

A SCENARIO PACK *within and below* THE GREAT CITY

An opportunity for trouble has arisen within the great city, not far from the characters' usual haunts. It seems the whole of the great city is talking about a treasure hoard to be found somewhere nearby. Dangerous powers seek out this treasure, so even disinterested characters may be caught up in their wake. The treasure can be found at the culmination of a dangerous dungeon, after its protectors and seekers cause many problems in town.

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, information about the treasure and who wants it, numerous challenges, and sample monsters.

If you need to come up with names of people and places on the fly, use the following tables.

1d12	Street Names	1d12	Street Names
1	Crookback Lane	7	Golden Horn
2	Small Lords Court	8	Chessboard Lot
3	Harm's Way	9	PalaceSpit Lane
4	Straight Road	10	Etisbay Wharf
5	Anvil Boulevard	11	Allonian Close
6	Forum of the Ox	12	Fetchersbay Wind

REMINDER!



ADD A LOCATION
TO THE MAP



ADD AN NPC
TO THE MAP

You will learn a lot about the great city from the events the players roll while making their characters and the tables in this scenario pack. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Anastasia	11	Nereida	1	Acacius	11	Michael
2	Clementina	12	Patricia	2	Alexander	12	Menas
3	Dominica	13	Praeiecta	3	Bassus	13	Narses
4	Euphemia	14	Rhode	4	Cyrus	14	Paulus
5	Flora	15	Silvia	5	Demetrius	15	Petrus
6	Gabrielia	16	Sophia	6	Elias	16	Rusticus
7	Helena	17	Theocharista	7	Faustus	17	Sergius
8	Iuliana	18	Theodosia	8	Georgius	18	Stephanus
9	Labinia	19	Valeria	9	Ionnes	19	Theodorus
10	Maria	20	Xanthippe	10	Leontius	20	Victor

THE SETUP



1d10	Where is the treasure being hidden or housed?
1	A ruined and forgotten temple hidden beneath the city.
2	A ferocious monster's lair in the sewers.
3	On board an inconspicuous ship docked in the harbor.
4	A noble or merchant's villa in the High City.
5	In a cult's secret meeting space in an abandoned warehouse.
6	A crumbling but once rich house in the Haunted District.
7	One of the city's many temples to a minor deity.
8	A seedy inn frequented by many nefarious folks.
9	Beneath the center of a gladiatorial arena.
10	The home of a secretive sorcerer whose true identity is a mystery.

Fill this table with NPCs and locations from character creation. If the NPCs are friendly, they are being hurt somehow by the treasure or those who hunt it; if they are foes, then they are involved in the hunt. If it is a location, then perhaps a clue as to the treasure's nature or whereabouts can be found there.

1d6	What connects the characters to the treasure?
1	
2	
3	
4	
5	
6	



1d6	Why can't this wait? Why must the characters seek the treasure now?
1	Rumors of the treasure are spreading like wildfire through the bars, inns, and gambling dens of the great city. Can the characters claim the treasure before another group of adventurers?
2	Something has been killing the rats in the area. Now, the dogs are disappearing. What foul pack of beasts stalks the streets at night?
3	Dark dreams roam from bed to bed across the great city, and dark deeds follow in their wake. Although all in the city feel the effects of these dreams, only a few have noticed the patterns behind them.
4	A previous sponsor has called on the characters to fetch the treasure, whether by blackmailing or threatening them, or perhaps with the promise of reward.
5	A friendly named NPC comes to the PCs, begging for help getting her out of a jam by handling (or helping her handle) the situation.
6	A great lord of the city is making the PCs an offer they can't refuse: handle the situation, or die.

EVENTS DURING THE GAME

These events could serve as a distraction from the treasure hunt, or the GM could tie them directly to the main plot.

1d6	What else is happening in the city?
1	The characters are currently seeking a different treasure themselves, such as a lost hoard of coins and gems, or a valuable artifact.
2	An associate of the characters has gone missing, and all clues have led the characters to this island. The GM should choose an existing NPC from the characters' backgrounds to fill this roll.
3	The characters have come here seeking magical power, whether in the form of a magical item, a collection of knowledge, or a portal to another world.
4	A rival of the characters either lives or has fled here.
5	The characters were hired by an NPC in the great city to fetch an item or person on this island.
6	The characters seek glory and a name for themselves. They chose this island for its reputation or in order to slay a famous foe.

THE TREASURE

The following tables help determine the nature and source of the treasure the player characters seek. Whatever the result, the treasure is worth a great deal of money if liquidated, probably around 5,000 silvers.

1d6	Where did this treasure come from? Who gathered the hoard, and what is its nature?
1	Generations ago, the high priest of a blood cult gathered this treasure from his victims. The treasure is cursed; whoever possesses the treasure suffers a -1 penalty to all rolls.
2	A beast of the ancient world, who yet slithers beneath the earth, collected this treasure; she wants it still.
3	The treasure came from another plane of existence, beyond the ken of mortals; no one in the presence of the treasure may spend Fortune Points.
4	A demon of Chaos looks over this treasure and any who might possess it; anyone in possession of the treasure receives a +5 bonus to all saving throws.
5	The treasure once adorned the coral palaces of the fishfolk; it always seeks to return beneath the waves.
6	A mad nobleman hired a genius craftsman to hide this treasure away from all thieves; the treasure is guarded by many ingenious traps.

1d6	What is the treasure?
1	A collection of ancient artifacts and writings worth very much to the right investor.
2	A great pile of gems, jewelry, and golden coins.
3	A magical item of some power whose properties are unknown.
4	A book of cursed and forbidden knowledge, perhaps containing lost maps or the names of gods.
5	A religious artifact which holds significance for multiple cults in the city.
6	A cache containing various currency from across the Hundred Seas.

THE DUNGEON

The following tables will help the GM design a short dungeon representing the hidden treasure's location and guardians. These tables will provide a challenge to overcome at the entrance to the dungeon, two challenges to take place within the dungeon, and one final challenge at the treasure itself. The GM should feel free to weave these elements together in any way she feels fit, and to pepper the dungeon with any other dangers or elements which she feels the group can handle.

1d6	What protects the entrance to the dungeon?
1	Opening the door requires the use of a hidden and somewhat famous mechanism; characters can learn of this through research, or can make a roll to discover it when they reach the door.
2	The only point of access is through a well-populated area, like a public house or market square. Any comings and goings will attract unwanted and possibly dangerous attention.
3	Just inside the entrance is a dangerous trap. Unless they have been warned to avoid triggering it, the trap will cause players to make a saving throw of some kind or take 1d4 damage per level.
4	A small group of adversaries guard the entrance to the dungeon. These are likely armed men in the employ of the dungeon's master, but might be more exotic foes.
5	A single large creature is at the dungeon's entrance. This might be a giant beast, a wicked spirit, or a sorcerer's twisted creation.
6	The entrance to the dungeon is within the domain of a rich or powerful man in the city. Getting onto his property will require great charisma or great stealth.

1d6	What traps, riddles, and dark magics await those who seek the treasure?
1	The dungeon is labyrinthine and massive, full of dark stone passages branching both left and right, upstairs and down. A party without a map or guide must make an Intelligence check or spend 1d4 days lost in the darkness. Did they bring enough food and water?
2	Once the players cross over the broken stone threshold of a chamber, a chime sounds and they must make a saving throw versus spell. If they fail, they lose their sense of sight or hearing; if they succeed they lose their sense of taste or smell. Their senses are restored when they leave the location, but will disappear again if they ever return.
3	The dungeon contains a physically challenging traversal, such as a difficult climb, a dangerous swim, or a perilous jump. Characters must make an appropriate ability score check or suffer 1d4 damage and a -2 penalty on all future physical rolls until they have rested.
4	A mage of subtle powers seeks the treasure as well, cloaked in invisibility, and deadly in the shadows. She is a level 4 mage and knows the spells Counterspell, False Friend, Greater Illusion, Masked Image; the rituals Hidden Sanctum, Invisibility; and the cantrips Beguilement, Glamour Weaving.
5	The dungeon is partially in another dimension. Gravity may change from room to room; each area might seem to be in a different environment, from forest to tundra to volcano; some fundamental human truth, like hospitality, might be inverted.
6	The dungeon has three traps: one near the entrance, one near the monsters' lair, and one near the treasure. Each of these places is trapped with a different challenge from the following list: pit trap, swinging blades, poison arrows, crushing blocks from above, flooding, flames and fire, tripwire alarm.

1d8

What monsters guard the treasure and threaten the neighborhood?

- 1** This place has become home to a colony of giant snakes, including a ball of 4d6 ravenous just-birthered snakes as likely to eat their siblings as the heroes, and at least one giant snake waiting to drop onto an unlucky adventurer.
- 2** The hungry dead roam the halls, perhaps set to guard the treasure, perhaps arisen for other reasons, but all wearing strange iron bands, and all preternaturally angry at the living.
- 3** The area is filled with cracked marble statues, a few of which spring into action and attack once the adventurers have gone past them.
- 4** Another group of adventurers seeks the treasure at the same time and they have no compunctions about killing their way to wealth and glory. The group should be a little weaker than the characters. They will be clever enough to lie in wait, but impatient enough to rush headlong towards the treasure.
- 5** The dungeon is home to numerous children of Chaos, mostly the mutated folk of the city who have been driven into hiding and are filled with bitterness and rage.
- 6** A feral race of fishfolk who have never seen the sun have come up into the dungeon from an underground sea heretofore unexplored by humankind.
- 7** Magical resonance from a thousand failed rituals has driven mad everything from the furniture to the fixtures. The party will encounter numerous animated objects (see *Through Sunken Lands and Other Adventures* p.96).
- 8** Minor spirits of Chaos are drawn to the treasure like moths to the flame. In their erratic orbits around it, they fight each other and feast on any mortals who fall into their paths.

1d6

What power guards the treasure?

- 1** A sorceress is in league with the power that gathered the treasure, and will use all of her considerable magics to protect it. If defeated, she will flee, but will certainly return to seek revenge.
- 2** A demon is bound to the treasure chamber and obligated to try to stop any intruders. Whether it was forced into this duty or agreed to it for some other service will determine just how much it really cares about stopping thieves.
- 3** A monstrosity guards the treasure. Perhaps the monstrosity was summoned or grown to guard the hoard, or perhaps a villain's cunning led her to use the monstrosity as a guard dog.
- 4** A band of trained warriors have been set to guard the treasure. These are no idle loafers, but clever people interested in their own survival. They will have set look outs and planned for an attack.
- 5** An ancient warrior has been cursed to guard this treasure for all eternity, fighting until destroyed in order to protect the one thing that keeps it from eternal peace.
- 6** The treasure is bait used by a powerful, half-sentient magical curse: all in near range must make a saving throw versus polymorph or lose 1 point from a random ability score. The curse will lose its power after there are none left alive who are still feeding it.

THE ROAD GOES ON

If you are playing this scenario as a one-shot, surviving the dungeon and learning about the hidden treasure is probably interesting enough for the group. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward to help them in future endeavors.

1d6 What reward do the characters gain apart from the treasure itself?

- 1** The characters acquire an incredibly valuable statue obviously stolen from the Imperial Palace.
- 2** Encased in a scabbard of rotting leather is a short sword made of dark blue iron. This sword grants +2 to hit and damage and, once drawn, assumes the size and style of its wielder's preference. It rots or corrodes any sheath in which it is placed.
- 3** Amongst the treasure is a slender bone wand covered with strange runes. Any spell caster who has read them aloud may use the wand during any ritual to gain a +1 bonus.
- 4** The characters acquire a small wooden box, bound in tin, which somehow always contains a roll of bandages and about a dozen coppers of the local currency.
- 5** Wrapped in layers of suspiciously-stained linen is a bronze tablet in the shape of a door which contains instructions for the spell Opening Touch. Casting this spell on the tablet will shatter it into pieces, revealing a knapped flint dagger granting +3 to hit and damage.
- 6** The characters get a potent magical amulet made of untarnished, eldritch metal. The item provides its wearer with +1 to AC and saving throws and always glows faintly with an unnatural light.

The GM may want to leave the players with the seed of a future adventure involving the treasure, its guardians, or its hunters. This allows the group to continue their story with the same characters later. This table will give a hook towards the end of the session which will lead to further play.

1d6 What leads the characters to their next adventure?

- 1** Another treasure hunter becomes friendly with the party, offering cooperation in this adventure and the promise of a shared expedition to the far side of the island next month.
- 2** The characters come upon an ill-proportioned map with directions to a hidden portal and a treasure trove described as both ghastly and beautiful.
- 3** The second son of a minor noble house who was also hunting the treasure is now in need of rescue. If the characters get him safely home, they will make powerful friends in the great city.
- 4** Amongst the treasures, the characters find a demon bound into a metal compass which always points towards the nearest treasure hoard.
- 5** Shortly after completing their task, a stranger approaches the characters and begins to describe the adventure to them in disturbing detail. She then asks for a favor involving a perilous voyage.
- 6** Rumours of another treasure begin to spread throughout the great city, and a friendly NPC comes to ask the characters for help with it.

RECENT EVENTS

The city is abuzz with rumors of the hidden treasure, and each of the characters has been hearing different bits of information. Each player should roll on this table to see what rumors have come along. The player to the left was there too and may help. Remember that if a player rolls a duplicate event, one of the special events at the end of the table happens instead.

1d10	What rumor about the treasure made its way to you?
1	You overheard a sailor by the docks talking about the treasure. <i>Test Charisma</i> (Gossip and Socialize skills may help). <i>Success</i> : the GM will give you one hint as to the treasure's location. <i>Failure</i> : you offend the sailor who breaks his flagon over your head; begin the session having suffered 1d4 hit points of damage.
2	While shopping, you saw two strangers pass a package and followed the recipient on a whim. <i>Test Dexterity</i> (skills like Stealth may help). <i>Success</i> : you discover the name and location of an NPC associated with the treasure. <i>Failure</i> : your target spots you and his compatriots mug you in an alley; lose any spare coin you had with you.
3	You saw a group of cloaked figures carry strange equipment into an alleyway. <i>Test Intelligence</i> (skills like Trapping may help). <i>Success</i> : you know how to prepare for one of the dungeon's challenges, and will gain a +2 bonus to rolls against it. <i>Failure</i> : they were onto you, and there will be extra guardians at the dungeon.
4	You got into a drinking contest with a thief from the guild. <i>Test Constitution</i> . <i>Success</i> : the GM will give you one hint as to the treasure's location. <i>Failure</i> : you wake up in the city jail, and your friends will have to bail you out.
5	Near one of the city's centers of learning, you saw some hooded figures drop a parchment map. <i>Test Dexterity</i> (skills like Pickpocketing may help). <i>Success</i> : you manage to snatch the parchment without them noticing, and now have a map of the dungeon, though you still do not know its location. <i>Failure</i> : the men notice your attempt and snarl a curse before sneaking away; you will suffer a -3 penalty to the next roll that you make.
6	You were attacked by a madman ranting about a cursed treasure hidden somewhere in the city. <i>Test Strength</i> . <i>Success</i> : you control and calm the man for long enough to hear one piece of information about the nature of the treasure. <i>Failure</i> : you are throttled before getting away; begin the game having suffered 2 hit points of damage.
7	A decadent imperial nobleman insisted you find a magical treasure for him. <i>Test Charisma</i> (skills like Persuasion may help). <i>Success</i> : the nobleman offered you 100 gold coins to take the job; he is waiting on an answer. <i>Failure</i> : the nobleman threatens to send his men after you should you fail to bring him the treasure free of charge.
8	At an inn, you overheard a wounded woman discussing her failed attempt to find a priceless treasure in the city. <i>Test Charisma</i> (skills like Socialize and Healing may help). <i>Success</i> : the adventuress tells you the nature of one of the creatures you will face in the dungeon, as well as a hint as to how she now realizes she could have beaten it. <i>Failure</i> : you say too much, and now another group of adventurers knows that you are after the treasure.
9	An impressive seer was telling fortunes near the Temple District. <i>Test Intelligence</i> (skills like Forbidden Knowledge may help). <i>Success</i> : the prophetess was impressed with you, and tells you a piece of information about the great power which guards the treasure. <i>Failure</i> : finding you distasteful and ignorant, the seer sends you away roughly and gives you a bad omen; you will automatically fail the next saving throw you must make.
10	A group of cultists accost you, asking where you hid their stolen treasure. <i>Test Strength</i> . <i>Success</i> : you fought them off and made off with one of their purses; gain 2d10 silvers. <i>Failure</i> : they cut your face, leaving their mark on you; begin the game with 1 hit point of damage and are marked by the cult.
*	The priest of a foreign god visited you in a tavern and told you that you would face a great challenge soon. <i>Test Wisdom</i> (skills like Socialize and Religious Lore may help). <i>Success</i> : the priest gives you a token of his god which provides you with a +1 bonus to all saving throws for the next month. <i>Failure</i> : The priest blesses you and goes on his way; you will automatically pass the next saving throw you must take.
**	While you were walking near the harbor, you saw a strange woman rise from the sea; truly you were in the presence of an elemental godling. She asked you to swim with her. <i>Test Constitution</i> (skills like Athletics may help). <i>Success</i> : impressed with your abilities, she offers you a blade of great power (a +2 weapon with at least one unknown magical property). <i>Failure</i> : she laughs at your unworthy skills, but gives you her necklace of shells nonetheless (an amulet which allows its wearer to breathe underwater).
***	A prince of Chaos came to you in the guise of a multihued cat and offered to make you the master of the dungeon should you succeed in your quest. If you agree and succeed in the adventure, you become a champion of Chaos, and the location and all of its treasures and inhabitants are yours. If you disagree you neither gain nor lose anything.

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. With each category of monster is a suggested number which will provide a challenge to four Level 2 PCs.

HUMAN THREATS

The Urban Adventurer or Shadowy Sorcerer might be the major villain for the scenario. Five or six city guards are a good show of force for an early encounter.

URBAN ADVENTURER

Many brilliant, desperate men and women make their way to the great city in search of fame and fortune.

Hit Dice: 3d8 (14 HP)

AC: 15

Attack: +2 to hit, 1d6+1 damage (short sword)

Alignment: usually Neutral

XP: 95

Notes: *Highly Skilled* (the Urban Adventurer is as skilled as the PCs and may make ability score checks for various things; assume that he has a 13 in each ability score and three special skills which give him a +2 bonus), *Well Connected* (the Urban Adventurer has connections providing illicit knowledge and goods), *Light Source* (the Urban Adventurer always has a light source to hand)

SHADOWY SORCERER

A single mage of subtle powers stalks the treasure as well, cloaked in invisibility, and deadly in the shadows.

Hit Dice: 4d6 (14 HP)

AC: 12

Attack: +2 to hit, 1d4 damage (dagger)

Alignment: Chaotic

XP: 300

Notes: *Spellcasting* (the Shadowy Sorcerer may cast cantrips, spells, and rituals as a level four mage; assume she has an Intelligence and Wisdom of 14 for the purposes of casting rolls; he knows the Beguilement and Glamour Weaving cantrips, the spells Counterspell, False Friend, Greater Illusion, and Masked Image, and the rituals Hidden Sanctum and Invisibility)

CITY GUARD

Hit Dice: 1d8 (5 HP)

AC: 14

Attack: +0 to hit, 1d8 damage (long sword or pole arm)

Alignment: usually Neutral or Lawful

XP: 20

ACQUISITIVE NOBLE

The noble's weapons are not the iron blade and feathered arrow, but the silver tongue and silken purse.

Hit Dice: 2d6 (7 HP)

AC: 10

Attack: -1 to hit, 1d4-1 damage (fashionable dagger)

Alignment: usually Neutral

XP: 60

Notes: *Social Graces* (the Acquisitive Noble always knows what to say; assume that she has a 14 in Charisma and Wisdom), *Well Connected* (the Acquisitive Noble has connections providing almost everything), *Hired Muscle* (the Acquisitive Noble can, with several hours preparation, acquire 3d4 personal guards like the City Guard, above)

INHUMAN THREATS

This beast would serve as a rival for the treasure or its final guardian. The GM may wish to give hits about its powers to allow the characters to prepare.

THE BEAST WHO SLITHERS

A beast of the ancient world, who yet slithers beneath the earth, collected this treasure; she wants it still.

Hit Dice: 5d10 (28 HP)

AC: 14

Attack: +5 to hit, 1d4 damage (claw), 1d8 (bite)

Alignment: Chaotic

XP: 350

Notes: *Breath Weapon* (once per day, the beast may belch a great cloud of poisonous smoke; all in near range save versus breath weapon or suffer 1d8 damage), *Poison* (the beast drips with poison; anything it touches must save versus poison or suffer 1 hit point of damage for 1d8 rounds), *Swift* (if there are enough foes in its immediate range, the monstrosity may claw twice and smash or bite once per round)