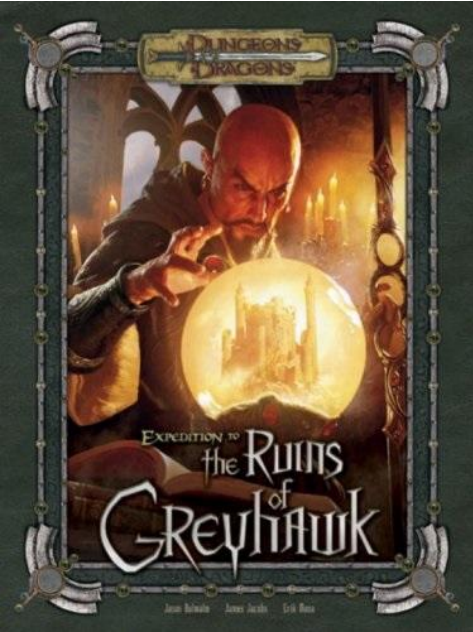
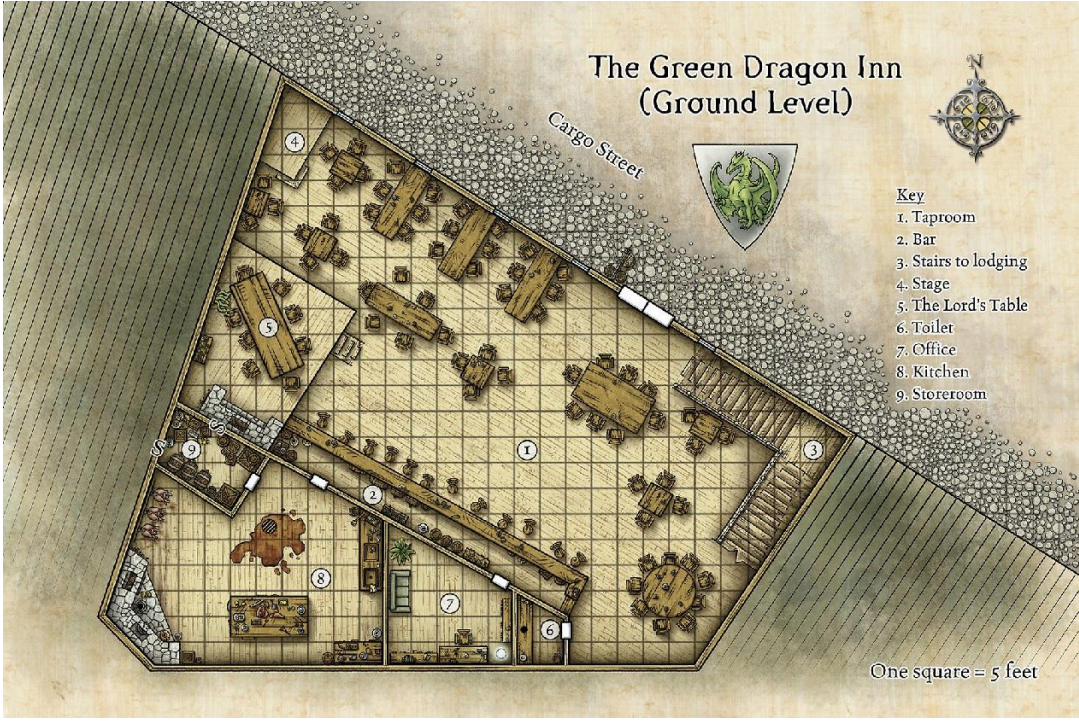


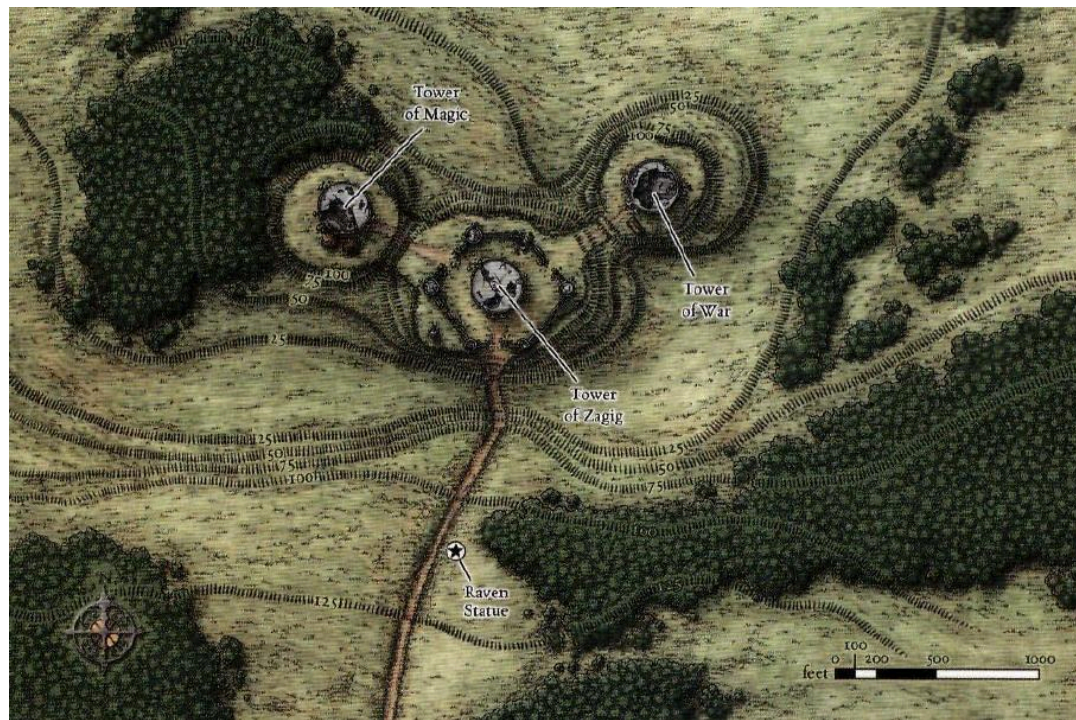
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Expedition to the Ruins of Greyhawk								
								
Chapter 1		Welcome to Greyhawk						
		<p><b>The Free City of Greyhawk</b></p> <p>Nestled in a river valley near the geographic center of the Flanaess, the City of Greyhawk is perfectly suited for trade coming from the Lake of Unknown Depths to the north and Woolly Bay to the south. Here the rich and the poor share the same outer walls, though their worlds are divided into separate cities, new and old. Coin from as far away as Blackmoor changes hands in the city's markets, and the opulent mansions on the hill overlooking the city attest to the wealth generated by its markets. This wealth brings artisans, scholars, and laborers to Greyhawk. It also breeds a brand of thieves that has given Greyhawk a reputation for shadowed villainy that spans the continent.</p> <p>Treasures plundered from ancient tombs in the nearby Cairn Hills first brought Greyhawk to prominence hundreds of years ago. Every decade or so, someone discovers the entrance to an unexplored cairn, and the hills crawl with swordsmen and wizards consulting ancient maps and bizarre historical riddles. The presence of Castle Greyhawk, the greatest treasure-laden tomb of all, ensures the interest of those who live by sword and spell, making adventurers an important part of the city's social fabric.</p>						
Ep01	<p>13 Mar 2022 Free City of Greyhawk, Green Dragon Inn</p> <p>On the way to the Free City of Greyhawk, the party spotted orc raiders ransacking a caravan and killing residents in a hovel village. They rescued Ricard and Kathenor who were also on their way to Greyhawk. The faithful of both Boccob and St Cuthbert</p>	<p>Erin L9</p> <p>XP 55140 GP 1039g4s5c - 619g = 420g4s5c</p>	<p>Thomas L8</p> <p>XP 37890 GP 805g84s</p>	<p>J3 L7</p> <p>XP 35610 GP 15g</p> <p><b>Level Up!</b></p>				<p>[Kami @US-NY]* Lucian M, Half-elf CN Acolyte Sorcerer 7 (Draconic) A:Dex+2</p>





	<p><b>Green Dragon Inn</b></p>	
	<p>After a long journey, the party finally had a good night's rest in the Green Dragon Inn.</p>	<p>Suddenly a pink rabbit with black eye patches ran close by you. It looked at a strange round metallic object and hurried on. Although there was nothing so very remarkable in that, as you had encountered many strange creatures before, you started to your feet and ran after it.</p> <p>The rabbit ran across the barren landscape while a bright blue orb hung in the sky. The rabbit didn't seem to tire as it kept <i>going and going</i>. Upon closer inspection, the rabbit looked more like a gnomish clockwork toy that was powered by a tiny cylindrical object.</p> <p>Distracted, you fell down a large rabbit-hole. You yelled out a <i>battery</i> of curses as you fell down and down and down...</p>
	<p><b>Chapter 3</b></p>	<p><b>The Tower of War</b></p>
	<p><b>Castle Greyhawk Tower of War</b></p>	<p>For more than two hundred fifty years, Castle Greyhawk has perched in the Cairn Hills north of the Free City of Greyhawk, a crumbling testament to its enigmatic creator, the Mad Archmage Zagig Yragerne. Construction began in the summer of 320 CY, with the intent to build a keep from which Zagig, the soon-to-be Lord Mayor of the city, could govern and conduct his research. For the following one hundred years Zagig ruled from the castle, expanding the dungeon beneath it while extending his life through powerful magic.</p> <p>After ruling the city for so many years, the Mad Archmage vanished from public sight in 421 CY. The castle towers above were left to rot and eventually fell into ruin. Few dared approach the place, for fear of its being cursed. Eventually, the brave and the treasure-hungry did begin to venture into the dungeons below. Legends of great success and hoards of treasure soon buried the tales of failure and death, and the dungeons of Castle Greyhawk became one of the most renowned sites for adventure in all the Flanaess.</p>



The Tower of War is located on the east pinnacle of Castle Greyhawk. Originally built to house and supply Zagig's personal army, the Tower of War and its dungeons are full of barracks, armories, supply chambers, and entertainment for the men, most notably an arena. A group of dwarves calling themselves the Wartower Wardens have built a guild house outside the tower and charge a portion of the plunder discovered by explorers.

Ep02	<p>20 Mar 2022 Castle Greyhawk, Tower of War level 1</p> <p>The party visited several businesses in the River Quarter and learned more about the ruins of Castle Greyhawk, known as the largest dungeon in all of Oerth. On the way to the castle ruins, the party paid a minstrel a handsome fee for recent news. Grandfather Magic turned the party away from the Tower of Magic, only to return when they have the key to fulfil the prophecy. At the Tower of War, they negotiated with a band of dwarves called the Wartower Wardens and agreed to their terms. In the gatehouse, the party encountered their first challenge.</p>	<p>Erin L9</p> <p>XP 57880 GP 420g4s5c - 185g = 235g4s5c</p> <p>Donated to the River Quarter Mission</p>	<p>Thomas L8</p> <p>XP 40630 GP 805g84s - 30g = 775g84s</p>	<p>J3 L8</p> <p>XP 38350 GP 15g</p> <p>Vandalised the stone raven</p>		<p>Christian L7</p> <p>XP 32740 GP 15g - 15g = 0g</p>		<p>Lucian L7</p> <p>XP 35190 GP 15g</p> <p><b>Level Up!</b></p>
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








	<p>NPCs: Retha (widow, River Quarter Mission), "Three-Hands" (half-elf minstrel), Grandfather Magic (faithful of Zagyg), Stillguar (dwarf leader of the Wartower Wardens)</p> <p>Get to know the neighbourhood Pay "Three-Hands" for his story Negotiate peacefully with the dwarves Crush the undead-driven war wagon</p>	+1 breastplate						
Ep03	<p>27 Mar 2022 Tower of War, level 4 Shatterstone</p> <p>The party descended to the lower levels, vanquishing lesser monsters along the way. Most of the upper levels had already been ransacked by previous adventurers. At level 4, the party found where the orc raiders stowed the stolen caravan goods. They interrupted a group of orcs and their leader who were having a sumptuous feast.</p> <p>Descend to the lower levels Do a thorough search Deny the orcs their feast</p>	<p>Erin L9</p> <p>XP 59500 GP 235g4s5c</p>	<p>Thomas L8</p> <p>XP 42250 GP 775g84s</p> <p>Silver candelabra (40 gp)</p>	<p>J3 L8</p> <p>XP 39970 GP 15g</p>		<p>Christian L7</p> <p>XP 34360 GP 0g</p> <p>Level Up! Ranger 8 A:Dex+1,Wis+1</p> <p>Guardian greatsword, Potion of greater healing</p>		<p>Lucian L8</p> <p>XP 36810 GP 15g</p>
Ep04	<p>3 Apr 2022 "Deal my vengeance and reap my rewards."</p> <p>The party discovered a shattered temple with a gigantic decapitated statue and a defaced altar. After taking care of a few outlaws, the party looked for the missing head in a deep crevasse out of curiosity. The statue and head were miraculously restored and a voice boomed out from the shadows.</p> <p>Step over the bodies of slain enemies Restore the statue (Death God's questline 1 of 3)</p>	<p>Erin L9</p> <p>XP 60700 GP 235g4s5c</p> <p>Bravery! +XP</p>		<p>J3 L8</p> <p>XP 41170 GP 15g</p> <p>Bravery! +XP</p>		<p>Christian L8</p> <p>XP 35560 GP 0g</p> <p>Bravery! +XP</p> <p>Pearls x3 (100 gp each)</p>		
Ep05	<p>10 Apr 2022 Draining your life energy with a kiss</p> <p>The party found more stolen goods in a storeroom and helped themselves to some</p>		<p>Thomas L8</p> <p>XP 44625 GP 775g84s</p>	<p>J3 L8</p> <p>XP 43545 GP 15g</p>		<p>Christian L8</p> <p>XP 37935 GP 0g</p>		<p>[Dustin @US-SC]* Felony M, Human (V) CN</p>

	<p>of it. The party came upon another leader of the raiders who held a woman hostage. J3 fell into a pit trap but Thomas was <i>ever-ready</i> for such a scenario. To their surprise, the woman was not human, and J3 suffered a kiss from her as a reward for healing her.</p> <p>Find more stolen goods <span style="background-color: #90EE90;">[+]</span>  Throw chairs at suspicious armor <span style="background-color: #90EE90;">[+]</span>  Try to help the "woman" <span style="background-color: #90EE90;">[+]</span>  (Bonus) Decline her kiss <span style="background-color: #FFFF00;">[--]</span></p>		Potion of greater healing, Spell scroll (Invisibility)					Urchin Rogue 2 Fighter 5 F:Sharpshooter A:Dex+2  XP 32375 GP 10
Ep06	17 Apr 2022 "Don't you want me?"  The fiendish vixen escaped as soon as the party slew the blackguard, promising to return in their moment of weakness. They helped themselves to more of the stolen goods and used some of it to pay the Wartower Wardens. The party rescued a cleric of Boccob who was held prisoner and carried him back to the Free City of Greyhawk.  NPCs: Altamaic (prisoner, cleric of Boccob)  Slay the blackguard <span style="background-color: #90EE90;">[+]</span> Rescue the prisoner <span style="background-color: #90EE90;">[+]</span>	Erin L9  XP 61500 GP 235g4s5c - 200g = 35g4s5c  Salt 10 lbs (50 gp)  Flaming longsword	Thomas L8  XP 45425 GP 775g84s + 56g - 200g = 631g84s  <del>Pearls x4 (100 gp each),</del> Silk 20 yards (200 gp), Linen 40 yards (160 gp), Brandy x8 (10 gp each)	J3 L8  XP 44345 GP 15g  Rubies x2 (50 gp each)	Felony L7  XP 33175 GP 10	Christian L8  XP 38735 GP 0g +18g = 18g		Felony L7  XP 33175 GP 10
	<p>Safely back in the Free City of Greyhawk, the party had another good night's rest in the Green Dragon Inn.</p>	<p>You found yourself in the dark with occasional bioluminescent glows. You were not alone, some distance from you, you could vaguely see the outline of many humanoid figures. Instinctively, you knew they were not human. Many of them wore strange dark-coloured caps. Some of them had leathery wings. You sensed you were trapped in a small <i>cell</i>, surrounded by the crowd in some kind of underground arena. Then you noticed another lone figure not far from you. As she approached, the fiendish vixen smiled. In your mind, her hair was the colour of a forbidden fruit (a fruit which you have never seen before). In her hands, she held two glasses of wine. They were of different colours, but you couldn't tell what colours under the dim light.</p> <p>"Don't you want me?" She teased. "I can wait... until the time when you are most vulnerable." You recalled how she drained your comrade's life energy until he was almost down to zero.</p> <p>A spotlight shined on a stunningly beautiful half-elf maiden high above. A levitating platform slowly lowered her slender figure until she was thirty feet above the crowd. Music played and the crowd cheered...</p> <p>... while the vixen began her exotic dance around you.</p>						
Ep07	24 Apr 2022	Erin L9	Thomas L8			Christian L8		

	<p>Free City of Greyhawk, Artisans' Quarter, Thieves' Quarter</p> <p>The party gave Retha her husband's ring, thus granting her a much needed closure. They met the representatives from Able Carter Coaching House and the Merchant's and Trader's Union to discuss suitable compensation for routing the caravan raiders. Kathenor and Altamaic paid the party a visit to thank them for their rescue. After resupplying, the party returned to the Tower of War to collect trophies for their reward.</p> <p>NPCs: Thalivar (Able Carter Coaching House), Unthias (Merchant's and Trader's Union), Garvent (scribe)</p> <p>Give Retha her husband's ring Meet the right people who can pay Descent using the hidden elevator</p>	<p>XP 63580 GP 35g4s5c - 35g = 4s5c</p> <p>Bravery! +XP</p>	<p>XP 47505 GP 631g84s + 220g - 150g = 701g84s</p> <p>Bravery! +XP</p> <p>Inspiration! So you are the heroine from the opposite side</p> <p>Potions of healing x2</p>			<p>XP 40815 GP 18g + 35g + 100g - 50g = 103g</p> <p>Bravery! +XP</p> <p>Potions of healing x2</p>		
	<b>Artisans' Quarter</b>	<p>The sleepy district surrounding Greyhawk's Low Market lacks the infamous taverns and crowded streets of the city's more famous quarters, but its influence is felt in other ways across the city and in distant marketplaces. Most of Greyhawk's finest artisans live and work here, carting their wares to the Petit Bazaar a few days a week or running respectable permanent businesses from a storefront deeper in the district. Most of the city's trade guilds are headquartered here, and the residents keep tabs on one another out of compassion or the hope of discovering some competitive advantage. With the proximity of the Low Market, locals don't have to travel far to acquire the supplies they need, making Artisans' Quarter one of the most insular and self-sufficient communities in the Free City.</p>						
	<b>Old City</b>	<p>At one time Old City was the entirety of the City of Greyhawk. Although the walled-off district is today a crumbling collection of leaning tenements and makeshift hovels, one can still detect a trace of greatness in the structures. Many of these ancient buildings, though now in advanced decay, once housed nobles and government structures critical to the city's survival. An ancient bathhouse along the Processional bears monolithic sculptures from an earlier time of prosperity, while the infamous Thieves' Guild dwells in the moldering ruins of Greyhawk's old City Hall.</p>						
	<b>Thieves' Quarter (part of Old City)</b>	<p>Despite its squalor, the Thieves' Quarter boasts two of the most important buildings in Greyhawk. The Directing Oligarchy governs from the High Quarter, but many of its key decisions are decided in the Old City Hall, where the highly influential Guild of Thieves decides matters of city policy far from the eye of the general public. The thieves keep a relatively tight leash on the inhabitants of the quarter; while petty crime such as shakedowns, confidence schemes, and burglary are common, more serious crimes (such as murder) that attract the attention of the City Watch and government officials are frowned upon. The Guild tends to launch its own investigations of grisly crime, frequently administering street justice (often fatal) before the city's legitimate authorities realise the original crime has been committed.</p>						
Ep08	1 May 2022 Tower of War, level 6 Arena	Erin L9	Thomas L8	J3 L8		Christian L8		Felony L7














	<p>The raiders were ready for the party when the elevator descended to level 6. After the battle, the party looted the barracks which contained armor, weapons, and ammunition. An invisible enemy launched a lightning fast blitz on the party while they were distracted. Panicked, the party made a hasty retreat to the elevator. However, some of them were encumbered...</p> <p>Terminate the elevator security   Search and loot   Evade/counter the second salvo   (Bonus) Evade/counter the first </p>	<p>XP 65230 GP 4s5c</p> <p><b>Level Up!</b> Barbarian 6 Rogue 4</p>	<p>XP 49155 GP 701g84s +148g = 849g84s</p> <p><b>Level Up!</b> Bard 8 Sorcerer 1</p>	<p>XP 45995 GP 15g</p>		<p>XP 42465 GP 103g</p> <p><b>Inspiration!</b> You forced my hand</p> <p><del>Potion of healing</del></p>		<p>XP 34825 GP 10</p> <p><b>Level Up!</b></p>
Ep09	<p>8 May 2022 "Iuz" was the reply when you asked</p> <p>With their retreat cut off, the party had no choice but to fight. Working together, they realised that taking down a single powerful opponent was not as difficult as they thought. The party progressed further and encountered resistance from the faithful of Iuz. They stopped at a site of religious significance to analyse its potential purpose and consider their next course of action.</p> <p>Shorten the electrifying naga's life   Dispose the faithful of Iuz   Examine the altar </p>	<p>Erin L10</p> <p>XP 67130 GP 4s5c</p> <p>Ruby rings x2 (150 gp each)</p>	<p>Thomas L9</p> <p>XP 51055 GP 849g84s + 28p214g165s58c = 28p1063g 249s58c</p> <p>Diamond dust (250 gp)</p>			<p>Christian L8</p> <p>XP 44365 GP 103g</p>		<p>Felony L8</p> <p>XP 36725 GP 10</p>
Ep10	<p>22 May 2022 (Interlude) Free City of Greyhawk, Clerkburg, Temple of Boccob Foreign Quarter, Mercenaries' Guildhall</p> <p>Ricard introduced Captain Gallancz to the party. The party paid their respects to Riggby the Patriarch at the Temple of Boccob together with thousands of faithful mourners. When the faithful of Iuz disrupted the prayers, there was a state of panic. Erin protected the coffin by using his body as a shield against a torrent of acid. After inspecting the acid flask shards, the party questioned Hauld. They obtained the list of</p>	<p>Erin L10</p> <p>XP 69050 GP 4s5c</p> <p><b>Bravery! +XP</b></p> <p><b>Inspiration!</b> This temple,</p>	<p>Thomas L9</p> <p>XP 52975 GP 28p1063g 249s58c - 35g = 28p1028g 249s58c</p> <p><b>Bravery! +XP</b></p>			<p>Christian L8</p> <p>XP 46285 GP 103g - 70g = 33g</p> <p><b>Bravery! +XP</b></p>		

	<p>customers who purchased the acid, but failed to assure him his safety. Hauld left the city to avoid further trouble. The party found one of the suspects at the Mercenaries's Guildhall but failed to get his cooperation.</p> <p>NPCs: Captain Gallancz (retired commanding officer), Hauld (owner of Hauld's Apothecary), Pomarjer (half-orc mercenary)</p> <p>Block the faithful of Iuz <span style="color: green;">[+]</span>          (Bonus) Block the acid <span style="color: green;">[+]</span>          Assure Hauld his safety <span style="color: yellow;">[--]</span>          (Hauld's questline lost)          Befriend/beguile the half-orc <span style="color: yellow;">[--]</span></p>	my body, your shield						
	<b>Clerkburg</b>	<p>The north end of New City, east of the Processional, swarms with students from dozens of colleges, universities, and academies that have made Greyhawk one of the foremost cities of learning on the continent, yet another improvement initiated during the reign of Zagig Yragerne. Called Clerkburg or simply the Halls, the neighbourhood also houses the professors, administrators, and menials necessary to keep the schools running. The presence of scores of private libraries - as well as the Great Library of Greyhawk itself - ensures a healthy presence of scholars and sages in the neighbourhood. The Street of Temples along the southeast corner of the district boasts edifices in honor of Celestian, Kord, Lendor, and Boccob.</p>						
	<b>Temple of Boccob</b>	<p>An imposing citadel of stone towers and rooftop gardens anchors Clerkburg's Street of Temples. The faith of Boccob has enjoyed great popularity in the City of Greyhawk over the years, despite the noninterventionist nature of its clergy and faithful.</p> <p>In years past, <b>Riggby</b> himself led the congregation of this temple, before he left for a life of seclusion and died of natural causes. His corpse was brought back to this temple by a sacred procession for burial.</p> <p><i>A long time ago, Riggby had adventured with <b>Mordenkainen</b> and <b>Bigby</b>, he became a founding member of the Citadel of Eight (which later became the Circle of Eight, and now known as the Pieces of Eight).</i></p>						
Ep11	<p>29 May 2022 "What do you do?" You asked the dragon</p> <p>In the Tower of War, J3 tried to reassemble a toppled statue, and a familiar voice boomed out from the shadows. The party followed its instructions and shattered an altar to Iuz. In retaliation, three of them were lashed by eerie red tendrils. The party tried to sneak into the arena, but a deadly adversary was waiting for them. Thanks to Thomas, who used a confusion spell on the dragon, followed by another spell to prevent it from regaining its senses, the party had a relatively easy time in slaying it.</p>	<p>Erin L10</p> <p>XP 71550 GP 4s5c</p>	<p>Thomas L9</p> <p>XP 55475 GP 28p1028g 249s58c - 10g = 28p1018g 249s58c</p>	<p>J3 L8</p> <p>XP 48495 GP 15g</p> <p><b>Level Up!</b> Fighter 6 Cleric 3</p>		<p>Christian L8</p> <p>XP 48785 GP 33g - 10g = 23g</p> <p><b>Level Up!</b> Ranger 9</p> <p><b>Inspiration!</b> "You deserved to</p>		










		<p>Wizardry as a hub for Greyhawk's arcane tomes he had discovered during his journeys with the Company of Seven.</p> <p>The Wizards' Guildhall is one of the most impressive structures in all of Greyhawk. The six-storey ziggurat of nonnative stone looks as if it might have been scooped from the jungles of the south. A wide case of short stairs ascends the ziggurat's first four stories to a flat roof sporting two additional square levels. Along the stair, at the first and third levels, are pairs of massive black adamantine gates kept closed at all times.</p>						
Ep13	<p>12 Jun 2022</p> <p>Free City of Greyhawk, High Quarter, Wizards' Guildhall</p> <p>The party realised that the stakes were rising and invested heavily in magic items to improve their odds. When the party returned to the Tower of War, they found that the raiders' hideout was cleared of all stolen goods and incriminating evidence. Back in Greyhawk City, the party followed Tirra to the Thieves' Quarter when she offered them intel about the key to the Tower of Magic. Following her plan, they infiltrated the Guild of Wizardry using a <i>refuge bottle</i> to look for a book in the Special Collections library.</p> <p>NPC: Tirra (member of the Thieves' Guild)</p> <p>Inspect the remainder of the arena   Learn more about the Thieves' Guild   Look for the book in the library </p>	<p>Erin L10</p> <p>XP 75050 GP 52p63g - 551g = 2p12g</p> <p>Potions of healing x8</p>	<p>Thomas L9</p> <p>XP 58975 GP 50p864g 158s35c - 600g = 50p264g 158s35c</p> <p>+1 rapier, Potions of healing x4</p>	<p>J3 L9</p> <p>XP 51995 GP 50p40g - 450g = 90g</p> <p>+1 scimitar, Potion of healing</p>		<p>Christian L9</p> <p>XP 52285 GP 549g73s20c + 51g - 600g = 73s20c</p> <p>Longbow of ice cubes, Potion of healing</p>		
Ep14	<p>19 Jun 2022</p> <p>"You are the key... to using the key."</p> <p>The librarian refused to allow the party to peruse the books because none of them were wizards. After changing their approach, the party managed to obtain the librarian's help. Following the instructions mentioned in the Yragerne Accord of 393, the party found themselves in Zagig's secret study. The legendary archmage Mordenkainen was waiting for them. He offered them a life-changing choice, blue or red. The party decided on red. Mordenkainen then revealed earth-shattering secrets concerning Iuz, a legendary artifact, and the parallel worlds, before handing them the key.</p>	<p>Erin L10</p> <p>XP 78950 GP 2p12g</p> <p>Told a story about a small fishing village</p>	<p>Thomas L9</p> <p>XP 62875 GP 50p264g 158s35c - 100g = 50p164g 158s35c</p> <p>Recited a tale about an island surrounded by</p>	<p>J3 L9</p> <p>XP 55895 GP 90g</p> <p>Fashioned a bookstand with thunder lizard</p>				<p>[Ian W]* Kiera L8 (from S21)</p> <p>Personally carved "<i>limited edition</i>" raccoon</p>




	<p>NPCs: The Librarian (Special Collections), Mordenkainen (legendary archmage, leader of the Pieces of Eight).</p> <p>Entertain the librarian  Attempt the Chamber of Seven Secrets  Make the right choice  Learn secrets from Mordenkainen </p>		mists	design				bookmarks (sadly, her other works never saw the light of day, see S21 ending)
	<p><b>Guild of Wizardry ziggurat Zagig's secret study</b></p>	<p>The middle-aged, bald human archmage with a black van dyke beard streaked with silver offered you a life-changing choice.</p> <p>"You take the blue potion, you pretend nothing happened, you return to the life of an ordinary adventurer." "You take the red potion, you stay and I tell you about rabbit holes and parallel worlds."</p> <p>As he extended his arms to offer the potions to you, the blue potion slipped and smashed on the floor.</p> <p>“其实选择只有一个。” He apologised using a foreign tongue from a parallel world.</p>						
Ep15	<p>26 Jun 2022 How you should NOT summon a demon</p> <p>The party accepted Mordenkainen's quest to return his old friend Lord Robilar to his home world. After leaving the secret study, the party witnessed a gruesome scene where a demon-summoning ritual went horribly wrong. When they next emerged from the refuge bottle, they found themselves surrounded by the faithful of Iuz and Sir Bluto. Although their agent from the Thieves' Guild was severely tortured and dying, the party neglected to heal him, resulting in his death.</p> <p>Send the demon back to the Abyss  Investigate the summoning circle  Lay Sir Bluto to rest  Heal the Thieves' Guild agent  (Thieves' Guild questline lost)</p>	<p>Erin L10</p> <p>XP 81965 GP 2p12g</p>	<p>Thomas L9</p> <p>XP 65050 GP 50p164g 158s35c</p> <p><b>Level Up!</b> Bard 9 Sorcerer 1</p>	<p>J3 L9</p> <p>XP 58910 GP 90g</p>		<p>Christian L9</p> <p>XP 55300 GP 73s20c</p>		
Ep16	<p>3 Jul 2022 Free City of Greyhawk, Dark Moon Monastery</p> <p>The party burned Sir Bluto's corpse and left it with the dead Thieves' Guild agent. Tirra</p>	<p>Erin L10</p> <p>XP 83565 GP 2p12g</p>	<p>Thomas L10</p> <p>XP 66650 GP 50p164g 158s35c + 134g</p>	<p>J3 L9</p> <p>XP 60510 GP 90g</p>		<p>Christian L9</p> <p>XP 56900 GP 73s20c</p>		

	<p>was greatly saddened by the bad news. The party accepted an invitation from the Dark Moon Monastery and challenged three of their masters. The party won two of the matches and received a generous prize. The monks requested the party to find out the whereabouts of their missing patron deity. The monks suspected that Robliar might have murdered their brothers and sisters many years ago when they hired him for a similar quest.</p> <p>Return the agent's body to Tirra Challenge the Dark Moon monks (Bonus) Win all three matches</p>		<p>= 50p298g 158s35c</p> <p>Dark Moon diamond (3000 gp)</p>	Won a match		Won a match		
<b>Chapter 5</b>								
	<p><b>Castle Greyhawk Tower of Magic</b></p>	<p>Located on the west pinnacle of Castle Greyhawk, the tower and its corresponding dungeon levels were built by Zagig to host all sorts of magical experiments and research. The ruins once served Zagig as home, but as his apprentices grew in number, he abandoned this tower to them and erected a third tower for his own person use - the Tower of Zagig. The surface ruins are mostly abandoned. A large temple to Boccob takes up most of the ruins, with the remainder consisting of barracks, storerooms, mess halls, and guest quarters for low-ranking acolytes and visitors to the castle. Several flights of stairs lead down to the lower levels, although these routes are magically closed by the priests of Zagyg who live nearby.</p>						
Ep17	<p>10 Jul 2022 Castle Greyhawk, Tower of Magic</p> <p>The party had a candid chat with Ricard regarding Mordenkainen and Lord Robilar. They then headed to the Tower of Magic at Castle Greyhawk. Grandfather Magic used the prophesied key provided by the party to unlock the Ruby Skull. He chased after the released butterfly and left the tower open. The party descended into the dungeons below the Tower of Magic.</p> <p>Learn more secrets from Ricard Fulfil the prophecy of Skull+Butterfly Enter the Tower of Magic</p>	<p>Erin L10</p> <p>XP 86025 GP 2p12g</p> <p><b>Level Up!</b> Barbarian 6 Rogue 5</p>	<p>Thomas L10</p> <p>XP 68275 GP 50p298g 158s35c - 100g100s = 50p198g 58s35c</p> <p><b>Inspiration!</b> a Song of Sorrow and Hope</p>	<p>J3 L9</p> <p>XP 62970 GP 90g - 5s = 89g5s</p>		<p>Christian L9</p> <p>XP 59360 GP 73s20c - 15s = 58s20c</p>		
Ep18	<p>24 Jul 2022 <b>You have to die because you look ugly</b></p> <p>Tha party conversed respectfully with Logras and his kobold followers while taking a rest in the dungeons. The party intruded upon a</p>	<p>Erin L11</p> <p>XP 86325 GP 2p12g + 12g = 2p24g</p>	<p>Thomas L10</p> <p>XP 68575 GP 50p198g 58s35c + 12g</p>	<p>J3 L9</p> <p>XP 63270 GP 89g5s + 12g = 101g5s</p>	<p>[Kyran @UK] + Kriv Norixius M, Dragonborn (Black) CN</p>	<p>Christian L9</p> <p>XP 59660 GP 58s20c</p>		














	<p>tribe of intelligent misshapened giants. The party took one look at the giants and launched a vicious pre-emptive assault without justification. The giants defended their families valiantly and administered justice upon a party member before they were all brutally murdered. Thomas was almost left out of the entire fight, by the time he joined, Christian was dead. After the battle, the party greedily collected their ill-gotten loot. Thomas sang his new song to bargain with an unknown entity for Christian's soul. Christian's body then vanished.</p> <p>NPCs: Logras (master of kobold followers)</p> <p>Parley with kobolds and their master   Hear the misshapened giants' story   (illegible text smudged with blood)</p>	Stigma -XP LG -> LN	= 50p210g 58s35c  Stigma -XP	Stigma -XP CG -> CN	<p>Outlander Barbarian 9 (Berzerker) A: Con+1, Cha+1 F: Grappler</p> <p>XP 48300 GP 10g+12g = 22g</p> <p>Stigma -XP Cast the first javelin</p> <p>Giant's glaive</p>	 <p>The giants took revenge (44250)</p> <p>Stigma -XP CG -&gt; CN</p> <p>Magic items: +1 breastplate, Guardian Greatsword, Longbow of Ice Cubes, Potion of Healing <del>Potions of</del> <del>Healing</del>-x2, <del>Potion of Greater</del> Healing</p>	
	<p><b>Adventuring Party</b> Reputation tarnished</p>	<p><b>THE SILVER BLADES</b>  Rank: Elite Silver  Accolade: Dragon Slayers  Stigma: Murderers of ugly-looking folk</p>					
Ep19	<p>31 Jul 2022 Castle Greyhawk, Tower of Magic, Vaults of Creation</p> <p>A rookie mistake almost became the party's downfall when they let down their guard to rest while badly injured. Harassed by an invisible assailant, the party lost their usual composure and retreated for safety, carrying their incapacitated comrades. Later, the party returned and buried the misshapened giants out of respect for their combat prowess. The party took a cautious approach and proceeded at a snail's pace in exploring the level.</p> <p>Repel the invisible assailant   Explore deeper </p>	<p>Erin L11</p> <p>XP 87225 GP 2p24g - 5g = 2p19g</p>		<p>J3 L9</p> <p>XP 64170 GP 101g5s</p> <p>Level Up!</p>	<p>Kriv L9</p> <p>XP 49200 GP 22g - 10g = 12g</p>	<p>[Cam @US-NC] + Cedrick Thunderhammer M, Hill dwarf LG Acolyte Cleric 8 (Light, Pelor) A:Wis+2 A:Wis+2</p> <p>XP 45150 GP 15g - 15g = 0</p>	

Ep20	<p>7 Aug 2022 (Interlude) Free City of Greyhawk, River Quarter, Low Seas Tavern and Pirthan Estate</p> <p>The party continued their investigation into the suspects who purchased the acid vials that were used in an attempt to desecrate Riggby's corpse. In the Low Seas Tavern, the party found themselves under the stares of a crowd of gypsy bargefolk who did not welcome strangers. After some drinks and arm-wrestling, the party managed to win their respect. They were allowed to question the suspect Vokos after the party promised to financially support his wives. Under heavy pressure, Vokos admitted he bought the acid vials for the Iuzites but insisted he was simply running an errand for payment. The party even pleaded for mercy on his behalf, hoping he would change his errant ways.</p> <p>A local import merchant asked the party to dispel rumours about his recently acquired house being haunted. The party spent a night in the house and were attacked by shadowy spirits. Kriv was severely drained and weakened but they managed to drive the spirits off.</p> <p>NPCs: Janos ("Lord" of the gypsy bargefolk), Vokos (bargefolk in trouble), Trolgar (local import merchant)</p> <p>Win the bargefolks' respect Find out the truth from Vokos Spend a night in the haunted house Drive off the shadowly spirits</p>	<p>Erin L11</p> <p>XP 89825 GP 2p19g - 8g = 2p11g</p>			<p>Kriv L9</p> <p>XP 51800 GP 12g - 8s = 11g2s</p> <p>Inspiration! Learning to live and drink with people</p>			
Ep21	<p>14 Aug 2022 Eye &gt; Σ (all of you)</p> <p>The party ran out of luck when they came eye to eye with an alien predator in the Tower of Magic. Erin, who was alone in front, was quickly disabled and captured. The rest were too far behind to help. Out of ideas, the others retreated to rest. They</p>	<p>Erin L11</p> <p>XP <del>90345</del> GP 2p11g</p>	<p>Thomas L10</p> <p>XP <del>69095</del> GP 50p210g 58s35c</p>	<p>J3 L10</p> <p>XP <del>64690</del> GP 101g5s</p>				







	<p>decided to set up camp nearby and sleep without watches.</p> <p>The party failed to return from Castle Greyhawk.</p> <p>Explore beyond the guarded door</p>	 <p>Castle Greyhawk Tower of Magic (XP 71485)</p> <p>Magic items: Dagger with continual flame, Mithral Half Plate, +1 rapier, <sup>AT</sup> Flaming longsword, <sup>AT</sup> Ring of resistance (fire), Potion of Climbing, Potions of Water Breathing x3, Oil of Slipperiness x3, Pressure Capsules x2, Potions of Healing x6 <del>Potions of healing x9</del></p>	 <p>Castle Greyhawk Tower of Magic (XP 51885)</p> <p>Magic items: <sup>AT</sup> Helm of Underwater Action, Bag of Holding, +1 bolts x12, <sup>AT</sup> Cloak of Protection, +1 rapier, Potion of Greater Healing, Pipes of Haunting, Potions of Healing x4 <del>Spell scroll (Invisibility), Potions of healing x2</del></p>	 <p>Castle Greyhawk Tower of Magic (XP 48530)</p> <p>Magic items: <sup>AT</sup> +1 shortbow of Distance, +1 scimitar, Potion of Healing <del>Potions of healing x2</del></p>				
Ep22	<p>21 Aug 2022 Castle Greyhawk, Tower of Magic, War Room</p> <p>The way forward in the Tower of Magic was barricaded. Cedrick opened a passage through the rock for the rest of the party to crawl through. J4 rushed forward and unwittingly triggered an alarm. The alien predator eyed them silently while they were studying a drawing in the war room before making eye contact. The misshapened giants arrived next, this time, the party chose to beg for forgiveness. The giants</p>	<p>[Aaron N] +Earned +TCE Zephyr Cebrail M, Wood elf LG Marine Paladin 6 (Glory) Warlock 4 (Genie, Tome) F:Fey touched (Cha) F:Resilient (Con)</p>	<p>[James H @JP] +VGM +XGE Tom M, Tabaxi CN Urchin Monk 9 (Drunken Master) A:Dex+1,Con+1 F:Observant (Wis)</p>	<p>[W Ming] +VGM +XGE J4 M, Bugbear LN Outlander Barbarian 8 (Totem) Fighter 1</p>	<p>Kriv L9  XP 54800 GP 11g2s</p>	<p>Cedrick L8  XP 49050 GP 0</p> <p><b>Level Up!</b> Cleric 9</p>		



	<p>withdrew, leaving their furious slave driver to face the party alone.</p> <p>Explore beyond the barricaded door </p> <p>Avoid/disable the alarm </p> <p>Discover the hidden drawing </p> <p>Survive eye contact with the alien </p> <p>Beg for forgiveness </p>	<p>XP 74485 GP 10g - 4g6s = 5g4s</p>	<p>XP 54885 GP 10g</p>	<p>XP 51530 GP 10g</p>				
Ep23	<p>28 Aug 2022 "I shall grant you your wish."</p> <p>The furious genie engaged the party in fiery battle but failed to grant the party their death wish. The misshapened giants explained their predicament and the local situation, but the party understood not a word. The giants destroyed the titanic golem war machine that they were coerced into working on. While exploring, the party triggered a deathtrap. Once again, some of the party members were at a loss how to help their comrades who were in mortal danger. J4 and Kriv returned to the city with Zephyr's corpse but left Tom behind.</p> <p>P.S. The infernal temptress finally succeeded in her mission.</p> <p>Correct the genie's wishful thinking </p> <p>Gain the alliance of the giants </p> <p>Survive the Hall of Stolen Breath </p> <p>Survive the breathtaking image </p>	<p>Zephyr L10</p> <p>XP <del>77285</del> GP <del>5g4s</del></p>  <p>Breathless (58150 +2000)</p>	<p>Tom L9</p> <p>XP <del>57685</del> GP 10g</p>  <p>Breathless (42500 +2000)</p>	<p>J4 L9</p> <p>XP 54330 GP 10g + 5g4s = 15g4s</p> <p>Silk blankets x4 (100 gp each)</p>	<p>Kriv L9</p> <p>XP 57600 GP 11g2s</p> <p>Made a deal with the Devil Bel's Type 3 Half plate</p> <p>Returned the glaive to the giants</p>			
	<p>With several party members either dead or missing in action, the party spent an uneasy night in the Drowning Man Inn, in the Wharf District just outside the Cargo Gate.</p>	<p>With your consent, the sly seductress with hair the colour of a forbidden fruit (which you have never seen before), extended her hand towards you. You were finally able to see that in her hand was a glass of bloody red wine. The other glass seemed to have vanished mysteriously.</p> <p>You drank the wine and sealed the deal. She could no longer resist revealing a cunning and triumphant smile on her face...</p>						
Ep24	<p>4 Sep 2022 (Interlude) "A dwarf archaeologist! You like to dig, don't you?"</p> <p>Separated from the rest of the party, J4 and Thom wandered the dungeons underneath the Tower of Magic. Soon they attracted the</p>		<p>[James H @JP] +Earned +TCE Thom M, Hill dwarf N Archaeologist</p>	<p>J4 L9</p> <p>XP 57830 GP 15g4s</p> <p>Bravery! +XP</p>				

	<p>attention of an underground burrowing monster. After the battle, they encountered a party of kobolds and their master. Later, while Thom was sleeping, J4 was chatting with a mysterious librarian. J4 woke Thom up, but Thom found J4 behaving strangely. Next moment, J4 found Thom trying to dig through a collapsed passageway as if he were possessed. J4 was so scared that he instantly aged ten years.</p> <p>NPCs: Copperstar (mysterious librarian)</p> <p>Don't be swallowed by the earth <span style="background-color: #90EE90;">[+]</span>  Have a nice chat with the kobold party <span style="background-color: #90EE90;">[+]</span>  Have a nice chat with the librarian <span style="background-color: #90EE90;">[+]</span>  Spot J4's strange behaviour <span style="background-color: #90EE90;">[+]</span>  Banish the unwelcomed third party <span style="background-color: #90EE90;">[+]</span></p>		<p>Druid 8 (Stars)  A:Wis+2  F:Resilient (Con)</p> <p>XP 48000  GP 25</p> <p>Bravery! +XP  <b>Level Up!</b>  Druid 9</p>	<p>Instantly aged ten years</p> <p>Spell scrolls (Lesser Restoration, Enhance ability, Aid, Protection from energy)</p>				
Ep25	<p>11 Sep 2022  Castle Greyhawk,  Nerull's Gate</p> <p>The party regrouped and continued their exploration. They discovered a depleted mining cavern and a long mining tunnel. After several hours, they reached a new area with a fungi forest and an ancient pyramid structure. While they were resting, they felt tremors from below.</p> <p>Converse with the red-haired "envoy" <span style="background-color: #90EE90;">[+]</span>  Discover the underground pyramid <span style="background-color: #90EE90;">[+]</span>  Avoid/dispose the fungi creatures <span style="background-color: #90EE90;">[+]</span>  Sneak to safety from the tremors <span style="background-color: #FFFF00;">[--]</span></p>	<p>[Aaron N]  +Earned  +TCE  Garrick Caelus  M, Wood elf  LG  Marine  Paladin 6 (Glory)  Warlock 3 (Genie, Tome)  F:Resilient (Con)</p> <p>XP 64050  GP 10g - 2g4s  = 7g6s</p> <p>Bravery! +XP  <b>Level Up!</b></p>		<p>J4 L9</p> <p>XP 61730  GP 15g4s</p> <p>Bravery! +XP</p>	<p>Kriv L9</p> <p>XP 61500  GP 11g2s</p> <p>Bravery! +XP</p>			
Ep26	<p>18 Sep 2022  "Do you adventurers not have healing potions / goodberries / healer's kits?"</p> <p>The party rushed inside the pyramid to avoid the tremors. They found another shattered altar to the Death God, but decided to</p>	<p>Garrick L10</p> <p>XP <del>68500</del>  GP <del>7g6s</del></p>	<p>Thom L9</p> <p>XP <del>52450</del>  GP <del>25g</del></p>	<p>J4 L9</p> <p>XP 66180  GP 15g4s + 84g  = 99g4s</p>				



Ep28	<p>2 Oct 2022 Castle Greyhawk, The Halls of Beckoning</p> <p>After much trouble, the party managed to escape from the colossal monster. The party rested and continued their exploration. They arrived at a beautifully furnished area, complete with a posh bedroom and an exclusive library.</p> <p>Escape from the "Earth" "Worm"  Descend into the long hall </p>	<p>Clugh L9</p> <p>XP 58800 GP 157g</p>	<p>Tommy L8</p> <p>XP 45250 GP 235g</p>	<p>J4 L10</p> <p>XP 72530 GP 344g4s</p>		<p>Cedrick L9</p> <p>XP 52200 GP 0</p>		
Ep29	<p>9 Oct 2022 You have to die because you are <b>black</b></p> <p>The party tried to offer the librarian a compensation for their intrusion and emphasised their talents in the battlefield. They were put to the test, but J4 betrayed and killed his own team instead. Further on, their team tactics were equally lacking, while their senior member hid behind, their junior member had to take point in front. Tommy was surrounded and incapacitated before the rest could join in the fray.</p> <p>Show respect to the librarian  Learn the importance of libraries  (Bonus) Prove your words in the black and white battlefield  Don't repeat the same mistake by using the same party tactics that killed the previous party members </p>		<p>Tommy L8</p> <p>XP 48500 GP 235g</p> <p><b>Level Up!</b> Fighter 9</p> <p><b>Bravery! +XP</b> Black Knight killed by Black Rook</p>	<p>J4 L10</p> <p>XP 73030 GP 344g4s</p> <p><b>Traitor! -XP</b> <b>Black Rook betrayed Black Knight</b></p> <p>Hid behind the junior party members</p>	<p>Kriv L9</p> <p>XP 64750 GP 11g2s</p> <p><b>Level Up!</b></p> <p><b>Bravery! +XP</b> Black Pawn secured the middle battlefield</p>			
Ep30	<p>16 Oct 2022 You have another choice to make</p> <p>In the summoning chamber, the party finally came face to face with Vayne. Vayne teased the party with his spells while they fought his summoned minions. When the party was exhausted, Vayne unleashed his final spell.</p> <p>(Time stopped.)</p>	<p>Clugh L9</p> <p>XP 66300 GP 157g + 235g = 392g</p> <p><b>Bravery! +XP</b> <b>Level Up!</b></p>	<p>Tommy L9</p> <p>XP 56000 GP 235g - 235g = 0</p> <p><b>Bravery! +XP</b></p>	<p>J4 L10</p> <p>XP 78530 GP 344g4s</p> <p><b>Bravery! +XP</b></p>				



	<p>When time resumed, the party was left with a choice before their bodies dissolved away.</p> <p>NPCs: <del>Vayne</del> (who tried to betray Iuz)</p> <p>Break the bones in the chapel <span style="background-color: #00FF00; border: 1px solid black; padding: 0 2px;">+</span>  Banish the summoned monkeys <span style="background-color: #00FF00; border: 1px solid black; padding: 0 2px;">+</span>  Survive until time stops <span style="background-color: #00FF00; border: 1px solid black; padding: 0 2px;">+</span>  Learn dark secrets from the Old One <span style="background-color: #00FF00; border: 1px solid black; padding: 0 2px;">+</span>  (Bonus) grab Vayne's valuables <span style="background-color: #00FF00; border: 1px solid black; padding: 0 2px;">+</span></p>	<p>Druid 10</p> <p>to <b>Pawn</b> is Natural Charm of Restoration +2000 XP</p>	<p>dead(you) = dead(me) Charm of Not Today +2000 XP</p>	<p>Vayne's valuables</p>				
	<p><b>Epilogue</b></p>	<p>The air in the summoning chamber suddenly takes on an almost electric aura of tension. Flickers of black fire rime every living and dead creature in the room. A moment later, a 20-foot-tall humanoid demon with rippling muscles and curving black horns manifests in a blast of chilling black fire. In his hands is a greatsword that seems to be forged of coiling black flames.</p> <p>You listened to Iuz without interrupting him. Iuz enlightened you to the unspeakable deeds that Zagig forced on 3x3 demigods (one for each alignment) in order to attain godhood, the ancient obelisk and the Godtrap deep beneath Castle Greyhawk, and how Mordenkainen, Robilar, Riggby, Tenser, and Bigby tried to cover up the truth.</p> <p>As your body dissolved away, the Old One's question lingered in your mind.</p> <p><b>"Pawn or Empire?"</b></p>						
	<p><b>Magic items</b></p> <p><sup>AT</sup> attuned  <sup>NA</sup> not attuned  <sup>EK</sup> Eldritch Knight bonded</p>	<p>Spell scrolls (Lesser Restoration, Enhance ability, Aid, Protection from energy), Potions of Healing x3, Charm of Restoration</p>	<p><sup>AT</sup> Beacon Plate Armor of the Bold, Potions of Healing x3, Charm of Not Today</p>	<p><b>Key,</b> Potions of Healing x3, Vayne's valuables</p>	<p><sup>AT</sup> Bel's Type 3 Half Plate, <del>Giant's glaive</del></p>			
	<p><b>Campaign Season S27 (D&amp;D 5E)</b>  <b>Creep/DM</b></p> <p><b>Ended: 16 Oct 2022</b></p>							

	Magic Items	Description													
	<b>Weapon, +1, +2, or +3</b> Weapon (any), uncommon (+1), rare (+2), or very rare (+3)	You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.													
	<b>Armor, +1 , +2 , or +3</b> Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary(+3)	You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.													
	<b>Potion of Healing</b> Potion, rarity varies	<p>You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown below. Whatever its potency, the potion's red liquid glimmers when agitated.</p> <table><tr><td>Healing</td><td>Common</td><td>2d4 + 2</td></tr><tr><td>Greater Healing</td><td>Uncommon</td><td>4d4 + 4</td></tr><tr><td>Superior Healing</td><td>Rare</td><td>8d4 + 8</td></tr><tr><td>Supreme Healing</td><td>Very rare</td><td>10d4 + 20</td></tr></table>	Healing	Common	2d4 + 2	Greater Healing	Uncommon	4d4 + 4	Superior Healing	Rare	8d4 + 8	Supreme Healing	Very rare	10d4 + 20	
Healing	Common	2d4 + 2													
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Supreme Healing	Very rare	10d4 + 20													
	<b>Spell Scroll</b> Spell scroll, varies	<p>A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise the scroll is unintelligible.</p> <p>If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.</p> <p>Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.</p> <p>A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.</p>													
	<b>Luckstone</b> Wondrous item, uncommon (requires attunement)	This flat, gray-and-black river stone is inscribed with an unknown arcane symbol and feels cool to the touch. While carrying the stone, you can gain advantage on one ability check of your choice. The stone can't be used this way again until the next dawn.													
	<b>Bag of Holding</b> Wondrous item, uncommon	This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.													
	<b>Helm of Underwater Action</b> Wondrous item, uncommon (requires attunement)	While wearing this brass helmet, you can breathe underwater, you gain darkvision with a range of 60 feet, and you gain a swimming speed of 30 feet.													
	<b>Mithral Half Plate</b> Armor (medium), uncommon	Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.													
	<b>Potion of Giant Strength</b> Potion, rarity varies	When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type.													

		<p><b>Type of Giant</b></p> <p>Hill giant</p> <p>Frost/stone giant</p> <p>Fire giant</p> <p>Cloud giant</p> <p>Storm giant</p>	<p><b>Strength</b></p> <p>21</p> <p>23</p> <p>25</p> <p>27</p> <p>29</p>	<p><b>Rarity</b></p> <p>Uncommon</p> <p>Rare</p> <p>Rare</p> <p>Very rare</p> <p>Legendary</p>	
	<p><b>Potion of Climbing</b></p> <p>Potion, common</p>	<p>When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.</p>			
	<p><b>Pipes of Haunting</b></p> <p>Wondrous item, uncommon</p>	<p>You must be proficient with wind instruments to use these pipes. You can use an action to play them and create an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these pipes for 24 hours. Once you have this magical effect, you can't use it again until the next dawn.</p>			
	<p><b>Potion of Water Breathing</b></p> <p>Potion, uncommon</p>	<p>You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.</p>			
	<p><b>Oil of Slipperiness</b></p> <p>Potion, uncommon</p>	<p>This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a <i>freedom of movement</i> spell for 8 hours.</p> <p>Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the <i>grease</i> spell in that area for 8 hours.</p>			
	<p><b>Pressure Capsule</b></p> <p>Wondrous item, common</p>	<p>This small capsule is made of beeswax blended with sand and a variety of enchanted water plants. A creature who consumes a pressure capsule ignores the effects of swimming at depths greater than 100 feet.</p>			
	<p><b>Cloak of Protection</b></p> <p>Wondrous item, uncommon (requires attunement)</p>	<p>You gain a +1 bonus to AC and saving throws while you wear this cloak.</p>			
	<p><b>Guardian Greatsword</b></p> <p>Weapon, uncommon</p>	<p>While you are wielding this weapon, it grants a +2 bonus to initiative if you are not incapacitated.</p>			
	<p><b>Flaming Longsword</b></p> <p>Weapon, uncommon (requires attunement)</p>	<p>Upon command using a bonus action, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given, you drop the weapon, or you sheath it. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit.</p>			
	<p><b>Ring of Resistance (fire)</b></p> <p>Ring, rare (requires attunement)</p>	<p>You have resistance to fire damage while wearing this ring.</p>			
	<p><b>+1 Shortbow of Distance</b></p> <p>Ranged weapon, uncommon (requires attunement)</p>	<p>This +1 shortbow has a range of 160/320.</p>			

	<b>Longbow of Ice Cubes</b> Ranged weapon, uncommon	This longbow deals an extra 1 point of cold damage on a successful hit.	
	<b>Bel's Type 3 Half Plate</b> Armor (medium), rare (requires attunement)	You have resistance to fire damage while you wear this infernal black armor. The flames of Hell protect you against the effects of extreme cold. If you are killed while wearing this armor and you have a soul, your soul is funneled into the River Styx. "Made in Bel's Forge" is etched on the armor in Infernal.	
	<b>Beacon Plate Armor of the Bold</b> Armor (heavy), uncommon (requires attunement)	<b>Beacon.</b> You can use a bonus action to cause the armor to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.  <b>Bold.</b> You have advantage on saving throws against the frightened condition.	
	<b>Charm of Restoration</b> Minor supernatural gift	This charm has 6 charges. You can use an action to expend some of its charges to cast one of the following spells: greater restoration (4 charges) or lesser restoration (2 charges). Once all its charges have been expended, the charm vanishes from you.	Charges: 6
	<b>Charm of Not Today</b> Minor supernatural gift	If you would die from failing a death saving throw, you are stabilised instead. Once activated, the charm vanishes from you.	