

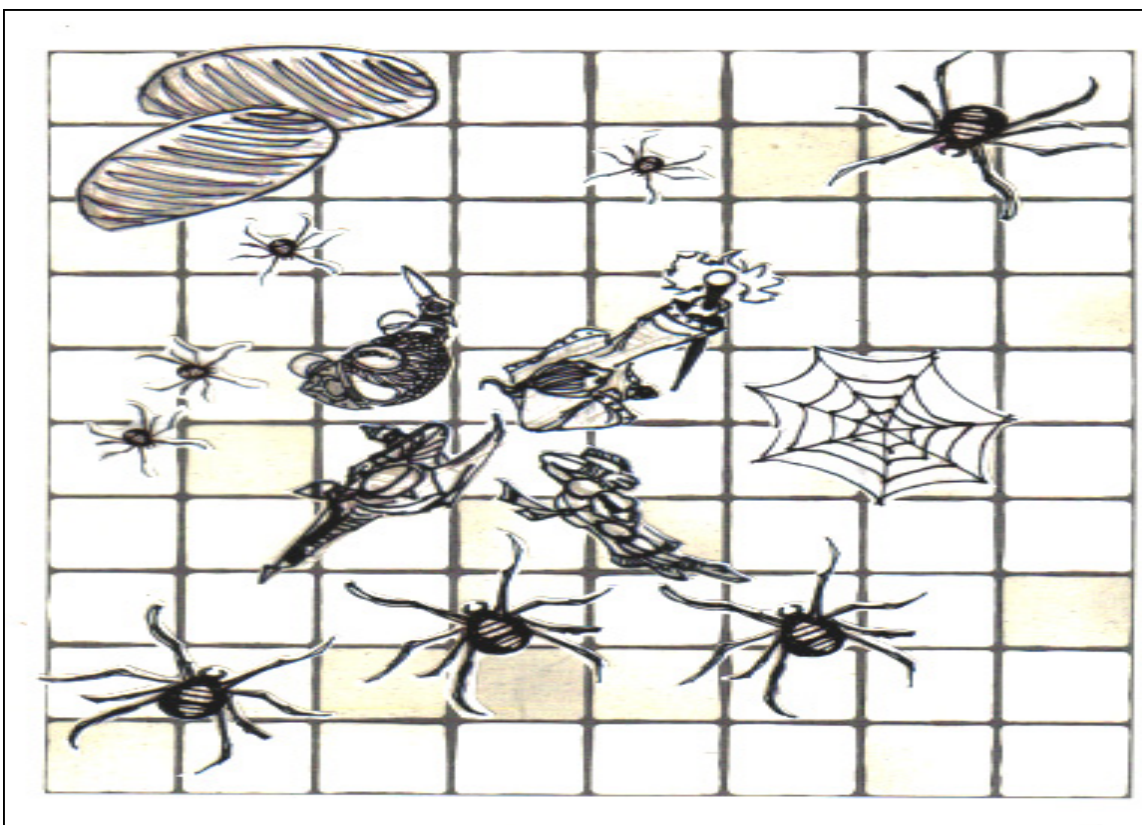
# MINI MODULE MM1

## “Oleg’s Ring”

BY ERIC THOMAS

AN ADVENTURE FOR 1st LEVEL CHARACTERS

“Requires the use of the Dungeons & Dragons V3.5, Third Edition Core Books, published by Wizards of the Coast, Inc.”



You find yourself in the small, but bustling town of Delver’s Gulch. The Gulch as it is called by the locals started as a boomtown providing for the scores of adventures who rushed to seek their fortunes in the ancient dwarven halls that are now called “The Shadowgloom Grotto”. You also have come seeking fortune and glory here amongst others of your ilk, before you can even find a place for a hot meal and a good ale, adventure comes to you. Several men dressed in blue foppish outfits wander about the crowded streets, each singing, jesting of spinning tales of glory and each has the same message “the Blue Minstrels are in need of adventurers”, knowing better than to look a gift horse in the mouth you rush to The Blue Minstrels Lodge ready to undertake your fist adventure.

IF YOU FIND THIS ADVENTURE INTRIGUING LOOK FOR FUTURE ADVENTURES FROM  
THE  
“GRAND HIGH EXLATED FRATERNAL ORDER OF THE BLACK PIGEON”

## MM1

### Oleg's Ring

(A Shatterdawn Intro Adventure)

#### Plot

The PCs are hired by the Blue Minstrels a small bardic lodge dedicated to Nim-Bod the god of luck to find and recover the remains or at least the magic ring of an adventuring bard killed almost ten years ago in Shadowgloom Grotto, a rather infamous local dungeon. The PCs are to venture into the deadly halls, search out the remains of Oleg Silversong and bring back his magic ring.

#### Background

Every ten years The Blue Minstrels (a bardic lodge) holds a competition and invites all comers to compete through song, poem, jest or tale for a very special prize, the

**Troubadours Ring** (see new magic items), a unique gift given to the lodge by none other than Nim-Bod the god of luck on one of his many visits to the Prime Material Plane. In honor of their god's love of all things entertaining they hold the The Blue Minstrels Rhythm and Rime Review, a week long festival. Now the time quickly approaches for another competition and the current holder of the precious ring, Oleg Silversong is rumored to have met a grisly fate seeking fortune and adventure in Shadowgloom Grotto, a rather infamous local dungeon. Now through some pricy divining magic they have managed to locate what they think is Oleg's corpse near one of the entrances of the dungeon, they wish to hire adventurers to go down into the grotto and recover Oleg's body or at the very least the **Troubadours Ring**. For this task they are willing to pay each adventurer the fee of 100 GP at the time the ring is turned over to them.

### Getting Things Started

You find yourself in the small, but bustling town of Delver's Gulch. The Gulch as it is call by the locals started as a boomtown providing for the scores of adventures who rushed to seek their fortunes in the ancient dwarven halls that are now called the Shadowgloom Grotto. You have also come seeking fortune and glory here amongst others of your ilk, but before you can even find a place for a hot meal and good ale, adventure comes to you. Several men dressed in blue foppish outfits wander about the crowded streets, each singing, jesting of spinning tales of glory and each has the same message "the Blue Minstrels are in need of adventurers", knowing better than to look a gift horse in the mouth you rush to The Blue Minstrels Lodge ready to undertake your fist adventure.

#### **(DM)**

Any PC may make a Knowledge (Local) DC 10 or (Religion) DC 15 to know that the Blue Minstrels are a sect of Bards and Rogues dedicated to the god of luck Nim-Bod.

Knowledge (History) of Bardic Knowledge Check DC 20 reveals that The Shadowgloom Grotto was once the great dwarven hold of White Hammer Hall long before the fall of the dwarven nations, now it has been opened to adventurers and their loot taxed by the dwarf king.

### Getting the Job at The lodge

When you arrive at the lodge, you see several others had the same idea as you. Each of them appears to be as eager as yourself about the prospect of adventure. You and the others are invited into the main feast hall where you are greeted by two rather strange half-elf bards, each is dressed in a black entertainer's outfit, complete with a large floppy black hat and they are each wearing black spectacles, one is short and portly and calls himself Jako the other is tall and lean and says his name is Elmwood, they have a vague family resemblance. Jako does most of the talking, stating that the Blue Minstrels would like each of you to journey into the eastern halls of Shadowgloom Grotto and try and recover the remains of one of their brothers, Oleg Silversong who found his doom there, if bringing out his remains ends up being too difficult then retrieval of his magic ring will be sufficient. The Blue Minstrels are willing to pay you each 100gp as well as any treasure you find while in the dungeon.

#### **(DM)**

The ring is really the only thing they truly want; asking for Oleg's remains is just polite.

Jako and Elmwood will insist once the PCs find the body, they return promptly because, venturing further into the grotto, the traps and threats become far more than the PCs can handle.

If the PCs want to negotiate the fee or for it to be paid up front it will require a Diplomacy Check DC25, as Jako is quite adept at bargaining.

The PCs will be given a crude map (handout #1), but only if they ask for one, since Elmwood has it and is quite forgetful.

If the PCs need any more equipment before venturing into the Grotto, they may purchase anything from the PHB even alchemical and Masterwork Items if they have the funds.

Once they are ready read **On the East Doorstep**.

### On the East Doorstep (Area 1)

It took nearly half a days walk to reach the eastern entrance to Shadowgloom Grotto, before you is a wide entrance carved right into the cliff wall, around the entrance is an intricate pattern of dwarven runes, a low fog rolls out of the entrance.

#### **(DM)**

The Dwarven runes read: Ware Ye who enters here without love for the stone folk in your hearts.

The fog is harmless and comes from the face in Area 2.

The Slope is steep and counts a difficult ground (only half moves/ no running) unless the PCs succeed at a Balance Test DC 15.

Those that fail roll to the bottom and suffer 1d6 falling damage.

### The Belching Face with the Shinning Eye (Area 2)

This wide chamber is choked with a hazy fog that belches forth from a massive dwarf-like face carved in the wall opposite the entrance ramp. Through the fog the wide chamber seems to have an exit both to the right and left. In the left eye of the dwarf face is a twinkling white gemstone the size of a dwarf's fist.

#### **(DM)**

The smoke is harmless, though does cause a 20% miss chance because of concealment. The source of the smoke is many levels down as this is one of the many chimneys from the lower levels.

The dwarf face (handout #2) is a depiction of the Earth/ Dwarven God Nogg the Earth Forger (Knowledge Religion Check DC 15).

The gemstone in his left eye is a fake (appraise Check DC 20) and has had **Nystul's Magic Aura** cast on it making appear that it has a strong enchantment spell on it.

Digging the fake gem out: The setting is Hardness 8/ and has 20hp. \* Note: if this is attempted it will draw the attention of (3) of the Orcs in area 3 if they are not already alerted.

### The Worn Statues and the Lurking Orcs (Area 3)

The Smoke from the face Chamber is still thick here; you can just make out several man-shaped objects through the haze.

#### **(DM)**

The Smoke is still causing a 20% miss chance.

As soon as the first PC gets within 5ft of the steps that lead to AREA 5 the orcs will attack, if they have not been drawn into combat by noisy PCs, if the (3) orc not hiding by the statues are not here the orc between the statues will remain hidden (Hide Check 15) until one of the PCs is within melee range.

The two statues were at one time depictions of a male and female dwarf warrior, now worn and ruined with age.

**Treasure:** The Hidden orc has a Pouch containing: (20gp, a small garnet worth 25gp and a *Thunderstone*).

At the end of the hall is a Spiked Pit Trap!

**Spiked Pit Trap:** CR2; mechanical; location trigger; automatic reset; DC 20 Reflex Avoids; 20ft deep (2d6, fall); multiple targets (first target in each of two adjacent 5ft squares); pit spikes (ATK +10 melee, 1d4 spikes per target for 1d4 +2 each); Search DC18; Disable Device DC15.

**Treasure:** at the bottom of the pit trap is a *Masterwork* Long Bow.

#### The Rats and the Golden Idol (Area 4)

A stout wooden door is spiked shut with no less than 16 pitons as if someone wanted to keep whatever is on the other side from escaping.

**(DM)**

Wooden Door: 2-in thick/ Hardness 5/ 20hp/  
Break DC 23/ Stuck (due to spikes) DC28

Removing the spikes: Strength Test DC 20  
each (16) and takes one round each.

(Once the PCs are past the door)

A narrow set of stone steps descends into the darkness, scattered near the bottom of the steps is what appears to be the skeletal remains of what looks to be a man.

**(DM)**

Have the PCs make a Listen Check DC 10, to hear the Rat Swarm that is moving towards the steps from along the western wall.

The skeletal remains are that of an orc from Area 3, who strayed to far from his companions, the orcs spiked the door shut.

**Treasure:** Near the orc's remains are a battle axe, heavy wooden shield and a small pouch (Search Check DC 15) containing (10gp)

Also at the far end of the room is a small (2ft tall) golden idol in the likeness of a singing dwarf (worth 250gp/ weight 50lbs).

#### The Stain and the Blade (Area 5)

Narrow stone steps descend into a small odd shaped open chamber. To the west is a wooden door painted green. A grisly brown stain that could only be old blood is smeared on the floor near the eastern wall, beyond it the chamber seems to open into a larger room.

**(DM)**

The Door Leads to Area 5A (see below), the brown stain marks the trigger square for a Scything Blade Trap (see below); the chamber leads to Area 6.

**Scything Blade Trap:** CR1; mechanical; location trigger; auto reset; ATK +8 melee (1d8/ X3); Search DC 21; Disable Device DC 20.

The Green Door: 2-in thick/ Hardness5/  
20hp/ Break DC 23/ Locked (DC20)

**(Area 5A, beyond the green door)**

This room and everything in it is covered in a thick carpet of green mold. Piles of rotten grain sacks and moldy barrels are lined about the walls.

**(DM)**

The mold is harmless (Knowledge Dungeoneering DC 15); almost all the supplies in the room are rotted and worthless.

**Treasure:** (Search Check DC 24) finds a small pouch hidden away behind one of the barrels containing: (6) small rubies each worth (25gp).

**The Rubbish and the Undead Owlbear (Area 6)**

Piles of rubbish litter the southeast corner of this large room that seems to continue around to the west. The glint of metal can be seen amongst the rubbish of garbage and bones.

**(DM)**

As soon as anyone either enters 10ft into Area 6 or comes within sight of the Owlbear Skeleton, it attacks.

**Treasure:** the following items are scattered amongst the rubbish (see below)

24 Loose CP (Search Check DC 5)

Gold ring (worth 25gp) (Search Check DC 10)

(2) Small *Masterwork* daggers (Search Check DC 15)

**Potion of mage Armor** (Search Check DC 20)

**Arrows in the Dark and the Ramp (Area 7)**

The smoky haze is still thick in this direction; you can barely see where the corridor turns to the south.

**(DM)**

There are two threats here, first is an Arrow Trap (see below) set in the west wall, trigger is marked on map and the Ramp that leads down to Area 8, the smoke makes it difficult to see ( Spot test DC 20 Dwarves get a +5 bonus due to stone cunning/ Reflex DC 20 avoids falling/ See Below).

**Arrow Trap:** CR1; mechanical; proximity trigger; manual reset; ATK +10 Ranged (1d6/ X3, arrow); Search Check DC 20; Disable Device DC 20.

Ramp: Difficult ground (half move/ no Running or charging) Balance Check DC 15 or fall (1d6, falling damage). Since the

smoke mostly hides the ramp PC can't make balance checks unless they see it.

**Silk Slingers, Dead Dwarves and the Portcullis Trap (Area 8)**

Down the steep slope opens a long chamber, that narrows near the middle. Old dusty cobwebs hang from the high vaulted ceiling (20ft). A door is set in western wall, at the far end of the chamber is a dirty white mound of what looks like dusty blankets piled by yet another door.

**(DM)**

Area8 has several threats, first are (3) Silk Streamer Spiders Hiding in the front of the long chamber near the ceiling (hidden DC 24 to spot) they will attack the 2<sup>nd</sup> round after some one enters the chamber.

There is a Portcullis Trap (see below) where the chamber narrows.

At the far end of the chamber are (3) more Silk Streamer Spiders that will attack as soon as either someone is caught under the portcullis or someone investigates the Dead Dwarf (the pile of dusty blankets, really is the webbed remains of a dead dwarf).

The Door to Area 9 and the Doors to Area 10 and 11 are locked (see Areas for full details).

**Portcullis Trap:** CR 1; mechanical; location trigger; ATK +10 melee (3d6); Search Check DC 20; Disable Device DC 20. Note: damage only applies to those underneath, portcullis blocks passage.

Iron Portcullis: 2-in thick/ Hardness 10/ 60hp/ Break DC 28/ Lift DC 25

**Treasure:** (on the dead dwarf) (2) *Masterwork* Throwing Axes, vial of Antitoxin, (1) **Potion of Cure Light Wounds**.

Note: to get to any of these items the webs on the dwarf need to be cut (see Silk Slingers for web stats).

### The Poisoned Door (Area 9)

This stout wooden door has a tarnished bronze plate attached near its center; the plate is covered with dwarven runes.

(DM)

The Bronze plate reads: Keep Out, Authorized Dwarves Only

The door is locked (DC20) and Trapped with Contact Poison on the doorknob (see below)

**Doorknob Smearred With Contact Poison:** CR1; mechanical; touch trigger (attached); manual reset; poison (carrion crawler brain juice, DC 13 Fort Save Resists, Paralysis 2d4 round/0); Search Check DC 19; Disable Device DC 19.

Stout Wooden Door: 2-in thick/ Hardness 5/ 20hp/ Break DC 23

(Beyond the Poisoned Door)

This chambers walls are lined with barrels, each is oak and stamped with a black mug. Most of the barrels appear empty.

(DM)

A Knowledge History Check (DC 20) reveals that the Black mug stamped on the barrels is none other than the fabled **Black Tankard Bitter**, ale whose clan along with its recipe has been lost for over 100 years.

**Treasure:** A search (DC 20) of the barrels reveals (1) full cask of **Black Tankard Bitter**, worth 200gp to any dwarven tavern.

### The Ridiculous Lock and the Empty Armory (Area 10)

This stout wooden door is badly scarred as if someone or something had tried beating it down.

(DM)

This is the door to what was once an armory that now stands empty.

The door is locked (DC30)

Wooden Door: 2-in thick/ Hardness 5/ 20hp/ Break DC 23

### The trapped Iron Chest and the Self Locking Iron Door (Area 11)

A heavy iron door stands before you, on it were many Dwarven runes, but rust and quite a bit of damage has made them all but illegible.

The Door is Locked (DC 20)

A Successful Decipher Script test DC 20 is required to read the runes: (in dwarven) Warning self locking door.

Once open, if the door is not held open it closes and locks.

Iron Self locking Door: 2-in thick/ hardness 10/ 60hp/ Break DC 28 Search DC25 notice that the door is weighted to close.

(Beyond the iron door)

A stout iron chest sits in one corner of the room.

(DM)

The Iron Chest is locked (DC 25) and trapped with a Poison Dart Trap (see below)

Iron Chest: 2-in thick/ hardness 10/ hp 60/ Break DC 28

**Poisoned Dart Trap:** CR1; mechanical; location trigger; manual reset; ATK +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC12 Fort resists, 0/ 1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18

**Treasure:** (inside the chest) 100gp and a *Masterwork* Great Axe.

**Oleg's Body and The Hall of Slicing Death (Area 12)**

Before you are the skeletal remains of a human, still clutching a lute, the man is dressed in a dark blue traveler outfit. The upper half of his body lies five feet from his lower half as if some great blade sliced him in twain.

**(DM)**

The Remains are that of Oleg Silversong, the bard the PCs have been sent to retrieve.

The ***Troubadours Ring*** is on his left hand. His Lute is *Masterwork*  
He has other jewelry valued at 100gp.

He has a *Masterwork* Rapier, but it is on his lower body and past the first Pendulum Trap (see below)

**Pendulum Trap:** CR3; mechanical; timed trigger; auto reset; ATK +15 melee (1d12+8/X3, greataxe); Search DC15; Disable Device DC27

**Every 5ft of the hall is trapped with a Pendulum Trap, remind the PCs of the warning the Blue Minstrels gave them. The adventure is over and the PCs are not meant to go further into the grotto, the corridors goes on indefinitely, keep springing traps until the PCs turn back or are dead.**

**Ending the Adventure**

You make your way first out of the Grotto, then back to town and finally to the Blue Minstrel Lodge. There you are greeted with wine, women (or men), and song. It is a celebration to rival any you have ever attended, once you drink and eat your fill and have heard numerous songs, tales and poems in your honor; you are given your reward and have perhaps made some valuable friends.

**(DM)**

The PCs are given the agreed upon reward. If they managed to bring back both the ring and Oleg's remains they are invited to

become honorary members of The Blue Minstrels.

**Experience**

A base 1,000xp  
+ 100 per PC if they did not negotiate the fee.

+100 Per PC if they recovered both the ring and the body.

+100 Per PC if all the PC survived.

**Blue Minstrel Member ship**

You are now an honorary member of the prestigious bardic lodge of the Blue Minstrels, You are granted the following "Benefits"

1. You may purchase any *Masterwork* Weapon that is a class weapon of either the Bard or Rogue Class for half price.
2. You may purchase ANY instrument or thieves tool (including masterwork) for half price.
3. You now may purchase Drow Sleep Poison (Injury DC13/ Unconsciousness/ Unconsciousness for 2d4 hours) 75gp per dose); (up to 10 doses per purchase)
4. You may enter any and all Competitions or Festivals held by the Blue Minstrels.

**New Magic Item**

The ***Troubadours Ring***: This unique magic item was gifted to The Blue Minstrel bardic lodge by Nim-Bod, the god of luck himself. It is highly prized by the "Blue Bards" not only because it was a gift from their god, taken right off one of his six fingers, but because it is a potent magic item. The ring is awarded every 10 years in a competition held to find the most worth bearer.

Description: The ring is a thick mithril band engraved with musical notes and set with six identical perfect deep blue sapphires.

Powers: any being who wears the ring is granted the following Feats (even if he does not meet the prerequisites): Extra Music, Lingering Song, Chant of Fortitude, Iron Skin Chant and Lyric Spell. In addition to the granted feats, the wearer of the ring is also granted a +1 luck bonus to all saving throws.

**Monsters**

**(New Monster)**

Silk Streamer Spider: CR1/2; Small Vermin ; HD 1d8 (Vermin); hp4; Init +3; Spd Climb 20, 30; AC:14 (Flatfooted:11 Touch:14); Atk -1 base melee, +4 base ranged; +4 (1d4-2,Bite); SA: Web (Ex) , Poison (Ex) ; SQ: Racial Traits: Vermin, Darkvision (Ex): 60 ft., Tremorsense (Ex): 60 ft., Mindless (Ex), Immunity: Mind-Affecting Attacks (Ex); ALN; SV Fort +2, Ref +3, Will +0; STR 7, DEX 17, CON 10, INT --, WIS 10, CHA 2.

Skills: Climb +11, Hide +11, Spot +4.

Feats: Weapon Finesse.

Description: Silk Streamer Spiders are aggressive predators.

Silk Streamer Spiders are a deep purplish hue with black striped markings and have roughly circular bodies surrounded by outspread legs:

Size	Diameter	Height
Small	3 feet	3 inches

Combat: Silk Streamer Spiders use their Poisonous Sleep bite to subdue or kill prey.

Special Attacks: Web (Ex): (Ranged Touch Attack) Silk Streamer Spiders often wait in their webs or in trees, then lower themselves

silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Silk Streamer Spiders can cast a web 12 times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size larger than that the spider (see page 102 in the Player's Handbook for details on net attacks). The web anchors the target in place, allowing no movement.

An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are listed in the following table:

Escape DC 18/ Break DC 24/ Hit Points 4

Silk Streamer spiders often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 22) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points listed on the table, and sheet webs have damage reduction 5/fire.

A Silk Streamer Spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Poison (Ex): Bite, Fortitude save (DC 11), initial Sleep 1d4 minutes/ Secondary Sleep 1 hour.

Orc Axer:CR1/2;Medium Humanoid ; HD 1d8 (Humanoid); hp4; Init +0; Spd 20; AC:15 (Flatfooted:15 Touch:10); Atk +0 base melee, -2 base ranged; +0 (1d3+2,Unarmed strike); +2 (1d8+2,Battleaxe); SQ: Light Sensitivity (Ex), Darkvision (Ex): 60 ft.; ALCE; SV Fort +2, Ref +0, Will -1; STR 15, DEX 10, CON 11, INT 9, WIS 8, CHA 8. Skills: Listen +1, Spot +1. Feats: Martial Weapon Proficiency: Battleaxe, Simple Weapon Proficiency. Possessions: Weapons: Battleaxe (10 gp). Armor: Hide (15 gp). Shields: Shield, heavy wooden (7 gp).

Special Qualities: Light Sensitivity (Ex): Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

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Swarm, Rat:CR2;Tiny Animal (Swarm); HD 4d8 (Animal); hp18; Init +2; Spd 15, Climb 15; AC:14 (Flatfooted:12 Touch:14); Atk +1 base melee, +7 base ranged; +7 (1d6,Spit); SA: Disease (Ex) , Distraction (Ex) ; SQ: Half Damage from Piercing (Ex), Half Damage from Slashing (Ex), Low-light Vision (Ex), Scent (Ex), Subtype: Swarm, Vulnerability: Energy Damage Weapons (Ex), Vulnerability: Swung Torches (Ex), Vulnerability: Thrown Lanterns (Ex); ALN; SV Fort +4, Ref +6, Will +2; STR 2, DEX 15, CON 10, INT 2, WIS 12, CHA 2. Skills: Balance +10, Climb +4, Hide +14, Listen +6, Move Silently +6, Spot +7, Swim +4. Feats: Alertness, Weapon Finesse.

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Ruined Skeletal Owlbear: CR 3; Large Undead ; HD 5d12 (Magical Beast) ; hp 22; Init +6; Spd 30; AC:16 (Flatfooted:14 Touch:11); Atk +6 base melee, +3 base ranged; +6/+1 (1d6+5, 2 Claw; 1d8+2, Bite); SA: Improved Grab (Ex) ; SQ: Scent (Ex), Darkvision (Ex): 60 ft., Low-light Vision (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Damage Reduction (Su): 5/Bludgeoning, Immunity: Cold (Ex), Immunity: Ability Damage (Physical Scores), Immunity: Sleep Effects (Ex), Immunity: Poison (Ex), Immunity: Fortitude Save-Based Attacks (Ex), Immunity: Critical hits (Ex), Immunity: Ability Drain (Ex), Immunity:

Death Effects (Ex), Immunity: Nonlethal Damage (Ex), Immunity: Raise Dead (Ex), Immunity: Energy Drain (Ex), Immunity: Mind-Affecting Attacks (Ex), Immunity: Death from Massive Damage (Ex), Immunity: Disease (Ex), Racial Traits: Undead, No Natural Healing (Ex), Immunity: Reincarnate (Ex); AL CE; SV Fort +4, Ref +6, Will +1; STR 21, DEX 14, CON --, INT --, WIS 10, CHA 10. Skills: Listen +6, Spot +6. Feats: Alertness, Improved Initiative, Track.

Special Attacks: Improved Grab (Ex): To use this ability, the owlbear must hit with a claw attack.

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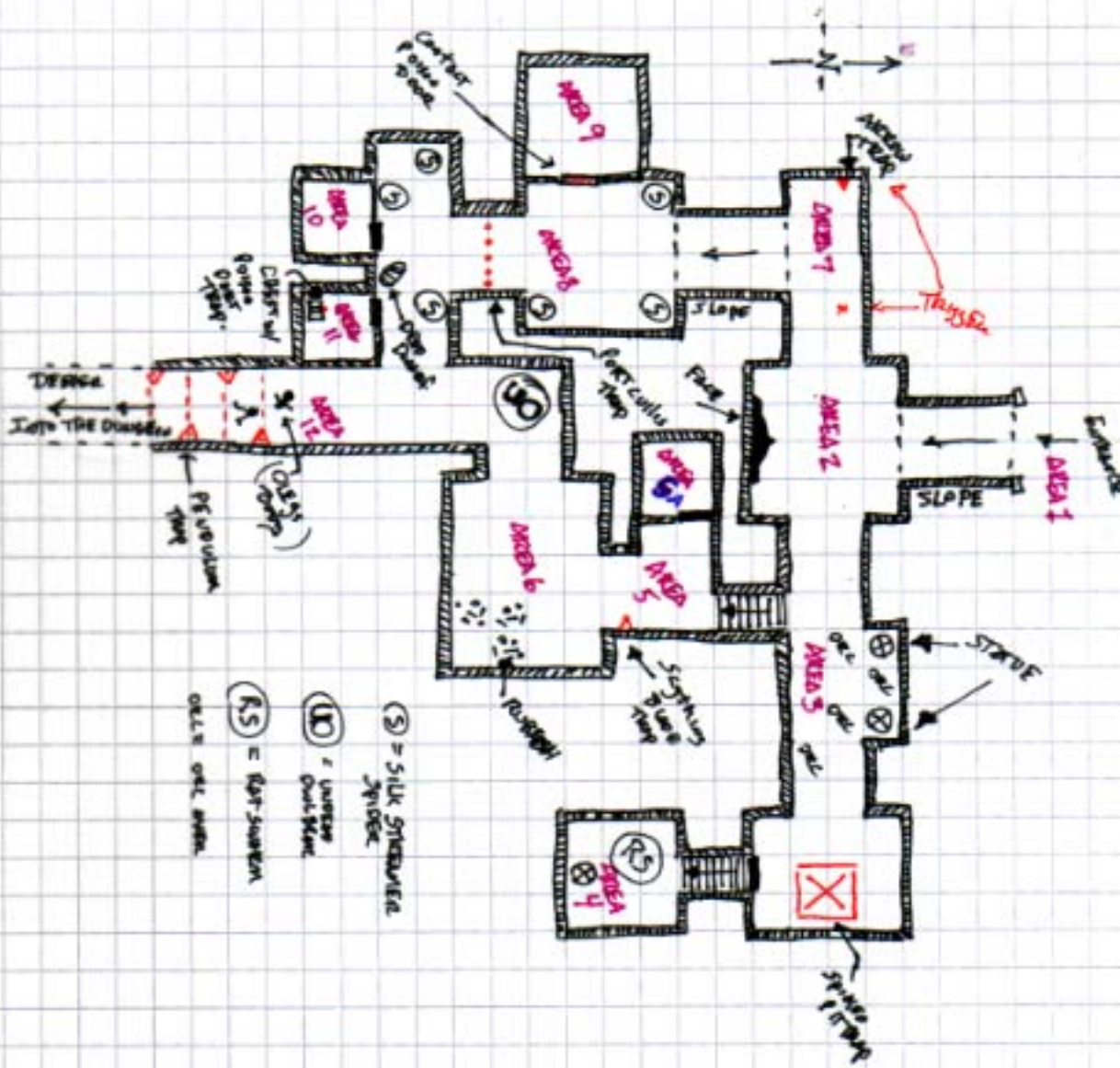
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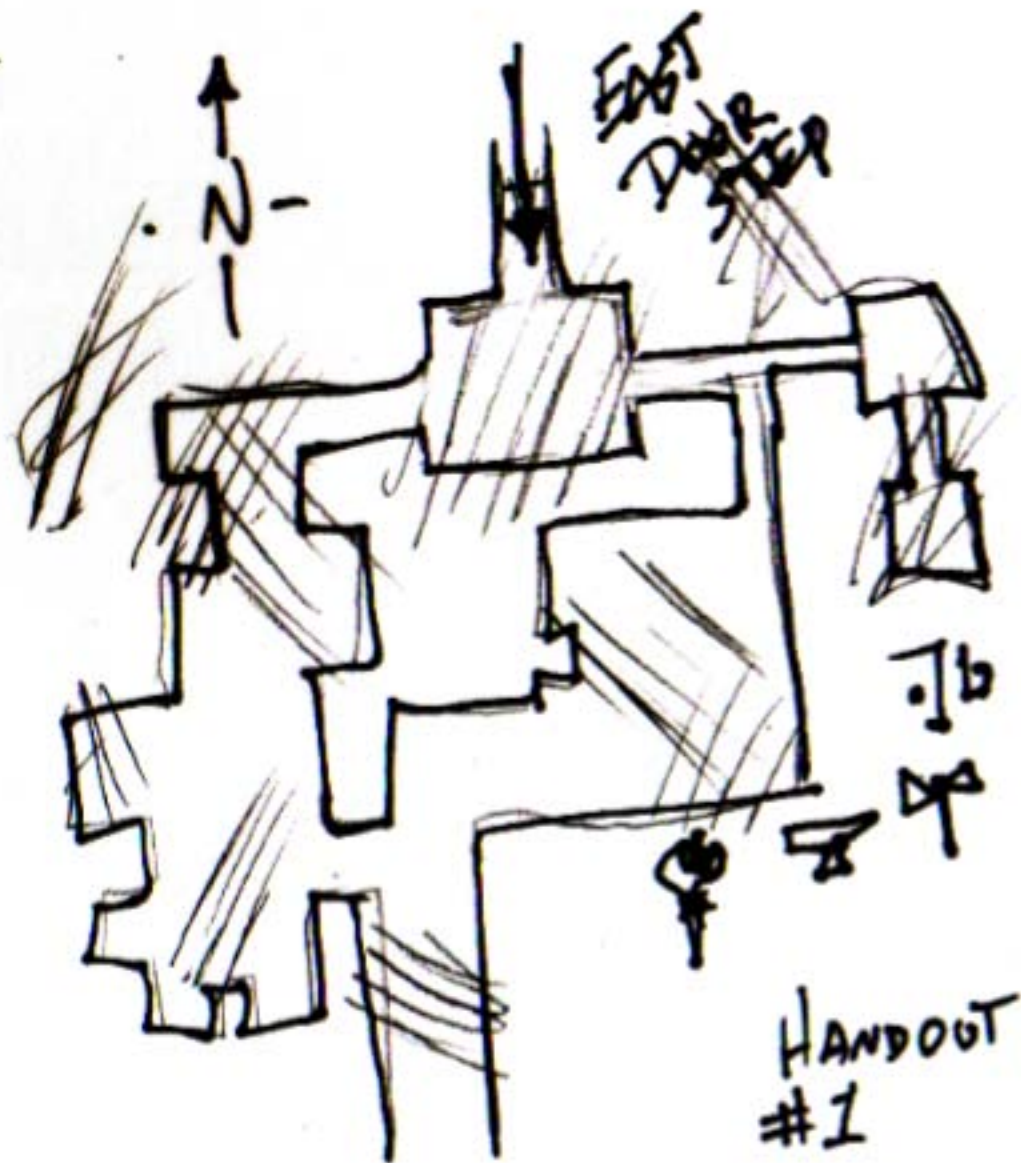
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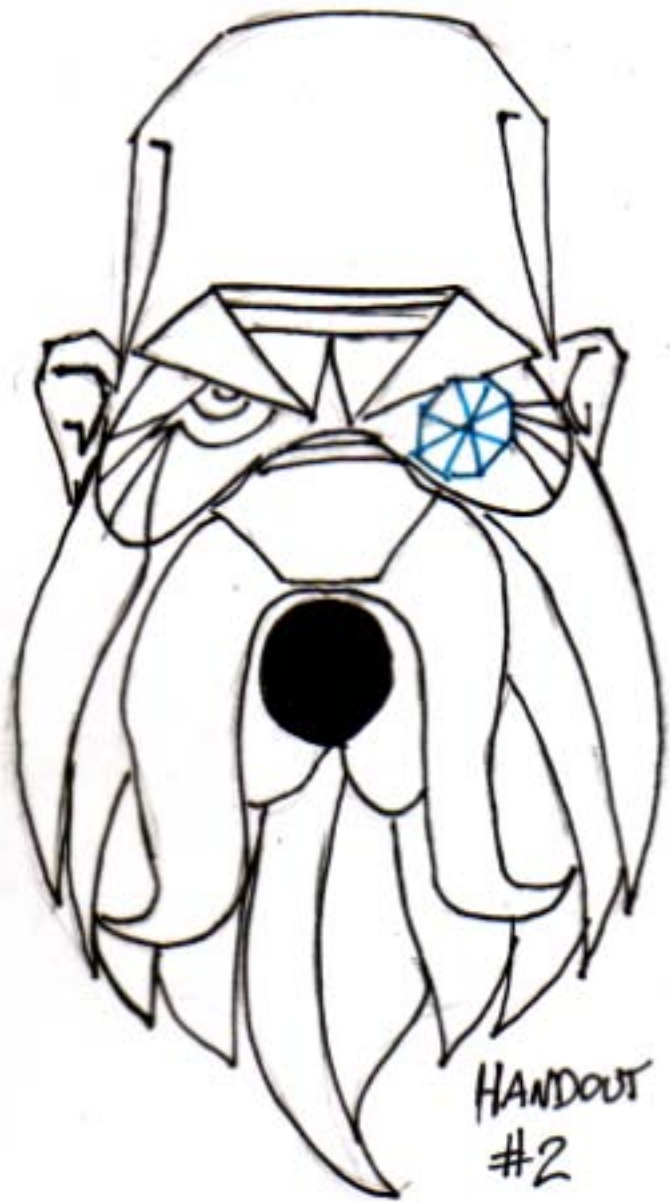
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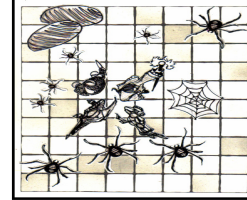


HANDOUT  
#2

# “Oleg’s Ring”

## Magic Item Certificate

### *Potion of Mage Armor*



This certificate entitles: \_\_\_\_\_ to a  
*Potion of Mage Armor*, PHB Pg. 249.

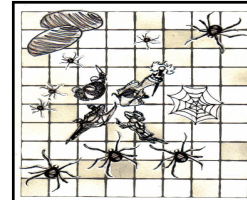
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“Black Pigeon Press”

# “Oleg’s Ring”

## Magic Item Certificate

### *Potion of Cure Light Wounds*



This certificate entitles: \_\_\_\_\_ to a  
*Potion of Cure Light Wounds*, PHB Pg. 215.

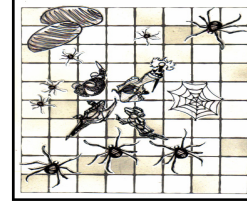
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“Black Pigeon Press”

# “Oleg’s Ring”

## Special Certificate

### *Honorary Blue Minstrel Member*



This certificate entitles: \_\_\_\_\_ to be a *Honorary*

***Blue Minstrel Member***, you are granted the following “Benefits”. You may purchase any *Masterwork* Weapon that is a class weapon of either the Bard or Rogue Class for half price. You may purchase ANY instrument or thieves tool (including masterwork) for half price. You now may purchase Drow Sleep Poison (Injury DC13/ Unconsciousness/ Unconsciousness for 2d4 hours) 75gp per dose); (up to 10 doses per purchase). You may enter any and all Competitions or Festivals held by the Blue Minstrels.

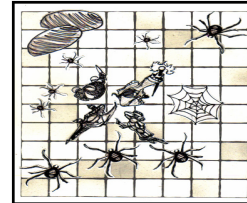
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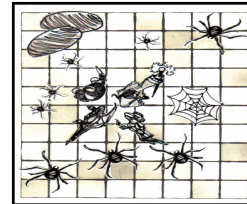
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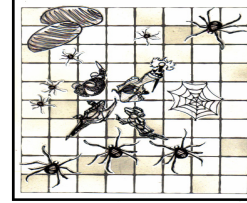
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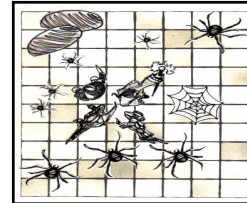
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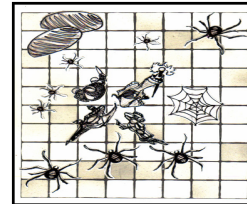
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“Black Pigeon Press”



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**Dungeon Mini Module MM2 (Coming soon !)**

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**The “Black Pigeon Press” will host a complete line of fantasy, science fiction, and historical games to play at future Gamedays.**