

BIS2-A3

One Fine Morning

**A D&D LIVING GREYHAWK[®]
Bissel Regional Mini-Module**

Version 1

by Kevin P. Hogan

As dawn breaks in the gateway to the Sheldomar Valley, a quiet beauty whispers across a lake. When a quick trip for the day's water turns deadly, has this fine morning turned foul? A Living Greyhawk Bissel mini-module for characters levels 1-8 which counts a military scenario.

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are

not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

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

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

Living Greyhawk LEVELS OF PLAY

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

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the some above. Add each character's animals separately. A single character may only bring four or fewer of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	1	
1/3 and 1/2	0	1	1	
1	1	2	3	
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
- 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even numbered

increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as normal, or relied on help by higher-level characters to reach the objectives.

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

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

Time Units and Upkeep

This is a standard mini-module set in Bissel and counts as a military scenario. Characters whose home region is Bissel pay one Time Unit to participate in this adventure; all others pay two Time Units. Adventurer's Standard Upkeep costs 12 gp (in region) or 24 gp (out of region). Rich Upkeep costs 50 gp (in region) or 100 gp (out of region). Luxury Upkeep costs 100 gp (in region) or 200 gp (out of region).

Adventure Summary and Background

The Fetid Fens of Cullen Drae were once a fertile plain. The rain was just enough to keep the lands bountiful and, as a result, a number of Flan tribes settled in the area and formed a community. The tribes built several buildings of stone, including a temple to Beory the Oerth Mother. As the land slowly degraded into the fens, the native Flan abandoned the area and the temple sunk slowly into the swampy lands.

Many years later, a great drought struck the region and some cultists of Kyuss came across the ancient, once submerged, Flan structures and decided to use them as a base of operation and worship. They performed rituals to their death god and created abominations against nature. Seeking eternal life in undeath, Kashta, the leader of the cult, had her followers transform her into a undead creature of evil. The ritual used to complete the transformation was performed within the temple. Whether it was incompetence or a curse inflicted by Beory, the ritual did not succeed as planned.

Kashta was cursed, unable to even leave the confines of the temple. Upon discovering this, she flew into a rage, killing all but one of the cultists, a necromancer named Hanat. Hanat managed to flee the temple and eventually settled back in Greyhawk. Before he died, Hanat penned several tomes on necromancy and the undead. One tome described the creation of a rod used for controlling undead and gaining some of their power. This book was titled *The Rod of Kyuss*.

An adept and prodigy of Evard named Tyris came across the tome during his travels and eventually tracked down the legend to the temple in the Fetid Fens. Tyris arrived a few days ago and found an ancient stone structure. Over the years, the taint of Kyuss and Kashta has the place teeming with evil. The evil permeates the area and has begun to spawn undead from the burial grounds of the Flan tribes. Tyris used his influence and worked with some undead to excavate what he believed to be the temple. Unfortunately, it turned out to be the meeting hall of the ancient Flan and the temple is still buried under the fens.

The PCs are camped out in a wooded area in the barony of Cullen Drae, near the outskirts of the Fetid Fens but they are not aware of this unless their PC hails from Cullen Drae. Military PCs have been assigned to patrol the barony after rumors of

humanoids attacking a caravan traveling the faded trails from Dountham to Wrekin reached Snake Battle. Non-military PCs have volunteered to help the military PCs on this mission and are paid a small sum by the Army (they get Adventurer's Standard Upkeep as if they spent one less TU than they actually did for this mini-module).

Cullen Drae is a highly impoverished and seldom traveled barony far outside the capital along the Watchtower Road. The Fetid Fens are home to a number of humanoid species and worse creatures, but most choose to remain out of sight.

The PCs first learn of the undead menace when one of their bearers is killed. Following tracks, they can eventually find their way to the former Flan village and Tyris. After dealing with Tyris, the PCs may choose to find and excavate the temple to rid the area of evil, and, if successful, they are rewarded with some buried riches and the gratitude of the local baron.

Introduction

The job has certainly been pleasant thus far. The eastern portion of Cullen Drae has a fine countryside that is dotted with scenic ponds, pools and glades. You can see why so many followers of Geshtai make their home here. The locals warned you about strange creatures living deep in the fens, but so far, you've seen neither the fens nor the denizens. Setting a watch each night for the past four days, you've had your share of run-ins with owls, bats and even a lynx, but all your worry seems for naught.

Encounter One: Wight Water

Gradley, one of the bearers sent with you by the Army, has gone down to the lakeside to fetch the day's supply of water. The other bearers, Shipley and Rez, are busy breaking down the tents and packing up the mule. The sweet scent of mint still hangs in the air from Rez's Baklunish mint tea.

You notice a pair of squirrels waiting eagerly for some treat they can smell from the remnants of breakfast. They suddenly stand

straight up, sniffing at the air and skitter off into the brambles.

A sound from the other direction signals Gradley's return, but his movements seem strange. He is limping and swaying, and you notice his eyes burn with a sinister red glow. His twisted hands reach out with black fingernails as he lunges towards you.

Creatures: Gradley was ambushed by wights from the fens near the temple and has been spawned as one. If the PCs are playing APL 2, the other wights have all run off. At higher APLs, some of the other wights remain and arrive 2 rounds after Gradley.

APL 2 (EL 3)

Gradley, Wight: hp 26; see *Monster Manual* page 183.

APL 4 (EL 5)

Gradley, Wight: hp 26; see *Monster Manual* page 183.

Wight (1): hp 26; see *Monster Manual* page 183.

APL 6 (EL 7)

Gradley, Wight, Advanced (8 HD): CR 5; Medium-Size Undead; HD 8d12; hp 52; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 natural]; Atk +5 melee (1d4+1 and energy drain, slam); SA energy drain, create spawn; SQ undead; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +7, Hide +10, Listen +9, Move Silently +18, Search +7, Spot +9; Blind-Fight, Improved Initiative.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Wights (2): hp 26 each; see *Monster Manual* page 183.

APL 8 (EL 9)

Gradley, Wight, Advanced (8 HD): CR 5; Medium-Size Undead; HD 8d12; hp 52; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 11, flat-footed 14) [+1 Dex, +4 natural]; Atk +5 melee (1d4+1 and energy drain, slam); SA energy drain, create spawn; SQ undead; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +7, Hide +10, Listen +9, Move Silently +18, Search +7, Spot +9; Blind-Fight, Improved Initiative.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Wight, Advanced (8 HD) (3): hp 52 each; as Gradley above.

After the battle with the wight(s) the PCs will probably go to the lakeside to investigate. Upon doing so, they will find a trail left by the wight(s) that goes around the perimeter of the lake and into the Fetid Fens on the far side.

The PCs should have little trouble following the tracks in the fens as the spring rains haven't set in yet, and the water table is relatively low. The ground is still quite damp and walking causes depressions in the muddy soil. All movement is reduced to 75% of normal.

Encounter Two: I Think I'm Lost

After about an hour of trudging through the fens, you catch sight of a stone mound just ahead. It appears to be the dome of some sunken structure. A small wisp of smoke can be seen rising from the area.

The wisp of smoke is from a small fire inside that the occupant, Tyris, is using to keep warm. He is contemplating where to dig next. If confronted by the PCs he portrays himself as Lenn, an archaeologist from the City of Greyhawk. He is not wearing any unholy symbols in the open, but his manner of dress is definitely not of someone in his proclaimed line of work.

Tyris dresses in deep purple robes and has a pack containing bulky tomes. If he believes the PCs are onto him, Tyris will try to make his way outside where he can cast obscuring mist and try to make his escape.

ALL APLs (EL 2)

Tyris: Male Human (O) Adp3; CR 2; Medium-Size Humanoid (Human); HD 3d6+3; hp 17; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d6, mw club) or +1 ranged (1d8/19-20/x2, lt crossbow); AL NE; SV Fort +2, Ref +1, Will +7; Str 10, Dex 10, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Knowledge (Arcana) +7, Knowledge (Religion) +7, Knowledge (Undead) +9; Skill Focus (Knowledge (Undead)), Spell Focus (Necromancy).

Possessions: backpack, 20 bolts, mw club, lt crossbow, scroll case, flint & steel, silver unholy symbol, 1 oz vial of ink, scholar's outfit, 5 sheets of paper, 1 wk of trail rations, 1 lb of tobacco, 3 torches, waterskin, bottle of fine wine (8 gp), tome titled *The Rod of Kyuss* (It is penned in the Infernal language and contains the history of many aspects of the cult of Kyuss and their daily activities. It also contains reference and clues to finding and using the rod. The book is bound in bloodstained leather and covered with profane symbols and carvings).

Spells Prepared (3/3; base DC = 12 + spell level): 0—[ghost sound, light, purify food and drink]; 1st—[cause fear, obscuring mist, sleep].

Treasure:

All APLs – loot (47 gp), coin (42 gp).

Encounter Three: They're Digging in the Wrong Place

Unless the PCs can read Infernal or somehow get Tyris to explain what he is doing there, they will not know what his purpose for being there is. PCs scanning the area using a *detect evil* spell or ability

will pick up a strong aura of chilling evil from a small mound about 100 ft from the meeting hall. If they choose to dig up the area, after about 4 hours of digging (2 hours if the PCs have implements), they hit solid stone.

Clearing away some more mud, you find the outline of some stones. The seal between the rocks has loosened over the years and it might be possible to move the stone to enter the structure below. Clearing the rock off, you can see faint outlines of strange runes and carvings of an ancient nature.

Anyone with Knowledge (Flan or Religion) or PCs that speak Flan can recognize the runes as the markings of a place of worship. The markings found represent the four directions of the compass with the sigil of the Oerth Mother (Beory) in the center. A successful Str check (DC 18) is required to move the stone. Once removed, PCs are able to climb down into the temple chamber. The floor is 15 feet below and there is no light visible.

In the chamber below, Kashta senses the PCs arrival and is hiding in an alcove covered with a tapestry. She waits for someone to enter. As soon as the alcove is disturbed or someone reaches for the golden scepter she will attack.

The chamber below is a strange look into history. It is a hemispherical room 30' in diameter, and a number of tattered and torn tapestries hang around the perimeter. They depict scenes of ancient Flan daily life but many have been painted over with profane symbols that appear to be made of blood. A heap of rotted skeletons lie stacked, protruding from an alcove. A flat stone altar, which is also tainted with dried blood, sits in the center of the room. A shimmering golden rod sits atop the altar.

Creatures: Kashta has known nothing but these walls for centuries and is eager to punish anyone for her plight.

APL 2 (EL 1)

Kashta, Ghoul: hp 13; see *Monster Manual* page 97.

APL 4 (EL 3)

Kashta, Wight: hp 26; see *Monster Manual* page 183.

APL 6 (EL 6)

Kashta, Wight Clr3 of Kyuss: CR 6; Medium-Size Undead; HD 4d12+3d8; hp 47; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 natural]; Atk +6 melee (1d4+2 and energy drain, slam); SA energy drain, create spawn, spontaneous casting, rebuke undead 6/day; SQ undead; AL: LE; SV Fort +4, Ref +5, Will +10; Str 14, Dex 16, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Climb +6, Concentration +3, Hide +10, Knowledge (Religion) +3, Knowledge (Undead) +3, Listen +10, Move Silently +18, Search +7, Spot +10; Blind-Fight, Weapon Focus (slam).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—[*Inflict Minor Wounds* (2), *Resistance* (2)]; 1st—[*Cause Fear**, *Bane*, *Inflict Light Wounds*, *Protection from Good*]; 2nd—[*Desecrate**, *Darkness*, *Sound Burst*].

*Domain spell. *Domains:* Death (death touch 1/day – spell-like ability which is a death effect; you must succeed at a melee touch attack against a living creature; when you touch roll 1d6 per cleric level; if the total at least equals the creature's current hit points, it dies); Evil (evil spells at +1 caster level).

APL 8 (EL 10)

Kashta, Wight Clr7 of Kyuss: CR 10; Medium-Size Undead; HD 4d12+7d8; hp 71; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 natural]; Atk +9 melee (1d4+2 and energy drain, slam); SA energy drain, create spawn, spontaneous casting, rebuke undead 6/day; SQ undead; AL: LE; SV Fort +6, Ref +6, Will +12; Str 14, Dex 16, Con -, Int 10, Wis 16, Cha 15.

Skills and Feats: Climb +6, Concentration +11, Hide +10, Knowledge (Religion) +3, Knowledge (Undead) +3, Listen +10, Move Silently +18, Search +7, Spot +10; Blind-Fight, Improved Initiative, Weapon Focus (slam).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—[*Inflict Minor Wounds* (3), *Resistance* (3)]; 1st—[*Cause Fear**, *Bane*, *Entropic Shield*, *Inflict Light Wounds*, *Obscuring Mist*, *Protection from Good*]; 2nd—[*Desecrate**, *Darkness*, *Death Knell*, *Hold Person*, *Sound Burst*]; 3rd—[*Unholy Blight**, *Divine Favor*].

*Domain spell. *Domains:* Death (death touch 1/day – spell-like ability which is a death effect; you must succeed at a melee touch attack against a living creature; when you touch roll 1d6 per cleric level; if the total at least equals the creature's current hit points, it dies); Evil (evil spells at +1 caster level).

Treasure:

The scepter on the table is golden but non-magical. There are a number of gems and miscellaneous coins scattered in the temple from Kashta's days among the living.

- APL 2 – coin (11 gp).
- APL 4 – coin (111 gp).
- APL 6 – coin (211 gp).
- APL 8 – coin (511 gp).

Conclusion

If the PCs successfully defeated Kashta, and they inform the Baron of the undead roaming the area, he orders more patrols and gets help from the army. In this case, if they are in the military, they are awarded the commendation. PCs will also be awarded an influence point with the baron of Cullen Drae, Thoeder Cullen.

There is a Clr7 of Geshtai in the nearby area that will be willing to cast *Restoration* on any PC in need as if the PC was a member of Group I (cost is 285 gp per casting).

The End

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 to each character.

Encounter One

Defeating the wight(s)

APL 2 – 90 xp; APL 4 – 150 xp;
APL 6 – 210 xp; APL 8 – 270 xp.

Encounter Two

Defeating Tyris

All APLs – 60 xp.

Encounter Three

Defeating Kashta

APL 2 – 30 xp; APL 4 – 150 xp;
APL 6 – 180 xp; APL 8 – 300 xp.

Maximum possible experience

APL 2 – 150 xp; APL 4 – 300 xp;
APL 6 – 450 xp; APL 8 – 600 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 earthy possessions. Looting the bodies takes at least 10 minutes per 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 treasures from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Bissel Regional adventure, characters from Bissel can spend extra Time Units to practice professions or create items immediately after the adventure so this total could be modified under those circumstances.

Encounter Two

All APLs – 89 gp.

Encounter Three

APL 2 – 11 gp; APL 4 – 111 gp;
APL 6 – 211 gp; APL 8 – 511 gp.

Adventure Maximums

APL 2 – 100 gp; APL 4 – 200 gp;
APL 6 – 300 gp; APL 8 – 600 gp.