarily.

Merchants are not going to be willing to give up what they know without some recompense. They may insist that characters purchase items from them, or ask to be paid outright for the information (though in an under-handed way).

- *On the amulet:* Never seen anything like that. Looks like it might have been made anywhere

around here, though. Not professional work. Rat, huh? Who'd want to carve a rat?

- *River Rats:* I haven't heard of them precisely, you understand. There have been some robberies in the district recently, more than usual. If you say these River Rats were behind them, I'll take your word. (The merchants don't want to talk about the robberies or the gang, as the characters could be working for the City Watch, and getting entangled in government matters is always a bad idea for the people of the River Quarter.)
- *Greyhawk Thieves Guild:* Who hasn't heard of them rascals? Run half the town, or so I hear. They mostly operate in the Old City, so thank the gods we are not down there. But they seldom come up this way. We just don't have any truck with 'em. But if you get on their bad side, watch out.
- *On the City Watch and the Nightwatchmen:* The City Watch is as corrupt as the Thieves Guild. Matter of fact, I don't know why the thieves don't see the Watch as competition. The Nightwatchmen in this district aren't so bad, but I hear they are just as corrupt elsewhere in the city.

Information available from street people

Street people are bums, homeless persons, and children who just hang out on the street all day. They tend to be better informed than the merchants are, but less willing to give their information. They will also want some compensation, but the cost will be much less than with merchants.

These people are very guarded. They stick together against outsiders, which the characters certainly are.

- *On the amulet:* Some of the young boys who live in alleys know that the amulet is the sign of the River Rats, a local thief group, but not exactly. The rat part is, but the spider part is not. The River Rats are considered heroes by these cast-offs, and the boys will go on and on about how they stand up for their own rights to have things and not to be trampled on by society.

You can let slip at this point that the spider on the amulet puts one or two of the street boys in mind of Jarzin, a boy of 16 or so winters who really likes spiders. By asking several other boys as well (i.e. don't give all this information out at one stop), the characters can find that Jarzin lives with his mother in a three-room apartment on Horseshoe Road. From this it is easy to ask people there until they find the right place. Jarzin's mother's name is Udbeila.

Other street people recognize the rat emblem in association with the River Rats, but have never actually seen it. They conclude that it is the gang's symbol.

- *On the River Rats:* They are local boys who have gone bad. They steal from the local merchants, not enough for the Watch to take effort to track them down, but enough that the merchants are a little upset.
- *On where the River Rats are:* Nobody knows where their hideout is. They assume it is within three blocks from the district, but no one has ever seen them come out of it. During the day they could be anyone; no one knows who the members are either.
- *On the merchants:* The merchants never know what is going on in front of their faces, let alone in secret. And they really take you for all your coin as well. Cheats. (Actually, the merchants do know a lot about what happens, but not as much as the street urchins do. They are greedy, however, as the urchins know very well).
- *On the City Watch and the Nightwatchmen:* Don't trust a watchman with anything, but the Nightwatchmen are different. Nightwatchmen are not associated with the government, and are helpful to the people on the streets at night. The City Watch people can be uncaring and even demand bribes to help you.

Information available from the City Watch

This category does not include the Nightwatchmen, who are not visible at all during the day. This includes only constables on the beat. Should the characters visit the City Watch Station (R1), they find no help. City Watch officers are unfriendly and corrupt, and don't want outsiders and amateurs meddling in where the City Watchmen can turn a coin or two.

Use this section also if the characters report their situation to the Watch Post. The Watch members on duty are corrupt (lucky characters) and try to extort a bribe to provide any assistance. Even so, assistance takes a couple days to materialize, and in the meantime the characters get a beating if they do not pursue the matter themselves.

If they survive the two days of waiting for help from the Watch, they are sent a single officer who acts as officially (but competently) as possible. Run with whatever seems reasonable for this eventuality.

- *On the amulet:* Never seen anything like it. Where did you find it? Looks like some cult symbol to me.
- *On the River Rats:* There are lots of thieves in the Quarter. Too many, actually. We cannot stop them all, no matter how hard we try. The city doesn't give us that much money. But the Greyhawk Thieves Guild will take care of them if they are rival thieves. Why are you interested in some thieves from this Quarter?

- *On the merchants and the street people:* Never trust what those people tell you without double-checking. They lie to us all the time. What is your name again?

As you can see, the Watch people end everything with a question directed at the characters. You should persist in making the characters uncomfortable in talking to the Watchmen on this matter. They can be very helpful, but don't like interference. The River Quarter City Watch station is filled with corruption as well, and many of the constables are either paid by thieves to look the other way, or actually are a part of a thief gang.

As you can see, the street people are the best source of information, but it should take some work to get what they need. Make this part of the adventure take 30-45 minutes, so that the players can work on establishing personalities for their characters.

When they finally get to the boarding house on Horseshoe Road, continue with the next section.

Jarzin's Home

Jarzin and his mother Udbeila live in a three-room apartment in a run-down building on Horseshoe Road, just where The Strip merges with Horseshoe Road. The building is three stories tall, with tenement-like apartments on each floor. A communal dining room and kitchen on the ground floor serve breakfast (rolls and cheese most days) and dinner (which is sort of edible, but not good) daily. There is a toilet room, which the residents call "the necessary," on each floor. Sewage drains down a single pipe into the sewer, and a cleric who lives there creates water at the top once a week to wash the pipe out, instead of paying rent.

The apartment consists of Udbeila's small bedroom, Jarzin's small bedroom, and a medium-sized living room area shared in common. It is in the upper class of apartments in this building, and very costly by comparison (4 sp a month).

Udbeila is very poor, and works as a sewing woman in a large cloth-maker's warehouse in the Old City. She makes just enough to afford this place and a few nice things for Jarzin, whom she dotes over. But she knows that Jarzin's life is hard, and feels that he is always slighted or mistreated or cursed with bad luck, all at the hands of others. This is important for the adventure; she thinks Jarzin is a victim, and not at all bad.

When initially approached, she will be very cautious and suspicious. Showing her the amulet will cause her to thank the characters for being so kind as to return it, as really Jarzin has been very down since he lost it (because Lithnar has been berating him, but she

does not know that). Jarzin is not in when the characters come in, but if they show themselves sympathetic to Udbeila and Jarzin and their situation, she'll open up and let them in.

Here are some important points that she will mention. Work them in as you can.

- (Jarzin is 17 years old.) She can describe Jarzin very well, and the characters can realize that he was indeed one of the thieves who got them involved in this mess.
- Jarzin is a dear boy, quite promising. He would be a fine adventurer if only he could get training, which she cannot afford. It is sad to think that he won't be able to have a better life. (Actually, Jarzin is weak-willed and has a learning disability.)
- Jarzin has been secretive lately about something, and has been going out at night and coming back late. Once he came back out of breath. (She does not know it, but he has been sneaking out after she is asleep as well.)
- Jarzin loves spiders. He studies them all the time. He has a number of them in his room, and Udbeila does not like to go in there. She won't kill them or deny him them, as she loves him too much, but she is always worried that one or more will "escape" into her room and climb on her when she sleeps.
- Jarzin has some new friends, but Udbeila does not think much of them. He spends all his time with them, probably even at night when he goes out. He started going out at night soon after meeting them.
- If Jarzin is in any trouble, his mother would like the characters to try and get him out of it. She does not want to see him in jail, and the characters should realize he is not evil after talking to his mother for a while.

She will let the characters examine Jarzin's room, provided they promise not to let the spiders out. Jarzin's room is about eight feet square, with a small bed with a mattress of rushes, and a small table. There are also a number of spiders around the room, mostly on the ceilings or in the corners. They do not try to race out of the room when the characters enter, and in general go about their business without paying the characters any mind at all (assuming they have a mind to pay).

There is only one thing of interest in the room. On the table, carved in with a knife, are three "words." They are:

Spider
YORBKX MGXNKX

Clearly this is a code. It is the gang's code for sending messages when they are necessary. Jarzin came up with it, a feat for which he is quite proud. Since he likes spiders so much, he built the code around them. He has taken the name of the building under which the River Rats have their HQ, and coded it by using the word "spider." The code is a straight letter-substitution with an offset of six (the number of letters in the word spider), so A becomes G (count six from A to get G). By working this backward, you can get the name of the building, the Silver Garter.

If the characters are really stumped, and have not figured out that spiders are important to the solution, then allow a character to make an Int check with a DC of 15 to realize that spider must be related to the solution but not actually a part of the solution.

The Silver Garter is a notorious house of prostitution (see below in Part Three). The River Rats have a two-room space in the sewers under the building, reached from the alley next to the Silver Garter. Ignore the X on the DM's map, though it will get you into the right neighborhood.

If the encounter at Jarzin's home took 10-15 minutes, you are doing well. If the puzzle took longer to solve, then the characters are a little behind but still having fun.

Part Three

Having discovered the location of the lair of the River Rats, the characters now have to find precisely where they are and solve their problem somehow.

The part of the River Quarter near Rotwater Street is even more run down, despite the presence of the temple of Rao (R12), god of serenity. The Silver Garter, one of the most notorious whorehouses in the city, is located at R13. The night gets pretty wild in this street, which is why it is a great place for the River Rats to hide out. They can easily go unnoticed amongst the other revelers at night.

First, the characters have to figure out that the lair is in the sewers. This they can do in the following ways:

1. They can wait for Jarzin to show up and follow him in. He arrives a little after sunset, but long before the street really gets wild. He looks over his shoulder to make sure he is not followed into the alley, and then pulls up the grate and slips quickly into the sewer tunnel, closing the gate quietly behind himself.
2. They can ask people on the street if they have seen Jarzin (or whoever else they can describe from Part One). Most people will slam the door in their faces,

or give vague answers, but after a few tries they can find someone who tells them that the boy they are looking for must live in the tenement at the back of the alley next to the Silver Garter, since he goes down that way whenever he is here.

3. They can accost Jarzin and make him take them to the lair.

No one in the area knows the amulet by sight. The River Rats don't paint their brand all over everything.

The Trap

Once in the sewers, the characters find it is very dark. Here, low-light vision stops working and darkvision kicks in, unless the PCs light up a lantern or use magical light.

They travel down a dirty but dry sewer tunnel for a little while (about a minute), and then (if they can see) they see a door set into the end of the sewer tunnel. This is the River Rats' lair.

About 30 feet in front of the lair is a tripwire crossing the tunnel at ankle-height. If tripped, it causes a pit trap to open up with the string at its center, and five feet forward and backward into the tunnel. The fall is only 10 feet, but there are two spears set into the ground. PCs falling into the pit take 1d6 for the fall. The two spears are set so that one of them will probably hit a character falling in. Make one attack as a shortspear (1d8) with a +10 attack bonus, and +1 damage bonus for the 10' fallen.

This tripwire can be detected on an alertness skill check with a DC of 15. It is easy to avoid, but cutting it will just open the pit and drop the character onto the spears.

Once past the pit, the characters can try to enter the lair. However, the door is locked (always) and also trapped. There is a fake poison needle trap in the handle; touching the handle at all causes it to go off and do one point of damage. The needle appears to be coated with a strange greenish substance, which is nothing at all serious. But you can make them nervous.

To get into the room, one must use the secret mechanism in the wall next to the door knob. It can be found using normal searching for secret compartments checks, with a -5 penalty unless there is light present. A panel in the stone pivots to reveal a ring. Pulling on the ring opens the door. When the door is closed, the ring and stone piece reset automatically.

During the day the lair is empty, but just after dusk all the gang members show up.

There are a few options for dealing with the situation once they have found the apartment.

They can try to negotiate: This would involve approaching the River Rats and convincing them to give themselves up. Since the characters have no proof that they have committed any crime, this won't be that easy. Diplomacy checks might be called for, with a DC of at least 20 (and add penalties for character bungling). Any failure results in a halt to negotiations and possible combat, depending on how things have been going so far.

This solution will get the Greyhawk Thieves Guild off their backs, as word spreads that the River Rats are in jail.

They can just attack and kill or capture the River Rats: Tactically, it would be better to take the apartment during the day when there are three foes, and then lie in wait for the others. It is up to the characters as to how to proceed.

It is to be hoped that the characters don't kill all these thieves, and try to turn some into good citizens by whatever means they can think of. But killing them all is an option.

They can try to con the River Rats somehow, such as with passage out of town. This option is entirely up to you as to how to handle it. It is possible that some Rhennee (river gypsies) might smuggle them out of town for a price.

Smuggling them out of town will not actually solve the characters' own problems with the guild, so the characters may have to smuggle themselves out of town for a bit as well. If they pursue the option of smuggling the Rats out of town, have some thugs from the guild come beat on them to remind them they are not out of the adventure yet.

They can turn the River Rats over to the Thieves Guild (if they can figure out how to contact the guild). This is borderline evil, since they know the Rats will be killed. Make sure the characters know when they do this that death is the only future the Rats face. If a combat breaks out here, use the thieves' stats from Part One as needed.

River Rats

See appendix one.

The thieves have 24 gold pieces amongst them, which is a lot of money for them.

Once the thieves are disposed of somehow, the scenario is over. You can discuss any rules questions that remain unanswered, and then collect all the character sheets and the action summary pages. Thank the players and collect their RPGA numbers for the scoring packet. They do not have to vote.

Remember to collect all character sheets and demo information pages, and issue the Living Greyhawk character certificates to the players with their character information on them.

Appendix One: The River Rats

All of the River Rats are 16-18 year-old youths.

Lithnar Yinh, River Rat Leader, male human Rog2: SZ M (5'10" humanoid); IM +6; AC 14 (+2 leather armor, +2 Dex); Spd 30; hp 10; Atks: shortsword (+1 Attack, 1d6/threat 19–20), dagger (+1 attack, 1d4/threat 19-20; +3 ranged 10'), sling (+3 ranged 50', 1d4/threat x2); SA sneak attack +1d6; SD evasion; SV Fort +1, Ref +5, Will +1; AL CN.

Str 11, Dex 15, Con 12, Int 14, Wis 13, Cha 15.

Equipment: leather armor, shortsword, dagger, sling, 12 bullets.

Skills: Disable Device +6, Hide +7, Jump +3, Listen +2, Move Silently +8, Open Locks +6, Pick Pockets +6, Search +5, Spot +1, Tumble +7.

Feat: Improved Initiative (+4 IM included), Alertness (+2 on Listen and Spot checks)

Brash and defiant of the system, Lithnar has organized the River Rats to defy the Greyhawk Thieves Guild on a small scale. He does care about the outcasts he has recruited, at least enough not to sacrifice them needlessly to the Thieves Guild, so he tries to keep the Rats' operations small. But in a pinch, it is every man for himself, and he has made this clear to all members of his gang.

Jarzin, River Rat, male human Rog1: SZ M (5'7" humanoid); IM +7; AC 13 (+3 Dex); Spd 30; hp 5; Atks: dagger (+0 attack, 1d4/threat 19-20; +3 ranged 10'), sling (+3 ranged 50', 1d4/threat x2); SA sneak attack +1d6; SD nil; SV Fort +0, Ref +5, Will +1; AL CN.

Str 10, Dex 17, Con 11, Int 10, Wis 13, Cha 13.

Equipment: dagger, sling, 12 bullets.

Skills: Disable Device +2, Hide +6, Listen +2, Move Silently +5, Open Locks +4, Pick Pockets +4, Search +5.

Feat: Improved Initiative (+4 IM included), Lightning Reflexes (+2 on Reflex saves included)

Young and impressionable, but with a learning disability, Jarzin was easy prey for Lithnar's schemes. He would become honest if pointed in that direction, but currently he is pointed toward dishonesty. He does not passionately care about anything, which is part of his problem.

Mariette, River Rat, female human Sor1: SZ M (5'3" humanoid); IM +2; AC 12 (+2 Dex); Spd 30; hp 7; Atks: dagger (+0 Attack, 1d4+2/threat 19–20; +2 ranged 10'), quarterstaff (+0 attack, 1d6/threat x2); SA spells; SD nil; SV Fort +1, Ref +2, Will +2; AL LN.

Str 11, Dex 14, Con 12, Int 14, Wis 11, Cha 12.

Equipment: clothing, dagger, spell components in pouch.

Skills: Spellcraft +7, Concentration +5, Knowledge arcana +3, Diplomacy +4, Listen +5, Spot +2.

Feat: Toughness (+3 hp),

Spells (cast 5 0-lvl and 3 1st-lvl per day): 0—*dancing lights, detect magic, flare, mage hand, read magic*; 1st—*charm person, color spray*.

Owl Familiar: SZ S; IM +0; AC 11; Spd fly 60; HD 1; hp 2; Atks: claw (+0 attack, 1d2/threat x2); SA flyby attack; SD silent flight; SV Fort +0, Ref +4, Will +1; AL N. Grants master +2 on Move Silently, has low-light vision, empathic link with master, improved evasion, grants master Alertness feat when within arm's length, shared spells (spells affecting master can affect familiar).

Perky and yet with a streak of dark humor, Mariette is in the Rats to get what she can out of her time with the gang, which should be an opportunity to move into the big-time. She is not committed to a life of dishonesty, but wants power and is willing to use this means to get it. If she found a powerful magical device on a theft, she would abandon the Rats and use the device to further herself.

River Rats, human Ftr 1 (3): SZ M (5' 9" humanoid); IM +7; AC 14 (+2 leather armor, +2 Dex); Spd 20; hp 20; Atks: scimitar (+2 Attack, 1d6/threat 18–20); SA nil; SD nil; SV Fort +5, Ref +2, Will +0; AL CN.

Str 15, Dex 14, Con 16, Int 11, Wis 9, Cha 11.

Equipment: leather armor, scimitar.

Skills: Climb +6, Listen +2, Hide +2, Search +2.

Feat: Weapon focus (scimitar, +1 to hit), Expertise (take up to –1 from attack and add to AC).

River Rats, human Rog1 (2): SZ M (5'8" humanoid); IM +7; AC 12 (+2 Dex); Spd 30; hp 5; Atks: dagger (+0 attack, 1d4/threat 19-20; +3 ranged 10'), sling (+3 ranged 50', 1d4/threat x2); SA sneak attack +1d6; SD nil; SV Fort +1, Ref +4, Will +0; AL CN.

Str 12, Dex 14, Con 12, Int 11, Wis 10, Cha 11.

Equipment: dagger, sling, 12 bullets.

Skills: Disable Device +2, Hide +6, Listen +2, Move Silently +5, Open Locks +4, Pick Pockets +4, Search +5.

Feat: Dodge (+1 AC bonus vs single opponent), Lightning Reflexes (+2 on Reflex saves included)

Map: River Quarter Detail – DM's Map



Allowed Deity List

Deity	Alignment	Domains	Worshippers
Heironeous, God of Valor	Lawful good	Good, Law, War	Paladins, fighters, and monks
Moradin, God of Dwarves	Lawful good	Earth, Good, Law, Protection	Dwarves
Yondalla, Goddess of Halflings	Lawful good	Good, Law, Protection	Halflings
Ehlonna, Goddess of the Woodlands	Neutral good	Animal, Good, Plant, Sun	Elves, gnomes, half-elves, halflings, rangers, and druids
Garl Glittergold, God of Gnomes	Neutral good	Good, Protection, Trickery	Gnomes
Pelor, God of the Sun	Neutral good	Good, Healing, Strength, Sun	Rangers and bards
Corellon Larethian, God of the Elves	Chaotic good	Chaos, Good, Protection, War	Elves, half-elves, and bards
Kord, God of Strength	Chaotic good	Chaos, Good, Luck, Strength	Fighters, barbarians, rogues, and athletes
Wee Jas, Goddess of Death and Magic	Lawful neutral	Death, Law, Magic	Wizards, necromancers, and sorcerers
St. Cuthbert, God of Retribution	Lawful neutral	Destruction, Law, Protection, Strength	Fighters, monks, and soldiers
Boccob, God of Magic	Neutral	Knowledge, Magic, Trickery	Wizards, sorcerers, and sages
Fharlanghn, God of Roads	Neutral	Luck, Protection, Travel	Bards, adventurers, and merchants
Obad-Hai, God of Nature	Neutral	Air, Animal, Earth, Fire, Plant, Water	Druids, barbarians, and rangers
Olidammara, God of Thieves	Chaotic neutral	Chaos, Luck, Trickery	Rogues, bards, and thieves

Spell Lists for Player Characters

Wizard and Sorcerer Spells

0-Level Wizard and Sorcerer Spells (Cantrips)

School	Spell.....	Effect
Abjur	Resistance	+1 on saving throws
Alter	Mage Hand	5-pound telekinesis
Alter	Mending.....	Make minor repairs in an object
Alter	Open/Close	Open or close small or light things
Conj	Ray of Frost	Ray deals 1d3 cold damage
Div	Detect Poison.....	Detect poison in one creature or small object
Ench	Daze.....	Creature loses next action
Evoc	Light	Object shines like a torch
Evoc	Flare.....	Dazzles one creature (-1 attack)
Illus	Dancing Lights.....	Figment torches or other lights
Illus	Ghost Sound	Figment sounds
Necro	Disrupt Undead.....	1d6 damage to an undead
Univ	Detect Magic.....	Detect spells and magic items within 60'
Univ	Prestidigitation.....	Minor tricks
Univ	Read Magic.....	Read scrolls and spellbooks
Univ	Wizard Mark.....	Inscribes a personal rune (visible or invisible)

1st-level Wizard and Sorcerer Spells

Abjur	Alarm	Wards an area for 2 hours/level
Abjur	Gaze Reflection.....	Reflects gaze attacks back at gazer
Abjur	Hold Portal	Holds door shut
Abjur	Protection from Chaos	+2 AC & saves vs. chaotic, counter mind control, hedge out nonlawful elementals and outsiders
Abjur	Protection from Evil	+2 AC & saves vs. evil, counter mind control, hedge out nongood elementals and outsiders
Abjur	Protection from Good	+2 AC & saves vs. good, counter mind control, hedge out nonevil elementals and outsiders
Abjur	Protection from Law	+2 AC & saves vs. lawful, counter mind control, hedge out nonchaotic elementals and outsiders
Abjur	Shield.....	Invisible disc blocks <i>magic missile</i> attacks
Alter	Animate Rope	Make a rope move at your command
Alter	Burning Hands.....	1d4 fire damage/level (max: 5d4)
Alter	Color Spray.....	Knock unconscious, blind, or stun 1d6 weak creatures
Alter	Enlarge.....	Object or creature grows +10%/level (max +50%)
Alter	Erase	Erase mundane or magical writing
Alter	Expeditious Retreat.....	Doubles your Movement
Alter	Feather Fall.....	Creature falls slowly
Alter	Jump	Creature gets +30 on Jump checks
Alter	Message	Whispered conversation at distance
Alter	Reduce	Object or creature shrinks 10%/level (max 50%)
Alter	Shocking Grasp.....	Touch delivers electric charge (1d8+1/level)
Alter	Spider Climb.....	Grants ability to walk on walls and ceilings
Conj	Grease	Cover 10' square or 1 object with slippery grease
Conj	Mage Armor.....	Grant creature +4 armor bonus
Conj	Mount	Summon riding horse for 2 hrs./level
Conj	Obscuring Mist.....	Fog surrounds you
Conj	Summon Monster I.....	Summons outsider to fight for caster
Conj	Unseen Servant.....	Creates invisible force (Str 2, 6 hp) that obeys caster's commands for 1 hour/level
Div	Comprehend Languages.....	Understand all spoken and written language
Div	Detect Secret Passages.....	Detect hidden doors within 60'
Div	Detect Undead	Detect undead within 60'
Div	True Strike	Adds +20 bonus to caster's next attack roll
Ench	Charm Person	Make one person your friend for 1 hr./level
Ench	Hypnotism	Fascinate creatures (2d4 HD or levels)
Ench	Sleep	Casts targets (2d4 HD worth) into comatose slumber

Evoc	Magic Missile	1d4+1 damage; +1 missile/2 levels above 1st (max 5)
Evoc	Tenser's Floating Disc	3' diameter horizontal force-disc, holds 100lb/level
Illus	Change Self	Change own appearance
Illus	Minor Illusion	Silent image of your design; concentration
Illus	Nystul's Magical Aura	Grant object false magic aura
Illus	Nystul's Undetectable Aura	Mask magic item's magic aura
Illus	Ventriloquism	Throws voice for 1 minute/level
Necro	Cause Fear	One creature flees for 1d4 rounds
Necro	Chill Touch	Deal 1d6 damage + 1 Str damage; 1 touch/level
Necro	Ray of Enfeeblement	Ray reduces Str 1d6 points +1 point/2 levels
Univ	Identify	Determine single feature of magic item

Cleric Spell List

0-Level Cleric Spells (Orisons)

Create Water.....	Create 2 gallons/level of pure water
Cure Minor Wounds.....	Cures 1 point of damage
Detect Magic.....	Detect spells and magic items within 60'
Detect Poison.....	Detect poison in one creature or small object
Guidance.....	+1 on one roll, throw, or check
Light.....	Object shines like a torch
Mending.....	Make minor repairs in an object
Purify Food and Drink.....	Purify 1 cubic foot/level of food or water
Read Magic.....	Read scrolls and spellbooks
Resistance.....	+1 on saving throws
Virtue.....	Target gains 1 temporary hp

1st-level Cleric Spells

Bless.....	+1 attack and +1 vs. fear for allies
Bless Water.....	Makes holy water (costs 25 gp)
Cause Fear.....	One creature flees for 1d4 rounds
Command.....	One creature obeys your one-word command for 1 round
Comprehend Languages.....	Understand all spoken and written language
Cure Light Wounds.....	Cures 1d8 +1/level damage (max +5)
Curse.....	Enemies get -1 attack, -1 vs. fear
Curse Water.....	xx
Deathwatch.....	See how wounded creatures within 30' are
Detect Chaos.....	Detect chaotic creatures, spells, or objects
Detect Evil.....	Detect evil creatures, spells, or objects
Detect Good.....	Detect good creatures, spells, or objects
Detect Law.....	Detect lawful creatures, spells, or objects
Detect Undead.....	Detect undead within 60'
Doom.....	One creature gets -2 on attacks, damage, saves, and checks
Endure Elements.....	Ignore first 5 damage from one energy type each round (1 day)
Entropic Shield.....	Ranged attacks against you suffer 20% miss chance
Guiding Hand.....	Attack and damage bonus +1/3 levels; 1 minute
Inflict Light Wounds.....	Touch attack, 1d8 +1/level damage (max +5)
Invisibility to Undead.....	Undead can't perceive targets (1/level)
Magical Stone.....	3 stones become +1 projectiles, deal 1d6+1 damage
Obscuring Mist.....	Fog surrounds you
Protection from Chaos.....	+2 AC & saves vs. chaotic, counter mind control, hedge out nonlawful elementals and outsiders
Protection from Evil.....	+2 AC & saves vs. evil, counter mind control, hedge out nongood elementals and outsiders
Protection from Good.....	+2 AC & saves vs. good, counter mind control, hedge out nonevil elementals and outsiders
Protection from Law.....	+2 AC & saves vs. lawful, counter mind control, hedge out nonchaotic elementals and outsiders
Random Action.....	One creature acts randomly for one round
Remove Fear.....	+4 vs. fear for 1 creature +1 creature/4 levels
Sanctuary.....	xx
Shield of Faith.....	Shimmering aura grants +2 or better deflection bonus
Summon Monster I.....	Summons outsider to fight for caster

Cleric Domains

Air Domain

Deities: Obad-Hai

Granted Power: Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Air Domain Spells

1 Obscuring Mist

Animal Domain

Deities: Ehlonna, Obad-Hai

Granted Power: You cast *animal friendship* once per day. Knowledge (nature) is a class skill.

Animal Domain Spells

1 Calm Animals

Chaos Domain

Deities: Corellon Larethian, Erythnul, Gruumsh, Kord, Olidammara

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

1 Protection from Law

Death Domain

Deities: Nerull, Wee Jas

Granted Power: You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Death Domain Spells

1 Cause Fear

Destruction Domain

Deities: St. Cuthbert, Hextor

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.

Destruction Domain Spells

1 Inflict Light Wounds

Earth Domain

Deities: Moradin, Obad-Hai

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Earth Domain Spells

1 Magic Stone

Evil Domain

Deities: Erythnul, Gruumsh, Hextor, Nerull, Vecna

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

1 Protection from Good

Fire Domain

Deities: Obad-Hai

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Fire Domain Spells

1 Burning Hands

Good Domain

Deities: Corellon Larethian, Ehlonna, Garl Glittergold, Heironeous, Kord, Moradin, Pelor, Yondalla

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

1 Protection from Evil

Healing Domain

Deities: Pelor

Granted Power: You cast Healing spells at +1 caster level.

Healing Domain Spells

1 Cure Light Wounds

Knowledge Domain

Deities: Boccob, Vecna

Granted Power: All Knowledge skills are class skills. You cast divinations at +1 caster level.

Knowledge Domain Spells

1 Detect Secret Passages

Law Domain

Deities: St. Cuthbert, Heironeous, Hextor, Moradin, Wee Jas, Yondalla

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

1 Protection from Chaos

Luck Domain

Deities: Fharlanghn, Kord, Olidammara

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells
1 Entropic Shield

Magic Domain

Deities: Boccob, Vecna, Wee Jas

Granted Power: Use scrolls, wands, and other devices with spell completion or magic word activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells
1 Nystul's Undetectable Aura

Plant Domain

Deities: Ehlonna, Obad-Hai

Granted Power: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Knowledge (nature) is a class skill.

Plant Domain Spells
1 Entangle

Protection Domain

Deities: Corellon Larethian, St. Cuthbert, Fharlanghn, Garl Glittergold, Moradin, Yondalla

Granted Power: You can generate a protective ward, a spell-like ability to grant someone a resistance bonus on her next saving throw equal to your level. Activating this power is standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells
1 Sanctuary

Strength Domain

Deities: St. Cuthbert, Kord, Pelor

Granted Power: You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, it the power lasts 1 round, and it's usable once per day.

Strength Domain Spells
1 Endure Elements

Sun Domain

Deities: Ehlonna, Pelor

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

Sun Domain Spells
1 Endure Elements*

Travel Domain

Deities: Fharlanghn

Granted Power: For a total of 1 round per your cleric level per day, you can act normally regardless of magic effects that impede movement (similar to the effect of the spell *free action*). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit). Wilderness Lore is a class skill. This is a spell-like ability.

Travel Domain Spells
1 Expeditious Retreat

Trickery Domain

Deities: Boccob, Erythnul, Garl Glittergold, Olidammara, Nerull

Granted Power: Bluff, Disguise, and Hide are class skills.

Trickery Domain Spells
1 Change Self

War Domain

Deities: Corellon Larethian, Erythnul, Gruumsh, Heironeous, Hextor

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

War Deity	Favored Weapon
Corellon	Longsword
Larethian	
Erythnul	Morningstar
Gruumsh	Spear (halfspear, shortspear, or long spear)
Hextor	Flail (light or heavy)
Heironeous	Longsword

War Domain Spells
1 Magic Weapon

Water Domain

Deities: Obad-Hai

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Water Domain Spells
1 Obscuring Mist

Druid Spells

0-Level Druid Spells (Orisons)

Create Water.....	Create 2 gallons/level of pure water
Cure Minor Wounds.....	Cures 1 point of damage
Detect Magic.....	Detect spells and magic items within 60'
Detect Poison.....	Detect poison in one creature or small object
Flare	Dazzles one creature (-1 attack)
Guidance	+1 on one roll, throw, or check
Know Direction.....	Druid discerns north
Light	Object shines like a torch
Mending	Make minor repairs in an object
Purify Food and Drink	Purify 1 cubic foot/level of food or water
Read Magic.....	Read scrolls and spellbooks
Resistance	+1 on saving throws
Virtue	Target gains 1 temporary hp

1st-level Druid Spells

Animal Friendship.....	Gain permanent animal companions
Calm Animals.....	Calms 2d4 HD +1 HD/level or animals, beasts, and magical beasts
Cure Light Wounds.....	Cures 1d8 +1/level damage (max +5)
Detect Animals or Plants.....	Detect specific species of animals or plants
Detect Snares and Pits.....	Detect natural or primitive snares and traps
Endure Elements	Ignore first 5 damage from one energy type each round
Entangle	Plants entangle everyone (affects circle with 40' radius)
Faerie Fire	Outlines creatures with light, canceling <i>blur</i> , concealment, etc.
Goodberry	2d4 berries each cure 1 h.p. (max 8 h.p./24 hours)
Invisibility to Animals.....	Animals can't perceive targets (1/level)
Obscuring Mist.....	xx
Pass without Trace	1 creature/level leaves no tracks
Shillelagh	Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level
Summon Natural Creature I	Summons animal to fight for caster

Bard Spells

0-Level Bard Spells (Cantrips)

Dancing Lights	Figment torches or other lights
Daze	Creature loses next action
Detect Magic	Detect spells and magic items within 60'
Flare	Dazzles one creature (-1 attack)
Ghost Sound.....	Figment sounds
Light	Object shines like a torch
Mage Hand.....	5-pound telekinesis
Mending	Make minor repairs in an object
Open/Close.....	Open or close small or light things
Prestidigitation	Minor tricks
Read Magic	Read scrolls and spellbooks
Resistance	+1 on saving throws

Quick Point-Buy Help

28 points (heroic character)

Point Buy Scale

Cost	Score	Modifier
—	6	−2
—	7	−2
0	8	−1
1	9	−1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
—	19	+4
—	20	+4

Apply racial ability adjustments after buying your scores. Final scores may range from 6 to 20.

Human	no adj.
Dwarf	+2 Con, −2 Cha
Elf	+2 Dex, −2 Con
Gnome	+2 Con, −2 Str
Half-Elf	no adj.
Half-Orc	+2 Str, −2 Int
	−2 Cha
Halfling	+2 Dex, −2 Str

Typical

Cost	Score	Modifier
10	16	+3
6	14	+2
6	14	+2
4	12	+1
2	10	+0
0	8	−1

Typical & Focused

Cost	Score	Modifier
16	18	+4
6	14	+2
4	12	+1
2	10	+0
0	8	−1
0	8	−1

Multi-talented

Cost	Score	Modifier
10	16	+3
6	14	+2
6	14	+2
6	14	+2
0	8	−1
0	8	−1

Heavily Focused

Cost	Score	Modifier
16	18	+4
10	16	+3
2	10	+0
0	8	−1
0	8	−1
0	8	−1

Balanced & Flawless

Cost	Score	Modifier
10	16	+3
4	12	+1
4	12	+1
4	12	+1
4	12	+1
2	10	+0

Focused & Flawless

Cost	Score	Modifier
16	18	+4
4	12	+1
2	10	+0
2	10	+0
2	10	+0
2	10	+0