The Thief's Gold

Instant Adventure for 4–6 characters levels 4–6

d20 system

Governor Drunn tosses a handful of gold coins on the table in front of you. "This is what I'm talking about," he huffs.

The shining coins are stamped with the image of a hand in a sack, rather than the city's seal as you would have expected.

"It's the bloody thieves and their damned guild that did it! They broke into the treasury a week ago and emptied it of every last gold coin. Then they re-minted it with their symbol and handed it out on the streets. We acted as quickly as we could and confiscated whatever stolen coin we could find, but it was impossible to get it all. To make matters worse, now people are using it as legal currency in the markets—the traders from outside the city don't know the difference. So now we look like the bad guys for taking people's money and the blasted thieves look like heroes—even though they've stolen the people's money from their government and handed out only a small fraction of it.

"We've had problems with this guild before and have made efforts to shut it down. The City of Kaaliqar has even passed new laws with harsher penalties for guild-related crimes, but things have only gotten worse! Our own knights and guardsmen can do very little about the situation—no one will give out any information about the thieves or the gold. I'm relying on you to track down the thieves, capture them, and recover the stolen gold.

"The thieves are passing out more gold every day—you must act quickly!"

LEGENDS & LAIRS
INSTANT ADVENTURE

d20 system

The Thief's Gold

by Brian Wood

Requires the use of the
Dungeons & Dragons® Player's Handbook,
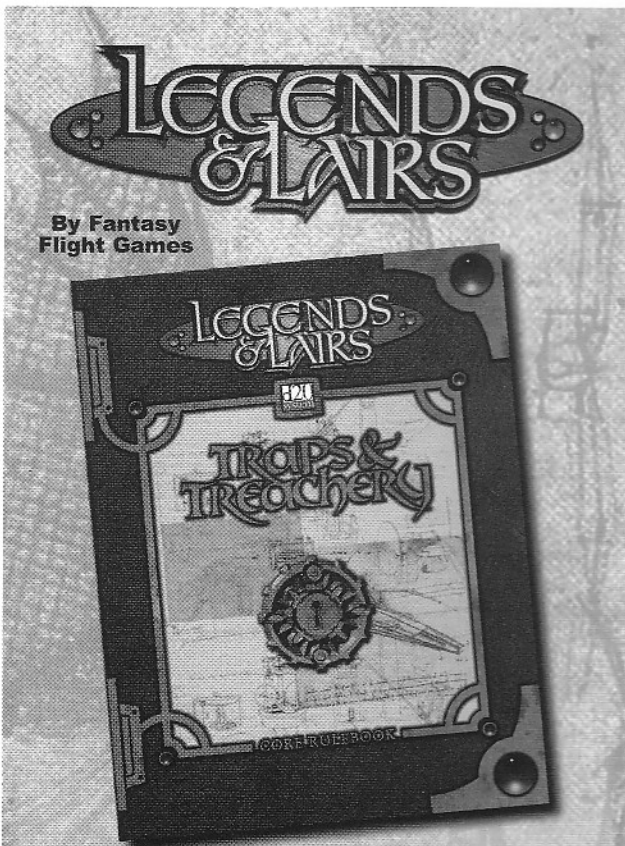Third Edition, published by
Wizards of the Coast®

How to Use This Product

This adventure takes place in the world of Mennara, the setting of Fantasy Flight's bestselling *Diskwars* fantasy battle game. This provides a convenient frame of reference, but the adventure is specifically designed to be easily incorporated into any existing D&D campaign. Feel free to alter the names of places and characters and customize the details of the adventure to fit your own world.

You should be able to run this adventure in a single game session. You should read it through at least once and study those sections you will need to know well. In particular, you should familiarize yourself with the features and capabilities of new monsters and magic items introduced in the adventure. You may also wish to photocopy the map on pages 8 and 9, both for your own reference and to show to the players, if appropriate.

Dungeons & Dragons®

This adventure requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.® You won't be able to run the adventure without it.

THE THIEF'S GOLD

By Brian Wood

DM BACKGROUND

Kaaliqar is a moderately large city with fair laws that are strongly enforced. Governor Drunn has taken it upon himself to eradicate crime in his city completely. He prefers to use his knights to enforce the laws, relying on their sense of honor to avoid abuses of power. Despite all his attempts, crime has not decreased significantly—in fact crime levels have remained almost the same, only now almost all criminal acts are perpetrated by members of the city's Thieves' Guild. Once this became clear, Lord Drunn passed a law that increased the penalty for all crimes associated with the guild and saw a momentary drop in crime as a result.

The thieves realized that the laws were beginning to affect business and formed a plan of retaliation. The heart of their plot is to humiliate the knights and Lord Drunn however possible in hopes that when they let up, the law will back off. They struck two weeks ago, stealing the front doors off the houses of every member of the city council and shaving insults into the hides of the knights' horses, then outdid themselves by breaking into the treasury. They have now moved into the second phase of their plan, re-minting the gold and distributing about a quarter of it back to the people (they're keeping the rest, of course) to generate goodwill and further humiliate the authorities.

As a safety precaution, the guild decided to locate their new minting operation in an old hideout in the sewers rather than at the usual guild headquarters. If they're discovered, the Guild as a whole won't be exposed. The lion's share of the treasury funds that they're keeping has already been hauled out of the city to five separate destinations where it was converted into gems. That gold is effectively unrecoverable.

STARTING THE ADVENTURE

Governor Drunn conceals his frustration poorly as he advises the characters. If the characters ask for more details about the night of the robbery he will explain that the thieves apparently snuck into the treasury through the front door—all of the guards were knocked unconscious and only a few even saw anything before getting knocked out. He will also tell them about the incidents with the knights' horses and the missing doors (which are still at large), growing more and more angry as he speaks.

He also admits that the knights themselves are eager for vengeance, but reluctant to hunt down the thieves for fear of being made to look foolish or earning the further enmity of the people. If the characters locate the thieves' stronghold, Drunn offers to send several knights with them to apprehend or eliminate the thieves.

Otherwise, he reiterates that none of the common people will tell the knights anything. He suggests the characters start at the Back Door—a tavern frequented by members of the guild. Drunn offers the characters 10% of whatever they are able to recover as payment, though he knows he must rely on their honor to honestly report what they've found.

THE BACK DOOR

> The tavern is dark, large, and noisy. The ceiling stretches into shadow two floors up and a second floor balcony rings the taproom. A small dais is raised in the center of the room, clearly intended for performances. Now it only holds an incredibly fat man belting out the lyrics to a drinking song and taking massive draws on his mug between verses. About three dozen patrons are spread out around the tables.

The thieves are actually hoping that the knights pursue the matter further, and though the commoners now applaud the thieves and would never reveal any information, the thieves themselves are eager to direct the knights to the minting operation so that the humiliation can continue. Several thieves are at the Back Door waiting for the knights to show up. They will assume the characters are working for Drunn and will give them the information in hopes that the characters will pass it along to the knights.

The most obvious of them is Fat Edward, who stands singing on the dais. If any of the characters approach Edward, he'll befriend them immediately. He staggers around, leans on the characters, and does everything he can to act fall-down drunk.

> Oh, you heard about the little theft that those wonderful thieveses pulled of, didja? Heheh. That was a shing of beauty, I'll tell you. Hey... you aren't gonna tell any of thish to the knightsh, are ya? Good, good, then I have a shecret for you. Heheh. Come closer and I'll tell ya. Them thieves... they're gonna take all that money that the knightsh took in the taxes and give it right back to the people. Ha! Whaddaya think of that? An' here's the best part—they're doing it all right under the knights' feetses. You know where? Do ya? The shewers!! Ha! But SSHHHH! Don't let 'em get word of it... not that they'd dirty themshelves by going down there anyway. They're prolly scared of them thieveses anyway. 'Fraid they might get their armor stold off their backs. Ha!

If the characters try to verify this information, other thieves in the tavern can more subtly confirm it, always after making the characters swear never to tell a knight. If the characters go to Governor Drunn with this information, he will tell them that the knights will not enter the sewers—they think it's beneath them—but they will guard all of the sewer exits to capture any thieves that try to escape. He can also inform the characters that the sewers run only under the

central, upper-class area of the city. One main sewage tunnel extends across the single main street that leads from the edge of town to the river, and the poorer sections are near enough to the river that the rain washes their waste away. Drunn has no map of the sewers—no work has been done on them in decades.

THE SEWERS

The characters may enter the sewers at any grating or storm drain; it is recommended that the DM have the characters begin on the west side of the sewers (if they enter near the Governor's mansion or the Back Door they will be on the southwest corner). There are several places where small holes have been bored into the sewage tunnels to aid draining, but only five actual access routes exist. Drunn can point out the ones near the Governor's mansion.

There has been no major rain recently so the sewers are not flooded; however, there is always a thick layer of water and filth lying stagnant along the corridors. At the east and west edges, the water is only about five inches deep, but in the tunnels near the main line, it's eight or nine inches deep, and the main tunnel itself has at least two feet of slowly moving sewage at all times. This sewage consists partially of washing water and rubbish, but mostly of the contents of chamber pots. The sewers are interconnected with small six- to 10-inch pipes providing additional drainage. In addition to the filth, the sewers are littered with hundreds of rats. These rats may drop on characters from pipes or scurry over feet, but are not a threat.

The thieves have stretched tripwires throughout the sewer system (except area 4). The wires are placed every 15 feet or so (every line on the map grid) and serve two purposes: The thieves delighted in the idea of the knights falling into the sewage, but they also slow pursuit in case a quick escape is needed. Any character taking the time to carefully check for traps every step of the way can find the normal tripwires (just under the sewage line) with a Search check (DC 10). A much faster alternative is to simply prod the ground with a staff while walking, which effectively identifies all tripwires (and sets off traps). Anyone encountering a tripwire must make a Reflex save at DC 15 to avoid falling; the DC is 25 for characters who are running.

> You climb down the slimy metal ladder and your feet sink several inches into the sewage covering the floor. You choke at the stench and tears form in your eyes. The air is thick and muggy and seems almost unbreathable. An unhealthy brown nimbus surrounds your light—the thick fog of evaporated sewage that limits your range of sight. The crumbling brick passage is nearly 15 feet wide and at least 20 feet high. There's nowhere you can stand to avoid slopping through four to six inches of stagnant offal and refuse.

1. THE MAIN SEWER

This sewer is nearly 50 feet wide and over 60 feet high. The sewage is two feet deep here and runs slowly northward toward the river. The smaller sewer tunnels that run into it are usually 10 to 20 feet above the sewer floor, allowing water to drain even during heavy rains. The brick walls are coated with slime that makes it difficult to climb (DC 25).

The sludge that drifts northward is spotted with hundreds of rats. The rats half swim, half climb over the sewage and cluster together on outcroppings of brick near the edges. Massive spider webs fill the upper reaches of the main tunnel but never extend below the tops of the smaller sewers (where they get washed away during heavy rains). The giant spiders residing on the tunnel ceiling formed the webs. They feed primarily on the rats, but will attack anything that moves five rounds after they enter the area.

Monstrous Spiders (30): CR 2; Large Vermin; HD 4d8+4 (22 hp); Init +3 (Dex); Spd 30 ft., climb 20 ft.; AC 14 (–1 size, +3 Dex, +2 natural); Atk +4 melee (1d8+3 and poison DC 16, 1d6 Strength, bite); Face/Reach 10 ft. by 10 ft./5 ft.; SQ vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2.
Skills: Climb +14, Hide +6, Jump +2, Spot +7.

2. PIT TRAPS

The thieves have bored a pit, 10 feet deep and 10 feet wide, across the sewer floor at these two points. The pits are completely filled with sewage and appear no different from the surrounding floor. Characters falling into the pit will find it very difficult to swim because the sewage is so thick. A Swim check (DC 15) is required to escape unaided.

Characters can leap the gap with a successful Jump check (DC 10).

Pit Trap: CR 1/4; no attack roll necessary (no damage, covered in sewage); Reflex save avoids (DC 20; DC 10 if using pole to search floor); Search (DC 20; DC 10 if using pole); Disable Device (DC 20).

3. GRAY OOZE

A gray ooze lies in wait on the ceiling of this corridor. A Spot check (DC 25) is required to notice it before it attacks.

Gray Ooze: CR 4; Medium-size Ooze; HD 6d10+10 (hp 41); Init –5 (Dex); Spd 10 ft.; AC 5 (–5 Dex); Atk +3 melee (1d6+1 and 1d6 acid, slam); SQ blindsight, cold and fire immunity, ooze, camouflage; AL N; SV Fort +1, Ref –4, Will –4; Str 12, Dex 1, Con 11, Int —, Wis 1, Cha 1.

4. SWAMP BEHEMOTH

The swamp behemoth (84 hp, see New Monster section) wandered into the sewers many years ago and has since grown too large to leave. The guild lost many thieves in attempts to slay the beast before they decided to seal off the section of the sewers where the behemoth makes its lair. Four portcullises seal all possible entrances to this section of sewer. The spikes at the bottom of the portcullis have been cemented into the brick floor—obviously much more recently than the rest of the sewers were constructed—and there is no mechanism for raising the portcullis.

Portcullis: 2 in. thick; Hardness 10; hp 60; Lift DC 25; Break DC 28.

The swamp behemoth stays in its lair most of the time, living off of the rats that wander between the portcullis bars. Any loud noise made near the tunnels leading to its lair will attract the behemoth in 1d4 rounds.

5. PIT TRAP

This pit trap is identical to the ones in area 2, except that five-inch spikes are set into the floor on its far side. Characters who jump across the pit and take damage from the spikes must make a Reflex save (DC 10) or fall backward into the pit. This trap can be navigated by tossing an item (such as a shield) onto the spikes to act as a landing surface or by wading through the pit and then jumping over the spikes.

Pit Trap: CR 1/4; no attack roll necessary (no damage, covered in sewage); Reflex save avoids (DC 20; DC 10 if using pole to search floor); Search (DC 20; DC 10 if using pole); Disable Device (DC 20).

Floor Spikes: CR 1; +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Search (DC 20); Disable Device (DC 20).

6. SPIKE TRAP

One of the tripwires on the floor actually triggers a trap set into the ceiling. A wooden frame suspended from the ceiling holds several rows of eight-inch, sharpened spikes. One end of the frame is anchored to the ceiling on hinges, while the other end is released when the tripwire is triggered. The entire frame swings down, impaling any characters in front in the front rank.

Spike Trap: CR 2; +8 melee (3d6/x3 crit); Search (DC 21); Disable Device (20).

7. RIDDLES

Stonework walls that are much newer than the surrounding sewers block this corridor. A massive stone door is set into the wall with no apparent handle or hinges. The door is not trapped, but as soon as anyone touches it, a magic mouth speaks:

> You must lay your hand on the door and answer the riddle to pass.

These doors are sealed with a variant of the *arcane lock* spell. If the password is spoken aloud, the arcane lock is deactivated for 1d4 rounds. The guild's two wizards placed the enchantments on these doors. The corridor dead-ends shortly after the third door.

Stone Doors: 4 in. thick; Hardness 8; hp 60; Break DC 28 (+10 for *arcane lock*).

First Riddle:
Dire and deadly, in darkness it dwells
Its blanket of black only banished by bells
It can't be killed, captured or quelled
Until the sun rises again
Answer: *Night*

Second Riddle:
It creaks, it clanks, it prances around;
It struts, it stabs, and rides off the ground;
It cuts, it quests, its campaigns abound;
And it likes to visit fair maidens.
Answer: *Knight*

Third Riddle:
What looks worse
Than the bloated corpse of a pig,
But smells like horse vomit?
Answer: *Knight*

8. PORTCULLIS TRAP

A massive iron portcullis blocks the corridor. The tunnel walls have been built out slightly to encase the gate, and two lengths of rusted chain hang from over the bars to loop around a pulley attached to the floor. Next to the pulley is a lever that engages the locking mechanism for the portcullis. It looks like it was meant to keep something from the other side from getting through.

The portcullis was put in place 20 years ago when the thieves first began using the sewers. At the same time, a secret passage was built leading around the portcullis (Search DC 20). The portcullis cannot actually be opened. It is a crafty imitation and looks like one need only flip the lever and haul on the chain to raise the gate.

The chain itself is attached to a massive block of granite sitting

Sewers

To River

From City's Edge

4

3

5

1

2

2

9

10

8

6

7
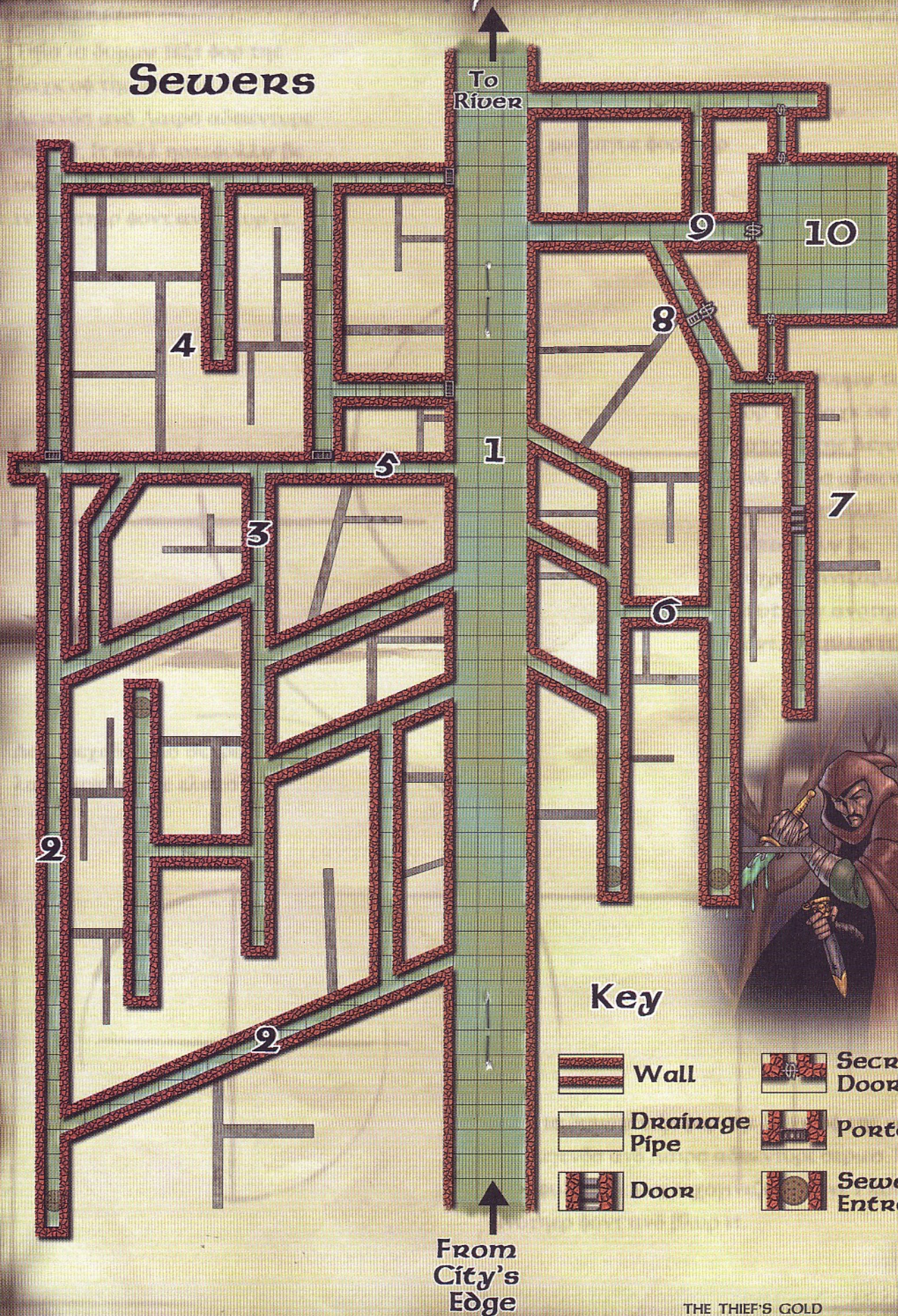
Key

Wall		Secret Door	
Drainage Pipe		Portcullis	
Door		Sewer Entrance	

THE THIEF'S GOLD

on a slight incline over the portcullis. Characters pulling on the chain will have to make a Strength check (DC 20) to get it to move (they should assume it's merely rusted from disuse), but they will actually be hauling the massive stone block onto their heads.

Falling Block Trap: CR 5; +15 melee (6d6); Search (DC 22), Disable Device (DC 20).

Portcullis: 2 in. thick; Hardness 10; hp 60; Break DC 28.

9. OTYUGH

An otyugh lives in this area of the sewers and keeps the tunnels remarkably clean. The thieves have gotten in the habit of carrying rotting meat or other garbage around with them and they toss a handful to the otyugh whenever they pass by. When the characters enter this section of the sewer the otyugh will approach them expecting to be fed. It will not attack, but will defend itself if attacked.

Otyugh: CR 4; Large Aberration; HD 8d6+6; hp 44; Init +0; Spd 20 ft.; AC 17 (−1 size, +8 natural); Atk +3/+3 melee, −2 melee (rake 1d6, bite 1d4); Face/Reach 5 ft. by 5 ft./10 ft (15 ft. with tentacle); SQ scent; AL N; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6.
Skills: Hide +5 (+13 in lair), Listen +6, Spot +9.
Feats: Alertness.

10. THIEVES

The secret doors leading to the forge room are well hidden but fairly easy to detect because of the heat emanating from them. They can be located with a successful Search check (DC 17).

You slip through the secret door into a large room of apparently much newer construction. It is illuminated with the yellow and red glow of a forge, where two massive, bare-chested men are working, using heavy gloves and tongs to pour molten gold from a pot into a mould. On the other side of the chamber, a small woman sits on a crude bench, counting gold coins into a barrel. Similar barrels line the entire back wall—several dozen of them. The woman at the barrel looks up when you enter and shouts a warning to the others.

The three thieves are the only ones at the forge—the guild considers the sewers well defended without adding any more men and realizes that thieves wouldn't have a fighting chance against knights anyway. The thieves will quickly realize that they can't fight the characters and will hold up their hands in submission while the woman, Tamara, tries to talk her way out.

Wait! Hold on, there! Who are you? What are you doing here? We can be reasonable… we can discuss this, just stay where you are for a moment. Do you know who we are? Have you heard of the thief's gold? That's what we're making here. This is for the good of the people.

If the characters don't acknowledge that the governor sent them or that they're trying to apprehend the thieves, Tamara will only try to bribe them; otherwise she'll say:

Drunn hired outsiders? Hmph! Figures his precious knights wouldn't want to dirty themselves. Look, I don't know what he told you, but you gotta listen to me for a second. This money is not his money—it's the people's money. They paid it in taxes that have been way too high for years, and what does he do with it? Builds his mansion, entertains guests, and hoards it in his treasury. Look at all this money! Why are the people paying taxes if this much money is stored up? Drunn is the thief, not us! We're returning the money to the people, to its real owners.

Now I know you're just doing your job and that you have to earn a living, but there are other options to consider. How about working for us? I have a perfect job for you—the pay is good and there's nothing to it. You just leave the sewers and then leave the city without telling anyone about what you found down here. Now I don't know what Drunn offered you to come after the money that rightfully belongs to the people, but I think that the people could see fit to pay you handsomely to work for them. Well, what do you say?

If the characters agree with Tamara's proposal she will begin by doubling whatever they say Drunn offered. The money doesn't mean anything to her since it isn't hers, and as long as Drunn doesn't get the money back the guild's mission is accomplished.

If the characters refuse the offer, Tamara sighs heavily and slouches her shoulders in defeat for a second before darting for the farthest secret door from the characters. Nicholi runs for a different secret door, and Iron Jake attacks. He will surrender if his hit points drop below 8.

Nicholi and Tamara run in different directions. Tamara's ring (see New Magic Item section) will allow her to pass any traps, including tripwires and pits, without setting them off or disarming them. She will run towards the nearest traps in hopes of losing any pursuers. Nicholi knows the locations of all the traps, but he must move at half speed to avoid the tripwires.

If the characters merely stepped over the tripwires as they went instead of cutting them they will have to make a Reflex save (DC 25) while running past the first wire, and an additional check (DC

20) for each subsequent wire. Moving at half speed will lower the DC by 5.

If Tamara and Nicholi managed to leave the forge room, the characters will have to split up and chase them through the sewers. Nicholi will try to leave the sewers from the first exit he finds, while Tamara will try to lead the characters into traps and may even backtrack to ambush them. If the characters had the knights guard the sewer exits, Nicholi will be caught as he tries to leave. If the characters don't stop her first, Tamara will escape by heading down the main sewer tunnel (area 1) and swimming through a sewer grate into the river.

Iron Jake, Male Human Rog2: CR 2; Medium-size Humanoid; HD 2d6+6; hp 16; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +5 melee (1d6+4, iron bar); AL NE; SV Fort +3, Ref +4, Will +0; Str 18, Dex 12, Con 16, Int 9, Wis 10, Cha 9.
Skills: Balance +4, Craft (blacksmithing) +6, Craft (gemcutting) +6, Craft (stonemasonry) +6, Disable Device +4, Hide +2, Intimidate +6, Open Lock +4, Search +6, Spot +4.
Feats: Endurance, Improved Bull Rush.
Possessions: Leather smith's apron, iron bar, hammer, belt pouch with 55 gp.

Nicholi, Male Human Rog5: CR 5; Medium-size Humanoid; HD 5d6+; hp 22; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atk +6 melee (1d6, short sword); AL NE; SV Fort +2, Ref +9, Will +1; Str 10, Dex 16, Con 12, Int 13, Wis 10, Cha 9.
Skills: Appraise 5, Craft (blacksmithing) 2, Balance 3, Climb 5, Disable Device 9, Forgery 9, Hide 4, Jump 2, Listen 3, Move Silently 9, Open Lock 4, Pick Pocket 6, Search 6, Spot 4, Use Magic Device 9.
Feats: Weapon Finesse (short sword), Lighting Reflexes, Dodge.
Possessions: Short sword, knife, gold necklace (35 gp), belt pouch with 125 gp.

Tamara, Female Human Rog12: CR 12; Medium-size Humanoid; HD 12d6+12; hp 57; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 *ring of protection*); Atk +13/+8 melee (1d6+3, *+3 short sword*); SA sneak attack; SQ evasion, uncanny dodge; AL NE; SV Fort +5, Ref +12, Will +4; Str 10, Dex 18, Con 12, Int 14, Wis 12, Cha 12.
Skills: Balance +10, Climb +10, Decipher Script +7, Disable Device +16, Escape Artist +10, Gather Information +6, Hide +6, Jump +10, Listen +6, Move Silently +10, Open Lock +10, Pick Pocket +10, Search +12, Sense Motive +7, Spot +10, Swim +10, Use Magic Device +16, Use Rope +6.
Feats: Weapon Finesse (short sword), Mobility, Run, Dodge, Improved Initiative, Spring Attack.
Possessions: +3 short sword, +2 ring of protection, ring of trap avoidance (23 charges), platinum bracelet (120 gp), belt pouch with four gems (15 gp, 20 gp, 50 gp, 100 gp).

CONCLUDING THE ADVENTURE

At worst, the characters should have captured Iron Jake and recovered the gold, 43,000 gp in all. At best, they'll have caught both Nicholi and Tamara as well. All three will resist any attempts at questioning (which isn't really the characters' job anyway) and can only be made to reveal information through magical means or torture. Iron Jake knows the least, having only been a member of the guild for two years. He knows that Tamara is in charge and a ranking guild member. He thinks all of the stolen gold is being redistributed. Nicholi knows that most of the gold was taken out of the city to be converted into other wealth and property. He also knows the location of the Guildhouse and that Tamara is a high-ranking guild member. Tamara knows all of the history detailed at the beginning of the adventure, plus the names of most of the guild members and the location of the Guildhouse and several safe houses used by the guild.

Governor Drunn will not reveal to the characters that they only recovered a portion of the stolen money. He will take any prisoners and have them questioned about the location of the rest of the money and anything else they can reveal about the Thieves' Guild. If Nicholi was captured, there will be a major raid on the Guildhouse two days later. If Tamara was captured, there will be a raid on the Guildhouse and over a hundred others will be arrested. All leaders of the Thieves' Guild, 24 in all, will be publicly executed.

NEW MONSTER

SWAMP BEHEMOTH

Large Aberration
Hit Dice: 6d10 + 18 (48 hit points)
Initiative: –1 (Dex)
Speed: 30 ft.
AC: 18 (–1 size, –1 Dex, +5 natural, +5 hide)
Attacks: 2 claws +6 melee, bite +1 melee, tail +1 melee
Damage: Claw 1d6+6, bite 2d10+1, tail 1d4+1
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: —
Special Qualities: —
Saves: Fort +3, Ref –1, Will –1
Abilities: Str 23, Dex 8, Con 16, Int 5, Wis 8, Cha 6
Skills: Swim +10
Feats: Alertness.
Climate/Terrain: Any swamp
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Usually Neutral
Advancement: 7–17HD

The swamp behemoth is typically only found in the Thelgrim Peninsula, but it occasionally moves up rivers to make its home in any temperate, marshy terrain. Swamp behemoths are bipedal reptilian creatures with alligator-like features. They're deceptively fast-moving on land, but in the water, their webbed hands and tail allow them a deadly speed and maneuverability. A full-grown behemoth can stand more than 15 feet tall.

COMBAT

On land, the swamp behemoth primarily attacks with its claws, easily engaging multiple opponents at once. Its tail can also be used to lash at opponents to the rear. In the water, the behemoth uses its mighty jaws to bite its prey and drag them below the surface.

NEW MAGIC ITEM

RING OF TRAP AVOIDANCE

This ring belongs to the renowned thief Tamara. It was crafted by request to allow her to effortlessly bypass all traps. As long as the ring is worn, the wearer triggers no traps. She can walk over covered pits without falling in, pass harmlessly through tripwires, pick locks without triggering needles, and pass unscathed through any kind of trap, magical or mechanical. The wearer is still susceptible to the effects of a trap triggered before the ring was put on or traps triggered by others (a falling rock will still crush her, even if another in her party set off the trap).

The *ring of trap avoidance* was created with 30 charges. Every time a mechanical trap is bypassed because of the ring's magic, a charge is expended. Two charges are expended if the bypassed trap is magical. There is no way for the wearer to know whether or not a charge has been used, therefore the wearer cannot know whether or not an area is trapped simply by using the ring.

Caster Level: 9th; *Prerequisites:* Forge Ring, *freedom of movement, passwall; Market Price:* 50,000 gp.

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